

# SKYSHIELD LANDING PAD

## [LEGENDS]

125 PTS



| M | T  | SV | W  | LD | OC |
|---|----|----|----|----|----|
| - | 12 | 3+ | 16 | 7+ | 0  |



**AUFSTELLUNG**  
1x Skyshield Landing Pad [Legends]

### ABILITIES

- 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.

- Repair Aircraft**  
At the end of your Movement phase, if there is a friendly Aircraft model on top of this Fortification, that Aircraft regains up to D3 lost wounds
- Skyshield**  
Friendly Infantry models and friendly units that can Fly can be set up or end any type of move on top of the platform section of this Fortification. While such a model is on the platform section of this Fortification, that model has a 5+ invulnerable save against ranged attacks

### CORE RULES

- ◆ **Deadly Demise D3**  
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").

