

C O D E X

# UNALIGNED FORCES

classic-sw

# INHALTSVERZEICHNIS

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|                                                      |           |
|------------------------------------------------------|-----------|
| <b>DATASHEETS</b>                                    | <b>3</b>  |
| Aegis Defence Line with Weapon Emplacement [Legends] | 3         |
| Ambull [Legends]                                     | 4         |
| Bastion [Legends]                                    | 5         |
| Breaching Robot                                      | 7         |
| Castellum Stronghold [Legends]                       | 8         |
| Firestorm Redoubt [Legends]                          | 11        |
| Fortress of Redemption [Legends]                     | 13        |
| Guardian Drone [Legends]                             | 15        |
| Imperial Fortress Walls [Legends]                    | 16        |
| Macro-cannon Aquila Strongpoint [Legends]            | 18        |
| Plasma Obliterator [Legends]                         | 20        |
| Primaris Redoubt [Legends]                           | 22        |
| Searchlight                                          | 25        |
| Sentry Gun                                           | 26        |
| Skyshield Landing Pad [Legends]                      | 27        |
| Spindle Drones [Legends]                             | 28        |
| The Archivist [Legends]                              | 29        |
| Vengeance Weapon Battery [Legends]                   | 30        |
| Void Shield Generator [Legends]                      | 32        |
| Vortex Missile Strongpoint [Legends]                 | 33        |
| Wall of Martyrs Bunker [Legends]                     | 35        |
| Wall of Martyrs Defence Emplacement [Legends]        | 37        |
| Wall of Martyrs Defence Line [Legends]               | 38        |
| <b>PUNKTELISTE</b>                                   | <b>39</b> |

# AEGIS DEFENCE LINE WITH WEAPON EMPLACEMENT [LEGENDS] - UNALIGNED FORCES

145 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 12 | 2+ | 10 | 7+ | 0  |

**AUFSTELLUNG**  
1x Aegis Defence Line with Weapon Emplacement [Legends]  
**Equipped with:** Icarus Lascannon, Quad-gun  
**Wargear Options:**  
■ This model can replace its Quad-gun with Icarus lascannon.

**KEYWORDS:** Fortification, Aegis Defence Line with Weapon Emplacement  
**FACTION KEYWORDS:** Unaligned Forces

RANGED WEAPONS

| WEAPON                                              | RANGE | A | BS | S  | AP | D    |
|-----------------------------------------------------|-------|---|----|----|----|------|
| Icarus Lascannon<br><small>ANTI-FLY 2+</small>      | 48"   | 1 | 5+ | 12 | -3 | D6+1 |
| Quad-gun<br><small>ANTI-FLY 3+, TWIN-LINKED</small> | 48"   | 4 | 5+ | 9  | -1 | 3    |

ABILITIES

**Defence Line**  
When this FORTIFICATION is set up, all parts of it must be set up within 1" of another part. While an INFANTRY model has the Benefit of Cover as a result of this FORTIFICATION (see below), that model has a 4+ invulnerable save.

**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.

**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.

WEAPON ABILITIES

**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+.*

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

AMBULL [LEGENDS] - UNALIGNED FORCES85 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 8 | 3+ | 8 | 8+ | 3  |

|                                                                                                                                                                                                                                           |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>AUFSTELLUNG</div><div>1x Ambull [Legends]</div><div>Equipped with: Enormous claws</div></div> <div><div>KEYWORDS: Monster, Character, Ambull, Allies: Unaligned Forces</div><div>FACTION KEYWORDS: Unaligned Forces</div></div> |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

⌘ MELEE WEAPONS

| WEAPON         | RANGE | A | WS | S | AP | D  |
|----------------|-------|---|----|---|----|----|
| Enormous claws | Melee | 4 | 3+ | 6 | -2 | D3 |

ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Borewyrms Infestation</div><div>Twice per battle, at the end of your opponent's turn, if this model is not within Engagement Range of one or more enemy units, you can remove this model from the battlefield. In the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models. If the battle ends and this unit is not on the battlefield, it is destroyed.</div><div>Designer's Note: Place two Borewyrms Infestation tokens next to this model, removing one each time this ability has been used.</div></div> <div><div>Frenzy</div><div>Each time an enemy unit is selected to shoot or fight, after it has finished making its attacks, if one or more of those attacks targeted this model and this model is not destroyed, this model can fight as if it were the Fight phase</div></div> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

CORE RULES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Deep Strike</div><div>Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.</div></div> <div><div>Feel No Pain 5+</div><div>This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.</div></div> |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

BASTION [LEGENDS] - UNALIGNED FORCES

275 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 13 | 2+ | 18 | 7+ | 0  |

**AUFSTELLUNG**

1x Bastion [Legends]

**Equipped with:** Heavy bolter, Icarus Lascannon, Quad-gun

**Wargear Options:**

- This model can be equipped with up to 4x Heavy bolter.
- This model can be equipped with one of: Comms antenna, Icarus lascannon, Quad-gun.

**KEYWORDS:** Fortification, Towering, Vehicle, Transport, Bastion

**FACTION KEYWORDS:** Unaligned Forces

🎯 RANGED WEAPONS

| WEAPON                               | RANGE | A | BS | S  | AP | D    |
|--------------------------------------|-------|---|----|----|----|------|
| Heavy bolter<br>SUSTAINED HITS 1     | 36"   | 3 | 4+ | 5  | -1 | 2    |
| Icarus Lascannon<br>ANTI-FLY 2+      | 48"   | 1 | 5+ | 12 | -3 | D6+1 |
| Quad-gun<br>ANTI-FLY 3+, TWIN-LINKED | 48"   | 4 | 5+ | 9  | -1 | 3    |

ABILITIES

**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: 1-6 Wounds Remaining**

While this model has 1-6 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.

**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.

**Roof Access**

Friendly INFANTRY models can be set up or end any type of move on top of the roof section of this FORTIFICATION.

