

IMPERIAL FORTRESS WALLS [LEGENDS]

M	T	SV	W	LD	OC
-	14	2+	80	7+	0

AUFSTELLUNG

1x Imperial Fortress Walls [Legends]

Equipped with: Twin heavy bolter, Twin lascannon, Twin long-barrelled autocannon

Wargear Options:

- This model must be equipped with 2 of: Twin heavy bolter, Twin lascannon.
- This model can be equipped with up to 2 of: Twin lascannon, Twin heavy bolter.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin heavy bolter SUSTAINED HITS 1, TWIN-LINKED	36"	3	4+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	4+	12	-3	D6+1
2x Twin long-barrelled autocannon TWIN-LINKED	60"	2	4+	9	-1	3

ABILITIES

RULES - Deadly Demise 3D6, Firing Deck 30

Battlements

Friendly INFANTRY models can be set up or end any type of move on top of the flat battlement sections of this FORTIFICATION.

Damaged: 1-30 Wounds Remaining

While this model has 1-30 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



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.

Fortress

When this FORTIFICATION is set up, all parts of it must be set up in contact with another part.

Mighty Edifice

You can only include this FORTIFICATION in your army in games of Onslaught size or greater.

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.

Imperial Fortress Walls (Transport)

Capacity: This FORTIFICATION has a transport capacity of 65 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

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).*

Twin-linked

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