IMPERIUM - SPACE MARINES

TARANTULA AIR DEFENSE BATTERY [LEGENDS]

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

70 PTS
Base —

Deadly Demise 1

1 KOMMANDO
—

2 BEWEGUNG
—

3 BESCHUSS

Tarantula Air Defence Missiles

ANTI-FLY 2+ · BLAST

R	A	BS	S	AP	D
48"	D6	4+	7	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

4 ANGRIFF
—

5 NAHKAMPF

Armoured Hull

R	A	WS	S	AP	D
Melee	1	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

◆ VERTEIDIGUNG

Sentry Programming

You can target this model with the Fire Overwatch Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this turn. This model can only be targeted with that Stratagem once per turn.

∞ IMMER / EINMALIG
—

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

Deadly Demise 1 This ability always takes the form Deadly Demise X.

ANTI This ability always takes the form [ANTI-X Y+].

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 (roun…

AUFSTELLUNG

1x Tarantula Air Defense Battery [Legends]

Ausrüstung: Tarantula Air Defence Missiles, Armoured Hull

KEYWORDS Vehicle, Imperium, Tarantula Air Defence Battery · **FRAKTION** Adeptus Astartes