WARHAMMER
40,000

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BLOODY SIEGE WARFARE IN THE 41ST MILLENNIUM

CONTENTS

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INTRODUCTION

In the 41st Millennium, siege warfare is a way of life; on unnumbered planets, armies battle across blood-soaked trenches, throwing themselves against the walls of monolithic fortresses that bristle with automated defences.

The armour and armaments of fortifications make them invaluable defensive assets. A fully garrisoned fortress can both withstand heavy bombardment and determined assault from a numerically superior foe, but should the walls fall, the defenders' hopes of victory often fall with it.

Warhammer 40,000: Stronghold Assault collects together brand new background, rules and missions, along with material previously only available for limited periods. This book also updates the building rules and fortification datasheets published in the *Warhammer 40,000* rulebook.

WARHAMMER 40,000

If you are reading this book, then you have already taken your first steps into the Warhammer 40,000 hobby. The Warhammer 40,000 rulebook contains all the rules you need to fight battles with your Citadel miniatures. This book allows you to use your collection of fortifications in new and interesting ways.

IN THIS BOOK YOU WILL FIND:

• An overview of key events from the long history of siege war in the 41st Millennium, along with a detailed account of the Fellguard Incident.

• New special rules for different types of fortifications, plus rules for a variety of new weapon types you can use in your games.

• Updated rules for buildings, designed to make the experience of using fortifications in your games of Warhammer 40,000 even more exciting and dynamic.

• Rules for a diverse range of upgrades that can provide additional protection for your fortifications, further bolster their offensive capabilities, or grant powerful bonuses to troops sheltering within.

• A complete set of new and updated datasheets for the fortifications of the Imperium, covering everything from Aegis Defence Lines to Vortex Missile Aquila Strongpoints.

• Three new Siege War missions which specifically reflect some of the types of battles in which fortifications play a pivotal role.

FORTIFICATIONS OF THE IMPERIUM

The battlefields of the 41st Millennium are punctuated with looming structures built to the glory of the Imperium – towering bastions and monolithic strongholds that reach towards the heavens, studded with enough fire ports and heavy weapon emplacements to hold back entire armies.

In the centuries since the foundation of the Imperium's countless fortresses, many have succumbed to the wars raging around them, torn down in grinding sieges to piles of rubble or blasted by sustained artillery bombardments into twisted ruins. However, for every fortification that has been razed to the ground, a dozen have endured the endless years of battle to stand proud still, great armoured monuments that are testament to the stubborn power and majesty of Mankind. Such vital strongholds are inevitably the strategic lynchpins of any occupying army's war effort, and thus become the prime objectives of any enemy attack.

> 'A fortress is a living thing; the commander its brain, the walls its bones, the sensors its eyes and ears, the troops its blood, their weapons its fists. This tells us two things: if one organ fails, the whole dies. And if the whole dies, no single organ can survive alone.'
>
> – Mordin Barr

GALACTIC DEFENCES

When the burgeoning Imperium reconquered the galaxy during the Great Crusade, many of the subjugated worlds were heavily fortified after being brought into compliance. This was especially the case on those planets claimed by the Space Marines of the Imperial Fists and Iron Warriors Legions, whose preference was ever for the art of siege warfare. In other cases – particularly on those worlds that initially resisted the might of the Imperium's armies – such fortifications were commonly erected to remind the local populace of their duty to the Emperor and of the consequences for ignoring their obligations.

So do many worlds in the galaxy bear the mark of Mankind's great expansion in the form of mighty fortifications – each an awe-inspiring edifice raised in honour of the Master of Mankind, to intimidate both friend and foe alike. At the heart of these armoured strongholds lie ancient armaments with firepower sufficient to exterminate armies and scour the skies above clean of enemy aircraft.

Nested within the grandest of these fortifications are weapons of such terrible magnitude that they can annihilate the mightiest machines of war or even cripple a battleship in low orbit. Indeed, some of these weapon systems date back to the Dark Age of Technology itself, encompassing technological marvels long since lost to the Adepts of Mars. Others among these vast bastions are powered by unique cogitators or intricate machinery so advanced that they can no longer be replicated – only carefully maintained.

It is common for large-scale engagements to be fought on battlefields dominated by fortified redoubts, reinforced bunkers, planetary defence silos and other heavily fortified strategic strongpoints. These jutting fortresses do not stand alone in their endless vigil over the galaxy's battlefields – in a prolonged campaign, one or both sides will usually construct defensive lines to shelter their troops and demarcate the territory they hold. As a siege war grinds on, what started as a simple series of trenches will eventually grow into massive defence networks that encircle, protect and connect the bunkers and weapon towers at their heart.

However, even the most formidable series of fortifications are nought but walls and barricades without a garrison of troops to defend them. Only when soldiers man the battlements and operate weapon systems is a fortification's true defensive potential realised. Even a single squad of warriors can be transformed into an unyielding foe when occupying a bunker or bastion, pouring down withering hails of firepower upon their enemies with impunity, safe from all but the heaviest retaliation whilst within their armoured shelter. It is no surprise, therefore, that military commanders seek to control such fortifications, in these unyielding bulwarks, they have a resource that the enemy's armies will shatter against. As any general knows, control of such assets can be the difference between victory and defeat. As such, they are never defended lightly, nor taken from the enemy without a determined assault and considerable loss.

FORGING A NARRATIVE

Although the fortifications listed in this book are of Imperial origin, they are by no means exclusive to the armies of the Imperium. In over ten millennia of war, a fortification may have exchanged hands back and forth between dozens of different factions as alien empires and invading traitors wrest control from the Imperium of Man, taking command of entire worlds, including the fortifications that stand sentry upon them. No doubt that when conquered by the foul servants of Chaos, the once proud bastions and bunkers are desecrated with blasphemous runes daubed onto their walls and perhaps some skulls or sacrificial victims scattered liberally about the building itself as it is reconsecrated to the Dark Gods of Chaos. Similarly, the Orks have never made use of the technology of other races, their Meks salvaging and modifying anything they can get their hands on to their own ends.

A Galaxy Under Siege

The fortifications that stand sentinel over the battlefields of the 41st Millennium are monuments to the unyielding nature of siege warfare. Many have endured centuries of unrelenting battle, and in their shadow lie warriors beyond counting been slain. Some have even withstood ten millennia of grinding wars, sheltering troops from invading forces as they unleash their own fury against the foe; their names and the battles fought over them become legend.

642.M41 Enlightenment Endures
During the Delverian Offensive, the Fortress of Enlightenment – believed to have served as a command post for the Emperor himself during the Great Crusade – withstands several direct hits from Ork blitza-bommers and proves instrumental in holding back Waaagh! Redtoof. This marks the five hundredth time the venerated fortress has withstood attack, and not once during its many sieges has it ever fallen into enemy hands.

769.M41 The Siege of Vervunhive
The Sabbat Worlds Crusade comes to the world of Verghast, where the Chaos hordes of Heritor Asphodel lay siege to Vervunhive. Tanith and Volpone Imperial Guard regiments prove instrumental in the city's defence.

797.M41 The Siege of Zalathras

830.M41 The Axonar Spirewar

883.M41 Fire and Blood
Whilst Imperial forces are involved in a planet-wide offensive to repulse Chaos Space Marines from the world of Kyobin, Dark Eldar of the Kabal of the Dark Heart fall upon a heavily defended munitions relay base. Despite a spirited defence by the Cadian garrison, the fortifications and gun emplacements protecting the base fall to salvoes of lance fire and the Imperial Guard are slaughtered to the murderous rhythm of splinter weapons. This cruel and apparently unconnected act of malice has the brutal effect of toppling the Imperial Guard's entire western flank, leaving Kyobin and the whole sub-sector in dire risk of falling into the hands of the Chaos invaders.

905.M41 The Siege of Castellax

745.M41 The Battle for Macragge
The Ultramarines 1st Company is wiped out whilst defending Macragge's polar fortress against the might of Hive Fleet Behemoth.

779.M41 The Assault on Hammerspire
Following a decade-long siege, the reportedly indestructible fortress of Hammerspire is finally breached by Iron Hands Assault Centurions and the defenders slain to a man.

806.M41 The Novum Deception
During a so-called mission of peace, a Tau Hunter Cadre launches a pre-emptive strike on the capital city of Novum Prime, railguns destroying a dozen Vengeance Weapon Batteries before the Imperium is aware of the deception. In answer, the stronghold Citadel of Judgement opens fire on the aggressors with its macro-cannon, obliterating the Tau, and a third of the city itself, in a dozen apocalyptic shots.

890.M41 The Shadowblade War
Following a fruitless search-and-destroy mission against Raven Guard forces, Dark Apostle Erelek's Word Bearers return to resupply at the Fortress of Damnation only to find it in the hands of Raven Guard Scouts. Faced with the bastion's considerable firepower, the Word Bearers attempt to withdraw, but their escape route is cut off when Stormravens descend to surround them. Caught in the open, the traitors are cut apart in a merciless crossfire.

912.M41 The Palace of Thorns
The final battle of the Badab War takes place at the Palace of Thorns, the tyrant Lugft Huron's seat of power, where the Star Phantoms Chapter lay siege to the remaining Astral Claws renegades.

936.M41 Rubble and Dust
The Krieg Death Korps are despatched to the world of Derondii after its annual tithes are withheld. Several artillery companies deploy in the mountains overlooking the world's primary hive city and begin to bombard its spires within a day of making planetfall. The Guardsmen construct their own series of trenches as the hive's defence-weapons open fire, and though the Death Korps suffer terrible casualties, they don't once give thought to defeat. After ten years of relentless shelling, the hive is reduced to rubble and dust – two years after all signs of life from the city ceased and five years after the hive issued its unconditional surrender.

946.M41 Iconoclasm
Imperial Guard and Space Marines fight side by side to defend the capital fortress-city of Eydol against a tide of foul traitors and Warp-spawned Daemons, culminating in a great, if bloody, victory during the Battle for Eagle Gate.

