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PUNKTELISTE **55**

AEGIS DEFENCE LINE WITH WEAPON EMPLACEMENT [LEGENDS]

145 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Icarus Lascannon ANTI-FLY 2+	48"	1	5+	12	-3	D6+1
Quad-gun ANTI-FLY 3+ TWIN-LINKED	48"	4	5+	9	-1	3

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.

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 RULES

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

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

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

UNALIGNED FORCES

AMBULL [LEGENDS]

85 PTS

M	T	SV	W	LD	OC
6"	8	3+	8	8+	3

MELEE WEAPONS

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

AUFSTELLUNG

1x Ambull [Legends]

Equipped with: Enormous claws

ABILITIES

Borewyrm Infestation

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.

Designer's Note: Place two Borewyrm Infestation tokens next to this model, removing one each time this ability has been used.

Frenzy

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

CORE RULES

Deep Strike

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.

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.

UNALIGNED FORCES

BASTION [LEGENDS]

275 PTS

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

RANGED WEAPONS

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

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.

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.

Bastion (Transport)
Capacity: 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 RULES

ANTI

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

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

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.

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").

◈ 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

35 PTS

M	T	SV	W	LD	OC
6"	4	4+	3	6+	0

MELEE WEAPONS

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

AUFSTELLUNG

1x Breaching Robot

Equipped with: Cutting blade

Wargear Options:

■ This model can replace its Cutting blade and cutting gear with Bomb Kit.

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]

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

RANGED WEAPONS

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

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.

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: 1-15 Wounds Remaining
While this model has 1-15 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.

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

Reinforced Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

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

Castellum Stronghold (Transport)
Capacity: This FORTIFICATION has a transport capacity of 60 INFANTRY models. Each model with a Wounds characteristic of 3 or more takes up the space of 2 models. It cannot transport non-CHARACTER models with a Wounds characteristic of 4 or more.

WEAPON RULES

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

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

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

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

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

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

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

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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

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

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

SUSTAINED HITS

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

TORRENT

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

TWIN-LINKED

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

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").

◈ 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]

260 PTS

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

RANGED WEAPONS

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

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.

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.

Firestorm Redoubt (Transport)
Capacity: 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 RULES

ANTI

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

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

BLAST

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

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

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").

◈ 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.

UNALIGNED FORCES

FORTRESS OF REDEMPTION [LEGENDS]

480 PTS

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

RANGED WEAPONS

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

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.

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.

Fortress of Redemption (Transport)
Capacity: 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 RULES

ANTI

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

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

BLAST

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

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

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").

◈ 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.

UNALIGNED FORCES

GUARDIAN DRONE [LEGENDS]

45 PTS

M	T	SV	W	LD	OC
5"	7	3+	7	6+	2

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Guardian Drone [Legends]

Equipped with: Destroyer pulse, Guardian salvo launchers, Manipulator limbs

ABILITIES

Drone Commander (Aura)
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 RULES

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).*

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.

UNALIGNED FORCES

IMPERIAL FORTRESS WALLS [LEGENDS]

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

RANGED WEAPONS

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

AUFSTELLUNG

1x Imperial Fortress Walls [Legends]

Equipped with: Twin heavy bolter, Twin lascannon, 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.

ABILITIES

Battlements
Friendly INFANTRY models can be set up or end any type of move on top of the flat battlement sections of this FORTIFICATION.

Damaged: 1-30 Wounds Remaining
While this model has 1-30 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Fortification
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.

- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Fortress
When this FORTIFICATION is set up, all parts of it must be set up in contact with another part.

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

Reinforced Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

Imperial Fortress Walls (Transport)
Capacity: This FORTIFICATION has a transport capacity of 65 INFANTRY models. Each model with a Wounds characteristic of 3 or more takes up the space of 2 models. It cannot transport non-CHARACTER models with a Wounds characteristic of 4 or more.

WEAPON RULES

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.

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

FACTION: Unaligned Forces

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").

◈ 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]

550 PTS

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

RANGED WEAPONS

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

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.

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.

Macro-cannon Aquila Strongpoint (Transport)
Capacity: 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 RULES

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").

◈ 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.

UNALIGNED FORCES

PLASMA OBLITERATOR [LEGENDS]

225 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Plasma obliterator - standard BLAST	48"	D6+3	5+	9	-3	3
➤ Plasma obliterator - supercharge BLAST HAZARDOUS	48"	D6+3	5+	10	-4	4

AUFSTELLUNG

1x Plasma Obliterator [Legends]

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

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.

Plasma Obliterator (Transport)
Capacity: 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 RULES

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.

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").

◈ 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.

UNALIGNED FORCES

PRIMARIS REDOUBT [LEGENDS]

220 PTS

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

5+

RANGED WEAPONS

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

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.

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.

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 RULES

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

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

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

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

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.

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").

UNALIGNED FORCES

SEARCHLIGHT

10 PTS

Keine Stat-Werte in BSData 11e hinterlegt.

AUFSTELLUNG

1x Searchlight

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.

UNALIGNED FORCES

SENTRY GUN

30 PTS

M	T	SV	W	LD	OC
-	4	4+	3	6+	0

RANGED WEAPONS

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

AUFSTELLUNG

1x Sentry Gun

Equipped with: Twin heavy bolter

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 RULES

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]

125 PTS

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

5+

AUFSTELLUNG

1x Skyshield Landing Pad [Legends]

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").

UNALIGNED FORCES

SPINDLE DRONES [LEGENDS]

35 PTS

M	T	SV	W	LD	OC
6"	4	4+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Drone pulse 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

AUFSTELLUNG

4x Spindle Drone

Equipped with: Drone pulse, Close combat weapon

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 RULES

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.

UNALIGNED FORCES

THE ARCHIVIST [LEGENDS]

70 PTS

M	T	SV	W	LD	OC
5"	6	3+	6	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Atomic disassembler 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

AUFSTELLUNG

1x The Archivist [Legends]

Equipped with: Atomic disassembler, Eradicator glove

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 RULES

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.

UNALIGNED FORCES

VENGEANCE WEAPON BATTERY [LEGENDS]

140 PTS

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

RANGED WEAPONS

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

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.

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 RULES

ANTI

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

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

BLAST

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

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

TWIN-LINKED

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

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").

VOID SHIELD GENERATOR [LEGENDS]

155 PTS

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

4+

AUFSTELLUNG

1x Void Shield Generator [Legends]

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").

VORTEX MISSILE STRONGPOINT [LEGENDS]

525 PTS

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

RANGED WEAPONS

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

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.

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.

Vortex Missile Strongpoint (Transport)
Capacity: 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 RULES

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.*

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").

◈ 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]

180 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Icarus Lascannon ANTI-FLY 2+	48"	1	5+	12	-3	D6+1
Quad-gun ANTI-FLY 3+ TWIN-LINKED	48"	4	5+	9	-1	3

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.

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.

Wall of Martyrs Bunker (Transport)
Capacity: 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 RULES

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

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

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

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").

◈ 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]

140 PTS

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

AUFSTELLUNG

1x Wall of Martyrs Defence Emplacement [Legends]

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]

140 PTS

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

AUFSTELLUNG

1x Wall of Martyrs Defence Line [Legends]

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

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

EINHEIT	PUNKTE
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