# CASTELLUM STRONGHOLD [LEGENDS]

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

**AUFSTELLUNG**

1x Castellum Stronghold [Legends]

**Equipped with:** 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

**Wargear Options:**

- 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.

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Castellum Icarus quad lascannon<br>ANTI-FLY 2+, TWIN-LINKED | 48" | 2 | 4+ | 12 | -3 | D6+1 |
| Castellum air defence missiles<br>ANTI-FLY 2+ | 48" | D6 | 4+ | 9 | -2 | D6 |
| Castellum battle cannon<br>BLAST | 48" | D6+3 | 4+ | 10 | -1 | 3 |
| Multi-melta<br>MELTA 2 | 18" | 2 | 4+ | 9 | -4 | D6 |

## ABILITIES

**RULES** - Deadly Demise 3D6, Firing Deck 45

**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

**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.

KEYWORDS: Castellum Stronghold, Fortification, Titanic, Vehicle, Transport

**FACTION: Unaligned Forces**

| | | | | | | |
|---|---|---|---|---|---|---|
| Twin assault cannon<br>DEVASTATING WOUNDS, TWIN-LINKED | 24" | 6 | 4+ | 6 | -2 | 1 |
| Twin heavy bolter<br>SUSTAINED HITS 1, TWIN-LINKED | 36" | 3 | 4+ | 5 | -1 | 2 |
| Twin heavy flamer<br>IGNORES COVER, TORRENT, TWIN-LINKED | 12" | D6 | N/A | 5 | -1 | 1 |
| Twin lascannon<br>TWIN-LINKED | 48" | 1 | 4+ | 12 | -3 | D6+1 |
| Whirlwind castellan launcher<br>BLAST, INDIRECT FIRE | 72" | D6+3 | 4+ | 8 | -2 | 2 |

**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.

**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.

**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.

**Castellum Stronghold** (Transport)
Capacity: 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.

## WEAPON RULES

### Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

### 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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

### 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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

### 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 model or unit the benefit of cover (e.g. Stealth).

### 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]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

### 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).*

### 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.