

UNALIGNED FORCES

PRIMARIS REDOUBT

[LEGENDS]

Deadly Demise D6

M	T	SV	W	LD	OC	RW
-	12	3+	18	7+	0	5+

220 PTS

Base —

1KOMMANDO

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.

Gates

When this FORTIFICATION is first set up on the battlefield, each gate section can be set up with its gate open or closed. In your Command phase, you can open or close the gate of each of this model's gate sections. While a gate is open, models can move and draw line of sight through it as if it were not there.

2BEWEGUNG

Battlements

Friendly INFANTRY models can be set up or end any type of move on top of the flat battlement sections of this FORTIFICATION.

3BESCHUSS

Battle cannon

BLAST

R	A	BS	S	AP	D
48"	D6+3	4+	9	-1	3

VERWUNDET

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

Heavy bolter

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Multi-melta

MELTA 2

R	A	BS	S	AP	D
18"	2	4+	9	-4	D6

VERWUNDET

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

Primaris Icarus lascannon

ANTI-FLY 2+

R	A	BS	S	AP	D
48"	1	4+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

Primaris Icarus quad lascannon

ANTI-FLY 2+

TWIN-LINKED

R	A	BS	S	AP	D
48"	2	4+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

Primaris Redoubt turbo-laser destructor

BLAST

R	A	BS	S	AP	D
96"	D3+1	4+	16	-3	D6+3

VERWUNDET

2+	3+	4+	5+	6+
T1-8	T9-15	T16	T17-31	T32+

Primaris air defence missiles

ANTI-FLY 2+

R	A	BS	S	AP	D
48"	D6	4+	6	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Primaris castellan launcher

BLAST

INDIRECT FIRE

R	A	BS	S	AP	D
72"	D6+1	4+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Primaris quad-gun

R	A	BS	S	AP	D
48"	4	4+	8	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Primaris vengeance launcher

BLAST

INDIRECT FIRE

R	A	BS	S	AP	D
72"	D3+1	4+	7	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

Twin heavy bolter

SUSTAINED HITS 1

TWIN-LINKED

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Twin heavy flamer

IGNORES COVER

TORRENT

TWIN-LINKED

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Twin lascannon

TWIN-LINKED

R	A	BS	S	AP	D
48"	1	4+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

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.

4ANGRIFF

—

5NAHKAMPF

—

VERTEIDIGUNG

—

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W12 · RW 3+ · 5++ · 18 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S24+	S13-23	S12	S7-11	S1-6

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	5++	5++

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.

ANTI This ability always takes the form [ANTI-X Y+].

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...

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

MELTA This ability always takes the form [MELTA X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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

AUFSTELLUNG

1x Primaris Redoubt [Legends]

Ausrüstung: Battle cannon, Heavy bolter, Multi-melta, Primaris Icarus lascannon, Primaris Icarus quad lascannon, Primaris Redoubt turbo-laser destructor, Primaris air defence missiles, Primaris castellan launcher, Primaris quad-gun, Primaris vengeance launcher, Twin heavy bolter, Twin heavy flamer, Twin lascannon

• This model can be equipped with up to 4x Heavy bolter.

• This model can be equipped with one of: Primaris air defence missiles, Primaris Icarus lascannon, Primaris Icarus quad lascannon, Primaris quad-gun, Primaris castellan launcher, Primaris vengeance launcher, Battle cannon, Multi-melta, Twin lascannon, Twin heavy bolter, Twin heavy flamer.

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