

COLOSSUS [LEGENDS] - IMPERIUM -
ASTRA MILITARUM

160 PTS

M	T	Sv	W	LD	OC
10"	10	2+	11	7+	3

AUFSTELLUNG
1x Colossus [Legends]
Equipped with: Colossus siege mortar, Heavy stubber, Hunter-killer missile, Storm bolter, Armoured tracks
Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with one of: Heavy stubber, Storm bolter.

KEYWORDS: Vehicle, Imperium, Squadron, Smoke, Colossus, Frame
FACTION KEYWORDS: Astra Militarum

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Colossus siege mortar BLAST, DEVASTATING WOUNDS	120"	D6	4+	6	-1	D6+2
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	7	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.

Tracking Target
Each time this model is selected to shoot, provided it Remained Stationary this turn, its Colossus siege mortar has the [ANTI-MONSTER 5+] and [ANTI-VEHICLE 5+] abilities while resolving those attacks.

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).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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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).*

CORE RULES

Deadly Demise D6
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.