966.M41 The Chalior Defence
Whilst assaulting the Grand Redoubt standing sentinel over the city of Chalior, the Eldar Phantom Titan *Heart of Eldanesh* is destroyed by a vortex missile strike from the Aquila strongpoint at the network's core.

984.M41 Angel's Wrath
The Chaos siege of the forge spire M'Khan grinds on into its sixth year; the spire's grim defenders – the Valhallan 854th 'Arctic Wolves' – weather every barrage and repulse every Chaos advance due to the fortitude and firepower of the Fortress of Redemption known as the Angel of Wrath, which forms the heart of their defensive network.

998.M41 The Siege of Helsreach Hive

999.M41 Storm of Iron
In a gruelling siege, the Imperial Fists 3rd Company are wiped out to a man whilst defending the world of Hydra Cordatus from the hated Iron Warriors.

c.999.M41 The Cadian Gate Fortifies
With signs pointing to an imminent Black Crusade of unparalleled size, Cadia and the other Imperial worlds guarding the Eye of Terror bolster their fortification networks in preparation.

935.M41 The Haven Blitz
The offensive on Bren's World falters when Imperial Guard regiments from over two dozen worlds are unable to take the fortifications at Haven's Spire. The Cadian 12th lead the blitz that finally destroys the spire following the destruction of several void shield generators by elite Storm Trooper units.

941.M41 Battle for Hades Hive
During the Second War for Armageddon, Commissar Yarrick leads a heroic defence of Hades Hive, fighting Ghazghkull Thraka's Orks to a bloody standstill and delaying them long enough for reinforcements to arrive and lift the siege.

955.M41 The Siege of Fort Mork
The Imperial Fists lay siege to the Ork mega-stronghold of Fort Mork, and are nearly overwhelmed when thousands of Orks – unwilling to wait for the enemy to come to them – pour out of the gates to meet them.

974.M41 The Relief of Kellenport
Beneath the chill of Damnos' surface, a Necron tomb awakens. Before the year is out, Damnos' vast manufactorum cities are in ruins, and the planetary capital of Kellenport is under siege. The Ultramarines, deploying in a daring Drop Pod assault, strike the Necron onslaught at its heart and scour the soulless machine-warriors from Kellenport's walls. The Ultramarines then turn their efforts to bolstering Kellenport's fortifications without delay, repairing defensive weapon systems and manning every battlement to hold back the inevitable Necron counter-attacks long enough to evacuate the doomed world's remaining populace.

997.M41 The Folly of Pride
Hive Fleet Leviathan invades Forgefane, an Iron Warriors' world boasting some of the most redoubtable fortifications ever conceived. The Iron Warriors welcome the xenos challenge, arrogant in the belief that nothing can overcome their fortresses. Indeed, the Hive Mind's initial attacks are costly, and alien bodies litter every stretch of no man's land as strongholds and gun-emplacements vent their wrath. In response, the hive fleet unleashes subterranean swarms to tunnel beneath the Chaos defences. One by one, Forgefane's bastions are overrun by hordes of Raveners, and soon only the foreboding Ironblood Citadel remains, its foundations proof against the subterranean xenos. Undeterred, the Tyranids throw themselves at the walls, nine tenths are slaughtered beneath the fortification's fury but the aliens are seemingly without number and, within a week, even the Ironblood Citadel falls.

The Fellguard Incident

When the fortress world of Kelthorn voiced its allegiance to Chaos in 452999.M41, dozens of Imperial Guard regiments were sent to crush the traitors. However, the enemy held the planet's fortifications, defences that the Imperium itself had built to withstand alien invasion, and the war devolved into a planet-wide siege.

The Siege of Fellguard

Lacking adequate air cover, armour or artillery support, the task of rooting out the traitors fell to the Imperial Guard's infantry regiments. Amongst these were the Cadian 39th under the command of Castellan Blakov, hero of the Perides Crusade. The 39th had earned a reputation after taking Helvane Stronghold with a frontal assault, and when orders came to storm the planetary capital, Fellguard, they led the vanguard in an attack that would define the war.

Fellguard's defences were the sternest the Cadians had yet encountered. Networks of defence lines, tank traps, bunkers and bastions surrounded the capital, every approach guarded with weapon emplacements. Despite this, the 39th's first push captured the outer perimeter in short order, Cadians swarming over defence lines with lasguns firing, bayonets pinning the few survivors against the walls.

These defence lines were produced on the shrine world of Arabella's Hope, and the presence of Chaos within their hallowed grounds would not be abided by the pious men of the Cadian 39th. As soon as the trace of Chaos was purged, the walls were re-consecrated by regimental priests so that the souls of the martyrs whose bones were built within their foundations would again know peace.

The Taking of Bastion Beta-3

Buoyed by this success, Blakov ordered his men to assault Fellguard's next defence, Bastion Beta-3. However, whilst the outer perimeter was poorly manned, the Bastion was not. The 39th leapt over their re-sanctified barricades and charged headlong into no-man's land, the Bastion standing like a vast tombstone over a war-torn grave. Dozens of Guardsmen fell to enemy fire, but forwards still the 39th ran, the shouts of their Commissars urging them on. Thunderous barrages landed amidst the Cadian forces; fire, mud and bodies were blasted skywards by the force of the explosions. More Cadians were knocked off their feet, ears ringing and senses numbed, they stumbled into the teeth of the enemy's guns. After only a few minutes, the dead and dying lay spread across the quagmire between the Imperium's lines and the Bastion ahead, but still the 39th kept running.

Castellan Blakov was amongst the first to reach the bastion, throwing himself flat against its wall beside the remnants of 8th Squad. Blakov paused only a second to catch his breath before priming a grenade and throwing it through one of the Bastion's vision slits. The defenders' guns fell silent as cries of alarm went up, only to be replaced a second later by booming detonations and the screams of the dying. To Blakov's right, a flamer-armed Guardsman poured sheets of fire through the building, turning the remaining occupants into charred corpses. 8th Squad's melta bomb breached the Bastion's bulkhead an instant later, and the Cadians were in. The interior was a charnel house. The 39th wasted no time; weapon systems were reactivated and burnt cadavers were kicked away from firing slits as the new owners manned the fire ports, guns levelled towards the enemy's lines as they awaited the inevitable counter-attack.

A Forlorn Hope

The Cadians didn't have to wait long before a wave of screaming Cultists bore down upon their position. Automated bolters were already spitting death into the approaching horde and, from the battlements, came the distinctive crack of las-sniper fire, every shot sending another Cultist spinning into the muck. A few autoguns barked and bullets pattered against the bastion's walls. In reply, the Cadians' first volley of lasfire tore through the Cultists' front ranks. The second caused their charge to falter, and the third sent them reeling back towards their own lines.

A lone figure emerged through the haze of gunfire, its eyes blazing with an unholy light. With a gesture, lightning leaped from its hands and engulfed the Cadians on the battlements, and the Guardsmen beside Blakov muttered a single word under their breath – 'Psyker'. Another bolt of lightning struck the bastion, the blast dislodging a support beam that fell and crushed trooper Irvan. Another scream followed, but this time from outside the Bastion. Blakov peered through a hatch to see the sorcerer on his knees, hands clutched to his head. The sky blackened, even though there wasn't a cloud for miles, and the psyker began to burn with an incandescent light in the gathering dark. His scream was violently cut short as he exploded, showering the battlefield with a fountain of gore that hissed and ate into the ground where it fell. For an instant, Blakov thought the danger was over – then the true nightmare began.

The Hour of Hell

Wherever the psyker's remains stained the ground, disease-caked figures clambered up from beneath the mud, whilst red-skinned terrors emerged from the pools of crimson blood. The Cultists, witnessing this dark miracle, left the shelter of their own bunkers and swept forwards to slay the Cadians besides the daemonic allies they believed had been sent to them by the Chaos Gods. They were sorely mistaken, and their cries of praise and joy turned to shrieks of disbelief and terror as the Daemons tore into them, rusted swords and ebony blades carving through flesh with abandon. In the face of such horror, Blakov knew the 39th could not hold the Bastion and so he reluctantly ordered his men to fall back to Fellguard's outer perimeter. All but 8th Squad retreated, the survivors vowing to hold Beta-3 for as long as possible to buy their comrades time. Blakov saluted their courage and left to regroup his regiment.

When Blakov reached friendly lines, he turned to see a giant, plague-bloated Daemon stride towards the bastion. Heavy weapons tore chunks of diseased flesh from its body, but the Daemon just chuckled before vomiting a stream of bile through the Bastion's fire port, drowning 8th Squad in filth. Ducking back, Blakov touched one of the skulls built into the defence line, its surface inscribed with the sigil of the Ecclesiarchy, and he whispered a prayer to the Emperor. With his resolve and sense of duty restored, Blakov ordered his men to make ready.

The Might of Martyrs

The Daemons butchered the Cultists occupying Fellguard, slaughtering their so-called allies to a man before turning their gaze towards the Cadian 39th. As they advanced, volleys of bright las-rounds lit up the gloom, gouging deep burns into Warp flesh wherever they hit. At the head of the daemonic horde strode the Great Unclean One that had slain 8th Squad. Its phlegm-riddled voice urged its minions onwards, and at its command they bounded over the Imperium's defence lines, heedless of the number that fell to the clattering fire of autocannons as they charged.

The Daemons recoiled as their clawed feet touched the hallowed ground of the Wall of Martyrs. Though they faltered for only a second, it was enough for the Cadians to cut the first invaders down with point-blank bursts of lasfire. Flamers scoured those trenches that were overrun, and soon hellish screams and the smell of burning meat filled the air. But the Daemons came on still, falling upon the Cadians with sweeping arcs of their blades, which separated heads and opened bellies with every cut. The fighting grew desperate, but the Cadians refused to give ground, willing to die rather than allow the Daemons to taint the holy bulwark.

