

MACRO-CANNON AQUILA STRONGPOINT [LEGENDS]

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

AUFSTELLUNG

1x Macro-cannon Aquila Strongpoint [Legends]

Equipped with: Aquila macro-cannon, Heavy bolter

Wargear Options:

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

⊕ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Aquila macro-cannon	72"	D6+6	5+	16	-4	4
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2

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.

Tremor Quake

In your Shooting phase, just after selecting a target for this model's Aquila macro-cannon, the target unit and every other enemy INFANTRY unit within 3" of that unit must take a Battle-shock test.

Macro-cannon Aquila Strongpoint (Transport)

Capacity: This FORTIFICATION has a transport capacity of 30 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

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).*

