



# VENGEANCE WEAPON BATTERY

## [LEGENDS]

140 PTS

| M | T  | SV | W  | LD | OC |
|---|----|----|----|----|----|
| - | 13 | 2+ | 10 | 7+ | 0  |



### RANGED WEAPONS

| WEAPON                                                    | RANGE | A    | BS | S  | AP | D    |
|-----------------------------------------------------------|-------|------|----|----|----|------|
| Battle cannon<br><small>BLAST</small>                     | 48"   | D6+3 | 4+ | 9  | -1 | 3    |
| Punisher gatling cannon                                   | 24"   | 20   | 4+ | 6  | 0  | 1    |
| Quad lascannon<br><small>TWIN-LINKED, ANTI-FLY 2+</small> | 48"   | 2    | 4+ | 12 | -3 | D6+1 |

### AUFSTELLUNG

1x Vengeance Weapon Battery [Legends]

**Equipped with:** Battle cannon, Punisher gatling cannon, Quad lascannon

#### Wargear Options:

- This model can replace its Battle cannon with Punisher gatling cannon or Quad lascannon.

### ABILITIES

#### Automated Defences

Each time this model makes a ranged attack that targets the closest enemy unit:

- If that attack is made with a Punisher gatling cannon and the target is not a MONSTER or VEHICLE, add 1 to the Hit roll.
- If that attack is made with a battle cannon and the target is a MONSTER or VEHICLE, add 1 to the Hit roll.
- If that attack is made with a quad-lascannon and the target can FLY, add 1 to the Hit roll.

#### 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.

## WEAPON RULES

### Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

### 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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

### Twin-linked

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

## 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").