It was then that the Daemon warlord loomed over Blakov, its sword sweeping down in an arc that would have killed him had a Commissar not pushed him aside at the last moment. The rusted blade carved through the Commissar, a tide of maggots spilling from his two halves as his innards instantly putrefied. Blakov, who had been knocked to the ground, lost his weapon and frantically searched the corpse of a nearby Guardsman as the Great Unclean One grabbed hold of him. Blakov's grip had just tightened on a handle when pain wracked him, his bones breaking beneath the Daemon's iron grip as he was lifted up. The smell of the creature's foetid breath made Blakov gag, but as he was drawn towards the Daemon's maw to be eaten alive he saw, through a ragged gash in its chest, the black lump of flesh it had for a heart. Blakov twisted the primer on the melta bomb clutched in his hand and, with one last effort, thrust it into the wound. In an instant, Blakov and the Daemon were vaporised. The Daemon army roared in unison, their forms dissolving as their grip on the mortal plane was suddenly severed. As swiftly as the nightmare had began, it ended.

The survivors of the Cadian 39th retook the now unguarded Fellguard without further incident, but no records exist of their actions, all knowledge of their deeds placed under an Inquisitorial seal. All that remains of the 39th's sacrifice is a thrice-blessed silver skull, the perfect replica of Castellan Blakov's, placed by his troops alongside the mortal remains of the other martyrs that still throng Fellguard's defences.

ADDITIONAL RULES

The following section introduces new rules that are required to use the fortifications found within this book in your games of Warhammer 40,000.

This page introduces two new types of fortification which feature among the datasheets in this book: Massive Fortifications and Fortification Networks.

MASSIVE FORTIFICATION

Massive Fortifications follow all the rules for buildings as defined in the *Warhammer 40,000* rulebook, but have the Mighty Bulwark special rule (below) and can have an Armour Value of up to 15 (rather than having a limit of 14 as is normally the case). The datasheet entry for the fortification will list the actual Armour Values it has.

Mighty Bulwark

When a building with the Might Bulwark special rule suffers a penetrating hit, there is a -1 modifier to the roll on the Building Damage table.

This makes these buildings considerably harder to destroy.

FORTIFICATION NETWORKS

Some fortifications, such as the Imperial Strongpoint, are comprised of several different fortifications chosen as a single slot on the Force Organisation chart. When multiple fortifications can be purchased in this manner, the datasheet entry will clearly list the components that can be taken, the points cost for each and any other options and restrictions that apply. The component fortifications use all the normal rules for their type (refer to each building's individual datasheet for details of its special rules) and use all the normal rules for fortifications, with the following exception:

When you deploy fortifications on the battlefield, fortifications chosen as part of a Fortification Network can be placed in contact with each other. Furthermore, if one of the fortifications in the network has an instruction saying that 'each section must be placed in contact with at least one other section', that section satisfies the instruction if it is placed in contact with any section or building from the same Fortification Network. For example, in a Wall of Martyrs Defence Network, Defence Lines and Emplacements can be placed in contact with each other in any order, as well as in contact with Imperial Bunkers, Firestorm Redoubts etc.

WEAPON RULES

Some fortifications are armed with weapons so powerful that they cannot adequately be covered by the rules in the *Warhammer 40,000* rulebook. The following rules allow you to unleash these apocalyptic weapons on the battlefield.

PRIMARY WEAPON

Primary weapons are only mounted on vast defensive positions.

When you roll for armour penetration with hits caused by a Primary weapon, roll two dice instead of one and pick the highest result.

DESTROYER WEAPONS

Also known as Titan-killers, a Destroyer weapon delivers an immense amount of damage to any target that it hits.

If a weapon has a D instead of a Strength value in its profile, it means it is a Destroyer weapon. To resolve a Destroyer weapon's attack, roll To Hit as you would for a standard attack. If the attack hits, roll on the table to the right instead of rolling To Wound or for armour penetration. No saving throws of any kind are allowed against damage from a Destroyer weapon, including special rolls such as Feel No Pain or Necron Reanimation Protocols.

DESTROYER WEAPON ATTACK TABLE

D6	Vehicle or Building	Non-vehicle
1	**Clipped:** The model suffers a penetrating hit.	**Lucky Escape:** The model is unharmed.
2-5	**Solid Hit:** A Super-heavy vehicle loses D3+1 Hull Points. Other vehicles suffer an Explodes! result from the Vehicle Damage table. Buildings suffer a Detonation! result from the Building Damage table.	**Seriously Wounded:** The model loses D3+1 Wounds.
6	**Devastating Hit:** As for Solid Hit, above, except a Super-heavy vehicle loses D6+6 Hull Points instead.	**Deathblow:** The model loses D6+6 Wounds.

VORTEX

Vortex weapons are some of the rarest and most destructive weapons in the galaxy. When activated, these legendary devices create a trans-dimensional vortex field that rips a hole in the fabric of reality and instantly destroys anything it comes into contact with. A vortex field is highly unstable, and will flicker into and out of existence across the battlefield, but it will annihilate anything unfortunate enough to be caught by it.

A weapon with this special rule is a Destroyer weapon and uses a blast marker of some type (i.e. blast, large blast, massive blast, etc). Place the appropriate marker, roll for scatter and apply damage (see Destroyer Weapons, above). For determining Wound allocation, always assume the shot is coming from the centre of the marker, in the same manner as a Barrage weapon.

The marker for a Vortex weapon is not removed from play after damage has been resolved. Leave it in play on the tabletop. The marker is impassable terrain as long as it remains in play.

At the beginning of every subsequent player turn, the marker scatters 2D6 (use the little arrow if you roll a Hit!). If a double is rolled, the marker is removed from play instead. Any model under the marker's new location is hit. Apply damage as described above.

DESTROYER ATTACK!

*An Aquila Stronghold has scored a hit on an enemy Monolith whilst shooting its Aquila macro-cannon. The Aquila macro-cannon fired a macro shell, which has a D instead of a Strength rating in its profile – it is a Destroyer weapon. Instead of rolling for armour penetration as normal, the firing player rolls on the Destroyer Weapon Attack table. They roll a 4 – a Solid Hit, and the Monolith suffers an Explodes! result.*

Apocalyptic Mega-blast

Massive Blast

5" Inner/Large Blast   5"-10" Middle   10"-15" Outer
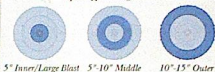
The largest Apocalypse blast marker has three bold rings marked on it (at 5", 10" and 15"), and one faint ring at 7". The bold rings are used when resolving attacks with a large blast or apocalyptic mega-blast marker (see below). The 7" ring is used for massive blast attacks.

APOCALYPTIC BLAST WEAPONS

Apocalyptic blast weapons introduce several new types of blast markers to your games of Warhammer 40,000, the better to befit their destructive powers!

MASSIVE BLAST (7")

Massive blast weapons fire devastating high-yield explosive shells and energy blasts over a large area of the battlefield.

Massive Blast weapons use the massive blast marker (see diagram), but otherwise obey the rules for Blast weapons.

APOCALYPTIC MEGA-BLAST (5"/10"/15")

Apocalyptic Mega-blast weapons are amongst the largest weapons used by the armies of the 41st Millennium.

Apocalyptic Mega-blast weapons use the apocalyptic mega-blast marker. They obey the rules for Blast weapons, with the following exceptions.

Apocalyptic Mega-blast weapons have three Strength values and three AP values. Correspondingly, the apocalyptic mega-blast marker is divided into three zones, one for each Strength and AP value.

The Strength and AP of any hits depends on the zone where the target model is located. The first Strength and AP value are used for the inner zone, the second Strength and AP value are used for the middle zone, and the third Strength and AP value are used for the outer zone.

For example, an Aquila macro-cannon firing a quake shell has the weapon type 'Apocalyptic Mega-blast', a Strength of 10/7/5 and an AP value of 1/4/6. The Strength and AP values for the three zones are therefore:

Zone	S	AP
Inner	10	1
Middle	7	4
Outer	5	6

Always use the best Strength and AP if a model straddles two or more zones. For example, a model partially in the inner zone and partially in the middle zone of an Aquila macro-cannon's quake shell suffers a Strength 10 AP1 hit.

If a unit has models in several zones, work out the hits inflicted for each zone separately. Continuing our example of an Aquila macro-cannon's quake shell, if the unlucky unit under the marker had three models in the inner zone and five models in the middle zone, it would suffer three Strength 10 AP1 hits, and five Strength 7 AP4 hits.

To determine whether a unit wounded by an Apocalyptic Mega-blast weapon is allowed a cover save, and when determining Wound allocation, always assume the shot is coming from the centre of the apocalyptic mega-blast marker, instead of from the firing model. Hits against vehicles are always resolved against their side armour.

14
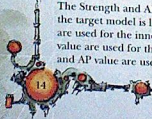
UPDATED BUILDING RULES

The range of Citadel fortifications has expanded rapidly since the 6th edition of the *Warhammer 40,000* rulebook was published. Whilst the rules in the rulebook are all that are necessary to use your collection of fortifications in your games, we have found that updating a few of the rules can result in even more exciting and enjoyable battles.

The following is therefore a list of optional rules updates that we recommend that you incorporate into your games of *Warhammer 40,000* when using fortifications and buildings. You should agree with your opponent before the battle begins whether to use some, or all of these updates.

Each rules update is preceded by a designer's note to explain the intent of the update for experienced players. Remember that, unless noted below, fortifications and buildings still follow all the rules as presented in the *Warhammer 40,000* rulebook.

1) BUILDINGS IN BATTLE

Designer's Note: *These updates allow buildings to fire their emplaced weaponry whilst be attacked in turn by enemy units, even if they are unoccupied. They also facilitate the capture of fortifications by enemy forces.*

Fortifications that are buildings typically start the game under the control of one player, and can both attack enemy units and be attacked by them in turn. In many respects, these buildings function like any other unit in a player's army; the major difference is that they can be captured by the enemy, even swapping hands several times over the course of the battle.

