

**UNIT OR FORMATION NAME:**

# Defender POINTS: 150

**DESCRIPTION:**

The Defender is predominately used for protecting the agro-communities of the main continent of the planet ACCRA. Stylized like the ubiquitous Sentinel, except on larger scale, the Defender is predominately used as an anti-personnel platform since the biggest threats it faces are small "clan" disputes, the occasional scouting incursion from off-planet raiders, and a few largish predators native to the planet. It is designed to move quickly across the landscape to get to the place where it can supply infantry units with close range fire support. It's missile launcher also adds a bit of anti-armor punch when it is called for.



**UNIT OR FORMATION:** 1 Defender

**TYPE:** Fast, Walker

**STRUCTURE POINTS:**

B	W	S	I	A	Fr	Si	Re
3	3	7	3	1	13	12	11

Defenders are armed with the following:

- Missile Launcher (Krak & Frag Missiles)
- Twin Linked Heavy Bolter
- Inferno Cannon or Melta Cannon

**OPTIONS:**

- One Void Shield
- Searchlight
- Smoke Launcher

**WEAPONS RANGE STR AP SPECIAL**

- Missile (Frag) 48" 4 5 Heavy 2, Blast
- Missile (Krak) 48" 8 3 Heavy 2
- Twin-Linked
- Heavy Bolter 36" 5 4 Heavy 3, Twin
- Inferno Cannon 12" 6 4 Assault 1, Temp
- Melta Cannon\* 24" 8 1 Heavy 1, Melta, Blast

**SPECIAL RULES:**

- Fast: Moves as a Beast.
- Close Combat Attack ignores Armor Saves.

**ADDITIONAL INFO:**