IMPERIUM - ASTRA MILITARUM

MEDUSA CARRIAGE BATTERY [LEGENDS]

125 PTS

M	T	SV	W	LD	OC
4"	7	4+	6	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Medusa siege cannon BLAST HEAVY INDIRECT FIRE	36"	D6	5+	10	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battery close combat weapons	Melee	5	4+	3	0	1

AUFSTELLUNG

1x Medusa Carriage Battery [Legends]

Equipped with: Medusa siege cannon, Battery close combat weapons

ABILITIES

Siege Bombardment
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.

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).*

HEAVY
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

INDIRECT FIRE
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).