

SKORPIUS DISINTEGRATOR

M	T	SV	W	LD	OC
10"	10	2+	12	7+	3

AUFSTELLUNG

1x Skorpius Disintegrator

Equipped with: Belleros energy cannon, Cognis heavy stubber, Disruptor missile launcher, Ferrumite cannon, Armoured hull

Wargear Options:

- This model can replace its Belleros energy cannon with Ferrumite cannon.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Belleros energy cannon BLAST, INDIRECT FIRE	36"	2D6	4+	7	-2	1
3x Cognis heavy stubber RAPID FIRE 3, SUSTAINED HITS 1	36"	3	4+	4	0	1
Disruptor missile launcher TWIN-LINKED	36"	3	4+	9	-2	D6
Ferrumite cannon	48"	3	4+	12	-3	D6+1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

RULES - Deadly Demise D3, Doctrina Imperatives

Blistering Salvoes

Each time this model makes an attack with a belleros energy cannon that targets an Infantry unit, add 1 to the Hit roll. Each time this model makes an attack with a ferrumite cannon that targets a Monster or Vehicle unit, add 1 to the Hit roll.

Broad spectrum data-tether

Each time you select the bearer as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

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.



WEAPON RULES

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).

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).*

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*



Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

