

TARANTULA AIR DEFENSE BATTERY [LEGENDS]

70 PTS

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

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

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 ABILITIES

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