

**BASTION****POINTS: 300 points plus additional weapons****TYPE:** Super-heavy immobile structure**STRUCTURE POINTS:** 2**ARMOR:** 14/14/14 (Front/Side/Rear)**CAPACITY:** 30**ACCESS POINTS:** 1 (main gate)**FIRE POINTS:** 3 (one per facing, except for the side with the gate)**WEAPONS AND EQUIPMENT:** 4+ automated weapons (see below)**SPECIAL RULES:**

**Automated Weapons:** A Bastion may be equipped with any number of automated weapons, usually a total of four or one per facing. Automated weapons use a Ballistic Skill of 2. Pay the point cost for each weapon beyond the initial four.

Weapon	Point Cost
Lascannon	15 points
Heavy Bolter	5 points

**Heavy Fire:** A Bastion may have one interceptor weapon, turret emplacement, or super weapon attached at the normal point cost. See those entries for more details.

**Bunker:** The Bastion may be downgraded to a simple bunker for -100 points. It loses the super-heavy rule and has a capacity of 15. All other rules remain the same.

## INDOMITABLE FORTRESS

POINTS: 600 points plus upgrades



**WEAPONS AND EQUIPMENT:** 4+ automated weapons plus one interceptor weapon per linked bastion.

### **SPECIAL RULES:**

**Strategic Objective:** The side owning the indomitable fortress must place its deployment zone objective on some part of the fortress.

**Linked Bastions:** An indomitable fortress is typically a series of two or more linked bastions, following the rules for bastions listed above. One of the bastions must be nominated as the gate house and is therefore the only bastion with an access point. (A fire point replaces the access points on the other bastions.) All units must enter and exit the indomitable fortress through the gate house access point. Once inside a unit may move freely between bastions, but may only occupy one linked bastion at a time.

**Upgraded Defenses:** An indomitable fortress may have any of the following upgrades: One or more additional linked bastions: 200 points each; double capacity for a bastion: 100 points; any number of additional automated weapons for normal point costs; or up to one additional mounted interceptor weapon, turret emplacement, or super weapon per linked bastion at normal point cost.

**Rally Point:** An indomitable fortress grants the owning player the *Supreme Headquarters* strategic asset (the fortress itself, obviously) and up to two strategic assets chosen from the Front Line or Battlefield strategic assets for free.

## INTERCEPTOR WEAPONS



Weapon	Point Cost
Icarus Lascannon	55 points
Quad Gun	65 points
Heavy Bolter Interceptor	15 points
Missile Silo*	100 points
Twin Lascannon Interceptor	50 points

### SPECIAL RULES:

**Auto/Manual Override:** Interceptor weapons use a Ballistic Skill of 2, unless operated manually. To operate an interceptor weapon manually, a friendly model must move into base contact with the weapon. The weapon may be fired using the model's Ballistic Skill in lieu of normal shooting following the rules for the weapon.

**Interceptor:** Instead of firing in the shooting phase, a weapon with the Interceptor rule may fire once at the end of the enemy movement phase with the target being either a flyer or any enemy unit that has arrived via Deep Strike as long as the target is within range and line of sight of the weapon. This can include units deployed by a vehicle with the Deep Strike rule. The free shot can cause Morale tests as normal. If this rule is used the gun will not fire in the next player turn. If the target is a flyer, it may choose to disengage (i.e. return to Strategic Reserves) instead of taking the hit (the flyer must decide before the to-hit role is made).

**Rapid Targeting:** The sophisticated sensors and machine-spirit controlled trajectory adjustment enable an interceptor weapon to fire as an anti-aircraft mount. Skimmers moving Flat Out and bikes moving with a Turbo Boost may not gain cover saves against shots from an interceptor weapon. \*The missile silo, when using the Rapid Targeting rule, loses the Ordinance and Barrage special rules.

**Field Deployment:** An interceptor weapon is an immobile artillery piece with an armor value of 10 on all sides. As such, any penetrating or glancing hit will destroy the gun. If the weapon is deployed on a bastion, indomitable fortress, or any other building with a point value, the gun becomes an automated weapon as described on the unit entry, though its profile remains the same. Such a weapon cannot be targeted independently but can be affected by rolls on the Vehicle Damage chart.

**LANDING PAD****POINTS: 150 points****TYPE:** Immobile structure**ARMOR:** 13/13/13 (Front/Side/Rear)**SPECIAL RULES:**

**Structural Integrity:** Super heavy flyers with four or more structure points cannot land on a landing pad unless they also have the *Hover Mode* special rule, as the support structure cannot hold the weight of such large craft.

