

ARMAGEDDON-PATTERN MEDUSA [LEGENDS]

M	T	SV	W	LD	OC
10"	9	3+	11	7+	3

AUFSTELLUNG

1x Armageddon-pattern Medusa [Legends]

Equipped with: Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Medusa siege cannon, Storm bolter, Armoured tracks

Wargear Options:

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Medusa siege cannon BLAST, INDIRECT FIRE	36"	D6	4+	12	-2	4
Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1

ABILITIES

RULES - Deadly Demise D3

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.

Pinning Bombardment

In your Shooting phase, after this model has shot, if one or more of those attacks made with its Medusa siege cannon scored a hit against an enemy Infantry unit, that unit must take a Battle-shock test.



✂ MELEE WEAPONS

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

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).*

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Indirect Fire

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

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).

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).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

