

# SENTRY PYLON [LEGENDS]

|   |   |    |    |    |    |
|---|---|----|----|----|----|
| M | T | SV | W  | LD | OC |
| - | 8 | 3+ | 10 | 7+ | 0  |

## AUFSTELLUNG

1x Sentry Pylon [Legends]

**Equipped with:** Focused death ray, Gauss exterminator, Heat cannon

### Wargear Options:

- This model can replace its Gauss exterminator with Focused death ray or Heat cannon.

## ⚙️ RANGED WEAPONS

| WEAPON                                | RANGE | A | BS | S  | AP | D  |
|---------------------------------------|-------|---|----|----|----|----|
| Focused death ray<br>SUSTAINED HITS 2 | 36"   | 6 | 4+ | 8  | -2 | 2  |
| Gauss exterminator<br>LETHAL HITS     | 48"   | 1 | 4+ | 14 | -3 | 6  |
| Heat cannon<br>MELTA 4                | 36"   | 2 | 4+ | 9  | -4 | D6 |

## ABILITIES

**RULES** - Deadly Demise D3, Reanimation Protocols

### Phase-shifted 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.

### Teleportation Matrix

Once per battle, at the end of your opponent's turn, if this FORTIFICATION is not within Engagement Range of one or more enemy units, you can remove it from the battlefield. In the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models. If the battle ends and this FORTIFICATION is not on the battlefield, it is destroyed.



## WEAPON RULES

### Lethal Hits

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].*

### 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).*