

IMPERIAL FORTRESS WALLS

[LEGENDS]

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

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

- 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.

TRANSPORT

- Imperial Fortress Walls**

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 ABILITIES

- 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.

AUFSTELLUNG

1x Imperial Fortress Walls
[Legends]

Equipped with: Twin heavy bolter, Twin lascannon, 2x 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.

KEYWORDS: Fortification, Titanic, Vehicle, Towering, Transport, Imperial Fortress Walls

FACTION KEYWORDS: Unaligned Forces

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CORE RULES

Deadly Demise 3D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 30

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

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