



LAND TORPEDO **CATEGORY 1**

WEAPONS

When a land torpedo gets within 1" of another unit, it detonates at the end of that turn's attack phase. The land torpedo will do 6d3 (type A) to all units within a 4" of it (measure from the land torpedo's base edges outward).

SPECIAL NOTES

This unit instantly detonates when its Hull reaches 0, causing 6d3 (type A) to all units within a 4" of it (measure from the land torpedo's base edges outward).

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