

AEGIS DEFENCE LINE



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An Aegis Defence Line is a unit that contains 4 large shield section models and 4 small shield section models. After this unit is set up, it is treated as an Obstacle, and is no longer considered to be a unit for any rules purposes.

STATIC DEFENCE NETWORK

When this unit is set up, each model must be placed so that it is in end-to-end contact with at least one other model from this unit.

FACTION KEYWORDS: UNALIGNED

KEYWORDS: HEAVY, AEGIS DEFENCE LINE

AEGIS DEFENCE LINE GUN EMPLACEMENT

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An Aegis Defence Line Gun Emplacement is a unit that contains 1 model. It is equipped with: Icarus Lascannon.

	M	WS	BS	A	W	Ld	Sv
Aegis Defence Line Gun Emplacement	-	-	5+	-	1	8	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Icarus Lascannon	Heavy	96"	1	10+	5+	Anti-air
Quad-gun	Heavy	48"	2	8+	8+	Anti-air

WARGEAR OPTIONS

- Instead of an Icarus Lascannon, this unit can be equipped with 1 Quad-gun.

ABILITIES

Aegis Defence Line: This unit can only be included in a Detachment that contains at least one Aegis Defence Line unit, and does not take up a Detachment slot. When this unit is set up, it must be placed within 6" of an Aegis Defence Line from its Detachment; if it is not possible to do so, this unit is treated as having been destroyed.

Emplacement Weapons: Unless a friendly **INFANTRY** unit is within 1" of this unit, then when this unit makes a Shoot action it must target either the closest enemy unit or the closest enemy unit that can **FLY**: if more than one such unit is equally close, select one of those units to target.

FACTION KEYWORDS: UNALIGNED

KEYWORDS: HEAVY, VEHICLE, GUN EMPLACEMENT

IMPERIAL BASTION

**8**

An Imperial Bastion is a unit that contains 1 model. It is equipped with: 4 Heavy Bolters.

	M	WS	BS	A	W	Ld	Sv
Imperial Bastion	-	-	5+	-	4	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Icarus Lascannon	Heavy	96"	1	10+	5+	Anti-air
Quad-gun	Heavy	48"	2	8+	8+	Anti-air

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Icarus Lascannon; 1 Quad-gun.

ABILITIES

Open-topped

Fire Points: No more than one unit can make use of this unit's Open-topped ability each turn – that unit can contain no more than 10 models.

Automated Weapons: Unless a friendly **INFANTRY** unit is embarked aboard this unit, then when this unit makes a Shoot action it must target the closest enemy unit. Weapons with the Anti-air ability this unit is equipped with can instead target the closest enemy unit that can **FLY**. If more than one such unit is equally close, select one of those units to target.

TRANSPORT

This unit can transport up to 20 **INFANTRY** models.

FACTION KEYWORDS: UNALIGNED

KEYWORDS: HEAVY, BUILDING, TRANSPORT, VEHICLE, IMPERIAL BASTION

IMPERIAL DEFENCE LINE



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An Imperial Defence Line is a unit that contains either 2 trench section models and up to 4 end section models, or 3 defence emplacement section models and up to 2 end section models. After this unit is set up, it is treated as an Obstacle, and is no longer considered to be a unit for any rules purposes.

WALL OF MARTYRS

When this unit is set up, each model must be set up so that it is in end-to-end contact with at least one other **WALL OF MARTYRS** model.

FACTION KEYWORDS: UNALIGNED

KEYWORDS: HEAVY, WALL OF MARTYRS, IMPERIAL DEFENCE LINE

IMPERIAL BUNKER



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An Imperial Bunker is a unit that contains 1 model.

	M	WS	BS	A	W	Ld	Sv
Imperial Bunker	-	-	5+	-	2	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Icarus Lascannon	Heavy	96"	1	10+	5+	Anti-air
Quad-gun	Heavy	48"	2	8+	8+	Anti-air

WARGEAR OPTIONS

- This unit can be equipped with one of the following (**Power Rating +1**): 1 Icarus Lascannon; 1 Quad-gun.

ABILITIES

Open-topped

Restricted Fire Points: No more than one unit can make use of this unit's Open-topped ability each turn – that unit can contain no more than 5 models.

Automated Weapons: Unless a friendly **INFANTRY** unit is embarked aboard this unit, then when this unit makes a Shoot action it must target either the closest enemy unit or the closest enemy unit that can **FLY**: if more than one such unit is equally close, select one of those units to target.

TRANSPORT

This unit can transport up to 10 **INFANTRY** models.

