

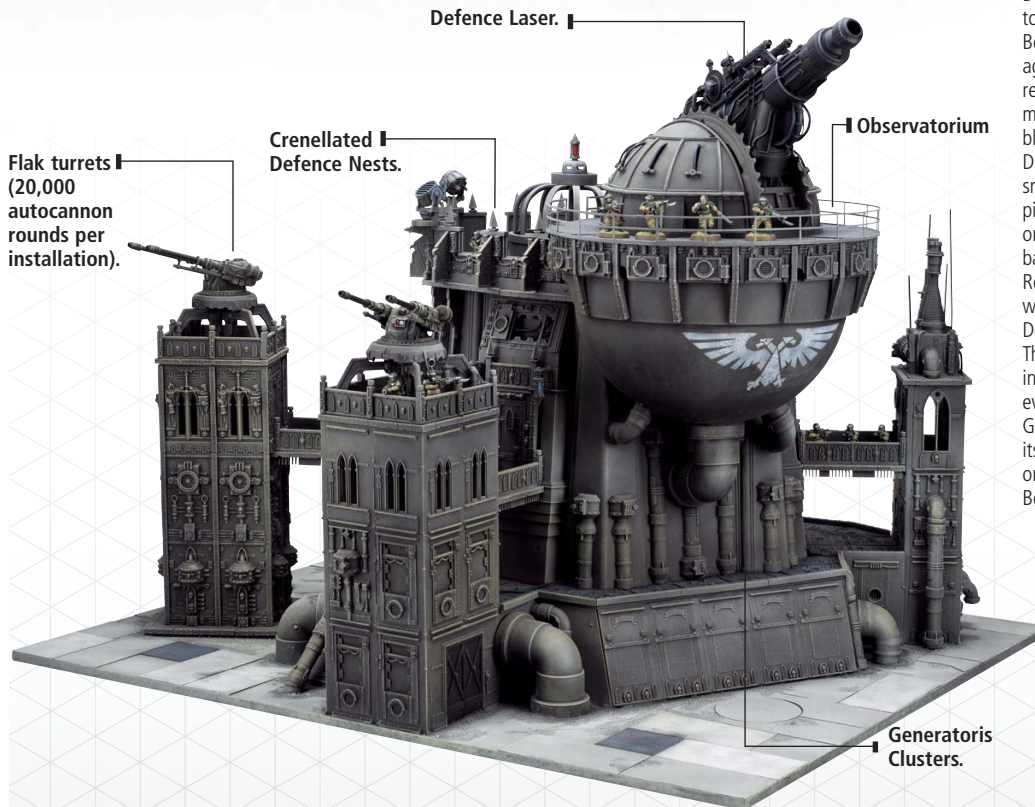
DEFENCE LASER

POINTS: 350

The Imperium has long relied on sophisticated laser technology to engage the truly monstrous opponents that assail it from all sides. Though the lascannon may be potent enough in the field and well suited to the destruction of enemy armour, when a planet is beleaguered by alien behemoths or hostile attack craft only one weapon in the Imperium's arsenal is truly up to the task.

The Defence Laser is a monstrous engine of destruction so large that it can usually only be mounted upon static

platforms. The largest Defence Lasers use vast reservoirs of energy, blacking out power grids for miles around each time they fire. The blinding red blasts unleashed by a Defence Laser are so powerful that they can breach the atmosphere of a planet and engage targets in low orbit, making the weapon invaluable for repelling alien invasions. Even a glancing blow from a Defence Laser can be enough to drive off anything up to a cruiser-class ship once its shields are down.



Duty's Fist, the Defence Laser that towers over the west gate of Bellephon, was a miracle of dark age technology. The Fist could reroute the power of the entire metropolis into one almighty laser blast. When fired in this manner Duty's Fist had the capacity to smash a Titan into a thousand pieces, and even engage targets in orbit above the planet. During the battle for Bellephon upon Thesus Reach, Duty's Fist exchanged fire with the Planet Killer, Abaddon the Despoiler's personal flagship. Though it forced the Planet Killer into evasive manoeuvres it was eventually disabled by a mighty Greater Daemon of Tzeentch, and its defenders were torn apart by a one-man assault by Khârn the Betrayer, champion of Khorne.

Defence Lasers with over 20 confirmed enemy craft kills:
Hammer of the Cursed
Spear of the Emperor's Fury
Eternal Vigilance
Inescapable Wrath
Pious Retribution (called Gunhead by its crew)

UNIT: 1 Defence Laser.
The Defence Laser must have a pompous sounding name.

TYPE: Static Super-heavy.

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:

- Defence Laser

OPTIONS:

- Can be upgraded to have 2 twin-linked autocannon with anti-aircraft mounts at +50 points (use normal BS4)
- Can be upgraded to have up to 8 twin-linked heavy bolters at +10 points each.

WEAPON	RANGE	STR	AP	SPECIAL
Defence Laser	60" - Unlimited	D	1	Ordnance 10" Blast, Primary Weapon, Pinning

	ARMOUR		
BS	FRONT	SIDE	REAR
4	13	13	13

SPECIAL RULES

Immobile: The Defence Laser is Immobile – it may not move at all. The Defence Laser counts any Driver Stunned result as a Gun Crew Stunned result instead.

Orbital Cannon: Defence lasers are able to lock onto targets in low orbit, driving them off or, with a direct hit, reducing them to thousands of pieces of flaming debris. A Defence Laser can forgo its usual shooting in order to neutralise an opponent's off-table support.

Declare the Orbital Cannon option is being used when the enemy attempts to use one of the following strategic assets and roll to hit using the Defence Laser's usual BS.

Orbital Bombardment
Scheduled Bombardment
Precision Strike
Blind Barrage

If a hit is scored the strategic asset is neutralised for the rest of the game. If the Defence Laser misses, the strategic asset may be used as normal.