To keep track of which side currently controls a building, we use the concept of 'claiming' buildings (or, if you prefer, planting your flag).

- At the start of the game, all fortifications that are buildings that were bought as part of a player's army are 'claimed' by the owning player, whilst all dilapidated buildings are 'unclaimed'.

- A claimed building is part of the controlling player's side and will remain so, even if it later becomes unoccupied, until the building is either destroyed or claimed (captured) by an enemy unit.

- If a unit embarks within an unoccupied building, they immediately capture and claim that building, and it becomes part of that unit's side until the building is either destroyed, or an enemy unit re-occupies it (and therefore re-claims it).

- If a unit moves onto the battlements of an unoccupied, unclaimed building, they immediately claim that building and it becomes part of that unit's side until the building is either destroyed, or an enemy unit occupies it (and therefore claims it).

CLAIMED BUILDINGS

A claimed building gains the Sentry Defence System special rule, as detailed below:

Sentry Defence System: A building with this special rule can use automated fire against enemy units, even if it is unoccupied. In addition, enemy units can shoot at and charge a building with this special rule, even if it is unoccupied.

UNCLAIMED BUILDINGS

An unclaimed building follows all the normal rules for buildings and so cannot fire any weapons or be targeted by any players' attacks. Note that, in most circumstances, unclaimed buildings are also dilapidated fortifications and so cannot normally fire any emplaced weapons they may have anyway (unless you and your opponent agree otherwise, of course).

VICTORY CONDITIONS

Unless you and your opponent decide otherwise, do not include fortifications for the purposes of awarding Victory Points or determining when an opposing side is 'wiped out'.

2) OCCUPYING FORTIFICATIONS

Designer's Note: *This change allows Jump Infantry and Jet Pack Infantry to occupy fortifications.*

Jump Infantry and Jet Pack Infantry can embark inside fortifications that are buildings.

FORGING A NARRATIVE – DEEP STRIKE AND FORTIFICATIONS

Dozens of different Infantry units have the ability to deploy to the battlefield via Deep Strike, be it by jump pack descent, teleportation or by burrowing up from the beneath the ground. Whilst these units all have the Deep Strike special rule, the method of their deployment is clearly different from a narrative point of view. It's worth bearing this in mind when playing games with lots of fortifications; normally, deep striking units cannot Deep Strike inside a building, which can occasionally conflict with the narrative of your battle. For example, whilst it seems appropriate that Jump and Jet Pack Infantry can only Deep Strike onto a building's battlements rather than inside it, it seems appropriate that units that Deep Strike by tunnelling could only burrow up into the interior of a building (because 'burrowing' onto the battlements would look rather odd). Likewise, Infantry that Deep Strike via teleportation could happily materialise onto either the battlements or the interior of a building, the choice making them especially useful units. It's worth agreeing with your opponent beforehand what units can Deep Strike onto battlements and which, if any, can Deep Strike into the interior of a building. For rules' purposes, we suggest that any units that can Deep Strike directly into a building's interior only do so into unoccupied buildings.

3) BATTLEMENTS

Designer's Note: *This update changes battlements from being treated as separate buildings and instead treats them as the top-levels of ruins. This update means that the rules for multiple part buildings no longer apply to a building's battlements.*

The roof-spaces of many fortifications are identified as battlements. Whilst all battlements are built on top of another building, battlements are not themselves treated as buildings.

Battlements are treated as the upper levels of a ruin and follow all the rules for ruins as detailed in the *Warhammer 40,000 rulebook*, with the following exceptions:

- Battlements are treated as one large Access Point for their building, meaning that a unit inside can disembark onto the battlements, or embark from the battlements.

- Jump units, Jet Pack units, Jetbikes and Skimmers do not need to take Dangerous Terrain tests for starting or ending their move on a battlement.

- If a template or blast weapon hits a unit on top of a battlement, that battlement's building also suffers a single hit.

4) GUN EMPLACEMENTS ON BATTLEMENTS

Designer's Note: *This update also allows the building to fire gun emplacements that are purchased as upgrades and placed on the battlements as if they were additional emplaced weapons.*

Gun emplacements can be purchased as upgrades for many fortifications, and can either be placed on top of a building's battlements or as freestanding weapons on the battlefield. A gun emplacement placed upon a building's battlements counts as an additional emplaced weapon. A gun emplacement placed elsewhere on the tabletop uses the normal rules for gun emplacements (pg 19).

5) ASSAULTING FROM FORTIFICATIONS

Designer's Note: *This change allows units sheltering within a building to disembark and charge the enemy on the same turn, sallying out to engage the foe in close combat.*

Fortifications that are buildings have the Repel the Enemy special rule, detailed below:

Repel the Enemy: Models disembarking from Access Points on a building can charge on the turn they do so, even on a turn the building was destroyed. Models using an Escape Hatch fortification upgrade (pg 18) may not make use of this special rule.

6) FORTIFICATIONS DAMAGE

Designer's Note: *This update alters the building damage table, having a greater effect on emplaced weaponry, explaining how to resolve damage against units on the building's battlements and how to remove destroyed buildings from the table top.*

If a fortification that is a building suffers a penetrating hit, then in addition to any other effects you must also roll a D6 and consult the updated building damage table, below, applying any of the relevant modifiers:

- Add 1 to each roll caused by a weapon with an AP value of 2
- Add 2 to each roll caused by a weapon with an AP value of 1
- Deduct 1 from each roll if the building has the Mighty Bulwark special rule (pg 12)

If any Wounds are allocated to an occupying unit as a result of hits on the building, these Wounds are allocated using Random Allocation (see the *Warhammer 40,000* rulebook).

UPDATED BUILDING DAMAGE TABLE

Result	Effect
0-1	**Breach!** *Massive cracks appear in the building's walls.* The building's Armour Value is reduced by 1 for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Value.
2	**Tremor.** *The building shakes violently, throwing its occupants to their knees.* If the building is occupied, the occupying unit can only make Snap Shots in the following turn. If an occupying unit abandons the building in their next turn, they can only disembark 3", rather than the full 6".
3	**Partial Collapse.** *Part of the support structure is blasted away, causing a chunk of roof to fall in.* If the building is occupied, the occupying unit suffers an additional D6 Strength 6 AP- hits with the Ignores Cover special rule. In addition, if the building has any emplaced weapons, they can only fire Snap Shots in the following turn.
4	**Structural Collapse.** *Internal supports are destroyed, causing several levels to collapse under their own weight.* If the building is occupied, the occupying unit suffers an additional 2D6 Strength 6 AP- hits with the Ignores Cover special rule. In addition, if the building has any emplaced weapons, one randomly determined weapon is destroyed and the remainder can only fire Snap Shots in the following turn.
5	**Catastrophic Breach.** *A huge slab of masonry tumbles from the building's flank.* The building's Armour Values is reduced by D3 for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Value. In addition, if the building has any emplaced weapons, one randomly determined weapon is destroyed and the remainder can only fire Snap Shots in the following turn.

Result	Effect
6	**Total Collapse.** *The roof and several internal floors fall in, crushing many of the garrison and driving the remainder outside.* The building is destroyed: all emplaced weapons and battlement upgrades on the building are destroyed, and each unit on the battlements suffers D6 Strength 6 AP- hits with the Ignores Cover special rule. If the building is occupied, the occupying unit suffers 2D6 Strength 6 AP- hits with the Ignores Cover special rule and must then immediately disembark from the building, performing an emergency disembarkation if necessary (survivors cannot disembark to the battlements). Any models that cannot disembark are removed as casualties. Assuming they were not destroyed, units on the battlements and those that have disembarked must then take a Pinning test. The building is left on the table, but can no longer be occupied. The roof of the building is no longer counted as a battlement, and hereafter uses the normal rules for ruins (without the exceptions listed opposite).
7+	**Detonation!** *The shot punches through the building's walls to explode amongst ammunition or fuel stores within.* The building is destroyed: all emplaced weapons and battlement upgrades on the building are destroyed, and each unit on the battlements suffers 2D6 Strength 6 AP- hits with the Ignores Cover special rule and must then immediately make a 6" move in order to move off of the battlements (this movement is not slowed by difficult terrain). Any models that cannot move off of the battlements are removed as casualties. If the building is occupied, the occupying unit suffers 4D6 Strength 6 AP- hits with the Ignores Cover special rule and must then immediately disembark from the building, performing an emergency disembarkation if necessary (survivors cannot disembark to the battlements). Any models that cannot disembark are removed as casualties. Assuming they were not destroyed, units that were on the battlements and those that have disembarked must then take a Pinning test. The building is then removed and replaced with scattered wreckage (area terrain) or a crater roughly the same size (if you have one).

FORTIFICATION UPGRADES

Some fortifications can purchase upgrades by paying an additional points cost. The fortifications that can purchase upgrades, and the types of upgrades they can access, are stated in that fortification's datasheet entry.

BUILDINGS

The following upgrades can only be purchased for fortifications that are buildings. A small building can purchase a single upgrade, a medium building can purchase up to two, while a large building can purchase up to three. A single building can only have one of each upgrade. The first time a unit (friend or foe) occupies a building with upgrades, the owning player must declare all upgrades the building has. Unless otherwise stated, these upgrades do not apply to a building's battlements.

MULTIPLE PART BUILDINGS AND UPGRADES

An upgrade purchased for one part of a multiple part building only applies to the part it was purchased for, not to the entire of the multiple part building. If you wish to upgrade the entire multiple part building with the same upgrade, you will need to pay the appropriate points cost for each part. Each part of a multiple part building (excluding battlements) can have different upgrades.

AMMO STORE .... 15 PTS
Extra crates of ammunition have been stockpiled within this fortification, ready to be distributed to garrisoning troops.

