


WALL OF MARTYRS BUNKER

WARHAMMER LEGENDS

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

 RANGED WEAPONS	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

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.

ABILITIES

CORE: **Deadly Demise D3, Firing Deck 6**

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

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.

WARGEAR 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.

KEYWORDS: FORTIFICATION, TRANSPORT, VEHICLE, WALL OF MARTYRS, BUNKER

FACTION KEYWORDS:
UNALIGNED FORCES

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 comms antenna
 - 1 Icarus lascannon
 - 1 quad-gun

UNIT COMPOSITION

- **1 Wall of Martyrs Bunker**

This model is equipped with: nothing.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.

TRANSPORT

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.

KEYWORDS: FORTIFICATION, TRANSPORT, VEHICLE, WALL OF MARTYRS, BUNKER

FACTION KEYWORDS:
UNALIGNED FORCES

SKYSHIELD LANDING PAD

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
-	12	3+	16	7+	0
		5+	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.

ABILITIES

CORE: **Deadly Demise D3**

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.

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.

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.

KEYWORDS: **FORTIFICATION, SKYSHIELD LANDING PAD**

FACTION KEYWORDS:
UNALIGNED FORCES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Skyshield Landing Pad

This unit is equipped with: nothing.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.

KEYWORDS: FORTIFICATION, SKYSHIED LANDING PAD

FACTION KEYWORDS:
UNALIGNED FORCES

PRIMARIS REDOUBT

WARHAMMER LEGENDS

M T SV W LD OC

- 12 3+ 18 7+ 0

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
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 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 Redoubt turbo-laser destructor [BLAST]	96"	D3+1	4+	16	-3	D6+3
Primaris vengeance launcher [BLAST, INDIRECT FIRE]	72"	D3+1	4+	7	-1	2

FORTIFICATION

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

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

KEYWORDS: FORTIFICATION, VEHICLE, PRIMARIS REDOUBT

ABILITIES

CORE: **Deadly Demise D6**

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.

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

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.

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.

FACTION KEYWORDS:
UNALIGNED FORCES

WARGEAR OPTIONS

- This model can be equipped with up to 4 heavy bolters.*
- This model can be equipped with one of the following:
 - 1 Primaris air defence missiles
 - 1 battle cannon*
 - 1 Primaris Icarus lascannon
 - 1 Primaris Icarus quad lascannon
 - 1 multi-melta*
 - 1 Primaris quad-gun
 - 1 twin heavy bolter*
 - 1 twin heavy flamer*
 - 1 twin lascannon*
 - 1 Primaris castellan launcher
 - 1 Primaris vengeance launcher

** The profile for this weapon can be found on the Unaligned Forces Legends Armoury card.*

UNIT COMPOSITION

- **1 Primaris Redoubt**
This model is equipped with: Primaris Redoubt turbo-laser destructor.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.

KEYWORDS: FORTIFICATION, VEHICLE, PRIMARIS REDOUBT

FACTION KEYWORDS:
UNALIGNED FORCES

FIRESTORM REDOUBT

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

-

13


2+

18

7+

0



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

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.

ABILITIES

CORE: **Deadly Demise D6, Firing Deck 10**

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

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.

WARGEAR 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.

KEYWORDS: FORTIFICATION, TRANSPORT, VEHICLE, WALL OF MARTYRS, FIRESTORM REDOUBT

FACTION KEYWORDS: UNALIGNED FORCES

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 comms antenna
 - 1 Icarus lascannon
 - 1 quad-gun
- Each of this model's quad lascannons can be replaced with one of the following:
 - 1 Punisher gating cannon
 - 1 battle cannon

UNIT COMPOSITION

- **1 Firestorm Redoubt**

This model is equipped with: 2 quad lascannons.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.

TRANSPORT

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.

KEYWORDS: FORTIFICATION, TRANSPORT, VEHICLE, WALL OF MARTYRS, FIRESTORM REDOUBT

FACTION KEYWORDS:
UNALIGNED FORCES

PLASMA OBLITERATOR

WARHAMMER LEGENDS

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



RANGED WEAPONS	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

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.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: FORTIFICATION, TRANSPORT, VEHICLE, TOWERING, PLASMA OBLITERATOR

ABILITIES

CORE: **Deadly Demise D6, Firing Deck 10**

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.

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.



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.

FACTION KEYWORDS:
UNALIGNED FORCES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Plasma Obliterator**

This model is equipped with: plasma obliterator.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.

TRANSPORT

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.


KEYWORDS: FORTIFICATION, TRANSPORT, VEHICLE, TOWERING, PLASMA OBLITERATOR

FACTION KEYWORDS:
UNALIGNED FORCES

MACRO-CANNON AQUILA STRONGPOINT

WARHAMMER LEGENDS

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

 RANGED WEAPONS	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

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.

