TECTONIC FRAGDRILL [LEGENDS] - GENESTEALER CULTS

125 PTS

M	T	Sv	W	LD	OC
-	11	3+	14	7+	0

AUFSTELLUNG

1x Tectonic Fragdrill [Legends]

Equipped with: Fragdrill

KEYWORDS: Fortification, Vehicle, Tectonic Fragdrill, Frame

FACTION KEYWORDS: Genestealer Cults

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fragdrill	Melee	6	6+	12	-2	D6

ABILITIES

Fortification
While an enemy unit is only within Engagement Range of one or more FORTIFICATION from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Manufactorum Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

Tectonic Fragdrill
Friendly Genestealer Cult Infantry models can be set up or end any type of move on top of the floor sections of this Fortification.

Underground Egress
Each time one of your Cult Ambush markers is removed as the result of an enemy unit ending any kind of move within 8" of it, you can instead move that marker so that it is wholly within 8" of this Fortification and more than 8" horizontally away from all enemy units (if this is not possible, that marker is removed as normal).

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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.