A unit occupying this building re-rolls To Hit rolls of a 1 when firing out of the building's fire points. Note this does not apply to a model manually firing an emplaced weapon.

BOOBY TRAPS .... 20 PTS
This fortification has been rigged with a surprise for the first unwitting patrol to stumble across it.

The first unit to occupy this building (friend or foe) immediately suffers 2D6 Strength 4 AP5 hits with the Ignores Cover special rule.

ESCAPE HATCH .... 25 PTS
This fortification maintains a concealed escape route.

When this building is first occupied, the owning player can place an escape hatch marker anywhere within 12" of the building that is not impassable terrain or within another building. The escape hatch marker is an additional Access Point for the building, but models using it cannot use the Repel the Enemy special rule (pg 16).

MAGOS MACHINE SPIRIT .... 30 PTS
The fortification itself is semi-intelligent, imbued with a machine spirit with an improved control over its arsenal.

This building's automated fire is resolved using BS3.

SEARCHLIGHTS .... 5 PTS
Searchlights are often fitted to fortifications to spot approaching enemies who lurk in the dark.

A building's searchlights follow the same rules as vehicle searchlights, as detailed in the *Warhammer 40,000* rulebook.

VOID SHIELD .... 25 PTS
The fortification houses an ancient device that can generate a localised void shield.

Whilst a building has a void shield, any hits scored by shooting attacks against the building, models embarked within it or upon its battlements will instead hit the void shield. A void shield has an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a void shield causes it to collapse. After this, further hits strike the original target instead. At the end of each of the controlling player's turns, roll a dice for the collapsed void shield; a roll of 5+ instantly restores it.

OBSTACLES
Makeshift barricades can provide a vital outer perimeter.

Obstacle upgrades are small sections (each up to 6" in length) of battlefield debris (see opposite). A fortification can purchase up to six sections of obstacles, in any combination, from the list below. These are placed at the same time as the fortification they were brought alongside and must be placed wholly within 6" of their fortification.

TANGLEWIRE	5 PTS/SECTION
BARRICADES	10 PTS/SECTION
TANK TRAPS	15 PTS/SECTION

BATTLEMENTS & BATTLEFIELD
Weapons and wargear litter the battlefields of the 41st Millennium.

Battlement & Battlefield upgrades are single pieces of battlefield debris. A list of the relevant descriptions and rules for battlefield debris can be found opposite. Each fortification can purchase a single Battlement & Battlefield upgrade from the list below. These are placed either on the fortification's battlements (if it is a building with battlements) or anywhere on the tabletop that is wholly within 6" of their fortification.

AMMUNITION DUMP	20 PTS
COMMS RELAY	20 PTS
GUN EMPLACEMENT WITH ICARUS LASCANNON ...	35 PTS
GUN EMPLACEMENT WITH QUAD-GUN ...	50 PTS

BATTLEFIELD DEBRIS

The following list summarises the rules for battlefield debris that can be purchased as an upgrade to a fortification, or as fortifications in their own right.

BATTLEFIELD DEBRIS: THE BASICS

Unless otherwise noted, battlefield debris is difficult terrain, though elements of other types of terrain may also apply.

AMMUNITION DUMP

A ready supply of ammunition is always welcome in a fight – especially when you hear the 'dead man's click' of an empty magazine.

Any model within 2" of an ammunition dump re-rolls failed To Hit rolls of 1 in the Shooting phase. A model in cover behind an ammunition dump has a 5+ cover save.

BARRICADES AND WALLS

Barricades and walls are hastily assembled obstacles or the remains of once proud structures.

A model in cover behind a barricade or wall has a 4+ cover save. For the purposes of charge moves, models that are both in base contact with a barricade and within 2" of each other are treated as being in base contact. Despite the models on either side not literally being in base contact, the combatants fight nonetheless.

COMMS RELAY

A working comms relay can be crucial to the coordination of reserves, and therefore to a swift victory.

Any player with an unengaged model within 2" of a comms relay can re-roll Reserves rolls. A model in cover behind a comms relay has a 5+ cover save.

DEFENCE LINES

Defence lines are armoured shield sections that link together to provide troops with shelter from enemy firepower.

A model in cover behind a defence line has a 4+ cover save. If a unit decides to Go to Ground behind a defence line, it gains +2 to its cover save, rather than +1. For the purposes of charge moves, models that are both in base contact with a defence line and within 2" of each other are treated as being in base contact. Despite the models on either side of the defence line not literally being in base contact, the combatants fight nonetheless.

GUN EMPLACEMENT

Though abandoned, this gun battery still functions.

One non-vehicle model in base contact with a gun emplacement can fire it instead of his own weapon, following the normal rules for shooting (note that a model firing a gun-emplacement always counts as being stationary, even if it moved in its preceding Movement phase). A model in cover behind a gun emplacement has a 4+ cover save. The gun emplacement can be shot at and attacked in close combat. It is hit automatically in close combat and has the following profile:

	WS	BS	S	T	W	I	A	Ld	Sv
Gun emplacement	-	-	-	7	2	-	-	-	3+

The most common gun emplacements are quad-guns and Icarus lascannons, which have the following profiles:

	Range	S	AP	Type
Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire
Quad-gun	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked

IMPERIAL STATUARY

The cold gaze of this ancient hero inspires the faithful still.

Models from the armies of the Imperium are Fearless whilst within 2" of Imperial statuary. A model in cover behind Imperial statuary has a 3+ cover save.

TANGLEWIRE

The barbed coils of tanglewire can prove fatal to infantry.

Tanglewire is dangerous terrain. A model in cover behind tanglewire has a 6+ cover save.

TANK TRAPS

These obstacles allow all but vehicles to pass by unhindered.

Tank traps are impassable terrain to non-Skimmer vehicles, dangerous terrain to Bikes, and open ground for all other units. A model in cover behind tank traps has a 4+ cover save.

WRECKAGE AND RUBBLE

Twisted metal and shattered ceramite can be used as makeshift cover.

Wreckage and rubble are area terrain. A model in cover behind wreckage or rubble has a 4+ cover save.

FORTIFICATION DATASHEETS

Sometimes warriors and war machines are not sufficient to hold a vital patch of battlefield, for both are easily swept away by a concentrated assault. So, many commanders anchor their battle lines with impregnable fortresses, lines of barricades and armoured bunkers.

All fortifications and fortification networks have a datasheet that has all the information you'll need to use them in your games. Each datasheet uses up a single fortification slot on the Force Organisation chart.

Points Value. This is the points value of the fortification.

Composition. This tells you what building(s) and/or section(s) of battlefield terrain make up the fortification. If the composition is a Fortification Network, there will be a list stating the fortifications that must be purchased, and which can optionally be purchased, as part of the network.

Terrain Type. This tells you what part of the terrain rules you'll need to refer to when using your fortification. If the fortification is a building, its Armour Value and the presence of battlements will be listed here.

Access and Fire Points. If the fortification has any Access Points or Fire Points, they will be listed here.

Special Rules. Any special rules that apply to the fortification are detailed here.

Weapons. If your fortification has weapons as part of its basic composition, they will be listed here.

Options. This section lists any additional weapons, wargear or upgrades the fortification can purchase.

Weapon Profiles. Here you'll find the profiles for any of the weapons that the fortification can have. Profiles that can only be taken as optional upgrades (including Icarus lascannon and quad-gun gun emplacements) are denoted by an asterisk.

AEGIS DEFENCE LINE

Aegis Defence Lines are barricades built from crenellated armoured sections that link together into a solid shieldwall. Their simple design means that they can be built and deployed at great speed, lending them the nickname of 'instant fortresses'.

Aegis Defence Lines are ideally suited for commanders wishing to hold ground in enemy territory or establish defensive perimeters until such time when larger, more permanent fortifications can be constructed.

Composition: Up to 4 long and 4 short Aegis Defence Line sections. Each section of defence line must be placed in contact with at least one other section.

Terrain Type: Battlefield debris (defence lines).

Weapons: None.

Options:
• May take items from the **Obstacles** and **Battlements & Battlefield** lists (pg 18)

Weapon Profiles (* denotes optional upgrade):

	Range	S	AP	Type
Icarus lascannon*	96"	9	2	Heavy 1, Interceptor, Skyfire
Quad-gun*	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked

IMPERIAL BASTION

An Imperial Bastion is an imposing edifice built from foot-thick ferrocrete and the remains of faithful servants of the Imperium. As they are relatively easy to construct, some planets boast networks of Bastions that span entire continents. Built to withstand orbital strikes and artillery bombardments, there are few weapons capable of razing them in a single blow. It is with good reason that such fortresses often form the cornerstone of a planet's defensive strategy.

Bastions afford their defenders commanding fields of fire. A unit garrisoned within the protective walls can unleash murderous volleys with little fear of reprisal. Heavy bolters jut from a Bastion's every wall, spitting death at any foes that dare approach. Only the most determined assault is likely to shift troops from such a fortification and few who brave an Imperial Bastion's guns ever reach the walls alive.

++09/875:[ID]/ELVTN++

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INCEPT:
SUBJECT:
CONSTRUCT:
PATTERN:

Composition: 1 Imperial Bastion.

Terrain Type: Medium building (Armour Value 14) with battlements.

Access Points & Fire Points: As per model.

Weapons: Four emplaced heavy bolters.

Options:
- May take items from the **Buildings, Obstacles** and **Battlements & Battlefield** lists (pg 18).

