**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Icarus lascannon [ANTI-FLY 2+]</td>
<td>48”</td>
<td>1</td>
<td>5+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Quad-gun [ANTI-FLY 3+,TWIN-LINKED]</td>
<td>48”</td>
<td>4</td>
<td>5+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
</tbody>
</table>

**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

**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.

**FACTION KEYWORDS:** Unaligned Forces

**KEYWORDS:** FORTIFICATION, Skyshied Landing Pad

---

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

**INVULNERABLE SAVE**
**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, Skyshield Landing Pad

**FACTION KEYWORDS:**

Unaligned Forces
PRIMARIS REDOUBT

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

RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primaris Icarus lascannon</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>[ANTI-FLY 2+]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Primaris Icarus quad lascannon</td>
<td>48&quot;</td>
<td>2</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>[ANTI-FLY 2+, TWIN-LINKED]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Primaris air defence missiles</td>
<td>48&quot;</td>
<td>D6</td>
<td>4+</td>
<td>6</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>[ANTI-FLY 2+]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Primaris castellan launcher</td>
<td>72&quot;</td>
<td>D6+1</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>[BLAST, INDIRECT FIRE]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Primaris quad-gun</td>
<td>48&quot;</td>
<td>4</td>
<td>4</td>
<td>8</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Primaris Redoubt turbo-laser destructor</td>
<td>96&quot;</td>
<td>D3+1</td>
<td>4+</td>
<td>16</td>
<td>-3</td>
<td>D6+3</td>
</tr>
<tr>
<td>[BLAST]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Primaris vengeance launcher</td>
<td>72&quot;</td>
<td>D3+1</td>
<td>4+</td>
<td>7</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>[BLAST, INDIRECT FIRE]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

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.

KEYWORDS: FORTIFICATION, VEHICLE, PRIMARIS REDOUBT

FACTION KEYWORDS: Unaligned Forces
**WARHAMMER LEGENDS**

**PRIMARIS REDOUBT**

**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
**Warhammer Legends**

**Firestorm Redoubt**

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

### Ranged Weapons

<table>
<thead>
<tr>
<th></th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battle cannon [BLAST]</td>
<td>48&quot;</td>
<td>D6+3</td>
<td>5+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Icarus lascannon [ANTI-FLY 2+]</td>
<td>48&quot;</td>
<td>1</td>
<td>5+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Punisher gatling cannon</td>
<td>24&quot;</td>
<td>20</td>
<td>5+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Quad-gun [TWIN-LINKED, ANTI-FLY 3+]</td>
<td>48&quot;</td>
<td>4</td>
<td>5+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Quad lascannon [TWIN-LINKED, ANTI-FLY 2+]</td>
<td>48&quot;</td>
<td>2</td>
<td>5+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
</tbody>
</table>

### 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.
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 gatling 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.
**PLASMA OBLITERATOR**

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plasma obliterator – standard [BLAST]</td>
<td>48&quot;</td>
<td>D6+3</td>
<td>5+</td>
<td>9</td>
<td>-3</td>
</tr>
<tr>
<td>Plasma obliterator – supercharge [BLAST, HAZARDOUS]</td>
<td>48&quot;</td>
<td>D6+3</td>
<td>5+</td>
<td>10</td>
<td>-4</td>
</tr>
</tbody>
</table>

**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**

**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

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

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

KEYWORDS: Fortification, Titanic, Vehicle, Transport, Wall of Martyrs, Macro-cannon Aquila Strongpoint

FACTION KEYWORDS: Unaligned Forces

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.

RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aquila macro-cannon</td>
<td>72&quot;</td>
<td>D6+6</td>
<td>5+</td>
<td>16</td>
<td>-4</td>
</tr>
<tr>
<td>Heavy bolter [SUSTAINED HITS 1]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
</tr>
</tbody>
</table>

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.
**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**

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy bolter [SUSTAINED HITS 1]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Vortex missile battery</td>
<td>72”</td>
<td>D6+3</td>
<td>5+</td>
<td>16</td>
<td>-4</td>
<td>D6</td>
</tr>
</tbody>
</table>

**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 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.

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

**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

MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>-2</td>
<td>D3</td>
</tr>
</tbody>
</table>

Enormous claws

FACTION KEYWORDS:

Unaligned Forces

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

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.

KEYWORDS: Monster, Character, Ambull

FACTION KEYWORDS:

Unaligned Forces
**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**.
### The Archivist

** Keywords:** Monster, Character, Epic Hero, The Archivist

#### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Atomic disassembler</td>
<td>18&quot;</td>
<td>1</td>
<td>3+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

** 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.

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>5&quot;</td>
<td>6</td>
<td>3+</td>
<td>6</td>
<td>7+</td>
<td>2</td>
</tr>
</tbody>
</table>
THE ARCHIVIST

WARHAMMER LEGENDS

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

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>5&quot;</td>
<td>7</td>
<td>3+</td>
<td>7</td>
<td>6+</td>
<td>2</td>
</tr>
</tbody>
</table>

**KEYWORDS:** Monster, Guardian Drone

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Destroyer pulse [PISTOL]</td>
<td>18&quot;</td>
<td>1</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
</tr>
<tr>
<td>Guardian salvo launchers [BLAST]</td>
<td>24&quot;</td>
<td>D6</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Manipulator limbs</td>
<td>Melee</td>
<td>4</td>
<td>4+</td>
<td>5</td>
<td>0</td>
</tr>
</tbody>
</table>

