

# CHAOS FORTRESS

Points: Scenario Specific

*It's a big scary castle (<http://www.toysrus.com/product/index.jsp?productId=3228811>).*

UNIT TYPE	BS	ARMOUR
Fortress	2 (unmanned)	14

**UNIT:** 1 Chaos Fortress

**TYPE:** Static Super Heavy Fortification

**STRUCTURE POINTS:**

- Base level: 10
- Keep: 5
- Large Tower: 3
- Small Tower: 2

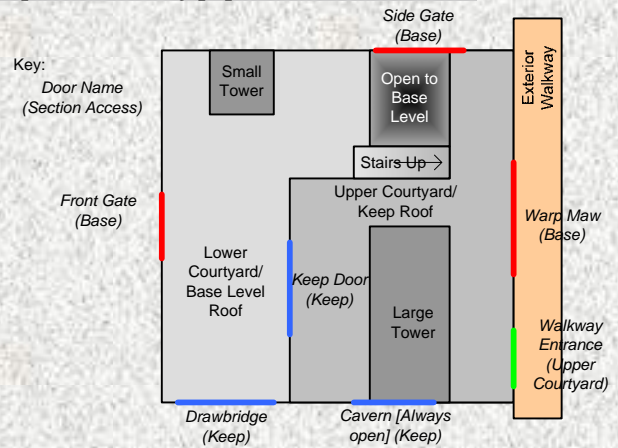
**TRANSPORT:**

- Base level: 40
- Keep: 20

**VOID SHIELDS:** 10

**WEAPONS AND EQUIPMENT:**

- Defense Laser
- One Overwatch Autocannon Battery
- One Overwatch Multi-Missile Launcher Battery
- Defensive Field
- Reinforced Doors
- Warp Maw



WEAPON	RANGE	S	AP	SPECIAL
Defense Laser	60" - Unlimited	D	1	Ordinance 2, 10" blast, Primary Weapon, Pinning, Orbital Cannon, Two shots
Overwatch Autocannon	48"	7	4	Heavy 2, Twin-linked, AA Mount, Overwatch
Overwatch Missile Launcher (Krak)	48"	8	3	Heavy 2, Twin-Linked, AA Mount, Overwatch
Overwatch Missile Launcher (Frag)	48"	4	6	Heavy 2, Blast, Twin-Linked, AA Mount, Overwatch

**SPECIAL RULES:**

**Fortress:** The fortress consists of four main sections: The base level, the keep, the large tower, and the small tower. Each section has its own structure points, weapons, and defenses which should be tracked separately. Any damage to one section has no effect on any other section. The Defense Laser and one Overwatch battery are on the large tower while the second Overwatch battery is on the small tower.

The towers are purely WYSIWYG, using the 40k basic rules for a City Ruin. The battlements provide a 3+ cover save and can be shot over (as a barricade) even if the model cannot officially see over it. The courtyards are open terrain.

Movement from one level to another is accomplished either via stairs, Difficult Terrain tests, or disembarking from the base level onto the courtyard at keep level. The levels on the large tower are 6" apart, and therefore require a full 6" difficult terrain move.

**Transport:** At the start of the game no models may be deployed in the courtyards. The base level and keep may contain units as normal. Any number of models may be deployed in the towers as long as they

all fit! This will likely be a small unit in the small tower and one or two units in the large tower. Note that once the doors are open to either the keep or base level, the section will stop acting as a Transport and will be treated as a WYSIWYG piece of terrain.

**Destruction:** The destruction of one section has no impact on the other sections. Since the model cannot easily be taken apart, no sections will be removed and replaced with craters (unless convenient). Results from the Catastrophic Damage Table will be applied as normal, and any models within the destroyed structure will be placed outside of the structure on the lowest possible level within range of an access point. The fortress counts all Driver Stunned results as Gun Crew Stunned results.

**Two Shots:** The Defense Laser may shoot at two different targets every turn, as long as both shots' center holes are within 36" of each other.

**Manning the Guns:** The Defense Laser and Overwatch Autocannons are automated weaponry, tied into a rudimentary daemon intelligence or machine spirit. They may be fired as normal in the shooting phase with a BS of 2. A single unengaged model within 2" of an automated weapon may forgo his own shooting and operate the weapon at his normal BS, replacing the artificial intelligence with his own. The rest of his squad may fire as normal, and may fire at a different target if desired.

**Orbital Cannon:** Defense lasers are able to lock onto targets in low orbit, driving them off or, with a direct hit, reducing them to thousands of pieces of flaming debris. A Defense Laser may attempt to neutralize an opponent's off-table support.

Declare the Orbital Cannon option is being used when the enemy attempts to use one of the following strategic assets and roll to hit using the defense laser's manned or unmanned BS: Orbital Bombardment, Scheduled Bombardment, Precision Strike, Blind Barrage, Hammer Blow, On My Coordinates, Rok 'Em Boyz, Darkstar Warhead, Icefire Warhead, Eldrich Tempest, Indiscriminate Bombardment, or Lords of Twilight. If a hit is scored the strategic asset is neutralized for the rest of the game. If the Defense Laser misses, the strategic asset may be used as normal. Operating the Defense Laser in this manner does not prevent it from firing in its following shooting phase.

**Overwatch:** At the start of the enemy movement phase, the enemy must declare how many units are arriving from Strategic Reserve via Deep Strike or that are flyers. Randomly determine one of these units per operational Overwatch gun battery and roll to hit using the manned or unmanned BS plus the twin-linked re-roll. If a hit is scored, the target unit is returned to Reserve. Operating an Overwatch gun in this manner does not prevent it from firing in its following shooting phase.

**Defensive Field:** The fortress is protected by a combination of ancient wards and powerful electromagnetic fields. The fortress has 10 Void Shields, and any skimmer, flyer, or jump infantry trying to cross the main wall must take a Dangerous Terrain test. These abilities are tied to the keep and its 5 structure points, although they protect the entire fortress.

**Reinforced Doors:** All doors on the fortress, including the Warp Maw, are heavily reinforced and enchanted with protective runes. They are treated as a vehicle with AV15 and are removed on any "Destroyed" result on the vehicle damage table. An "Immobilized" result will leave the door either open or closed, damager's choice. All other results are ignored. A door can be targeted and destroyed while open (you're targeting the doorway and operating mechanism) and a destroyed door is always open.

To open a door, you must have a unit with an unengaged model within 2" of a door and no enemy models within 2" of the door. One model within 2" may open or close a door during its shooting phase instead of firing a weapon, although other models in its unit may fire as normal.

Any number of models may move, shoot, or assault through an open doorway. A section with an open doorway is treated as WYSIWYG terrain.

**Warp Maw:** The main gate on the base level has had vile and horrifying rituals performed upon it and may function either as a normal doorway or as something much worse.

As long as the doorway remains intact, all daemons in the Chaos army have the Sustained Assault rule (a destroyed unit may be re-deployed in the next movement phase). This includes HQ, special characters, and heavy support.

When the gate is in "flame" mode (i.e. closed), the whole gate acts as an Icon, capable of summoning any daemons from the Chaos army (which may run/shoot and assault during the turn in which they arrive). The flames act as impassible terrain to infantry and vehicles and provide a 3+ cover save. If not in "flame" mode (i.e. open), models deployed within the base level can use the gateway as an exit point.

The destruction of the base level of the fortress also destroys the Warp Maw.