

TARANTULA AIR DEFENSE BATTERY [LEGENDS]

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

AUFSTELLUNG

1x Tarantula Air Defense Battery [Legends]

Equipped with: Tarantula Air Defence Missiles, Armoured Hull

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Tarantula Air Defence Missiles ANTI-FLY 2+, BLAST	48"	D6	4+	7	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	1	4+	4	0	1

ABILITIES

RULES - Deadly Demise 1

Sentry Programming

You can target this model with the Fire Overwatch Stratagem for OCP, 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.

WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.



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).*