

PLASMA OBLITERATOR [LEGENDS]

M

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T

13

SV

2+

W

18

LD

7+

OC

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

—

3 BESCHUSS

► Plasma obliterator - standard **BLAST**

R	A	BS	S	AP	D
48"	D6+3	5+	9	-3	3
VERWUNDET					
2+ T1-4	3+ T5-8	4+ T9	5+ T10-17	6+ T18+	

► Plasma obliterator - supercharge **BLAST**

HAZARDOUS

R	A	BS	S	AP	D
48"	D6+3	5+	10	-4	4
VERWUNDET					
2+ T1-5	3+ T6-9	4+ T10	5+ T11-19	6+ 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+ S26+	3+ S14-25	4+ S13	5+ S7-12	6+ S1-6
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RETTUNGSWURF JE DS

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