

MACRO-CANNON AQUILA STRONGPOINT
[LEGENDS] - UNALIGNED FORCES

550 PTS

M	T	Sv	W	LD	OC
-	13	2+	30	7+	0

AUFSTELLUNG
1x Macro-cannon Aquila Strongpoint [Legends]
Equipped with: Aquila macro-cannon, Heavy bolter
Wargear Options:
■ This model can be equipped with up to 4x Heavy bolter.

KEYWORDS: Fortification, Titanic, Vehicle, Transport, Wall of Martyrs, Macro-cannon Aquila Strongpoint
FACTION KEYWORDS: Unaligned Forces

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Aquila macro-cannon	72"	D6+6	5+	16	-4	4
Heavy bolter <small>SUSTAINED HITS 1</small>	36"	3	4+	5	-1	2

ABILITIES

Damaged: 1-10 Wounds Remaining
While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

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.

Roof Access
Friendly INFANTRY models can be set up or end any type of move on top of the roof section of this FORTIFICATION.

Tremor Quake
In your Shooting phase, just after selecting a target for this model's Aquila macro-cannon, the target unit and every other enemy INFANTRY unit within 3" of that unit must take a Battle-shock test.

TRANSPORT

Macro-cannon Aquila Strongpoint
This FORTIFICATION has a transport capacity of 30 INFANTRY models. Each model with a Wounds characteristic of 3 or more takes up the space of 2 models. It cannot transport non-CHARACTER models with a Wounds characteristic of 4 or more.

WEAPON ABILITIES

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).

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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").
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.

Firing Deck 15
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:
1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.