

GREATER BRASS SCORPION [LEGENDS]

M	T	SV	W	LD	OC	
12"	12	3+	26	6+	10	5+

AUFSTELLUNG

1x Greater Brass Scorpion [Legends]

Equipped with: Demolisher cannon, Hellmaw flame cannons, Scorpion cannon, ➤ Hellcrusher claws - strike, ➤ Hellcrusher claws - sweep

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Demolisher cannon BLAST	24"	D6+3	3+	14	-3	D6
Hellmaw flame cannons IGNORES COVER, TORRENT	12"	2D6	N/A	8	-1	1
Scorpion cannon SUSTAINED HITS 1	36"	15	3+	5	-1	2

⚔️ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Hellcrusher claws - strike	Melee	6	3+	14	-3	6
➤ Hellcrusher claws - sweep	Melee	18	3+	8	-2	2

ABILITIES

RULES - Deadly Demise D6+2, Super-Heavy Walker

Damaged: 1-9 wounds remaining

While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Runes of the Blood God

This model has the Feel No Pain 4+ ability against mortal wounds and Psychic Attacks.



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).

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.