UNALIGNED FORCES

PLASMA OBLITERATOR [LEGENDS]

M	T	SV	W	LD	OC
-	13	2+	18	7+	0

225 PTS
Base —

Deadly Demise D6 | **Firing Deck 10**

1 KOMMANDO

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.

2 BEWEGUNG

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3 BESCHUSS

➤ Plasma obliterator - standard BLAST

R	A	BS	S	AP	D
48"	D6+3	5+	9	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

➤ Plasma obliterator - supercharge BLAST HAZARDOUS

R	A	BS	S	AP	D
48"	D6+3	5+	10	-4	4

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

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.

4 ANGRIFF

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5 NAHKAMPF

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◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Emergency Plasma Vents

Each time this FORTIFICATION suffers a mortal wound as the result of a failed Hazardous test, roll one D6: on a 4+, that wound is not lost.

GEGEN DIESE EINHEIT

W13 · RW 2+ · 18 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S26+	S14–25	S13	S7–12	S1–6

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	5+	6+

Damaged: 1-6 Wounds Remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D6 This ability always takes the form Deadly Demise X.

Firing Deck 10 This ability always takes the form Firing Deck X.

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 (roun…

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to…

AUFSTELLUNG

1x Plasma Obliterator [Legends]

Ausrüstung: ➤ Plasma obliterator - standard, ➤ Plasma obliterator - supercharge

Transport

This FORTIFICATION has a transport capacity of 20 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.

KEYWORDS Fortification, Transport, Vehicle, Towering, Plasma Obliterator · **FRAKTION** Unaligned Forces