KEYWORDS: FORTIFICATION, TITANIC, VEHICLE, TRANSPORT, WALL OF MARTYRS, MACRO-CANNON AQUILA STRONGPOINT

ABILITIES

CORE: Deadly Demise 2D6, Firing Deck 15

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.

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.

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.

FACTION KEYWORDS: UNALIGNED FORCES

WARGEAR OPTIONS

- This model can be equipped with up to 4 heavy bolters.

UNIT COMPOSITION

- **1 Macro-cannon Aquila Strongpoint**

This model is equipped with: Aquila macro-cannon.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.

TRANSPORT

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.

KEYWORDS: FORTIFICATION, TITANIC, VEHICLE, TRANSPORT, WALL OF MARTYRS,
MACRO-CANNON AQUILA STRONGPOINT

FACTION KEYWORDS:
UNALIGNED FORCES

VORTEX MISSILE STRONGPOINT

WARHAMMER LEGENDS

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



RANGED WEAPONS	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

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.

KEYWORDS: FORTIFICATION, TITANIC, VEHICLE, TRANSPORT, WALL OF MARTYRS, VORTEX MISSILE STRONGPOINT

ABILITIES

CORE: Deadly Demise 2D6, Firing Deck 15

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.

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.



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.

FACTION KEYWORDS: UNALIGNED FORCES

WARGEAR OPTIONS

- This model can be equipped with up to 4 heavy bolters.

UNIT COMPOSITION

- **1 Vortex Missile Strongpoint**

This model is equipped with: vortex missile battery.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.

TRANSPORT

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.

KEYWORDS: FORTIFICATION, TITANIC, VEHICLE, TRANSPORT, WALL OF MARTYRS, VORTEX MISSILE STRONGPOINT

FACTION KEYWORDS:
UNALIGNED FORCES

AMBULL

WARHAMMER LEGENDS

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

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

ABILITIES

CORE: Deep Strike, Feel No Pain 5+

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.

WARGEAR ABILITIES

Borewyrn 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 Borewyrn Infestation tokens next to this model, removing one each time this ability has been used.

KEYWORDS: MONSTER, CHARACTER, AMBULL

FACTION KEYWORDS:
UNALIGNED FORCES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Ambull

This model is equipped with: enormous claws.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.

KEYWORDS: MONSTER, CHARACTER, AMBULL

FACTION KEYWORDS:
UNALIGNED FORCES

THE ARCHIVIST

WARHAMMER LEGENDS

M

5"

T

6

SV

3+

W

6

LD

7+

OC

2

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Atomic disassembler [IGNORES COVER, PISTOL]	18"	1	3+	8	-2	2

MELEE WEAPONS

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

ABILITIES

CORE: **Lone Operative**

FACTION: **Unaligned Forces**

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.

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.

KEYWORDS: MONSTER, CHARACTER, EPIC HERO, THE ARCHIVIST

FACTION KEYWORDS:
UNALIGNED FORCES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Archivist – EPIC HERO**

This model is equipped with: atomic disassembler; eradicator glove.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.


KEYWORDS: MONSTER, CHARACTER, EPIC HERO, THE ARCHIVIST


FACTION KEYWORDS:
UNALIGNED FORCES

GUARDIAN DRONE

WARHAMMER LEGENDS

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

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

ABILITIES

CORE: **Feel No Pain 5+**

FACTION: **Unaligned Forces**

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.

KEYWORDS: **MONSTER, GUARDIAN DRONE**

FACTION KEYWORDS:
UNALIGNED FORCES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Guardian Drone

This model is equipped with: destroyer pulse; Guardian salvo launchers; manipulator limbs.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.


KEYWORDS: **MONSTER, GUARDIAN DRONE**

FACTION KEYWORDS:
UNALIGNED FORCES

VENGEANCE WEAPON BATTERY

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Battle cannon [BLAST]	48"	D6+3	5+	9	-1	3
Punisher gatling cannon	24"	20	5+	6	0	1
Quad-lascannon [TWIN-LINKED, ANTI-FLY 2+]	48"	2	5+	12	-3	D6+1

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.

ABILITIES

CORE: Deadly Demise D3

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.

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.

KEYWORDS: FORTIFICATION, WALL OF MARTYRS, VEHICLE, VENGEANCE WEAPON BATTERY

FACTION KEYWORDS: UNALIGNED FORCES

WARGEAR OPTIONS

- This model's battle cannon can be replaced with one of the following:
 - 1 Punisher gatling cannon
 - 1 quad-lascannon

UNIT COMPOSITION

- **1 Vengeance Weapon Battery**

This model is equipped with: battle cannon.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.

