

SICARAN VENATOR [LEGENDS]

M	T	SV	W	LD	OC
10"	11	2+	14	6+	4

AUFSTELLUNG

1x Sicaran Venator [Legends]

Equipped with: Heavy bolter, Hunter-killer missile, Lascannon, Storm bolter, Venator neutron laser, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with one of: Two heavy bolters, Two lascannons.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Lascannon	48"	1	3+	12	-3	D6+1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Venator neutron laser HEAVY	48"	3	3+	16	-4	D3+3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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ABILITIES

RULES - Deadly Demise D3

Damaged: 1-5 wounds remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Ferocious Assault

Each time this model makes a ranged attack that targets the closest eligible MONSTER or VEHICLE unit, add 1 to the Hit roll.



Armoured tracks	Melee	6	4+	8	0	1
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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).*

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).