WALL OF MARTYRS BUNKER [LEGENDS] - UNALIGNED FORCES

180 PTS

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

AUFSTELLUNG

1x Wall of Martyrs Bunker [Legends]

Equipped with: Icarus Lascannon, Quad-gun

Wargear Options:

- This model can be equipped with one of: Comms antenna, Icarus lascannon, Quad-gun.

KEYWORDS: Fortification, Transport, Vehicle, Wall of Martyrs, Bunker

FACTION KEYWORDS: Unaligned Forces

RANGED WEAPONS

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

ABILITIES

Comms Antenna
In your Command phase, if one or more Character models are embarked within this Fortification, roll one D6: on a 5+, you gain 1CP

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.

Inviolable Bastion
Each time an attack is allocated to this Fortification, subtract 1 from the Damage characteristic of that attack.

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.

TRANSPORT

Wall of Martyrs Bunker
This Fortification has a transport capacity of 11 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

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.

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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.

Firing Deck 6

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.