

PRIMARIS REDOUBT [LEGENDS]

220 PTS

M	T	SV	W	LD	OC	
-	12	3+	18	7+	0	5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Battle cannon BLAST	48"	D6+3	4+	9	-1	3
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Multi-melta MELTA 2	18"	2	4+	9	-4	D6
Primaris Icarus lascannon ANTI-FLY 2+	48"	1	4+	12	-3	D6+1
Primaris Icarus quad lascannon ANTI-FLY 2+ TWIN-LINKED	48"	2	4+	12	-3	D6+1
Primaris Redoubt turbo-laser destructor BLAST	96"	D3+1	4+	16	-3	D6+3
Primaris air defence missiles ANTI-FLY 2+	48"	D6	4+	6	-2	2
Primaris castellan launcher BLAST INDIRECT FIRE	72"	D6+1	4+	6	0	1
Primaris quad-gun	48"	4	4+	8	-1	2
Primaris vengeance launcher BLAST INDIRECT FIRE	72"	D3+1	4+	7	-1	2
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	4+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	5	-1	1
Twin lascannon TWIN-LINKED	48"	1	4+	12	-3	D6+1

AUFSTELLUNG

1x Primaris Redoubt [Legends]

Equipped with: Battle cannon, Heavy bolter, Multi-melta, Primaris Icarus lascannon, Primaris Icarus quad lascannon, Primaris Redoubt turbo-laser destructor, Primaris air defence missiles, Primaris castellan launcher, Primaris quad-gun, Primaris vengeance launcher, Twin heavy bolter, Twin heavy flamer, Twin lascannon

Wargear Options:

- This model can be equipped with up to 4x Heavy bolter.
- This model can be equipped with one of: Primaris air defence missiles, Primaris Icarus lascannon, Primaris Icarus quad lascannon, Primaris quad-gun, Primaris castellan launcher, Primaris vengeance launcher, Battle cannon, Multi-melta, Twin lascannon, Twin heavy bolter, Twin heavy flamer.

ABILITIES

Battlements

Friendly INFANTRY models can be set up or end any type of move on top of the flat battlement sections of this FORTIFICATION.

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.



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.

Gates

When this FORTIFICATION is first set up on the battlefield, each gate section can be set up with its gate open or closed. In your Command phase, you can open or close the gate of each of this model's gate sections. While a gate is open, models can move and draw line of sight through it as if it were not there.

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.

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).

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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").