TRANSPORT

**Bastion**

This FORTIFICATION has a transport capacity of 15 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

**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+.*

**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).*

# BASTION [LEGENDS] - UNALIGNED FORCES

275 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 13 | 2+ | 18 | 7+ | 0  |

**AUFSTELLUNG**

1x Bastion [Legends]

**Equipped with:** Heavy bolter, Icarus Lascannon, Quad-gun

**Wargear Options:**

- This model can be equipped with up to 4x Heavy bolter.
- This model can be equipped with one of: Comms antenna, Icarus lascannon, Quad-gun.

**KEYWORDS:** Fortification, Towering, Vehicle, Transport, Bastion

**FACTION KEYWORDS:** Unaligned Forces

**Twin-linked**

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

CORE RULES

**Deadly Demise D6**

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 10**

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.

BREACHING ROBOT - UNALIGNED FORCES

35 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 4 | 4+ | 3 | 6+ | 0  |

**AUFSTELLUNG**  
1x Breaching Robot  
**Equipped with:** Cutting blade  
**Wargear Options:**  
■ This model can replace its Cutting blade and cutting gear with Bomb Kit.

**KEYWORDS:** Vehicle, Breaching Robot, Allies: Unaligned Forces  
**FACTION KEYWORDS:** Unaligned Forces

✂ MELEE WEAPONS

| WEAPON        | RANGE | A | WS | S | AP | D |
|---------------|-------|---|----|---|----|---|
| Cutting blade | Melee | 2 | 4+ | 4 | -2 | 1 |

ABILITIES

**Assault Robot**  
In the Deploy Armies step, when setting up a unit from your army within an Entry Zone, you can set this model up alongside that unit as if it was part of it, using the same Entry Zone.

**Bomb Kit**  
When the bearer is destroyed (other than through triggering its bomb, as described below), roll one D6 before removing it from play: on a 6 it explodes, and each other unit within 3" of and visible to the bearer suffers 1 mortal wound.  
In your Command phase, the bearer can trigger its bombs. If it does:  
- Open each Hatchway that is within 3" of the bearer. Your opponent cannot attempt to prevent those Hatchways from opening, and those Hatchways cannot be closed again.  
- Roll one D6 for each other unit within 3" of and visible to the bearer: on a 2+, that unit suffers 1 mortal wound. The bearer is then destroyed.

**Cutting Gear**  
Each time the bearer ends a Normal move, you can open one Hatchway that is within 1" of it. Your opponent cannot attempt to prevent that Hatchway from opening.

**Limited Loadout**  
This model cannot attempt to operate Hatchways and cannot perform Tactical Manoeuvres.

# CASTELLUM STRONGHOLD [LEGENDS] - UNALIGNED FORCES

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

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                           |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>AUFSTELLUNG</b></p> <p>1x Castellum Stronghold [Legends]</p> <p><b>Equipped with:</b> 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</p> <p><b>Wargear Options:</b></p> <ul style="list-style-type: none"><li>■ 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.</li><li>■ 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.</li></ul> | <p><b>KEYWORDS:</b> Castellum Stronghold, Fortification, Titanic, Vehicle, Transport</p> <p><b>FACTION KEYWORDS:</b> Unaligned Forces</p> |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|

## RANGED WEAPONS

| WEAPON                                                                     | RANGE | A    | BS  | S  | AP | D    |
|----------------------------------------------------------------------------|-------|------|-----|----|----|------|
| Castellum Icarus quad lascannon<br><small>ANTI-FLY 2+, TWIN-LINKED</small> | 48"   | 2    | 4+  | 12 | -3 | D6+1 |
| Castellum air defence missiles<br><small>ANTI-FLY 2+</small>               | 48"   | D6   | 4+  | 9  | -2 | D6   |
| Castellum battle cannon<br><small>BLAST</small>                            | 48"   | D6+3 | 4+  | 10 | -1 | 3    |
| Multi-melta<br><small>MELTA 2</small>                                      | 18"   | 2    | 4+  | 9  | -4 | D6   |
| Twin assault cannon<br><small>DEVASTATING WOUNDS, TWIN-LINKED</small>      | 24"   | 6    | 4+  | 6  | -2 | 1    |
| Twin heavy bolter<br><small>SUSTAINED HITS 1, TWIN-LINKED</small>          | 36"   | 3    | 4+  | 5  | -1 | 2    |
| Twin heavy flamer<br><small>IGNORES COVER, TORRENT, TWIN-LINKED</small>    | 12"   | D6   | N/A | 5  | -1 | 1    |
| Twin lascannon<br><small>TWIN-LINKED</small>                               | 48"   | 1    | 4+  | 12 | -3 | D6+1 |
| Whirlwind castellan launcher<br><small>BLAST, INDIRECT FIRE</small>        | 72"   | D6+3 | 4+  | 8  | -2 | 2    |

## ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Comms Antenna</b></p> <p>In your Command phase, if one or more Character models are embarked within this Fortification, roll one D6: on a 5+, you gain 1CP</p>                                                                                                                                                                                                                                                                                                                                                                             |
| <p><b>Damaged: 1-15 Wounds Remaining</b></p> <p>While this model has 1-15 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.</p>                                                                                                                                                                                                                                                                                                                                                                              |
| <p><b>Fortification</b></p> <p>While an enemy unit is only within Engagement Range of one or more Fortifications from your army:</p> <ul style="list-style-type: none"><li>- 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.</li><li>- 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.</li></ul> |
| <p><b>Mighty Edifice</b></p> <p>You can only include this FORTIFICATION in your army in games of Onslaught size or greater.</p>                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <p><b>Reinforced Cover</b></p> <p>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.</p>                                                                                                                                                                                                                                                                                         |

# CASTELLUM STRONGHOLD [LEGENDS] - UNALIGNED FORCES

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| 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.

**KEYWORDS:** Castellum Stronghold, Fortification, Titanic, Vehicle, Transport  
**FACTION KEYWORDS:** Unaligned Forces

## 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.

## TRANSPORT

### Castellum Stronghold

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 ABILITIES

### 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.*

# CASTELLUM STRONGHOLD [LEGENDS] - UNALIGNED FORCES

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| 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.