FACTION KEYWORDS: UNALIGNED

KEYWORDS: HEAVY, BUILDING, TRANSPORT, VEHICLE, WALL OF MARTYRS, IMPERIAL BUNKER

VENGEANCE WEAPON BATTERY

**4**

A Vengeance Weapon Battery is a unit that contains 1 model. It is equipped with: Battle Cannon.

	M	WS	BS	A	W	Ld	Sv
Vengeance Weapon Battery	-	-	5+	-	2	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Battle Cannon	Heavy	72"	1	6+	6+	-
Punisher Gatling Cannon	Heavy	24"	6	7+	10+	-
Quad Icarus Lascannon	Heavy	96"	4	10+	5+	Anti-air

WARGEAR OPTIONS

- Instead of 1 Battle Cannon, this unit can be equipped with one of the following (Power Rating +2 per Quad Icarus Lascannon): 1 Punisher Gatling Cannon; 1 Quad Icarus Lascannon.

ABILITIES

Fully Automated Weapons: When this unit makes a Shoot action it must target the closest enemy unit. Weapons with the Anti-air ability this unit is equipped with can instead target the closest enemy unit that can **FLY**. If more than one such unit is equally close, select one of those units to target.

FACTION KEYWORDS: UNALIGNED

KEYWORDS: HEAVY, VEHICLE, BUILDING, WALL OF MARTYRS, VENGEANCE WEAPON BATTERY

FIRESTORM REDOUBT



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A Firestorm Redoubt is a unit that contains 1 model. It is equipped with: 2 Battle Cannons.

	M	WS	BS	A	W	Ld	Sv
Firestorm Redoubt	-	-	5+	-	4	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Battle Cannon	Heavy	72"	1	6+	6+	-
Punisher Gatling Cannon	Heavy	24"	6	7+	10+	-
Quad Icarus Lascannon	Heavy	96"	4	10+	5+	Anti-air

WARGEAR OPTIONS

- Instead of 1 Battle Cannon, this unit can be equipped with one of the following (Power Rating +2 per Quad Icarus Lascannon): 1 Punisher Gatling Cannon; 1 Quad Icarus Lascannon.
- Instead of 2 Battle Cannons, this unit can be equipped with two of the following in any combination (Power Rating +2 per Quad Icarus Lascannon): 1 Punisher Gatling Cannon; 1 Quad Icarus Lascannon.

ABILITIES

Open-Topped

Fire Points: No more than one unit can make use of this unit's Open-topped ability each turn – that unit can contain no more than 10 models.

Automated Weapons: Unless a friendly **INFANTRY** unit is embarked aboard this unit, then when this unit makes a Shoot action it must target the closest enemy unit. Weapons with the Anti-air ability this unit is equipped with can instead target the closest enemy unit that can **FLY**. If more than one such unit is equally close, select one of those units to target.

TRANSPORT

This unit can transport up to 20 **INFANTRY** models.

FACTION KEYWORDS: UNALIGNED

KEYWORDS: HEAVY, BUILDING, VEHICLE, TRANSPORT, WALL OF MARTYRS, FIRESTORM REDOUBT

PLASMA OBLITERATOR

**8**

A Plasma Obliterator is a unit that contains 1 model. It is equipped with: Plasma Obliterator.

	M	WS	BS	A	W	Ld	Sv
Plasma Obliterator	-	-	5+	-	4	10	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Plasma Obliterator	Heavy	72"	2	6+	6+	-

ABILITIES

Open-Topped

Fire Points: No more than one unit can make use of this unit's Open-topped ability each turn – that unit can contain no more than 10 models.

Automated Weapons: Unless a friendly **INFANTRY** unit is embarked aboard this unit, then when this unit makes a Shoot action it must target the closest enemy unit. If more than one such unit is equally close, select one of those units to target.

TRANSPORT

This unit can transport up to 20 **INFANTRY** models.

FACTION KEYWORDS: UNALIGNED

KEYWORDS: HEAVY, BUILDING, VEHICLE, TRANSPORT, PLASMA OBLITERATOR

MACRO-CANNON AQUILA STRONGPOINT



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A Macro-cannon Aquila Strongpoint is a unit that contains 1 model. It is equipped with:
Aquila Macro-cannon.

	M	WS	BS	A	W	Ld	Sv
Macro-cannon Aquila Strongpoint	-	-	5+	-	6	10	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Aquila Macro-cannon	Heavy	180"	4	4+	4+	Destroyer

WARGEAR OPTIONS

- This unit can also be equipped with up to 4 Heavy Bolters.

ABILITIES

Open-topped

Extensive Fire Points: No more than two units can make use of this unit's Open-topped ability each turn – those units combined can contain no more than 15 models.

Automated Weapons: Unless a friendly **INFANTRY** unit is embarked aboard this unit, then when this unit makes a Shoot action it must target the closest enemy unit. If more than one such unit is equally close, select one of those units to target.

