

IMPERIUM - ASTRA MILITARUM

TARANTULA BATTERY

[LEGENDS]

M	T	SV	W	LD	OC
-	5	3+	4	7+	0

◊ RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Twin heavy bolter	SUSTAINED HITS 1 TWIN-LINKED	36"	3	4+	5	-1	2
Twin lascannon	TWIN-LINKED	48"	1	4+	12	-3	D6+1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	4+	3	0	1

AUFSTELLUNG

1-3x Tarantula w/ twin heavy bolter oder Tarantula w/ twin lascannon

Equipped with: Twin heavy bolter, Twin lascannon, Close combat weapon

ABILITIES

Sentry Programming

You can target this unit with the Fire Overwatch Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.

WEAPON RULES

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

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").

