

TARANTULA AIR DEFENSE BATTERY [LEGENDS]

M

-

T

5

SV

3+

W

4

LD

7+

OC

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

∞

IMMER / EINMALIG

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.

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 Defence Battery [Legends]

Ausrüstung: Tarantula Air Defence Missiles, Armoured Hull

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