

# WHIRLWIND SCORPIUS

## [LEGENDS]

115 PTS

| M   | T  | Sv | W  | LD | OC |
|-----|----|----|----|----|----|
| 10" | 10 | 3+ | 11 | 6+ | 3  |

### RANGED WEAPONS

| WEAPON                                                          | RANGE | A     | BS | S  | AP | D  |
|-----------------------------------------------------------------|-------|-------|----|----|----|----|
| Hunter-killer missile<br><b>ONE SHOT</b>                        | 48"   | 1     | 2+ | 14 | -3 | D6 |
| Scorpius multi-launcher<br><b>BLAST</b><br><b>INDIRECT FIRE</b> | 48"   | 2D3+3 | 3+ | 6  | -1 | 2  |
| Storm bolter<br><b>RAPID FIRE 2</b>                             | 24"   | 2     | 3+ | 4  | 0  | 1  |

### MELEE WEAPONS

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Armoured tracks | Melee | 3 | 4+ | 6 | 0  | 1 |

### ABILITIES

#### Damaged: 1-4 wounds remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

#### Pinning Bombardment

In your Shooting phase, after this model has shot, if one or more of those attacks made with its Scorpius multi-launcher scored a hit against an enemy INFANTRY unit, that unit must take a Battle-shock test.

### WEAPON ABILITIES

#### 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).*

#### Indirect Fire

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

#### One Shot

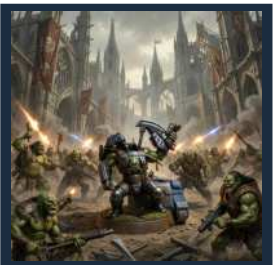
Each weapon with this ability can only be selected to make attacks with once per battle. If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

#### Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



### AUFSTELLUNG

1x Whirlwind Scorpius  
[Legends]

**Equipped with:** Hunter-killer missile, Scorpius multi-launcher, Storm bolter, Armoured tracks

**Wargear Options:**

- This model can be equipped with 1x Hunter-killer missile.



**KEYWORDS:** Vehicle, Smoke, Whirlwind Scorpius

**FACTION KEYWORDS:** -

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### CORE RULES

#### Deadly Demise D3

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").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

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