**KEYWORDS:** Castellum Stronghold, Fortification, Titanic, Vehicle, Transport  
**FACTION KEYWORDS:** Unaligned Forces

### 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.

## 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 45

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.

FIRESTORM REDOUBT [LEGENDS] -  
UNALIGNED FORCES

260 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 13 | 2+ | 18 | 7+ | 0  |

**AUFSTELLUNG**  
1x Firestorm Redoubt [Legends]  
**Equipped with:** Battle cannon, Icarus Lascannon, Punisher gatling cannon, Quad lascannon, Quad-gun  
**Wargear Options:**

- This model can be equipped with one of: Comms antenna, Icarus lascannon, Quad-gun.
- This model must be equipped with 2 of: Battle cannon, Punisher gatling cannon, Quad lascannon.

**KEYWORDS:** Fortification, Transport, Vehicle, Wall of Martyrs, Firestorm Redoubt  
**FACTION KEYWORDS:** Unaligned Forces

RANGED WEAPONS

| WEAPON                                     | RANGE | A    | BS | S  | AP | D    |
|--------------------------------------------|-------|------|----|----|----|------|
| Battle cannon<br>BLAST                     | 48"   | D6+3 | 4+ | 9  | -1 | 3    |
| Icarus Lascannon<br>ANTI-FLY 2+            | 48"   | 1    | 5+ | 12 | -3 | D6+1 |
| Punisher gatling cannon                    | 24"   | 20   | 4+ | 6  | 0  | 1    |
| Quad lascannon<br>TWIN-LINKED, ANTI-FLY 2+ | 48"   | 2    | 4+ | 12 | -3 | D6+1 |
| Quad-gun<br>ANTI-FLY 3+, TWIN-LINKED       | 48"   | 4    | 5+ | 9  | -1 | 3    |

ABILITIES

**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.

**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.

**Roof Access**  
Friendly INFANTRY models can be set up or end any type of move on top of the roof section of this FORTIFICATION.

TRANSPORT

**Firestorm Redoubt**  
This Fortification has a transport capacity of 15 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

**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+.*

FIRESTORM REDOUBT [LEGENDS] -  
UNALIGNED FORCES

260 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 13 | 2+ | 18 | 7+ | 0  |

AUFSTELLUNG

1x Firestorm Redoubt [Legends]

**Equipped with:** Battle cannon, Icarus Lascannon, Punisher gatling cannon, Quad lascannon, Quad-gun

**Wargear Options:**

- This model can be equipped with one of: Comms antenna, Icarus lascannon, Quad-gun.
- This model must be equipped with 2 of: Battle cannon, Punisher gatling cannon, Quad lascannon.

**KEYWORDS:** Fortification, Transport, Vehicle, Wall of Martyrs, Firestorm Redoubt

**FACTION KEYWORDS:** Unaligned Forces

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).*

Twin-linked

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

CORE RULES

Deadly Demise D6

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 10

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.

FORTRESS OF REDEMPTION [LEGENDS] -  
UNALIGNED FORCES

480 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 13 | 2+ | 30 | 7+ | 0  |

**AUFSTELLUNG**  
1x Fortress of Redemption [Legends]  
**Equipped with:** Heavy bolter, Redeptor lascannons, ► Redeptor missile silo - superfrag, ► Redeptor missile silo - superkrak  
**Wargear Options:**  
■ This model can be equipped with up to 4x Heavy bolter.

**KEYWORDS:** Fortification, Transport, Titanic, Vehicle, Towering, Fortress of Redemption  
**FACTION KEYWORDS:** Unaligned Forces

⦿ RANGED WEAPONS

| WEAPON                                       | RANGE | A     | BS | S  | AP | D    |
|----------------------------------------------|-------|-------|----|----|----|------|
| Heavy bolter<br>SUSTAINED HITS 1             | 36"   | 3     | 4+ | 5  | -1 | 2    |
| Redeptor lascannons<br>ANTI-FLY 2+           | 48"   | 2     | 4+ | 14 | -3 | D6+1 |
| ► Redeptor missile silo - superfrag<br>BLAST | 48"   | 2D6+2 | 4+ | 5  | 0  | 1    |
| ► Redeptor missile silo - superkrak          | 48"   | 2     | 4+ | 10 | -2 | D6+1 |

ABILITIES

**Damaged: 1-10 Wounds Remaining**  
While this model has 1-10 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.

**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.

**Roof Access**  
Friendly INFANTRY models can be set up or end any type of move on top of the roof section of this FORTIFICATION.

**Vantage Point**  
While a model is on top of the tower roof of this FORTIFICATION, improve the Armour Penetration characteristic of ranged weapons equipped by that model by 1.

TRANSPORT

**Fortress of Redemption**  
This FORTIFICATION has a transport capacity of 20 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

**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+.*

FORTRESS OF REDEMPTION [LEGENDS] -  
UNALIGNED FORCES

480 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 13 | 2+ | 30 | 7+ | 0  |

AUFSTELLUNG

1x Fortress of Redemption [Legends]

Equipped with: Heavy bolter, Redemptor lascannons, ► Redemptor missile silo - superfrag, ► Redemptor missile silo - superkrak

Wargear Options:

■ This model can be equipped with up to 4x Heavy bolter.

KEYWORDS:

Fortification, Transport, Titanic, Vehicle, Towering, Fortress of Redemption

FACTION KEYWORDS:

Unaligned Forces

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).

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).

CORE RULES

Deadly Demise 2D6

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 15

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.

