UNALIGNED FORCES

CASTELLUM STRONGHOLD [LEGENDS]

Deadly Demise 3D6 | Firing Deck 45

M	T	SV	W	LD	OC
-	13	2+	50	6+	0

Base —

1 KOMMANDO

Comms Antenna
In your Command phase, if one or more Character models are embarked within this Fortification, roll one D6: on a 5+, you gain 1CP

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.

2 BEWEGUNG

Stronghold
Friendly INFANTRY models can be set up or end any type of move on top of the roof section of this FORTIFICATION. Any friendly model can be set up or end any type of move on the ramp or platform section of this FORTIFICATION.

3 BESCHUSS

Castellum Icarus quad lascannon
ANTI-FLY 2+ | TWIN-LINKED

R	A	BS	S	AP	D
48"	2	4+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Castellum air defence missiles
ANTI-FLY 2+

R	A	BS	S	AP	D
48"	D6	4+	9	-2	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Castellum battle cannon
BLAST

R	A	BS	S	AP	D
48"	D6+3	4+	10	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

Multi-melta
MELTA 2

R	A	BS	S	AP	D
18"	2	4+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Twin assault cannon
DEVASTATING WOUNDS | TWIN-LINKED

R	A	BS	S	AP	D
24"	6	4+	6	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Twin heavy bolter
SUSTAINED HITS 1 | TWIN-LINKED

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Twin heavy flamer
IGNORES COVER | TORRENT | TWIN-LINKED

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Twin lascannon
TWIN-LINKED

R	A	BS	S	AP	D
48"	1	4+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Whirlwind castellan launcher
BLAST | INDIRECT FIRE

R	A	BS	S	AP	D
72"	D6+3	4+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

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.

4 ANGRIFF
—

5 NAHKAMPF
—

◆ VERTEIDIGUNG
—

∞ IMMER / EINMALIG

Mighty Edifice
You can only include this FORTIFICATION in your army in games of Onslaught size or greater.

GEGEN DIESE EINHEIT

W13 · RW 2+ · 50 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S26+	S14–25	S13	S7–12	S1–6

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	5+	6+

Damaged: 1-15 Wounds Remaining
While this model has 1-15 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise 3D6 This ability always takes the form Deadly Demise X.

Firing Deck 45 This ability always takes the form Firing Deck X.

ANTI This ability always takes the form [ANTI-X Y+].

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun…

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of…

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod…

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

MELTA This ability always takes the form [MELTA X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Castellum Stronghold [Legends]

Ausrüstung: Castellum Icarus quad lascannon, Castellum air defence missiles, Castellum battle cannon, Multi-melta, Twin assault cannon, Twin heavy bolter, Twin heavy flamer, Twin lascannon, Whirlwind castellan launcher

- This model can be equipped with up to 2 of: Castellum battle cannon, Whirlwind castellan launcher, Castellum Icarus quad lascannon, Multi-melta, Twin lascannon, Comms antenna, Twin heavy flamer, Twin heavy bolter, Castellum air defence missiles, Twin assault cannon.
- This model can be equipped with up to 3 of: Castellum air defence missiles, Twin lascannon, Twin heavy flamer, Twin heavy bolter, Multi-melta, Twin assault cannon.

Transport
This FORTIFICATION has a transport capacity of 60 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.

KEYWORDS Castellum Stronghold, Fortification, Titanic, Vehicle, Transport · **FRAKTION** Unaligned Forces