Weapon Profiles (* denotes optional upgrade):

	Range	S	AP	Type
Heavy bolter	36"	5	4	Heavy 3
Icarus lascannon*	96"	9	2	Heavy 1, Interceptor, Skyfire
Quad-gun*	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked

IMPERIAL STRONGPOINT

A single Imperial Bastion is an imposing monolith of reinforced ferrocrete and ceramite plating, an edifice built to withstand sustained artillery barrages and shrug off all but the most powerful of siege weapons. An Imperial Strongpoint consists of not just one, but several such fortifications protected by an outer perimeter of Aegis Defence Lines. The fortifications' already formidable firepower is typically bolstered by an array of Icarus pattern weapons to guard against enemy air threats, as effective at knocking aircraft out of the skies as the bastions' heavy bolters are at cutting down infantry on the ground. When fully manned, an Imperial Strongpoint and its garrison have enough firepower to stop an opposing army dead in its tracks and there is no foe that can overcome its defences with a frontal assault without suffering horrendous losses.

++09/875/[ID]/ELVTN++

M.41/23526
IMPERIAL DEFENCE
STRONGPOINT
MTYYX[21]

Composition: Fortification Network consisting of:

• 1-3 Imperial Bastions (pg 21),
• 1-5 Aegis Defence Lines (pg 20),
• 0-1 Skyshield Landing Pad (pg 33),
• 0-1 Honoured Imperium (pg 23).

Please refer to each fortification's individual datasheet entry for its Terrain Type, Fire & Access Points, Weapons, Special Rules, Options and Weapon Profiles.

HONOURED IMPERIUM

*The history of the Imperium is replete with heroic warriors –
individuals whose noble deeds and sacrifice on the battlefield
are the stuff of legends. Though the names of the vast majority
are forgotten to the careless passage of time, occasionally a hero
has arisen above obscurity to become idolised by the Imperium's
populace. A few of these heroes have even been declared saints,
and great statues were raised in their honour. In the succeeding
centuries, it was common for buildings to be built beside, or even
around these statues, towering architectures constructed by the
Ecclesiarchy to awe the pilgrims flocking daily to pay homage.*

*Millennia of war, however, have reduced many of these edifices
to cratered ruins, artillery shells transforming marble sculpture to
shattered rubble. Sometimes though, remnants of ancient statuary
remain more or less intact amidst the devastation, their survival
seen as a blessing from the Emperor. No citizen of the Imperium
who looks upon these honoured monuments is not moved by
their holy provenance, and soldiers fighting in the shadow of
these memorials to the Emperor's greatest heroes are inspired to
near-insane levels of courage as they endeavour to emulate their
legendary deeds.*

Composition: 1 Imperial Statue and 2 pieces of
Imperial Rubble.

Terrain Type: The Imperial Statue is battlefield debris
(Imperial statuary). Both pieces of Imperial Rubble are
battlefield debris (rubble). The three pieces of battlefield
debris must be placed wholly within 12" of each other.

Weapons: None.

Special Rules:
Sacred Ground: All models from the armies of the
Imperium (e.g. Imperial Guard, Sisters of Battle, all
Chapters of Space Marines etc.) have the Stubborn special
rule whilst within 2" of Imperial Rubble.

Options:
• May take items from the **Obstacles** list (pg 18).

WALL OF MARTYRS IMPERIAL DEFENCE LINE

Across the length and breadth of the Imperium, Mankind must defend itself from the predations of aliens and heretics. The Wall of Martyrs Defence Line is very often the first line of defence, a proud bulwark that can be used to resist the onslaught of such foes.

The bleached bones of long-dead warriors of the Imperium are literally built into the foundations of Wall of Martyrs Defence Lines, and the thrice-blessed blood of saintly heroes is often used by members of the Ecclesiarchy to sanctify their armoured shields. No wonder, then, that when the soldiers of the Imperium stand within these hallowed defence lines, their hearts are steeled against the worst horrors of the galaxy. So infused with righteousness, these troops stalwartly refuse to take a single step back whilst the Emperor's enemies remain.

++09/875·[ID]·ELVTN++

INSERT
SUBJECT: M.41/23526
CONSTRUCT: IMPERIAL DEFENCE
PATTERN: WALL OF MARTYRS DEFENCE LINE
            W346[97]

++09/875·[ID]·DTL++

Composition: Up to 2 Wall of Martyrs Imperial Defence Line sections and up to 4 Imperial Defence Line end sections. Each section of defence line must be placed in contact with at least one other section.

Terrain Type: Battlefield debris (defence lines).

Weapons: None.

Special Rules:

Stalwart Defence: Models have the Stubborn special rule whilst within a Walls of Martyrs Imperial Defence Line or Defence Emplacement section.

Options:
• May take items from the Obstacles list (pg 18).

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WALL OF MARTYRS IMPERIAL DEFENCE EMPLACEMENT

Wall of Martyrs Imperial Defence Emplacements are constructed using the same hallowed materials as the Wall of Martyrs Defence Lines, but are built to accommodate infantry teams manning heavy weaponry in support of their battlefield comrades.

With a large armoured firing port overlooking a wide angle of approach, no foe can hope to charge a manned defence emplacement without being cut down by a hail of clattering autocannon and heavy bolter fire.

++09/875/[ID]/ELVTN++   ++09/875/[ID]/DTL++

INCEPT: M.41(±1ERA)
SUBJECT: IMPERIAL DEFENCE
CONSTRUCT: WALL OF MARTYRS EMPLACEMENT
PATTERN: STAINLESS

Composition: Up to 3 Wall of Martyrs Imperial Defence Emplacement sections and up to 2 Imperial Defence Line end sections. Each section must be placed in contact with at least one other section.

Terrain Type: Battlefield debris (defence lines).

Weapons: None.

Special Rules:

Improved Arc of Fire: Any model within a Defence Emplacement section re-rolls failed To Hit rolls when resolving Overwatch if using a weapon with the Heavy type.

Stalwart Defence: Models have the Stubborn special rule whilst within a Walls of Martyrs Imperial Defence Line or Defence Emplacement section.

Options:
• May take items from the **Obstacles** list (pg 18).

WALL OF MARTYRS IMPERIAL BUNKER

Imperial Bunkers are built to protect troops as they defend strategic battlefield locations. These bulwarks can withstand an impressive amount of firepower, but they typically lack automated weapons systems of their own. As such, they must be garrisoned to provide effective defence, yet – as many enemy commanders have learned to their cost – a single fire team protected behind a bunker's walls can reap a disproportionately heavy toll on approaching forces.

Many Imperial Bunkers are built as forward observation posts and are often equipped with extensive vox units and comms arrays. Typically constructed on sites with commanding views, the better to monitor the movement of enemy units, these bunkers are especially valued by frontline Imperial Guard officers who prefer to issue orders, direct artillery strikes and coordinate troop deployments from the relative safety of an armoured fortification.

++09/875:[ID]/ELVTN++

INCEPT: M.41/23356
SUBJECT: IMPERIAL DEFENCE
CONSTRUCT: WALL OF MARTYRS IMPERIAL BUNKER
PATTERN: TERRA STRATIX

++09/875:[ID]/DTL++

Composition: 1 Wall of Martyrs Imperial Bunker.

Terrain Type: Medium building (Armour Value 14) with battlements.

Access Points & Fire Points: As per model.

Weapons: None.

Special Rules:
Wide Fire Points: Up to four occupying models can fire out of each of this building's fire points.

Options:
• May take items from the **Buildings**, **Obstacles and Battlements & Battlefield** lists (pg 18).

Weapon Profiles (* denotes optional upgrade):

	Range	S	AP	Type
Icarus lascannon*	96"	9	2	Heavy 1, Interceptor, Skyfire
Quad-gun*	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked

WALL OF MARTYRS FIRESTORM REDOUBT

Individual Firestorm Redoubts are primarily constructed to protect strategically important objectives from aerial attack and to provide a base for a garrison of troops. With its fully automated batteries of quad Icarus lascannons, any objective protected by a Firestorm Redoubt will not fall to a sudden aerial bombardment, and can hold out against a sustained assault until reinforcements arrive, while providing shelter for any infantry deployed to protect them against ground-based sorties.

The Firestorm Redoubt combines devastatingly effective armaments with a sturdy bunker complex. Whilst typically equipped to provide anti-aircraft support, some instead sport a range of heavy gatling guns and battle cannons to guard against more typical attacks. In either case, Firestorm Redoubts are usually constructed at regular intervals along Wall of Martyrs Imperial Defence Lines, providing an interlinking curtain of firepower that is next to impossible for enemy forces to get past.

Composition: 1 Wall of Martyrs Firestorm Redoubt.

Terrain Type: Medium building (Armour Value 14) with battlements.

Access Points & Fire Points: As per model.

Weapons: Two emplaced quad Icarus lascannons.

Special Rules:

Fully Automated: Emplaced weapons on a Firestorm Redoubt can only fire using the automated fire rule; models occupying a Firestorm Redoubt cannot use the manual fire rule to fire any of its emplaced weapons.

Primary Target: Emplaced weapons on a Firestorm Redoubt that have the Skyfire special rule must fire at the nearest enemy Flyer or Flying Monstrous Creature unit within range and line of sight. If no enemy unit of either of these types is within range or line of sight, that emplaced weapon must instead fire at the nearest enemy unit within range and line of sight.

Very Wide Fire Point: Up to six occupying models can fire out of this building's fire point.

Options:
- May take items from the **Buildings**, **Obstacles** and **Battlements & Battlefield** lists (pg 18).
- May replace any quad Icarus lascannon with:
  - Punisher gatling cannon .... free
  - Battle cannon .... 10 pts each

Weapon Profiles (* denotes optional upgrade):

	Range	S	AP	Type
Quad Icarus lascannon	96"	9	2	Heavy 2, Interceptor, Skyfire, Twin-linked
Battle cannon*	72"	8	3	Ordnance 1, Large Blast
Punisher gatling cannon*	24"	5	-	Heavy 20
Icarus lascannon*	96"	9	2	Heavy 1, Interceptor, Skyfire
Quad-gun*	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked

WALL OF MARTYRS VENGEANCE WEAPON BATTERY

Vengeance Weapon Batteries are heavily-armoured automated defence units. Armed with powerful cannons, they unleash deadly salvoes of fire on any enemies that approach them.