GUARDIAN DRONE [LEGENDS] -  
UNALIGNED FORCES

45 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 5" | 7 | 3+ | 7 | 6+ | 2  |

|                                                                                                                                         |                                                                                                                 |
|-----------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Guardian Drone [Legends]<br><b>Equipped with:</b> Destroyer pulse, Guardian salvo launchers, Manipulator limbs | <b>KEYWORDS:</b> Monster, Guardian Drone, Allies: Unaligned Forces<br><b>FACTION KEYWORDS:</b> Unaligned Forces |
|-----------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------|

⚙️ RANGED WEAPONS

| WEAPON                                           | RANGE | A  | BS | S | AP | D |
|--------------------------------------------------|-------|----|----|---|----|---|
| Destroyer pulse<br><small>PISTOL</small>         | 18"   | 1  | 4+ | 8 | -2 | 2 |
| Guardian salvo launchers<br><small>BLAST</small> | 24"   | D6 | 4+ | 5 | -1 | 1 |

⚔️ MELEE WEAPONS

| WEAPON            | RANGE | A | WS | S | AP | D |
|-------------------|-------|---|----|---|----|---|
| Manipulator limbs | Melee | 4 | 4+ | 5 | 0  | 1 |

ABILITIES

|                                                                                                                                                                          |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Drone Commander (Aura)</b><br>While a friendly Spindle Drones unit is within 6" of this model, each time a model in that unit makes an attack, add 1 to the Hit roll. |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

WEAPON ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Blast</b><br>Each time you gather attack dice for a <b>[BLAST]</b> 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 <b>[BLAST X]</b> , 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.<br><br><i>Example: If a <b>[BLAST 2]</b> 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).</i> |
| <b>Pistol</b><br><b>[PISTOL]</b> and <b>[CLOSE-QUARTERS]</b> are identical for all rules purposes.<br><br>Units containing one or more models with a <b>[CLOSE-QUARTERS]</b> weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:<br><br>- One or more of its <b>[CLOSE-QUARTERS]</b> weapons.<br><br>- One or more of its other ranged weapons.                                                                                                                                                              |

CORE RULES

|                                                                                                                                                                                      |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Feel No Pain 5+</b><br>This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost. |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

# IMPERIAL FORTRESS WALLS [LEGENDS] - UNALIGNED FORCES

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

|                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                        |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>AUFSTELLUNG</b></p> <p>1x Imperial Fortress Walls [Legends]</p> <p><b>Equipped with:</b> Twin heavy bolter, Twin lascannon, 2x Twin long-barrelled autocannon</p> <p><b>Wargear Options:</b></p> <ul style="list-style-type: none"><li>■ This model must be equipped with 2 of: Twin heavy bolter, Twin lascannon.</li><li>■ This model can be equipped with up to 2 of: Twin lascannon, Twin heavy bolter.</li></ul> | <p><b>KEYWORDS:</b> Fortification, Titanic, Vehicle, Towering, Transport, Imperial Fortress Walls</p> <p><b>FACTION KEYWORDS:</b> Unaligned Forces</p> |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|

## ⦿ RANGED WEAPONS

| WEAPON                                                            | RANGE | A | BS | S  | AP | D    |
|-------------------------------------------------------------------|-------|---|----|----|----|------|
| Twin heavy bolter<br><small>SUSTAINED HITS 1, TWIN-LINKED</small> | 36"   | 3 | 4+ | 5  | -1 | 2    |
| Twin lascannon<br><small>TWIN-LINKED</small>                      | 48"   | 1 | 4+ | 12 | -3 | D6+1 |
| 2x Twin long-barrelled autocannon<br><small>TWIN-LINKED</small>   | 60"   | 2 | 4+ | 9  | -1 | 3    |

## ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Battlements</b></p> <p>Friendly INFANTRY models can be set up or end any type of move on top of the flat battlement sections of this FORTIFICATION.</p>                                                                                                                                                                                                                                                                                                                                                                                    |
| <p><b>Damaged: 1-30 Wounds Remaining</b></p> <p>While this model has 1-30 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.</p>                                                                                                                                                                                                                                                                                                                                                                              |
| <p><b>Fortification</b></p> <p>While an enemy unit is only within Engagement Range of one or more Fortifications from your army:</p> <ul style="list-style-type: none"><li>- 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.</li><li>- 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.</li></ul> |
| <p><b>Fortress</b></p> <p>When this FORTIFICATION is set up, all parts of it must be set up in contact with another part.</p>                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <p><b>Mighty Edifice</b></p> <p>You can only include this FORTIFICATION in your army in games of Onslaught size or greater.</p>                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <p><b>Reinforced Cover</b></p> <p>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.</p>                                                                                                                                                                                                                                                                                         |

## TRANSPORT

|                                                                                                                                                                                                                                                                                          |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Imperial Fortress Walls</b></p> <p>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.</p> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

## WEAPON ABILITIES

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Sustained Hits</b></p> <p>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.</p> <p><i>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).</i></p> |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

# IMPERIAL FORTRESS WALLS [LEGENDS] - UNALIGNED FORCES

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

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

Twin-linked

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

## 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.

MACRO-CANNON AQUILA STRONGPOINT  
[LEGENDS] - UNALIGNED FORCES

550 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 13 | 2+ | 30 | 7+ | 0  |

**AUFSTELLUNG**  
1x Macro-cannon Aquila Strongpoint [Legends]  
**Equipped with:** Aquila macro-cannon, Heavy bolter  
**Wargear Options:**  
■ This model can be equipped with up to 4x Heavy bolter.

**KEYWORDS:** Fortification, Titanic, Vehicle, Transport, Wall of Martyrs, Macro-cannon Aquila Strongpoint  
**FACTION KEYWORDS:** Unaligned Forces

⦿ RANGED WEAPONS

| WEAPON                                          | RANGE | A    | BS | S  | AP | D |
|-------------------------------------------------|-------|------|----|----|----|---|
| Aquila macro-cannon                             | 72"   | D6+6 | 5+ | 16 | -4 | 4 |
| Heavy bolter<br><small>SUSTAINED HITS 1</small> | 36"   | 3    | 4+ | 5  | -1 | 2 |

ABILITIES

**Damaged: 1-10 Wounds Remaining**  
While this model has 1-10 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.

**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.

**Roof Access**  
Friendly INFANTRY models can be set up or end any type of move on top of the roof section of this FORTIFICATION.

**Tremor Quake**  
In your Shooting phase, just after selecting a target for this model's Aquila macro-cannon, the target unit and every other enemy INFANTRY unit within 3" of that unit must take a Battle-shock test.

