IMPERIUM - SPACE MARINES

HAMMERFALL BUNKER [LEGENDS]

M	T	SV	W	LD	OC
-	12	2+	14	6+	0

175 PTS
Base —

Combat Doctrines | Deadly Demise D6

1 KOMMANDO

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.

2 BEWEGUNG

—

3 BESCHUSS

Hammerfall Heavy Bolter Array — DEFENSIVE ARRAY

SUSTAINED HITS 1 | TWIN-LINKED

R	A	BS	S	AP	D
36"	6	4+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Hammerfall Heavy Flamer Array — DEFENSIVE ARRAY

IGNORES COVER | TORRENT | TWIN-LINKED

R	A	BS	S	AP	D
12"	2D6	N/A	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Hammerfall Missile Launcher - Superfrag — BLAST

R	A	BS	S	AP	D
48"	2d6+2	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Hammerfall Missile Launcher - Superkrak

R	A	BS	S	AP	D
48"	2	4+	10	-2	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

Ceramite 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.

4 ANGRIFF

—

5 NAHKAMPF

—

◆ VERTEIDIGUNG

—

∞ IMMER / EINMALIG

Defensive Array

You can target this Fortification with the Fire Overwatch Strategem for 0CP, and can do so even if you have already targeted another unit with that Stratagem this turn. This Fortification can only be targeted with that Stratagem once per turn.

GEGEN DIESE EINHEIT

W12 · RW 2+ · 14 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S24+	S13–23	S12	S7–11	S1–6

RETTUNGSWURF JE DS

DS 0	DS –1	DS –2	DS –3	DS –4
2+	3+	4+	5+	6+

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Deadly Demise D6 This ability always takes the form Deadly Demise X.

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 (roun…

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 mod…

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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.

AUFSTELLUNG

1x Hammerfall Bunker [Legends]

Ausrüstung: Hammerfall Heavy Bolter Array, Hammerfall Heavy Flamer Array, ➤ Hammerfall Missile Launcher - Superfrag, ➤ Hammerfall Missile Launcher - Superkrak

▪ This model can replace its Hammerfall Heavy Bolter Array with Hammerfall Heavy Flamer Array.

KEYWORDS Fortification, Imperium, Hammerfall Bunker, Frame · **FRAKTION** Adeptus Astartes