

SCORPION [LEGENDS]

410 PTS



M14"112+246+85+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bright Lance	36"	1	3+	12	-3	D6+2
Scatter Laser	36"	6	3+	5	0	1
Shuriken Cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Starcannon	36"	2	3+	8	-3	2
Twin Scorpion Pulsar TWIN-LINKED	60"	6	3+	18	-3	5
► Aeldari missile launcher - starshot	48"	1	3+	10	-2	D6
► Aeldari missile launcher - sunburst BLAST	48"	D6	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	6	4+	6	0	1

AUFSTELLUNG

1x Scorpion [Legends]

Equipped with: Bright Lance, Scatter Laser, Shuriken Cannon, Starcannon, Twin Scorpion Pulsar, ► Aeldari missile launcher - starshot, ► Aeldari missile launcher - sunburst, Wraithbone Hull

ABILITIES

Damaged: 1-8 Wounds Remaining

While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll

Lanced Obliteration

Each time an attack made with this model's twin Scorpion pulsar destroys an enemy model that has the Deadly Demise ability, that model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 4+ instead of on a 6.

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).

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).

TWIN-LINKED

Each time an attack is made with a TWIN-LINKED weapon, you can re-roll the wound roll.



CORE RULES

◆ **Deadly Demise D6+2**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

