

# FIRESTORM REDOUBT [LEGENDS]

| M | T  | SV | W  | LD | OC |
|---|----|----|----|----|----|
| - | 13 | 2+ | 18 | 7+ | 0  |

## AUFSTELLUNG

1x Firestorm Redoubt [Legends]

**Equipped with:** Battle cannon, Icarus Lascannon, Punisher gatling cannon, Quad lascannon, Quad-gun

### Wargear Options:

- This model can be equipped with one of: Comms antenna, Icarus lascannon, Quad-gun.
- This model must be equipped with 2 of: Battle cannon, Punisher gatling cannon, Quad lascannon.

## ⦿ RANGED WEAPONS

| WEAPON                                     | RANGE | A    | BS | S  | AP | D    |
|--------------------------------------------|-------|------|----|----|----|------|
| Battle cannon<br>BLAST                     | 48"   | D6+3 | 4+ | 9  | -1 | 3    |
| Icarus Lascannon<br>ANTI-FLY 2+            | 48"   | 1    | 5+ | 12 | -3 | D6+1 |
| Punisher gatling cannon                    | 24"   | 20   | 4+ | 6  | 0  | 1    |
| Quad lascannon<br>TWIN-LINKED, ANTI-FLY 2+ | 48"   | 2    | 4+ | 12 | -3 | D6+1 |
| Quad-gun<br>ANTI-FLY 3+, TWIN-LINKED       | 48"   | 4    | 5+ | 9  | -1 | 3    |

## ABILITIES

**RULES** - Deadly Demise D6, Firing Deck 10

### Comms Antenna

In your Command phase, if one or more Character models are embarked within this Fortification, roll one D6: on a 5+, you gain 1CP

### 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.

### Roof Access

Friendly INFANTRY models can be set up or end any type of move on top of the roof section of this FORTIFICATION.

### Firestorm Redoubt (Transport)

Capacity: This Fortification has a transport capacity of 15 Infantry models. Each model with a Wounds characteristic of 3 or more takes up the space of 2 models. It cannot transport non-Character models with a Wounds characteristic of 4 or more

## 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).*

### **Twin-linked**

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

