VENGEANCE WEAPON BATTERY [LEGENDS] - UNALIGNED FORCES

140 PTS

M	T	Sv	W	LD	OC
-	13	2+	10	7+	0

AUFSTELLUNG

1x Vengeance Weapon Battery [Legends]

Equipped with: Battle cannon, Punisher gatling cannon, Quad lascannon

Wargear Options:

- This model can replace its Battle cannon with Punisher gatling cannon or Quad lascannon.

KEYWORDS: Fortification, Wall of Martyrs, Vehicle, Vengeance Weapon Battery

FACTION KEYWORDS: Unaligned Forces

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Battle cannon BLAST	48"	D6+3	4+	9	-1	3
Punisher gatling cannon	24"	20	4+	6	0	1
Quad lascannon TWIN-LINKED, ANTI-FLY 2+	48"	2	4+	12	-3	D6+1

ABILITIES

Automated Defences
Each time this model makes a ranged attack that targets the closest enemy unit:

- If that attack is made with a Punisher gatling cannon and the target is not a MONSTER or VEHICLE, add 1 to the Hit roll.

- If that attack is made with a battle cannon and the target is a MONSTER or VEHICLE, add 1 to the Hit roll.

- If that attack is made with a quad-lascannon and the target can FLY, add 1 to 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.

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+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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

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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.