

GREATER BRASS SCORPION

[LEGENDS]

500 PTS



M12"

T12

SV3+

W26

LD6+

OC10

5+

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

AUFSTELLUNG

1x Greater Brass Scorpion [Legends]

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

ABILITIES

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.



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").

◆ **Super-Heavy Walker**

Each time a unit with this ability makes a normal, advance or fall-back move:

- Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
- Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

