



HIVE SHIELD

A Hive Shield consists of two Haemotrope Reactors, Promethium Pipes and two Void Shield Generators. If you set up a Hive Shield on your battlefield, a player can use the Isolation Field Stratagem whilst they have any units within 1" of a Haemotrope Reactor or Void Shield Generator from the Hive Shield.

HAEMOTROPE REACTOR

These store vast amounts of power, making them objects of cover for the brave only.

Units within 3" of a Haemotrope Reactor that are at least 25% obscured by it, from the point of view of the firing unit, receive the benefit of cover.

Roll a D6 each time you make a saving throw of 7+ (such as a roll of 6, plus 1 for being in cover) for a model within 3" of any Haemotrope Reactors in the Shooting phase. On a 1, the model's unit suffers a mortal wound.

PROMETHIUM PIPES

These ancient machines thrum with lethal plasma energy.

Promethium pipes use the rules for fuel pipes from the *Warhammer 40,000* rulebook.



9
POWER

VOID SHIELD GENERATOR

NAME	M	WS	BS	S	T	W	A	Ld	SV	
Void Shield Generator	-	-	-	-	8	18	-	-	4+	
A Void Shield Generator is a single model.										
ABILITIES	Immobile: This model cannot move for any reason, nor can it fight in the Fight phase. Enemy models automatically hit this model in the Fight phase – do not make hit rolls. Friendly units can still target enemy units that are within 1" of this model.					Projected Void Shields: All units wholly within 6" of a Void Shield Generator receive a 5+ invulnerable save against any attacks made in the Shooting phase (unless the firing model is also within 6" of the Void Shield Generator).				
FACTION KEYWORDS	UNALIGNED									
KEYWORDS	BUILDING, VEHICLE, VOID SHIELD GENERATOR									