Countless billions of these batteries have been built over the course of the Imperium's 10,000 year history and they remain a common sight on the battlefields of the 41st Millennium. Each Vengeance Weapon Battery sports a powerful cannon in a rotating turret, which is controlled by a simple automated firing system which will fire on any enemy unit it can sense. The thick plascrete walls of the battery make it invulnerable to all but the most powerful of weapons. Such is their durability that a Vengeance Weapon Battery will often remain operational long after any flesh and blood defenders have been killed or fled the battlefield.

The batteries are usually constructed forward of the main defence line, where their automated fire can serve as advance warning of an attack while driving the enemy into carefully pre-selected killing zones. They are also often used as automated weapon sentries to protect important locations, freeing up more mobile troops to be used elsewhere.

Vengeance Weapon Batteries are easy to construct and extremely robust, known to operate effectively for hundreds of years without requiring maintenance. They are usually armed with either a battle cannon, capable of taking on heavily armoured targets, a punisher gatling cannon, capable of scything down entire units of infantry with a single volley, or a quad Icarus lascannon, punching aircraft out of the skies with every salvo.

++09/875-[ID]-ELVTN++

++09/875-[ID]-DTL++

INCEPT: M.41/23526
SUBJECT: IMPERIAL DEFENCE
CONSTRUCT: VENGEANCE WEAPON BATTERY
PATTERN: 97-[45A0]-0003

Composition: 1 Vengeance Weapon Battery. If an additional Vengeance Weapon Battery is purchased (see below), each is deployed as a separate fortification.

Terrain Type: Impassable Building (Armour Value 14).

Access Points & Fire Points: None.

Weapons: One emplaced punisher gatling cannon.

Special Rules:
Sentry Defence System: A building with this special rule can use automated fire against enemy units, even if it is unoccupied. In addition, enemy units can shoot at and charge a building with this special rule, even if it is unoccupied.

Options:
- May add one additional Vengeance Weapon Battery .... 75 pts
- May replace any punisher gatling cannon with:
  - Battle cannon .... 10 pts/model
  - Quad Icarus lascannon .... free
- Each Vengeance Weapon Battery may take items from the Obstacles list (pg 18).

Weapon Profiles (* denotes optional upgrade):

	Range	S	AP	Type
Battle cannon*	72"	8	3	Ordnance 1, Large Blast
Punisher gatling cannon	24"	5	-	Heavy 20
Quad Icarus lascannon*	96"	9	2	Heavy 2, Interceptor, Skyfire, Twin-linked

WALL OF MARTYRS IMPERIAL DEFENCE NETWORK

A Wall of Martyrs Imperial Defence Network often forms the lynchpin of an army's defensive strategy and is typically built to protect key battlefield objectives. Comprising several armoured fortifications and interconnected by an arterial series of trenches, defence lines and weapon emplacements, it can take a fully equipped army several months of gruelling siege war to blast, bombard, dig and burn a truly determined opponent out from these defensive positions.

At its heart will be a single fortification, typically an Imperial Bunker, which acts as a command post for the entire defensive network. Typically equipped with extensive communications equipment, Imperial generals can utilise the bunker to coordinate the deployment of reinforcements to bolster any section of the network that is hard pressed by enemy attacks whilst simultaneously directing the firepower of heavy weapon emplacements to throw back and repulse the foe's advance.

Composition: Fortification Network consisting of:

- 1-3 Wall of Martyrs Imperial Bunkers (pg 26).
- 1-4 Wall of Martyrs Imperial Defence Lines (pg 24).
- 1-3 Wall of Martyrs Imperial Defence Emplacements (pg 25).
- 0-2 Wall of Martyrs Firestorm Redoubts (pg 27).
- 0-2 Wall of Martyrs Vengeance Weapons Battery (pg 28).

Please refer to each fortification's individual datasheet entry for its Terrain Type, Fire & Access Points, Weapons, Special Rules, Options and Weapon Profiles.

PROMETHIUM RELAY PIPES

40

The vast manufactorums found on most worlds of the Imperium require enormous quantities of power to feed their industrial hearts. Of all the many fuels that supply these relentless complexes across the galaxy, promethium remains the most commonly utilised, often channelled and pumped to its destination via heavily armoured relay pipes. On forge worlds, networks of these pipes can stretch across continents.

Promethium relay pipes are such a common sight in the 41st Millennium that weapon-specialists have long since learned how to tap into their release valves and siphon off a fraction of unrefined fuel to intensify the fury of their flame-throwers. Promethium relay pipes can also serve as effective cover from incoming weapons fire, though sheltering behind pipes filled with highly flammable liquids can sometimes have unfortunate side effects...

FORBIDDEN
By Inquisitorial Decree

Composition: Up to 3 long and 4 short Promethium Relay Pipe sections. Each section must be placed in contact with at least one other section.

Terrain Type: Battlefield debris (fuel pipes).

Fuel Pipes: A model in cover behind a fuel pipe has a 4+ cover save. However, each time a unit successfully makes this cover save on the roll of a 6, immediately roll a further D6. On a roll of 1, the shot has caused a minor explosion and the unit that made that cover save immediately suffers an additional D6 Strength 4 AP5 hits with the Ignores Cover special rule. These additional hits use Random Allocation, and vehicles are hit on the armour facing nearest to the Promethium Relay Pipes.

Special Rules:

Fuel Siphon: Any flamer weapon (as defined in the *Warhammer 40,000* rulebook) fired by a non-vehicle model within 2" of a Promethium Relay Pipe in the Shooting phase can change its weapon type from Assault to Heavy, or from Pistol to Heavy. If it does so, the weapon gains the Torrent special rule until the end of that phase.

Options:
• May take items from the **Obstacles** list (pg 18)

VOID SHIELD GENERATOR

Void shields are normally localised force fields reserved for protecting the monolithic Titans of the Adeptus Mechanicus, but static generators can be erected to serve as an aegis for other targets of vital import. The largest Void Shield generators can even project an invisible bubble of power across a large area of the battlefield, sheltering both troops and strategically vital battlefield locations by absorbing or deflecting the energy of incoming munitions.

An especially powerful attack can temporarily overload a void shield, but so long as the building housing the generator itself remains intact, it is rarely long before back-up systems restore power and the shield flares into life once more. Particularly valuable targets are often protected by multiple layers of shielding, the spectrum of each void shield meticulously calculated to offer consecutive layers of defence.

Composition: 1 Void Shield Generator.

Terrain Type: Impassable Building (Armour Value 13) with battlements.

Access Points & Fire Points: None.

Weapons: None.

Special Rules:
Projected Void Shields: A Void Shield Generator has a single projected void shield. It can be upgraded to include additional layers of void shielding.

Each projected void shield has a 12" area of effect (measured from any point on the Void Shield Generator building), known as a Void Shield Zone. Any shooting attack that originates from outside a Void Shield Zone and hits a target within the Void Shield Zone instead hits the projected void shield. If a unit is within 12" of more than one Void Shield Generator, and so within more than one Void Shield Zone when it is hit, randomly determine which of the buildings' projected void shields is hit.

Each projected void shield has an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a projected void shields have collapsed, collapse. If all the projected void shields have collapsed, further hits strike the original target instead. At the end of each of the controlling player's turns, roll a dice for each projected void shield that has collapsed; each roll of 5+ instantly restores one shield.

Options:
* May take up to two additional projected
  void shields .... 25 pts each
* May take items from the **Obstacles** list (pg 18).

VOID RELAY NETWORK

Areas of vital strategic importance and sites of deep spiritual significance are sometimes protected by not just one, but several void shield generators, their arcane technologies blanketing whole swathes of the area with overlapping force fields. Powering such a defence network requires a prodigious amount of energy and each generator building needs to be fed directly by an external power source. As a result, such a network can put an incredible strain on a planet's local resources, siphoning resources from huge areas of its surface. However, the military gains of such an endeavour almost always outweigh the cost, and neither the Administratum nor the Ecclesiarchy are known for their compassion towards local economic considerations.

FORBIDDEN BY INQUISITORIAL DECREE

Composition: Fortification Network consisting of:

• 1-3 Promethium Relay Pipes (pg 30).
• 1-3 Void Shield Generators (pg 31).
• 0-1 Honoured Imperium (pg 23).

Please refer to each fortification's individual datasheet entry for its Terrain Type, Fire & Access Points, Weapons, Special Rules, Options and Weapon Profiles.

SKYSHIELD LANDING PAD

Landing pads are used to protect aircraft as they unload supplies or evacuate troops to or from the front lines. The Skyshield Landing Pad used by the Imperial Navy was originally purpose-built to accommodate Valkyrie and Vendetta gunships. However, it has proven robust enough to serve the larger Stormravens and Thunderhawks used by the Adeptus Astartes. With its armoured sides unfurled, Skyshields activate a series of locator beacons that guide incoming aircraft as they make their final approach. Once the craft touches down, the Skyshield's armour plating transforms into a protective configuration and force field generators shimmer to life, protecting the vulnerable gunship from incoming fire as it refuels, rearms or deploys its passengers.

++09/875:[ID]/ELVTN++

INCEPT:
SUBJECT: M.41/23526
CONSTRUCT: IMPERIAL DEFENCE
PATTERN: SKYSHIELD LANDING PAD
            29-2958-6C

Composition: 1 Skyshield Landing Pad.

Terrain Type: Unusual. The top surface of the Skyshield Landing Pad is open ground. To move onto or off of the landing pad counts as moving through difficult terrain.

Weapons: None.

Special Rules:
Landing Pad Configuration: A Skyshield Landing Pad has certain rules depending on its current configuration, shielded or unfurled, as described below.

At the beginning of the Movement phase, before rolling for Reserves, a model in base contact with a Skyshield Landing Pad can change its configuration from shielded to unfurled (or vice versa). If there are models from both sides in base contact with the landing pad, its configuration cannot be changed.

