



PLASMA OBLITERATOR

230
POINTS



The Plasma Obliterator is a giant plasma weapon mounted atop a reinforced pillbox that can house a permanent infantry garrison. This fortification greatly bolsters the capabilities of a world's defence network, and its distinctive silhouette can often be seen standing sentry over defensive lines and key strategic sites. A truly formidable gun capable of rending almost any heavy infantry formation into atoms, only the heaviest battle tanks can withstand this weapon's raging fury as it blasts superheated craters in the advancing enemy lines.

COMPOSITION:

1 Plasma Obliterator.

TERRAIN TYPE:

Medium building (Armour Value 14).

ACCESS POINTS & FIRE POINTS:

As per model.

WEAPONS: One emplaced plasma obliterator.

SPECIAL RULES:

Plasma overheat: If this building suffers a glancing hit as a result of the plasma obliterator's Gets Hot special rule then, in addition to any other effects, any unit embarked in the building suffers D3 Wounds. These wounds are Randomly Allocated.

OPTIONS:

- May take items from the Buildings and Obstacles lists (see page 18 of Warhammer 40,000: Stronghold Assault).

WEAPON PROFILE:

	Range	S	AP	Type
Plasma obliterator	72"	7	2	Primary Weapon 1, Massive Blast, Gets Hot





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