

Kharybdis Assault Claw

[LEGENDS]

300 PTS



M	T	SV	W	LD	OC
12"	11	3+	20	6+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
5x ► Kharybdis storm launcher - frag BLAST	36"	2D6	3+	4	0	1
5x ► Kharybdis storm launcher - krak	36"	2	3+	9	-2	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade struts	Melee	12	4+	8	-2	1
Melta array EXTRA ATTACKS	Melee	1	4+	12	-4	D6+2

AUFSTELLUNG

1x Kharybdis Assault Claw [Legends]

Equipped with: ► Kharybdis storm launcher - frag, ► Kharybdis storm launcher - krak, Blade struts, Melta array

ABILITIES

Damaged: 1-7 wounds remaining

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Kharybdis Assault

This model must start the battle in Reserves, but neither it nor any units embarked within it are counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. Any units embarked within this model can disembark after it has been set up on the battlefield, and if they do they must be set up more than 9" away from all enemy models.

Kharybdis Assault Claw (Transport)

Capacity: This model has a transport capacity of 22 HERETIC ASTARTES INFANTRY models. Each JUMP PACK, POSSESSED and TERMINATOR model takes up the space of 2 models. Each OBLITERATOR model takes up the space of 3 models. This model can instead transport 1 HELBRUTE or DREADNOUGHT model.

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).*

EXTRA ATTACKS

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.



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").

◆ **Deep Strike**

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

