

PLASMA OBLITERATOR [LEGENDS]

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

AUFSTELLUNG

1x Plasma Obliterator [Legends]

Equipped with: ► Plasma obliterator - standard, ► Plasma obliterator - supercharge

⊕ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Plasma obliterator - standard BLAST	48"	D6+3	5+	9	-3	3
► Plasma obliterator - supercharge BLAST, HAZARDOUS	48"	D6+3	5+	10	-4	4

ABILITIES

RULES - Deadly Demise D6, Firing Deck 10

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.

Emergency Plasma Vents

Each time this FORTIFICATION suffers a mortal wound as the result of a failed **Hazardous** test, roll one D6: on a 4+, that wound is not lost.

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.

Plasma Obliterator (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

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).*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.