TRANSPORT

**Macro-cannon Aquila Strongpoint**  
This FORTIFICATION has a transport capacity of 30 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).*

MACRO-CANNON AQUILA STRONGPOINT  
[LEGENDS] - UNALIGNED FORCES

550 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 13 | 2+ | 30 | 7+ | 0  |

**AUFSTELLUNG**  
1x Macro-cannon Aquila Strongpoint [Legends]  
**Equipped with:** Aquila macro-cannon, Heavy bolter  
**Wargear Options:**  
■ This model can be equipped with up to 4x Heavy bolter.

**KEYWORDS:** Fortification, Titanic, Vehicle, Transport, Wall of Martyrs, Macro-cannon Aquila Strongpoint  
**FACTION KEYWORDS:** Unaligned Forces

CORE RULES

**Deadly Demise 2D6**  
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 15**  
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.

PLASMA OBLITERATOR [LEGENDS] -  
UNALIGNED FORCES

225 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 13 | 2+ | 18 | 7+ | 0  |

AUFSTELLUNG

1x Plasma Obliterator [Legends]

Equipped with: ► Plasma obliterator - standard, ► Plasma obliterator - supercharge

KEYWORDS:

Fortification, Transport, Vehicle, Towering, Plasma Obliterator

FACTION KEYWORDS:

Unaligned Forces

⦿ RANGED WEAPONS

| WEAPON                                                 | RANGE | A    | BS | S  | AP | D |
|--------------------------------------------------------|-------|------|----|----|----|---|
| ► Plasma obliterator - standard<br>BLAST               | 48"   | D6+3 | 5+ | 9  | -3 | 3 |
| ► Plasma obliterator - supercharge<br>BLAST, HAZARDOUS | 48"   | D6+3 | 5+ | 10 | -4 | 4 |

ABILITIES

Damaged: 1-6 Wounds Remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Emergency Plasma Vents

Each time this FORTIFICATION suffers a mortal wound as the result of a failed **Hazardous** test, roll one D6: on a 4+, that wound is not lost.

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.

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

Plasma Obliterator

This FORTIFICATION has a transport capacity of 20 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

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).*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

PLASMA OBLITERATOR [LEGENDS] -  
UNALIGNED FORCES

225 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 13 | 2+ | 18 | 7+ | 0  |

**AUFSTELLUNG**  
1x Plasma Obliterator [Legends]  
**Equipped with:** ➤ Plasma obliterator - standard, ➤ Plasma obliterator - supercharge

**KEYWORDS:** Fortification, Transport, Vehicle, Towering, Plasma Obliterator  
**FACTION KEYWORDS:** Unaligned Forces

CORE RULES

**Deadly Demise D6**  
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 10**  
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.

PRIMARIS REDOUBT [LEGENDS] -  
UNALIGNED FORCES

220 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 12 | 3+ | 18 | 7+ | 0  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Primaris Redoubt [Legends]

**Equipped with:** Battle cannon, Heavy bolter, Multi-melta, Primaris Icarus lascannon, Primaris Icarus quad lascannon, Primaris Redoubt turbo-laser destructor, Primaris air defence missiles, Primaris castellan launcher, Primaris quad-gun, Primaris vengeance launcher, Twin heavy bolter, Twin heavy flamer, Twin lascannon

Wargear Options:

- This model can be equipped with up to 4x Heavy bolter.
- This model can be equipped with one of: Primaris air defence missiles, Primaris Icarus lascannon, Primaris Icarus quad lascannon, Primaris quad-gun, Primaris castellan launcher, Primaris vengeance launcher, Battle cannon, Multi-melta, Twin lascannon, Twin heavy bolter, Twin heavy flamer.

**KEYWORDS:** Fortification, Vehicle, Primaris Redoubt

**FACTION KEYWORDS:** Unaligned Forces

RANGED WEAPONS

| WEAPON                                                     | RANGE | A    | BS  | S  | AP | D    |
|------------------------------------------------------------|-------|------|-----|----|----|------|
| Battle cannon<br>BLAST                                     | 48"   | D6+3 | 4+  | 9  | -1 | 3    |
| Heavy bolter<br>SUSTAINED HITS 1                           | 36"   | 3    | 4+  | 5  | -1 | 2    |
| Multi-melta<br>MELTA 2                                     | 18"   | 2    | 4+  | 9  | -4 | D6   |
| Primaris Icarus lascannon<br>ANTI-FLY 2+                   | 48"   | 1    | 4+  | 12 | -3 | D6+1 |
| Primaris Icarus quad lascannon<br>ANTI-FLY 2+, TWIN-LINKED | 48"   | 2    | 4+  | 12 | -3 | D6+1 |
| Primaris Redoubt turbo-laser destructor<br>BLAST           | 96"   | D3+1 | 4+  | 16 | -3 | D6+3 |
| Primaris air defence missiles<br>ANTI-FLY 2+               | 48"   | D6   | 4+  | 6  | -2 | 2    |
| Primaris castellan launcher<br>BLAST, INDIRECT FIRE        | 72"   | D6+1 | 4+  | 6  | 0  | 1    |
| Primaris quad-gun                                          | 48"   | 4    | 4+  | 8  | -1 | 2    |
| Primaris vengeance launcher<br>BLAST, INDIRECT FIRE        | 72"   | D3+1 | 4+  | 7  | -1 | 2    |
| 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 |

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: 1-6 Wounds Remaining

While this model has 1-6 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.

PRIMARIS REDOUBT [LEGENDS] -  
UNALIGNED FORCES

220 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 12 | 3+ | 18 | 7+ | 0  |

INVULNERABLE  
SAVE

5+

**AUFSTELLUNG**  
1x Primaris Redoubt [Legends]  
**Equipped with:** Battle cannon, Heavy bolter, Multi-melta, Primaris Icarus lascannon, Primaris Icarus quad lascannon, Primaris Redoubt turbo-laser destructor, Primaris air defence missiles, Primaris castellan launcher, Primaris quad-gun, Primaris vengeance launcher, Twin heavy bolter, Twin heavy flamer, Twin lascannon  
**Wargear Options:**

- This model can be equipped with up to 4x Heavy bolter.
- This model can be equipped with one of: Primaris air defence missiles, Primaris Icarus lascannon, Primaris Icarus quad lascannon, Primaris quad-gun, Primaris castellan launcher, Primaris vengeance launcher, Battle cannon, Multi-melta, Twin lascannon, Twin heavy bolter, Twin heavy flamer.

