

# BASTION [LEGENDS]

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | SV | W  | LD | OC |
| - | 13 | 2+ | 18 | 7+ | 0  |

## AUFSTELLUNG

1x Bastion [Legends]

**Equipped with:** Heavy bolter, Icarus Lascannon, Quad-gun

### Wargear Options:

- This model can be equipped with up to 4x Heavy bolter.
- This model can be equipped with one of: Comms antenna, Icarus lascannon, Quad-gun.

## RANGED WEAPONS

| WEAPON                               | RANGE | A | BS | S  | AP | D    |
|--------------------------------------|-------|---|----|----|----|------|
| Heavy bolter<br>SUSTAINED HITS 1     | 36"   | 3 | 4+ | 5  | -1 | 2    |
| Icarus Lascannon<br>ANTI-FLY 2+      | 48"   | 1 | 5+ | 12 | -3 | D6+1 |
| Quad-gun<br>ANTI-FLY 3+, TWIN-LINKED | 48"   | 4 | 5+ | 9  | -1 | 3    |

## ABILITIES

**RULES** - Deadly Demise D6, Firing Deck 10

### Comms Antenna

In your Command phase, if one or more Character models are embarked within this Fortification, roll one D6: on a 5+, you gain 1CP

### 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.



### **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.

### **Roof Access**

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

### **Bastion** (Transport)

Capacity: This FORTIFICATION has a transport capacity of 15 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.

## 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+.*

### Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).*

### Twin-linked

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

