

# STYGIES DESTROYER TANK HUNTER [LEGENDS]

| M   | T  | SV | W  | LD | OC |
|-----|----|----|----|----|----|
| 10" | 11 | 2+ | 13 | 7+ | 3  |

## AUFSTELLUNG

1x Stygies Destroyer Tank Hunter [Legends]

**Equipped with:** Heavy stubber, Hunter-killer missile, Storm bolter, Stygies laser destroyer, Armoured tracks

### Wargear Options:

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

## ⦿ RANGED WEAPONS

| WEAPON                            | RANGE | A | BS | S  | AP | D    |
|-----------------------------------|-------|---|----|----|----|------|
| Heavy stubber<br>RAPID FIRE 3     | 36"   | 3 | 4+ | 4  | 0  | 1    |
| Hunter-killer missile<br>ONE SHOT | 48"   | 1 | 4+ | 14 | -3 | D6   |
| Storm bolter<br>RAPID FIRE 2      | 24"   | 2 | 4+ | 4  | 0  | 1    |
| Stygies laser destroyer<br>HEAVY  | 72"   | 2 | 4+ | 14 | -4 | D6+3 |

## ✂ MELEE WEAPONS

| WEAPON          | RANGE | A | WS | S | AP | D |
|-----------------|-------|---|----|---|----|---|
| Armoured tracks | Melee | 3 | 4+ | 6 | 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.

### Tank Hunter

Each time this model makes a ranged attack that targets a Vehicle unit, add 1 to the Wound roll

## WEAPON RULES

### 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.



### 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).*