KEYWORDS: FORTIFICATION, WALL OF MARTYRS, VEHICLE,
VENGEANCE WEAPON BATTERY

FACTION KEYWORDS:
UNALIGNED FORCES

AEGIS DEFENCE LINE WITH WEAPON EMPLACEMENT

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Icarus lascannon [ANTI-FLY 2+]	48"	1	5+	12	-3	D6+1
Quad-gun [TWIN-LINKED, ANTI-FLY 3+]	48"	4	5+	9	-1	3

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.

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.

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.

KEYWORDS: FORTIFICATION, AEGIS DEFENCE LINE WITH WEAPON EMPLACEMENT

FACTION KEYWORDS:
UNALIGNED FORCES

WARGEAR OPTIONS

- This unit's quad-gun can be replaced with 1 Icarus lascannon.

UNIT COMPOSITION

- **1 Aegis Defence Line with Weapon Emplacement** (4 large shield sections, 4 small shield sections and 1 gun emplacement)

This unit is equipped with: quad-gun.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.

KEYWORDS: FORTIFICATION, AEGIS DEFENCE LINE WITH WEAPON EMBLACEMENT


FACTION KEYWORDS:
UNALIGNED FORCES




FORTRESS OF REDEMPTION

WARHAMMER LEGENDS

M T SV W LD OC

- 13 2+ 30 7+ 0




 RANGED WEAPONS	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

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.

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: FORTIFICATION, TRANSPORT, TITANIC, VEHICLE, TOWERING, FORTRESS OF REDEMPTION

ABILITIES

CORE: Deadly Demise 2D6, Firing Deck 20

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.

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.

 **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.

FACTION KEYWORDS: UNALIGNED FORCES

WARGEAR OPTIONS

- This model can be equipped with up to 4 heavy bolters.

UNIT COMPOSITION

- **1 Fortress of Redemption**

This model is equipped with: redemptor lascannons; redemptor missile silo.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.

TRANSPORT

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.

KEYWORDS: FORTIFICATION, TRANSPORT, TITANIC, VEHICLE, TOWERING,
FORTRESS OF REDEMPTION

FACTION KEYWORDS:
UNALIGNED FORCES

BASTION

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

-

13

2+

18

7+

0



RANGED WEAPONS

	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 [TWIN-LINKED, ANTI-FLY 3+]	48"	4	5+	9	-1	3

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.

ABILITIES

CORE: **Deadly Demise D6, Firing Deck 10**

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

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.

WARGEAR 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.

KEYWORDS: FORTIFICATION, TOWERING, VEHICLE, TRANSPORT, BASTION

FACTION KEYWORDS:
UNALIGNED FORCES

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 comms antenna
 - 1 Icarus lascannon
 - 1 quad-gun

UNIT COMPOSITION

- **1 Bastion**

This model is equipped with: 4 heavy bolters.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.

TRANSPORT

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.

KEYWORDS: FORTIFICATION, TOWERING, VEHICLE, TRANSPORT, BASTION

FACTION KEYWORDS:
UNALIGNED FORCES

VOID SHIELD GENERATOR

WARHAMMER LEGENDS

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

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.

ABILITIES

CORE: **Deadly Demise D6**

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.

KEYWORDS: **FORTIFICATION, VOID SHIELD GENERATOR**

FACTION KEYWORDS:
UNALIGNED FORCES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Void Shield Generator

This model is equipped with: nothing.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.

KEYWORDS: FORTIFICATION, VOID SHIELD GENERATOR

FACTION KEYWORDS:
UNALIGNED FORCES

WALL OF MARTYRS DEFENCE LINE

WARHAMMER LEGENDS

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

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.

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.

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**.

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.

KEYWORDS: FORTIFICATION, WALL OF MARTYRS, DEFENCE LINE

FACTION KEYWORDS:
UNALIGNED FORCES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1-2 Wall of Martyrs Defence Lines

This unit is equipped with: nothing.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.

KEYWORDS: FORTIFICATION, WALL OF MARTYRS, DEFENCE LINE

FACTION KEYWORDS:
UNALIGNED FORCES

IMPERIAL FORTRESS WALLS

WARHAMMER LEGENDS

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

 RANGED WEAPONS	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

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.

ABILITIES

CORE: Deadly Demise 3D6, Firing Deck 30

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

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

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.

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.

KEYWORDS: FORTIFICATION, TITANIC, VEHICLE, TOWERING, TRANSPORT, IMPERIAL FORTRESS WALLS

FACTION KEYWORDS: UNALIGNED FORCES

WARGEAR OPTIONS

- Any number of gate tower section's twin heavy bolters can each be replaced with 1 twin lascannon.
- Each tower section can be equipped with one of the following:
 - 1 twin lascannon
 - 1 twin heavy bolter

TRANSPORT

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.

