IMPERIUM - ASTRA MILITARUM

HYDRA PLATFORM [LEGENDS]

95 PTS

M	T	SV	W	LD	OC
-	8	3+	8	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hydra Quad Autocannon **ANTI-FLY 2+** **TWIN-LINKED**	72"	4	4+	9	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	3	4+	3	0	1

AUFSTELLUNG

1x Hydra Platform [Legends]

Equipped with: Hydra Quad Autocannon, Close combat weapons

ABILITIES

Flak Battery
Each time this model makes an attack that targets a unit that can Fly, you can re-roll the Hit roll.

Fortification
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Reinforced Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack

WEAPON RULES

ANTI
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

TWIN-LINKED
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").