

FIRESTORM REDOUBT

[LEGENDS]

260 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Battle cannon BLAST	48"	D6+3	4+	9	-1	3
Icarus Lascannon ANTI-FLY 2+	48"	1	5+	12	-3	D6+1
Punisher gatling cannon	24"	20	4+	6	0	1
Quad lascannon TWIN-LINKED ANTI-FLY 2+	48"	2	4+	12	-3	D6+1
Quad-gun ANTI-FLY 3+ TWIN-LINKED	48"	4	5+	9	-1	3

AUFSTELLUNG

1x Firestorm Redoubt [Legends]

Equipped with: Battle cannon, Icarus Lascannon, Punisher gatling cannon, Quad lascannon, Quad-gun

Wargear Options:

- This model can be equipped with one of: Comms antenna, Icarus lascannon, Quad-gun.
- This model must be equipped with 2 of: Battle cannon, Punisher gatling cannon, Quad lascannon.

ABILITIES

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.

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.

Firestorm Redoubt (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+.

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).

TWIN-LINKED

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

CORE RULES

◇ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◇ Firing Deck 10

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

