

VORTEX MISSILE STRONGPOINT [LEGENDS]

M

-

T

13

SV

2+

W

30

LD

7+

OC

0

525 PTS

Base —

Deadly Demise 2D6

Firing Deck 15

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.

2BEWEGUNG

Roof Access

Friendly INFANTRY models can be set up or end any type of move on top of the roof section of this FORTIFICATION.

3BESCHUSS

Heavy bolter **SUSTAINED HITS 1**

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Vortex missile battery **BLAST** **DEVASTATING WOUNDS**

HAZARDOUS **INDIRECT FIRE**

R	A	BS	S	AP	D
72"	D6+3	5+	16	-4	D6

VERWUNDET

2+

T1-8

3+

T9-15

4+

T16

5+

T17-31

6+

T32+

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.

Vortex

In your Shooting phase, each time you select a target for this model's vortex missile battery, roll one D6 for the target unit and one D6 for every other enemy unit within 3" of the target unit. On a 4+, the unit being rolled for is struck by the vortex; after resolving all of this model's attacks against the target unit, each unit struck by the vortex suffers D3 mortal wounds.

4ANGRIFF

5NAHKAMPF

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W13 · RW 2+ · 30 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: 1-10 Wounds Remaining

While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise 2D6 This ability always takes the form Deadly Demise X.

Firing Deck 15 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 (round down).

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

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...

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

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

AUFSTELLUNG

1x Vortex Missile Strongpoint [Legends]

Ausrüstung: Heavy bolter, Vortex missile battery

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

Transport

This FORTIFICATION has a transport capacity of 30 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, Titanic, Vehicle, Transport, Wall of Martyrs, Vortex Missile Strongpoint · FRAKTION Unaligned Forces