**KEYWORDS:** Fortification, Vehicle, Primaris Redoubt  
**FACTION KEYWORDS:** Unaligned Forces

**Gates**  
When this FORTIFICATION is first set up on the battlefield, each gate section can be set up with its gate open or closed. In your Command phase, you can open or close the gate of each of this model's gate sections. While a gate is open, models can move and draw line of sight through it as if it were not there.

**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.

WEAPON ABILITIES

**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).*

**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.

PRIMARIS REDOUBT [LEGENDS] -  
UNALIGNED FORCES

220 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 12 | 3+ | 18 | 7+ | 0  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Primaris Redoubt [Legends]

**Equipped with:** Battle cannon, Heavy bolter, Multi-melta, Primaris Icarus lascannon, Primaris Icarus quad lascannon, Primaris Redoubt turbo-laser destructor, Primaris air defence missiles, Primaris castellan launcher, Primaris quad-gun, Primaris vengeance launcher, Twin heavy bolter, Twin heavy flamer, Twin lascannon

Wargear Options:

- This model can be equipped with up to 4x Heavy bolter.
- This model can be equipped with one of: Primaris air defence missiles, Primaris Icarus lascannon, Primaris Icarus quad lascannon, Primaris quad-gun, Primaris castellan launcher, Primaris vengeance launcher, Battle cannon, Multi-melta, Twin lascannon, Twin heavy bolter, Twin heavy flamer.

**KEYWORDS:** Fortification, Vehicle, Primaris Redoubt

**FACTION KEYWORDS:** Unaligned Forces

CORE RULES

Deadly Demise D6

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.*

# SEARCHLIGHT - UNALIGNED FORCES

10 PTS

Keine Stat-Werte in BSData 11e hinterlegt.

## AUFSTELLUNG

1x Searchlight

**KEYWORDS:** Allies: Unaligned Forces

**FACTION KEYWORDS:** -

## ABILITIES

### Camera Network

In the Create the Battlefield and Place Objective Markers step, set this terrain feature up in one of the Searchlight positions (marked D2 on the mission map) that does not already contain a Searchlight.

### Enemy Spotted

Each time a model from your army makes a ranged attack that targets an enemy unit that is within 9" of and visible to any Searchlights from your army, re-roll a Hit of 1 and, if the model making that attack is a Sentry Gun, add 1 to the Hit roll as well.

### Wall

This model is a terrain feature and counts as a Wall.

|   |   |    |   |    |    |
|---|---|----|---|----|----|
| M | T | Sv | W | LD | OC |
| - | 4 | 4+ | 3 | 6+ | 0  |

**AUFSTELLUNG**  
1x Sentry Gun  
Equipped with: Twin heavy bolter

**KEYWORDS:** Vehicle, Sentry Gun, Allies: Unaligned Forces  
**FACTION KEYWORDS:** Unaligned Forces

 RANGED WEAPONS

| WEAPON                                                    | RANGE | A | BS | S | AP | D |
|-----------------------------------------------------------|-------|---|----|---|----|---|
| Twin heavy bolter<br>HEAVY, SUSTAINED HITS 1, TWIN-LINKED | 36"   | 3 | 5+ | 5 | -1 | 2 |

ABILITIES

**Defensive Emplacement**  
In the Create the Battlefield and Place Objective Markers step, set this model up in one of the Sentry Gun positions (marked D1 on the mission map).

WEAPON ABILITIES

**Heavy**  
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

**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.

SKYSHIELD LANDING PAD [LEGENDS] -  
UNALIGNED FORCES

125 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 12 | 3+ | 16 | 7+ | 0  |

INVULNERABLE  
SAVE

5+

AUFSTELLUNG

1x Skyshield Landing Pad [Legends]

KEYWORDS: Fortification, Skyshield Landing Pad

FACTION KEYWORDS: Unaligned Forces

ABILITIES

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.

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.

Repair Aircraft

At the end of your Movement phase, if there is a friendly Aircraft model on top of this Fortification, that Aircraft regains up to D3 lost wounds

Skyshield

Friendly Infantry models and friendly units that can Fly can be set up or end any type of move on top of the platform section of this Fortification. While such a model is on the platform section of this Fortification, that model has a 5+ invulnerable save against ranged attacks

CORE RULES

Deadly Demise D3

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.*

SPINDLE DRONES [LEGENDS] - UNALIGNED FORCES

35 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 6" | 4 | 4+ | 2 | 6+ | 1  |

**AUFSTELLUNG**  
4x Spindle Drone  
**Equipped with:** Drone pulse, Close combat weapon

**KEYWORDS:** Infantry, Spindle Drones, Allies: Unaligned Forces  
**FACTION KEYWORDS:** Unaligned Forces

⚙ RANGED WEAPONS

| WEAPON                | RANGE | A | BS | S | AP | D |
|-----------------------|-------|---|----|---|----|---|
| Drone pulse<br>PISTOL | 18"   | 1 | 4+ | 4 | 0  | 1 |

⚔ MELEE WEAPONS

| WEAPON              | RANGE | A | WS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Close combat weapon | Melee | 1 | 4+ | 3 | 0  | 1 |

ABILITIES

**Threat Level Rising**  
Each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength

WEAPON ABILITIES

**Pistol**  
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.  
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:  
- One or more of its [CLOSE-QUARTERS] weapons.  
- One or more of its other ranged weapons.