**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.

**FACTION KEYWORDS:** Unaligned Forces
GUARDIAN DRONE

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**

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

<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battle cannon [BLAST]</td>
<td>48&quot;</td>
<td>D6+3</td>
<td>5+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Punisher gatling cannon</td>
<td>24&quot;</td>
<td>20</td>
<td>5+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Quad-lascannon [TWIN-LINKED, ANTI-FLY 2+]</td>
<td>48&quot;</td>
<td>2</td>
<td>5+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
</tbody>
</table>

**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
### Ranged Weapons

<table>
<thead>
<tr>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Icarus lascannon [ANTI-FLY 2+]</td>
<td>48&quot;</td>
<td>1</td>
<td>5+</td>
<td>12</td>
<td>-3</td>
</tr>
<tr>
<td>Quad-gun [TWIN-LINKED, ANTI-FLY 3+]</td>
<td>48&quot;</td>
<td>4</td>
<td>5+</td>
<td>9</td>
<td>-1</td>
</tr>
</tbody>
</table>

### 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.
**AEGIS DEFENCE LINE WITH WEAPON EMPLACEMENT**

**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 Emplacement

**FACTION KEYWORDS:**
- Unaligned Forces
FO RT E SS O F R E D E M P T I O N

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy bolter</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Redemptor lascannons</td>
<td>48&quot;</td>
<td>2</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Redemptor missile silo – superfrag</td>
<td>48&quot;</td>
<td>2D6+2</td>
<td>4+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Redemptor missile silo – superkrak</td>
<td>48&quot;</td>
<td>2</td>
<td>4+</td>
<td>10</td>
<td>-2</td>
<td>D6+1</td>
</tr>
</tbody>
</table>

**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 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.

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

**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

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

**WARHAMMER LEGENDS**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>13</td>
<td>2+</td>
<td>18</td>
<td>7+</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>

## RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy bolter</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Icarus lascannon</td>
<td>48&quot;</td>
<td>1</td>
<td>5+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Quad-gun</td>
<td>48&quot;</td>
<td>4</td>
<td>5+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
</tbody>
</table>

## 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.

## 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**

**Keywords:** Fortification, Void Shield Generator

**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.

**M T SV W LD OC**

- 12 3+ 16 7+ 0

**Invulnerable Save**

4+
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.
**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*
**WALL OF MARTYRS DEFENCE LINE**

**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**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>14</td>
<td>2+</td>
<td>80</td>
<td>7+</td>
<td>0</td>
</tr>
</tbody>
</table>

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
</tr>
<tr>
<td>Twin lascannon [TWIN-LINKED]</td>
<td>48”</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
</tr>
<tr>
<td>Twin long-barrelled autocannon [TWIN-LINKED]</td>
<td>60”</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-1</td>
</tr>
</tbody>
</table>

**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.

**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.

---

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

**FACTION KEYWORDS:** *Unaligned Forces*
SPINDLE DRONES

RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Drone pulse [PISTOL]</td>
<td>18”</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
</tr>
</tbody>
</table>

MELEE WEAPONS

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>1</td>
<td>4+</td>
<td>3</td>
<td>0</td>
</tr>
</tbody>
</table>

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.

FACTION KEYWORDS: Unaligned Forces

KEYWORDS: Infantry, Spindle Drones
**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
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.
**WARGEAR OPTIONS**

- None

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**UNIT COMPOSITION**

- **1 Wall of Martyrs Defence Emplacement**
  This model is equipped with: nothing.

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**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

RANGED WEAPONS

<table>
<thead>
<tr>
<th>RANGED WEAPONS</th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Castellum air defence missiles [ANTI-FLY 2+]</td>
<td>48&quot;</td>
<td>D6</td>
<td>4+</td>
<td>9</td>
<td>-2</td>
<td>D6</td>
</tr>
<tr>
<td>Castellum battle cannon [BLAST]</td>
<td>48&quot;</td>
<td>D6+3</td>
<td>4+</td>
<td>10</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Castellum Icarus quad lascannon [ANTI-FLY 2+, TWIN-LINKED]</td>
<td>48&quot;</td>
<td>2</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Multi-melta [MELTA 2]</td>
<td>18&quot;</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Twin assault cannon [DEVASTATING WOUNDS, TWIN-LINKED]</td>
<td>24&quot;</td>
<td>6</td>
<td>4+</td>
<td>6</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]</td>
<td>36&quot;</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Twin heavy flamer [IGNORES COVER, TORRENT, TWIN-LINKED]</td>
<td>12&quot;</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Twin lascannon [TWIN-LINKED]</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
<tr>
<td>Whirlwind castellan launcher [BLAST, INDIRECT FIRE]</td>
<td>72&quot;</td>
<td>D6+3</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
</tbody>
</table>

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

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.

KEYWORDS: Fortification, Titanic, Vehicle, Transport, Castellum Stronghold

FACTION KEYWORDS: Unaligned Forces
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.

<table>
<thead>
<tr>
<th>Ranged Weapons</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battle cannon [Blast]</td>
<td>48”</td>
<td>D6+3</td>
<td>4+</td>
<td>9</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Heavy bolter [Sustained Hits 1]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Multi-melta [Melta 2]</td>
<td>18”</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Twin heavy bolter [Sustained Hits 1, Twin-Linked]</td>
<td>36”</td>
<td>3</td>
<td>4+</td>
<td>5</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Twin heavy flamer [Ignored Cover, Torrent, Twin-Linked]</td>
<td>12”</td>
<td>D6</td>
<td>N/A</td>
<td>5</td>
<td>-1</td>
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</tr>
<tr>
<td>Twin lascannon [Twin-Linked]</td>
<td>48”</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-3</td>
<td>D6+1</td>
</tr>
</tbody>
</table>