

# AEGIS DEFENCE LINE WITH WEAPON EMPLACEMENT [LEGENDS] - UNALIGNED FORCES

145 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 12 | 2+ | 10 | 7+ | 0  |

**AUFSTELLUNG**  
1x Aegis Defence Line with Weapon Emplacement [Legends]  
**Equipped with:** Icarus Lascannon, Quad-gun  
**Wargear Options:**  
■ This model can replace its Quad-gun with Icarus lascannon.

**KEYWORDS:** Fortification, Aegis Defence Line with Weapon Emplacement  
**FACTION KEYWORDS:** Unaligned Forces

RANGED WEAPONS

| WEAPON                                              | RANGE | A | BS | S  | AP | D    |
|-----------------------------------------------------|-------|---|----|----|----|------|
| Icarus Lascannon<br><small>ANTI-FLY 2+</small>      | 48"   | 1 | 5+ | 12 | -3 | D6+1 |
| Quad-gun<br><small>ANTI-FLY 3+, TWIN-LINKED</small> | 48"   | 4 | 5+ | 9  | -1 | 3    |

ABILITIES

**Defence Line**  
When this FORTIFICATION is set up, all parts of it must be set up within 1" of another part. While an INFANTRY model has the Benefit of Cover as a result of this FORTIFICATION (see below), that model has a 4+ invulnerable save.

**Fortification**  
While an enemy unit is only within Engagement Range of one or more Fortifications 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.

**Reinforced 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.

WEAPON ABILITIES

**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+.*

**Twin-linked**  
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.