**Rapid Re-Arm:** A flyer that starts its Movement Phase on a landing pad (landed or hovering) may have all of its one-shot or limited ammunition weapons re-supplied on a D6 roll of 4+. For example, a Thunderhawk Gunship touched-down on a landing pad on turn 4. At the start of turn 5, the Space Marine player rolls a 5 on a D6 so all Bomb Pylons or Hellstrike Missiles would be re-equipped and ready for use in the upcoming Shooting Phase.

**Starport:** A landing pad may be upgraded to a starport for +200 points. It becomes a super heavy immobile structure with 3 structure points and armor value 14 on all sides. As a starport is constructed to withstand massive cargo transports, the *Structural Integrity* rule no longer applies. The pad on a starport terrain piece must be at least 24" in diameter.

## SUPER WEAPON EMPLACEMENT

A well-defended world will often have weapon emplacements that go beyond a simple Quad Gun. Taking power from the planet's power grid, these guns can wreak as much damage as a titan to those enemy units that dare venture into range.

*Designer's Note: These are the super-heavy equivalent of the Turret Emplacement from Imperial Armour 1. See page 202 of IA2 or page 28 of the IA1update2&AUG.pdf, available on the Forge World web site for the battle cannon-level turrets.*



Point Cost	Weapon	Range	STR	AP	Special
600	Apocalypse Missile Launcher	G24-360"	7	3	Apocalypse Barrage (5)
500	Double-Barreled Turbo Laser Destructor	96"	D	2	Heavy 2, 5" blast, Destroyer
400	Gatling Blaster	72"	8	3	Heavy 6, 5" blast
300	Inferno Cannon*	Hellstorm	7	3	Heavy 1
600	Laser Blaster	96"	D	2	Heavy 3, 5" blast, Destroyer
400	Melta Cannon**	72"	10	1	Ordinance 1, 10" blast, Melta
600	Phantom Distortion Cannon***	G48"	D	2	Ordinance 1, 10" blast, Destroyer
600	Phantom Heat Lance****	72"	D	1	Ordinance 1, 7" blast, Destroyer
600	Phantom Pulsar	120"	D	2	Ordinance 2, 7" blast, Destroyer
400	Plasma Blastgun				
	<i>Rapid</i>	72"	8	2	Ordinance 2, 7" blast
	<i>Full</i>	96"	10	2	Ordinance 1, 10" blast
500	Reaver Volcano Cannon	180"	D	2	Ordinance 1, 7" blast, Destroyer
400	Vulcan Mega-bolter	60"	6	3	Heavy 15

\* To fire the Inferno Cannon, place the Hellstorm template such that the narrow end is within 18" of the weapon and the wide end is no closer to the weapon than the narrow end.  
 \*\*For the Melta Cannon, roll 3D6+10 for armour penetration against targets under the hole in the centre of the marker, and 2D6+10 against other targets.  
 \*\*\* The Eldar Distortion Cannon opens a vortex portal into the warp at the target's position, with normal defenses being of little help. The cannon ignore all Eldar holofields, power fields, and Void Shields. Any target hit by the center hole on the template is damaged as per a Vortex Grenade.  
 \*\*\*\* The Heat Lance burns through armor and systems, straight to the core structure of a vehicle. The weapon adds an additional +1 to rolls on vehicle damage tables (only on the first roll in the case of a Chain Reaction result).

### SPECIAL RULES:

**Auto/Manual Override:** Super Weapon Emplacements use a

Ballistic Skill of 2, unless operated manually. To operate a weapon manually, a friendly model must move into base contact with the weapon. The weapon may be fired using the model's Ballistic Skill in lieu of normal shooting following the rules for the weapon.

**Field Deployment:** A Super Weapon Emplacement must always be mounted on a terrain piece suitable for a weapon of its size. The weapon and the terrain piece count as an immobile vehicle with AV14 on all four sides. If the weapon is deployed on a bastion, indomitable fortress, or any other building with a point value, the gun becomes an automated weapon as described on the unit entry, though its profile remains the same. Such a weapon cannot be targeted independently but can be affected by rolls on the Vehicle Damage chart.

**Phantom Deployment:** Eldar weapons may be mounted on grav platforms for +100 points. These platforms may move as a skimmer up to 6" per turn. In any turn in which a platform moves the weapon may not fire.