

TANTALUS [LEGENDS]

M	T	SV	W	LD	OC	
16"	10	4+	18	7+	5	5+

AUFSTELLUNG

1x Tantalus [Legends]

Equipped with: Pulse Disintegrators, Dire Scythe Blades

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Pulse Disintegrators ASSAULT	36"	12	3+	10	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dire Scythe Blades	Melee	6	4+	8	-1	2

ABILITIES

RULES - Deadly Demise D6, Deep Strike, Firing Deck 16

Damaged: 1-6 Wounds Remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Engine of Destruction (Pain)

In your Shooting phase, when you select this model to shoot, you can spend 1 Pain token to Empower this model. While Empowered, this model's pulse disintegrators have the [RAPID FIRE 8] ability.

Scything Charge

Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

Tantalus (Transport)

Capacity: This model has a transport capacity of 16 Drukhari Infantry models. Each Grotesque model takes up the space of 3 models. This model cannot transport models that can Fly.



WEAPON RULES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