CORE RULES

**Feel No Pain 5+**  
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

THE ARCHIVIST [LEGENDS] - UNALIGNED FORCES

70 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 5" | 6 | 3+ | 6 | 7+ | 2  |

**AUFSTELLUNG**  
1x The Archivist [Legends]  
Equipped with: Atomic disassembler, Eradicator glove

**KEYWORDS:** Monster, Epic Hero, Character, The Archivist, Allies: Unaligned Forces  
**FACTION KEYWORDS:** Unaligned Forces

 **RANGED WEAPONS**

| WEAPON                                       | RANGE | A | BS | S | AP | D |
|----------------------------------------------|-------|---|----|---|----|---|
| Atomic disassembler<br>IGNORES COVER, PISTOL | 18"   | 1 | 3+ | 8 | -2 | 2 |

 **MELEE WEAPONS**

| WEAPON           | RANGE | A | WS | S | AP | D |
|------------------|-------|---|----|---|----|---|
| Eradicator glove | Melee | 4 | 4+ | 8 | -2 | 2 |

**ABILITIES**

**Disruptive Influence (Aura)**  
While an enemy unit is within 6" of this model, each time that unit takes a Battle-shock or Leadership test, subtract 1 from that test.

**Fearsome Assault**  
At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

**WEAPON ABILITIES**

**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).

**Pistol**  
**[PISTOL]** and **[CLOSE-QUARTERS]** are identical for all rules purposes.  
Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

**CORE RULES**

**Lone Operative**  
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by **[INDIRECT FIRE]** weapons unless the attacking model is within 12" of this unit.  
If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by **[INDIRECT FIRE]** weapons unless the attacking model is within X" of this unit.

VENGEANCE WEAPON BATTERY

[LEGENDS] - UNALIGNED FORCES

140 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 13 | 2+ | 10 | 7+ | 0  |

AUFSTELLUNG

1x Vengeance Weapon Battery [Legends]

Equipped with: Battle cannon, Punisher gatling cannon, Quad lascannon

Wargear Options:

■ This model can replace its Battle cannon with Punisher gatling cannon or Quad lascannon.

KEYWORDS:

Fortification, Wall of Martyrs, Vehicle, Vengeance Weapon Battery

FACTION KEYWORDS:

Unaligned Forces

⦿ RANGED WEAPONS

| WEAPON                                     | RANGE | A    | BS | S  | AP | D    |
|--------------------------------------------|-------|------|----|----|----|------|
| Battle cannon<br>BLAST                     | 48"   | D6+3 | 4+ | 9  | -1 | 3    |
| Punisher gatling cannon                    | 24"   | 20   | 4+ | 6  | 0  | 1    |
| Quad lascannon<br>TWIN-LINKED, ANTI-FLY 2+ | 48"   | 2    | 4+ | 12 | -3 | D6+1 |

ABILITIES

Automated Defences

Each time this model makes a ranged attack that targets the closest enemy unit:

- If that attack is made with a Punisher gatling cannon and the target is not a MONSTER or VEHICLE, add 1 to the Hit roll.

- If that attack is made with a battle cannon and the target is a MONSTER or VEHICLE, add 1 to the Hit roll.

- If that attack is made with a quad-lascannon and the target can FLY, add 1 to 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.

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.

WEAPON ABILITIES

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).

Twin-linked

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

VENGEANCE WEAPON BATTERY  
[LEGENDS] - UNALIGNED FORCES

140 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 13 | 2+ | 10 | 7+ | 0  |

**AUFSTELLUNG**  
1x Vengeance Weapon Battery [Legends]  
**Equipped with:** Battle cannon, Punisher gatling cannon, Quad lascannon  
**Wargear Options:**  
■ This model can replace its Battle cannon with Punisher gatling cannon or Quad lascannon.

**KEYWORDS:** Fortification, Wall of Martyrs, Vehicle, Vengeance Weapon Battery  
**FACTION KEYWORDS:** Unaligned Forces

CORE RULES

**Deadly Demise D3**  
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.*

VOID SHIELD GENERATOR [LEGENDS] -  
UNALIGNED FORCES

155 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 12 | 3+ | 16 | 7+ | 0  |

INVULNERABLE  
SAVE



AUFSTELLUNG

1x Void Shield Generator [Legends]

KEYWORDS: Fortification, Void Shield Generator

FACTION KEYWORDS: Unaligned Forces

ABILITIES

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.

Projected Void Shields (Aura)

While a friendly model is wholly within 6" of this FORTIFICATION, that model has a 4+ invulnerable save against ranged attacks.

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.

CORE RULES

Deadly Demise D6

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.

VORTEX MISSILE STRONGPOINT

[LEGENDS] - UNALIGNED FORCES

525 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 13 | 2+ | 30 | 7+ | 0  |

AUFSTELLUNG

1x Vortex Missile Strongpoint [Legends]

Equipped with: Heavy bolter, Vortex missile battery

Wargear Options:

■ This model can be equipped with up to 4x Heavy bolter.

KEYWORDS:

Fortification, Titanic, Vehicle, Transport, Wall of Martyrs, Vortex Missile Strongpoint

FACTION KEYWORDS:

Unaligned Forces

⦿ RANGED WEAPONS

| WEAPON                                                                        | RANGE | A    | BS | S  | AP | D  |
|-------------------------------------------------------------------------------|-------|------|----|----|----|----|
| Heavy bolter<br>SUSTAINED HITS 1                                              | 36"   | 3    | 4+ | 5  | -1 | 2  |
| Vortex missile battery<br>BLAST, DEVASTATING WOUNDS, HAZARDOUS, INDIRECT FIRE | 72"   | D6+3 | 5+ | 16 | -4 | D6 |

ABILITIES

Damaged: 1-10 Wounds Remaining

While this model has 1-10 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.

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.

Roof Access

Friendly INFANTRY models can be set up or end any type of move on top of the roof section of this FORTIFICATION.

Vortex

In your Shooting phase, each time you select a target for this model's vortex missile battery, roll one D6 for the target unit and one D6 for every other enemy unit within 3" of the target unit. On a 4+, the unit being rolled for is struck by the vortex; after resolving all of this model's attacks against the target unit, each unit struck by the vortex suffers D3 mortal wounds.

TRANSPORT

Vortex Missile Strongpoint

This FORTIFICATION has a transport capacity of 30 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

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).