MIGHTY EDIFICE

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

KEYWORDS: FORTIFICATION, TITANIC, VEHICLE, TOWERING, TRANSPORT, IMPERIAL FORTRESS WALLS

UNIT COMPOSITION

- **1 Imperial Fortress Walls**
(1 gate section, 2 gate tower sections, 2 tower sections and 2 wall sections)

Every gate tower section is equipped with: twin heavy bolter.

Every tower section is equipped with: twin long-barrelled autocannon.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.

FACTION KEYWORDS:
UNALIGNED FORCES

SPINDLE DRONES

WARHAMMER LEGENDS

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

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Drone pulse [PISTOL]	18"	1	4+	4	0	1

MELEE WEAPONS

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

ABILITIES

CORE: **Feel No Pain 5+**

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.

KEYWORDS: INFANTRY, SPINDLE DRONES

FACTION KEYWORDS:
UNALIGNED FORCES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 4 Spindle Drones

Every model is equipped with: drone pulse; close combat weapon.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.

KEYWORDS: INFANTRY, SPINDLE DRONES

FACTION KEYWORDS:
UNALIGNED FORCES

WALL OF MARTYRS DEFENCE EMPLACEMENT

WARHAMMER LEGENDS

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

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.

ABILITIES

Defence Line: While an **INFANTRY** model has the Benefit of Cover as a result of this **FORTIFICATION** (see below), that model has a 4+ invulnerable save.

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**.

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.

KEYWORDS: FORTIFICATION, WALL OF MARTYRS, DEFENCE EMPLACEMENT

FACTION KEYWORDS:
UNALIGNED FORCES

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Wall of Martyrs Defence Emplacement**

This model is equipped with: nothing.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.


KEYWORDS: FORTIFICATION, WALL OF MARTYRS, DEFENCE EMPLACEMENT

FACTION KEYWORDS:
UNALIGNED FORCES

CASTELLUM STRONGHOLD

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Castellum air defence missiles [ANTI-FLY 2+]	48"	D6	4+	9	-2	D6
Castellum battle cannon [BLAST]	48"	D6+3	4+	10	-1	3
Castellum Icarus quad lascannon [ANTI-FLY 2+, TWIN-LINKED]	48"	2	4+	12	-3	D6+1
Multi-melta [MELTA 2]	18"	2	4+	9	-4	D6
Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]	24"	6	4+	6	0	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	2
Twin lascannon [TWIN-LINKED]	48"	1	4+	12	-3	D6+1
Whirlwind castellan launcher [BLAST, INDIRECT FIRE]	72"	D6+3	4+	8	-2	2

FORTIFICATION

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

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

KEYWORDS: FORTIFICATION, TITANIC, VEHICLE, TRANSPORT, CASTELLUM STRONGHOLD

ABILITIES

CORE: **Deadly Demise 3D6, Firing Deck 45**

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**.

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.

WARGEAR 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.

FACTION KEYWORDS:
UNALIGNED FORCES

WARGEAR OPTIONS

- This model can be equipped with up to two of the following (but cannot be equipped with duplicates of the same weapon):
 - 1 Castellum air defence missiles
 - 1 Castellum battle cannon
 - 1 Castellum Icarus quad lascannon
 - 1 multi-melta
 - 1 twin heavy bolter
 - 1 twin assault cannon
 - 1 twin heavy flamer
 - 1 twin lascannon
 - 1 Whirlwind castellan launcher
 - Comms antenna
- This model can be equipped with up to three of the following (but cannot be equipped with duplicates of the same weapon):
 - 1 Castellum air defence missiles
 - 1 multi-melta
 - 1 twin assault cannon
 - 1 twin heavy bolter
 - 1 twin heavy flamer
 - 1 twin lascannon

MIGHTY EDIFICE

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

KEYWORDS: FORTIFICATION, TITANIC, VEHICLE, TRANSPORT, CASTELLUM STRONGHOLD

UNIT COMPOSITION

- **1 Castellum Stronghold**
This model is equipped with: nothing.

UNALIGNED FORCES

You can include **UNALIGNED FORCES** units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. The combined points value of **UNALIGNED FORCES** units you can include in your army depends on the battle size, as follows:


- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 1000 pts

No **UNALIGNED FORCES** models can be your **WARLORD**.

TRANSPORT

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.

FACTION KEYWORDS:
UNALIGNED FORCES

 RANGED WEAPONS	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
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

WEAPON LISTS

Several Warhammer Legends **UNALIGNED FORCES** models have the option to be equipped with one or more weapons whose profiles are not listed on their datasheet. The profiles for these weapons are instead listed on this card.