WALL OF MARTYRS BUNKER [LEGENDS]

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

AUFSTELLUNG

1x Wall of Martyrs Bunker [Legends]

Equipped with: Icarus Lascannon, Quad-gun

Wargear Options:

- This model can be equipped with one of: Comms antenna, Icarus lascannon, Quad-gun.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Icarus Lascannon ANTI-FLY 2+	48"	1	5+	12	-3	D6+1
Quad-gun ANTI-FLY 3+, TWIN-LINKED	48"	4	5+	9	-1	3

ABILITIES

RULES - Deadly Demise D3, Firing Deck 6

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

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.

Inviolable Bastion

Each time an attack is allocated to this Fortification, subtract 1 from the Damage characteristic of that attack.

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.

Wall of Martyrs Bunker (Transport)
Capacity: This Fortification has a transport capacity of 11 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+.*

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