TRANSPORT

This unit can transport up to 30 **INFANTRY** models.

FACTION KEYWORDS: UNALIGNED

KEYWORDS: SUPER-HEAVY, BUILDING, VEHICLE, TRANSPORT, WALL OF MARTYRS, AQUILA STRONGPOINT, MACRO-CANNON

VORTEX MISSILE AQUILA STRONGPOINT



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A Vortex Missile Aquila Strongpoint is a unit that contains 1 model. It is equipped with: Vortex Missile Battery.

	M	WS	BS	A	W	Ld	Sv
Vortex Missile Aquila Strongpoint	-	-	5+	-	6	10	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Vortex Missile Battery	Heavy	180"	6	3+	3+	Barrage, Destroyer

WARGEAR OPTIONS

- This unit can also be equipped with up to 4 Heavy Bolters (**Power Rating +1 per weapon**).

ABILITIES

Open-topped

Extensive Fire Points: No more than two units can make use of this unit's Open-topped ability each turn – those units combined can contain no more than 15 models.

Automated Weapons: Unless a friendly **INFANTRY** unit is embarked aboard this unit, then when this unit makes a Shoot action it must target the closest enemy unit. If more than one such unit is equally close, select one of those units to target.

TRANSPORT

This unit can transport up to 30 **INFANTRY** models.

FACTION KEYWORDS: UNALIGNED

KEYWORDS: SUPER-HEAVY, BUILDING, VEHICLE, TRANSPORT, WALL OF MARTYRS, AQUILA STRONGPOINT, VORTEX MISSILE

VOID SHIELD GENERATOR



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A Void Shield Generator is a unit that contains 1 model.

	M	WS	BS	A	W	Ld	Sv
Void Shield Generator	-	-	-	-	3	10	8+

ABILITIES

Projected Void Shields: Improve the Save characteristic (to a maximum of 3+) of friendly units by 1 whilst they are wholly within 12" of this unit.

FACTION KEYWORDS: UNALIGNED

KEYWORDS: HEAVY, VEHICLE, BUILDING, VOID SHIELD GENERATOR

SKYSHIELD LANDING PAD

**5**

A Skyshield Landing Pad is a unit that contains 1 model.

	M	WS	BS	A	W	Ld	Sv
Skyshield Landing Pad	-	-	-	-	4	8	8+

ABILITIES

Skyshield Landing Pad: At the start of the Damage phase, you can remove one blast marker from one friendly **AIRCRAFT** unit that is on top of this unit. Small blast markers must be removed before large blast markers.

FACTION KEYWORDS: UNALIGNED

KEYWORDS: HEAVY, BUILDING, VEHICLE, SKYSHIELD LANDING PAD

FORTRESS OF REDEMPTION



17



A Fortress of Redemption is a unit that contains 1 model. It is equipped with: Redemption Missile Silo; Twin Icarus Lascannon.

	M	WS	BS	A	W	Ld	Sv
Fortress of Redemption	-	-	5+	-	6	10	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Redemption Missile Silo	Heavy	96"	4	5+	6+	Barrage
Twin Icarus Lascannon	Heavy	96"	2	10+	5+	Anti-air

WARGEAR OPTIONS

- This unit can also be equipped with up to 4 Heavy Bolters (**Power Rating +1** per weapon).

ABILITIES

Open-topped

Extensive Fire Points: No more than two units can make use of this unit's Open-topped ability each turn – those units combined can contain no more than 15 models.

Automated Weapons: Unless a friendly **INFANTRY** unit is embarked aboard this unit, then when this unit makes a Shoot action it must target the closest enemy unit. Weapons with the Anti-air ability this unit is equipped with can instead target the closest enemy unit that can **FLY**. If more than one such unit is equally close, select one of those units to target.

TRANSPORT

This unit can transport up to 30 **INFANTRY** models.

FACTION KEYWORDS: UNALIGNED

KEYWORDS: SUPER-HEAVY, BUILDING, VEHICLE, TRANSPORT, FORTRESS OF REDEMPTION

SPINDLE DRONES

**4**

Spindle Drones are a unit that contains 4 models. It is equipped with: Drone Pulses; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Spindle Drones (4 models)	6"	3+	3+	2	2	8	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Drone Pulses	Small Arms	18"	User	8+	10+	-
Close Combat Weapons	Melee	Melee	User	10+	10+	-

ABILITIES

Threat Level Rising: Add 1 to wound rolls for attacks made by this unit if it has any blast markers next to it.

FACTION KEYWORDS: BLACKSTONE CONSTRUCT, UNALIGNED

KEYWORDS: LIGHT, INFANTRY, SPINDLE DRONES