

PRIMARIS REDOUBT

[LEGENDS]

Deadly Demise D6

M

-

T

12

SV

3+

W

18

LD

7+

OC

0

RW

5+

220 PTS

Base —

3

BESCHUSS

Battle cannon

BLAST

R

A

BS

S

AP

D

48"

D6+3

4+

9

-1

3

Heavy bolter

SUSTAINED HITS 1

R

A

BS

S

AP

D

36"

3

4+

5

-1

2

Multi-melta

MELTA 2

R

A

BS

S

AP

D

18"

2

4+

9

-4

D6

Primaris Icarus lascannon

ANTI-FLY 2+

R

A

BS

S

AP

D

48"

1

4+

12

-3

D6+1

Primaris Icarus quad lascannon

ANTI-FLY 2+

TWIN-LINKED

R

A

BS

S

AP

D

48"

2

4+

12

-3

D6+1

Primaris Redoubt turbo-laser destructor

BLAST

R

A

BS

S

AP

D

96"

D3+1

4+

16

-3

D6+3

Primaris air defence missiles

ANTI-FLY 2+

R

A

BS

S

AP

D

48"

D6

4+

6

-2

2

Primaris castellan launcher

BLAST

INDIRECT FIRE

R

A

BS

S

AP

D

72"

D6+1

4+

6

0

1

Primaris quad-gun

R

A

BS

S

AP

D

48"

4

4+

8

-1

2

Primaris vengeance launcher

BLAST

INDIRECT FIRE

R

A

BS

S

AP

D

72"

D3+1

4+

7

-1

2

Twin heavy bolter

SUSTAINED HITS 1

TWIN-LINKED

R

A

BS

S

AP

D

36"

3

4+

5

-1

2

Twin heavy flamer

IGNORES COVER

TORRENT

TWIN-LINKED

R

A

BS

S

AP

D

12"

D6

N/A

5

-1

1

Twin lascannon

TWIN-LINKED

R

A

BS

S

AP

D

48"

1

4+

12

-3

D6+1

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.

5

NAHKAMPF

GEGEN DIESE EINHEIT

W12 · RW 3+ · 5++ · 18 LP je Modell

WIRD VERWUNDET MIT

2+

S24+

3+

S13–23

4+

S12

5+

S7–11

6+

S1–6

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

5+

DS -3

5++

DS -4

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.

<div>1KOMMANDO</div> <div>Fortification</div> <p>While an enemy unit is only within Engagement Range of one or more Fortifications from your army:</p> <ul style="list-style-type: none">- 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. <div>Gates</div> <p>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.</p>	<div>2BEWEGUNG</div> <div>Battlements</div> <p>Friendly INFANTRY models can be set up or end any type of move on top of the flat battlement sections of this FORTIFICATION.</p>	<div>4</div> <div>ANGRIFF</div> <div></div>	<div></div> <div>VERTEIDIGUNG</div> <div></div>	<div></div> <div>IMMER / EINMALIG</div> <div></div>
<div>REGELN & KEYWORDS KURZ</div> <div>Deadly Demise D6</div> <p>This ability always takes the form Deadly Demise X.</p> <div>ANTI</div> <p>This ability always takes the form [ANTI-X Y+].</p> <div>BLAST</div> <p>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 (round...</p> <div>IGNORES COVER</div> <p>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...</p> <div>INDIRECT FIRE</div> <p>Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).</p> <div>MELTA</div> <p>This ability always takes the form [MELTA X].</p> <div>SUSTAINED HITS</div> <p>This ability always takes the form [SUSTAINED HITS X].</p> <div>TORRENT</div> <p>Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.</p> <div>TWIN-LINKED</div> <p>Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.</p>		<div>AUFSTELLUNG</div> <p>1x Primaris Redoubt [Legends]</p> <div>Ausrüstung:</div> <p>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</p> <ul style="list-style-type: none">▪ 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.		