

# TIDEWALL DRONEPORT

|    |   |    |    |    |    |
|----|---|----|----|----|----|
| M  | T | SV | W  | LD | OC |
| 4" | 8 | 3+ | 10 | 7+ | 0  |

## AUFSTELLUNG

1x Tidewall Droneport

Equipped with: Drone defenders

## RANGED WEAPONS

| WEAPON                                  | RANGE | A | BS | S | AP | D |
|-----------------------------------------|-------|---|----|---|----|---|
| Drone defenders<br>ASSAULT, TWIN-LINKED | 20"   | 8 | 5+ | 5 | 0  | 1 |

## ABILITIES

**RULES** - Deadly Demise D3, Firing Deck 11

### Droneport

Each time this FORTIFICATION is selected to shoot, its drone defenders weapon will target and resolve attacks against every enemy unit that is an eligible target to this FORTIFICATION.

### 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.

### Tidewall 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.



**Tidewall Droneport** (Transport)

Capacity: This model has a transport capacity of 11 T'AU EMPIRE INFANTRY models. It cannot transport BATTLESUIT, KROOT or VESPID STINGWINGS models.

## WEAPON RULES

---

**Assault**

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

**Twin-linked**

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

