IMPERIUM - ASTRA MILITARUM

MINOTAUR [LEGENDS]

225 PTS

M	T	SV	W	LD	OC
10"	11	2+	18	7+	5

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Minotaur twin earthshaker cannon [BLAST] [INDIRECT FIRE] [TWIN-LINKED]	240"	D6+3	4+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Minotaur [Legends]

Equipped with: Minotaur twin earthshaker cannon, Armoured tracks

ABILITIES

Armoured Frontis
Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

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).

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

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

CORE RULES

Deadly Demise D6
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").