MEDUSA CARRIAGE BATTERY [LEGENDS]

M	T	SV	W	LD	OC
4"	7	4+	6	7+	2

AUFSTELLUNG

1x Medusa Carriage Battery [Legends]

Equipped with: Medusa siege cannon, Battery close combat weapons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Medusa siege cannon BLAST, HEAVY, INDIRECT FIRE	36"	D6	5+	10	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battery close combat weapons	Melee	5	4+	3	0	1

ABILITIES

Siege Bombardment
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.

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).*

Heavy

In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Indirect Fire

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