SKYSHIELD LANDING PAD [LEGENDS]

125 PTS

M	T	SV	W	LD	OC
-	12	3+	16	7+	0

5+

AUFSTELLUNG

1x Skyshield Landing Pad [Legends]

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.

Repair Aircraft

At the end of your Movement phase, if there is a friendly Aircraft model on top of this Fortification, that Aircraft regains up to D3 lost wounds

KEYWORDS: Fortification, Skyshield Landing Pad

FACTION: Unaligned Forces

Skyshield
Friendly Infantry models and friendly units that can Fly can be set up or end any type of move on top of the platform section of this Fortification. While such a model is on the platform section of this Fortification, that model has a 5+ invulnerable save against ranged attacks

RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").