

BARRACUDA [LEGENDS]

M	T	SV	W	LD	OC	
-	10	3+	14	7+	-	5+

AUFSTELLUNG

1x Barracuda [Legends]

Equipped with: 2x Long-barrelled burst cannon, Missile pod, Seeker missile, Swiftstrike burst cannon, Swiftstrike railgun, ► Cyclic ion blaster - overcharge, ► Cyclic ion blaster - standard, ► Ion cannon - overcharge, ► Ion cannon - standard, Armoured hull

Wargear Options:

- This model can replace its Swiftstrike burst cannon with ion cannon or Swiftstrike railgun.
- This model can replace its 2 Long-barrelled burst cannons with 2 Cyclic ion blasters.
- This model can be equipped with up to 4x Seeker missile.

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Long-barrelled burst cannon	24"	8	4+	6	0	1
Missile pod	30"	2	4+	7	-1	2
Seeker missile <small>ONE SHOT</small>	48"	1	4+	14	-3	D6+1
Swiftstrike burst cannon	36"	16	4+	6	-1	1
Swiftstrike railgun <small>DEVASTATING WOUNDS</small>	72"	1	4+	20	-5	D6+6
► Cyclic ion blaster - overcharge <small>HAZARDOUS</small>	18"	3	4+	8	-2	2

ABILITIES

RULES - Deadly Demise D3, For The Greater Good

Agile Dogfighter

Each time an attack targets this model, subtract 1 from the Hit roll.

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



► Cyclic ion blaster - standard	18"	3	4+	7	-1	1
► Ion cannon - overcharge BLAST, HAZARDOUS	60"	D6+3	4+	8	-2	3
► Ion cannon - standard BLAST	60"	D6+3	4+	7	-1	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

WEAPON RULES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*



Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.