

FORTRESS OF REDEMPTION [LEGENDS]

M	T	SV	W	LD	OC
-	13	2+	30	7+	0

AUFSTELLUNG

1x Fortress of Redemption [Legends]

Equipped with: Heavy bolter, Redeptor lascannons, ► Redeptor missile silo - superfrag, ► Redeptor missile silo - superkrak

Wargear Options:

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

⚙️ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Redeptor lascannons ANTI-FLY 2+	48"	2	4+	14	-3	D6+1
► Redeptor missile silo - superfrag BLAST	48"	2D6+2	4+	5	0	1
► Redeptor missile silo - superkrak	48"	2	4+	10	-2	D6+1

ABILITIES

RULES - Deadly Demise 2D6, Firing Deck 15

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.

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.

Vantage Point

While a model is on top of the tower roof of this FORTIFICATION, improve the Armour Penetration characteristic of ranged weapons equipped by that model by 1.

Fortress of Redemption (Transport)

Capacity: This FORTIFICATION has a transport capacity of 20 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+.*



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).*

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).*

