

LIBRARY - ASTARTES HERESY LEGENDS

SICARAN PUNISHER

[LEGENDS]

160 PTS



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

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
Punisher rotary cannon DEVASTATING WOUNDS	36"	18	4+	6	0	1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1

MELEE WEAPONS

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

AUFSTELLUNG

1x Sicaran Punisher [Legends]

Equipped with: Heavy bolter, Hunter-killer missile, Lascannon, Punisher rotary cannon, Storm bolter, 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.

ABILITIES

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.

Rotating Death

This model's Punisher rotary cannon has the **SUSTAINED HITS 1** ability when targeting INFANTRY units.



WEAPON RULES

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.

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).

CORE RULES

◇ Deadly Demise D3

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").