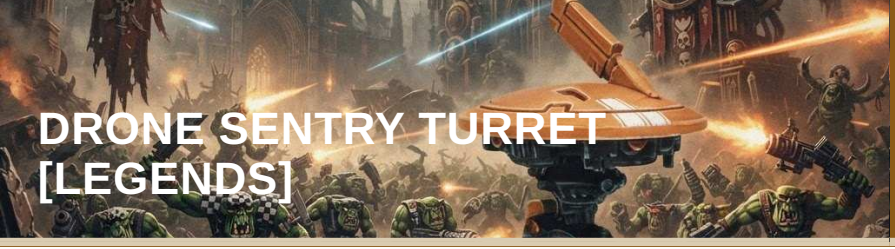

DRONE SENTRY TURRET [LEGENDS]

50 PTS

M	T	SV	W	LD	OC
-	8	4+	4	8+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin burst cannon TWIN-LINKED	18"	4	5+	5	0	1
Twin fusion blaster MELTA 2, TWIN-LINKED	12"	1	5+	9	-4	D6
Twin missile pod TWIN-LINKED	30"	2	5+	7	-1	2
Twin plasma rifle TWIN-LINKED	24"	1	5+	8	-3	3

AUFSTELLUNG

1x Drone Sentry Turret [Legends]

Equipped with: Twin burst cannon, Twin fusion blaster, Twin missile pod, Twin plasma rifle

Wargear Options:

- This model can replace its Twin plasma rifle with Twin fusion blaster, Twin missile pod or Twin burst cannon.

ABILITIES

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.

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.

Sentinel Protocols

Each time you select this FORTIFICATION for the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ when resolving that Stratagem.

KEYWORDS: Fortification, Vehicle, Drone Sentry Turret, Non-Kroot, Frame

FACTION: T'au Empire

WEAPON RULES

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Twin-linked

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