

MASTODON [LEGENDS]

540 PTS



M	T	SV	W	LD	OC
9"	14	2+	30	6+	12

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Lascannon	48"	1	3+	12	-3	D6+1
Siege melta array MELTA 2	24"	6	3+	9	-4	D6
Skyreaper battery ANTI-FLY 4+	48"	8	3+	7	-1	2
Volkite culverin DEVASTATING WOUNDS	36"	4	3+	6	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Mastodon [Legends]

Equipped with: Heavy bolter, Heavy flamer, Lascannon, Siege melta array, Skyreaper battery, Volkite culverin, Armoured tracks

Wargear Options:

- This model can replace its Two heavy flammers with Two lascannons, Two heavy bolters or Two volkite culverins.
- This model can replace its Two lascannons with Two heavy flammers, Two heavy bolters or Two volkite culverins.

ABILITIES

Damaged: 1-10 wounds remaining

While this model has 1-10 wounds remaining, subtract 6 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Inviolable Transport

Once per battle round, when an attack is allocated to this model, you can change the Damage characteristic of that attack to 0.

Mastodon (Transport)

Capacity: This model has a transport capacity of 45 <FACTION> INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS, POSSESSED or TERMINATOR model takes up the space of 2 models and each CENTURION or OBLITERATOR model takes up the space of 3 models. This model can also transport up to 2 DREADNOUGHT or HELBRUTE models (these models take up the space of a number of models equal to their Wounds characteristic e.g. A DREADNOUGHT with a Wounds characteristic of 8 would take up the space of 8 models).



WEAPON RULES

ANTI

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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).

MELTA

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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 2D6

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").