VORTEX MISSILE STRONGPOINT  
[LEGENDS] - UNALIGNED FORCES

525 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 13 | 2+ | 30 | 7+ | 0  |

**AUFSTELLUNG**  
1x Vortex Missile Strongpoint [Legends]  
**Equipped with:** Heavy bolter, Vortex missile battery  
**Wargear Options:**  
■ This model can be equipped with up to 4x Heavy bolter.

**KEYWORDS:** Fortification, Titanic, Vehicle, Transport, Wall of Martyrs, Vortex Missile Strongpoint  
**FACTION KEYWORDS:** Unaligned Forces

**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.*

**Hazardous**  
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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

**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).*

CORE RULES

**Deadly Demise 2D6**  
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 15**  
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.

WALL OF MARTYRS BUNKER [LEGENDS] -  
UNALIGNED FORCES

180 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 13 | 2+ | 10 | 7+ | 0  |

**AUFSTELLUNG**  
1x Wall of Martyrs Bunker [Legends]  
**Equipped with:** Icarus Lascannon, Quad-gun  
**Wargear Options:**  
■ This model can be equipped with one of: Comms antenna, Icarus lascannon, Quad-gun.

**KEYWORDS:** Fortification, Transport, Vehicle, Wall of Martyrs, Bunker  
**FACTION KEYWORDS:** Unaligned Forces

⦿ RANGED WEAPONS

| WEAPON                                              | RANGE | A | BS | S  | AP | D    |
|-----------------------------------------------------|-------|---|----|----|----|------|
| Icarus Lascannon<br><small>ANTI-FLY 2+</small>      | 48"   | 1 | 5+ | 12 | -3 | D6+1 |
| Quad-gun<br><small>ANTI-FLY 3+, TWIN-LINKED</small> | 48"   | 4 | 5+ | 9  | -1 | 3    |

ABILITIES

**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.

**Inviolable Bastion**  
Each time an attack is allocated to this Fortification, subtract 1 from the Damage characteristic of that attack.

**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.

**Roof Access**  
Friendly INFANTRY models can be set up or end any type of move on top of the roof section of this FORTIFICATION.

TRANSPORT

**Wall of Martyrs Bunker**  
This Fortification has a transport capacity of 11 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

**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+.*

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

WALL OF MARTYRS BUNKER [LEGENDS] -  
UNALIGNED FORCES

180 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 13 | 2+ | 10 | 7+ | 0  |

**AUFSTELLUNG**  
1x Wall of Martyrs Bunker [Legends]  
**Equipped with:** Icarus Lascannon, Quad-gun  
**Wargear Options:**  
■ This model can be equipped with one of: Comms antenna, Icarus lascannon, Quad-gun.

**KEYWORDS:** Fortification, Transport, Vehicle, Wall of Martyrs, Bunker  
**FACTION KEYWORDS:** Unaligned Forces

CORE RULES

**Deadly Demise D3**  
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 6**  
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.

WALL OF MARTYRS DEFENCE  
EMPLACEMENT [LEGENDS] - UNALIGNED  
FORCES

140 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 12 | 2+ | 10 | 7+ | 0  |

**AUFSTELLUNG**  
1x Wall of Martyrs Defence Emplacement [Legends]

**KEYWORDS:** Fortification, Wall of Martyrs, Defence Emplacement  
**FACTION KEYWORDS:** Unaligned Forces

ABILITIES

**Defence Line**  
When this FORTIFICATION is set up, all parts of it must be set up within 1" of another part. While an INFANTRY model has the Benefit of Cover as a result of this FORTIFICATION (see below), that model has a 4+ invulnerable save.

**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.

**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.

**Trench Line**  
Friendly INFANTRY models can be set up or end any type of move on top of the flat platform section of this FORTIFICATION.

WALL OF MARTYRS DEFENCE LINE  
[LEGENDS] - UNALIGNED FORCES

140 PTS

|   |    |    |    |    |    |
|---|----|----|----|----|----|
| M | T  | Sv | W  | LD | OC |
| - | 12 | 2+ | 10 | 7+ | 0  |

**AUFSTELLUNG**  
1x Wall of Martyrs Defence Line [Legends]

**KEYWORDS:** Fortification, Wall of Martyrs, Defence Line  
**FACTION KEYWORDS:** Unaligned Forces

ABILITIES

- Defence Line**  
When this FORTIFICATION is set up, all parts of it must be set up within 1" of another part. While an INFANTRY model has the Benefit of Cover as a result of this FORTIFICATION (see below), that model has a 4+ invulnerable save.
- 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.
- 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.
- Trench Line**  
Friendly INFANTRY models can be set up or end any type of move on top of the flat platform section of this FORTIFICATION.

# PUNKTELISTE

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| EINHEIT                                              | PUNKTE  |
|------------------------------------------------------|---------|
| Aegis Defence Line with Weapon Emplacement [Legends] | 145 pts |
| Ambull [Legends]                                     | 85 pts  |
| Bastion [Legends]                                    | 275 pts |
| Breaching Robot                                      | 35 pts  |
| Firestorm Redoubt [Legends]                          | 260 pts |
| Fortress of Redemption [Legends]                     | 480 pts |
| Guardian Drone [Legends]                             | 45 pts  |
| Macro-cannon Aquila Strongpoint [Legends]            | 550 pts |
| Plasma Obliterator [Legends]                         | 225 pts |
| Primaris Redoubt [Legends]                           | 220 pts |
| Searchlight                                          | 10 pts  |
| Sentry Gun                                           | 30 pts  |
| Skyshield Landing Pad [Legends]                      | 125 pts |
| Spindle Drones [Legends]                             | 35 pts  |
| The Archivist [Legends]                              | 70 pts  |
| Vengeance Weapon Battery [Legends]                   | 140 pts |
| Void Shield Generator [Legends]                      | 155 pts |
| Vortex Missile Strongpoint [Legends]                 | 525 pts |
| Wall of Martyrs Bunker [Legends]                     | 180 pts |
| Wall of Martyrs Defence Emplacement [Legends]        | 140 pts |
| Wall of Martyrs Defence Line [Legends]               | 140 pts |