

# CYCLOPS DEMOLITION VEHICLE

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | SV | W | LD | OC |
| 8" | 4 | 3+ | 4 | 8+ | 0  |

|                                                     |
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| <b>AUFSTELLUNG</b><br>1x Cyclops Demolition Vehicle |
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## ABILITIES

**RULES** - Deadly Demise 1

### Compact

This model can embark within an ASTRA MILITARUM TRANSPORT model as if it were an INFANTRY model. If it does, it takes up the space of 7 models.

### Demolition Charges

Each time this model or an enemy unit ends a move, if this model is within 3" of one or more enemy units, select one of those enemy units. This model is destroyed, but instead of rolling for its Deadly Demise ability, roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D6 mortal wounds.

### Unstable Payload

When rolling for this model's Deadly Demise ability, units within 6" suffer mortal wounds on a 4+, instead of on a 6.