• **Shielded:** Units on top of a shielded Skyshield Landing Pad have a 4+ invulnerable save against shooting attacks.

• **Unfurled:** If a unit deep strikes on top of an unfurled Skyshield Landing Pad, it will never scatter. Jump units, Jet Pack units, Jetbikes and Skimmers do not need to take Dangerous Terrain tests for moving on to or off of an unfurled Skyshield Landing Pad.

Options:
• May take items from the **Obstacles** list (pg 18)
• May upgrade to have the Ready for Takeoff special rule ...5 pts

UPGRADE:
Ready for Takeoff: A Skyshield Landing Pad can be upgraded to have this special rule. When deploying your army, you can deploy one of your Flyers with the Hover type on top of each of your Skyshield Landing Pads that has this upgrade, even though Flyers normally have to start the game in reserves. Flyers that deploy in this way will start the game hovering and cannot Zoom in the first game turn.

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FORTRESS OF REDEMPTION

A Fortress of Redemption is a towering bulwark against the ravages of planetary invasion. Each is virtually impervious to conventional firepower and the lower levels, bunker annexes and sub-crypts can house entire platoons of battle-ready warriors. First used by the Dark Angels Legion during the days of the Great Crusade, they have since been used by every military force in the Imperium and proven invaluable to its defence.

A Fortress of Redemption is adorned with symbols depicting angels of death and the skulls of ancient heroes. This gothic grandeur of the unyielding edifice is matched only by its uncompromising and efficient lethality. Nestled within its armoured walls, a Fortress of Redemption houses an Icarus lascannon capable of destroying enemy ships in low orbit, a missile silo and a profusion of heavy bolters to repel ground based invaders.

Composition: 1 main tower, 2 bunker annexes and 1 connecting walkway.

Terrain Type: Multiple part building. The main tower is a medium building (Armour Value 14) with battlements. The bunker annexes are both small buildings (Armour Value 14) with battlements. The connecting walkway is a small building (Armour Value 14) with battlements.

Access Points & Fire Points: As per model.

Weapons: One bunker annex has an emplaced missile silo with fragstorm missiles and the other bunker annex has an emplaced twin Icarus lascannon.

Options:
- May take items from the **Buildings** and **Obstacles** lists (pg 18).
- May upgrade the Fortress of Redemption to have the Remote Fire special rule .... 10 pts
- May upgrade the missile silo to have krakstorm missiles in addition to fragstorm missiles .... 30 pts
- May add up to four emplaced heavy bolters (these can be allocated to any section(s) of the fortification) .... 10 pts each

UPGRADE:

Remote Fire: A Fortress of Redemption can be upgraded to have this special rule. If so, any of the fortification's emplaced weapons can be fired (using either automated or manual fire) by models occupying the main tower, even if the building housing the emplaced weapons itself is unoccupied. This rule cannot be used to fire emplaced weapons on any part of the fortification occupied by an enemy unit.

Weapon Profiles (* denotes optional upgrade):

	Range	S	AP	Type
Missile silo				
- Fragstorm missile	18-96"	4	5	Ordnance 1, Barrage, Large Blast
- Krakstorm missile*	18-96"	8	3	Ordnance 1, Barrage, Large Blast
Twin Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire, Twin-linked
Heavy bolter*	36"	5	4	Heavy 3

Macro-cannon Aquila Strongpoints are massive fortifications, often used as bastions in Imperial defensive battle lines. Each consists of a munitions silo, topped by a large turret that houses the huge macro-cannon that gives the strongpoint its name.

The munitions silo allows the Aquila macro-cannon to fire special quake shells, each of which measures several feet in length and has a powerful charge that causes it to reach hyper-sonic velocity when it is fired.

++09/875:[ID]/ELVTN++

INCEPT: M.41/23326
SUBJECT: IMPERIAL DEFENCE
CONSTRUCT: MACRO-CANNON AQUILA STRONGPOINT
PATTERN: 583-M441

Composition: 1 main strongpoint and 1 bunker annex.

Terrain Type: Multiple part building. The main strongpoint is a large building (Armour Value 15) with battlements. The bunker annex is a medium building (Armour Value 15) with battlements.

Access Points & Fire Points: As per model.

Weapons: The main strongpoint has one emplaced Aquila macro-cannon.

Special Rules: Mighty Bulwark (pg 12).

Options:
• May add up to four emplaced heavy bolters (these can be allocated to any part(s) of the fortification) .... *10 pts each*
• May take items from the **Buildings** and **Obstacles** lists (pg 18).

Weapon Profiles (* denotes optional upgrade):

	Range	S	AP	Type
Aquila macro-cannon				
- Macro shell	72"	D	1	Primary Weapon 2, Large Blast
- Quake shell	180"	10/7/5	1/4/6	Primary Weapon 1, Apocalyptic Mega-blast, Sonic Boom
Heavy bolter*	36"	5	4	Heavy 3

Sonic Boom: After firing a quake shell, draw a straight line between the Aquila macro-cannon and the central hole of the apocalyptic mega-blast template. Roll a dice for each Flyer, Flying Monstrous Creature, or Flying Gargantuan Creature model crossed by this line. On a roll of 1, a Flyer will Crash and Burn, while a Flying Monstrous Creature or Flying Gargantuan Creature will take D3 Wounds with no saving throws allowed.

VORTEX MISSILE AQUILA STRONGPOINT

One of the most devastating and dreaded weapons in the Imperium's vast armoury is the vortex missile. A Vortex Missile Strongpoint houses several of the fearsomely destructive warheads and is filled with complex targeting arrays to guide each vortex missile to its unfortunate target. When the missile strikes down, a large void is torn in the fabric of space-time, creating a swirling maelstrom that utterly destroys anything that lies within its radius of effect.


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++09/875/[ID]/ELVTN++
INCEPT:       M.4172418e
SUBJECT:      IMPERIAL DEFENCE
CONSTRUCT:    VORTEX MISSILE AQUILA STRONGPOINT
PATTERN:      SB1-VM4455
```

Composition: 1 main strongpoint and 1 bunker annex.

Terrain Type: Multiple part building. The main strongpoint is a large building (Armour Value 15) with battlements. The bunker annex is a medium building (Armour Value 15) with battlements.

Access Points & Fire Points: As per model.

Weapons: The main strongpoint has one emplaced vortex missile battery.

Special Rules: Mighty Bulwark (pg 12).

Missile Battery: The emplaced vortex missile battery may fire a maximum of seven vortex missiles over the course of the battle. No more than one missile may be fired per Shooting phase.

Containment Failure: If the main strongpoint suffers a Total Collapse or Detonation! result, roll one dice for each remaining vortex missile. On a roll of 1-2, the missile explodes. Place the vortex's blast marker on the centre of the main strongpoint, and then scatter it 2D6".

Options:
- May add up to four emplaced heavy bolters (these can be allocated to any part(s) of the fortification) .... 10 pts each
- May take items from the **Buildings** and **Obstacles** lists (pg 18)

Weapon Profiles (* denotes optional upgrade):

	Range	S	AP	Type
Vortex missile battery	Infinite	D	1	Ordnance 1, Large Blast, Vortex
Heavy bolter*	36"	5	4	Heavy 3
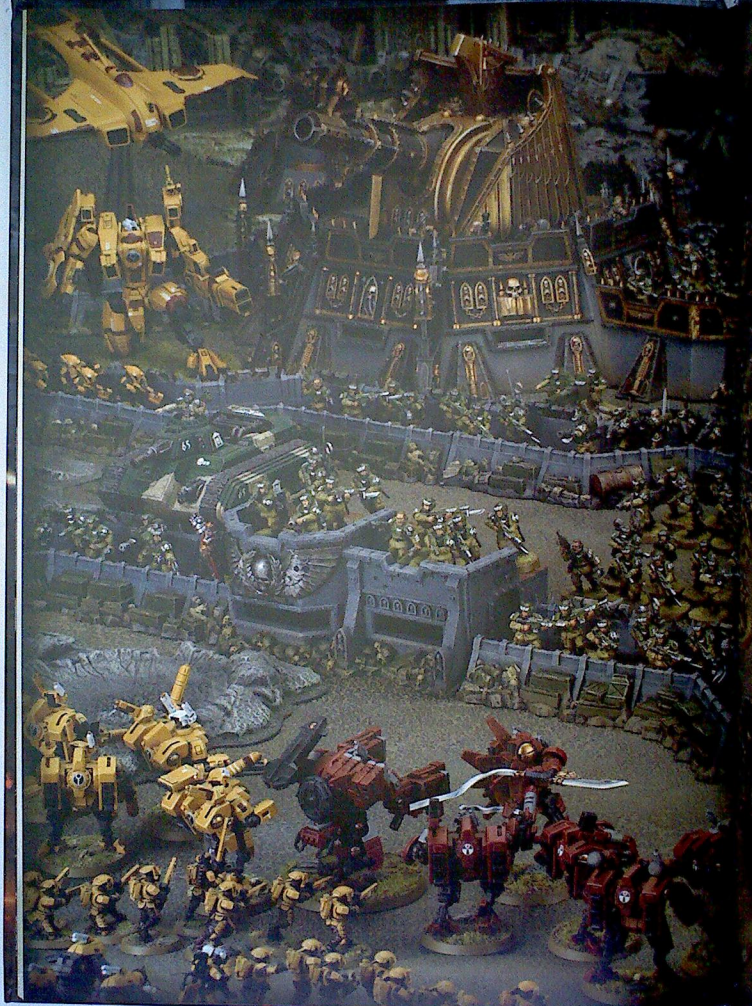
SIEGE WAR MISSIONS

Fortifications can form the cornerstone of an army's defence, and some of the bloodiest battles in the 41st Millennium have revolved around a grand siege or stalwart defence of one mighty fortress or another.

This book introduces three new Siege War missions that you can use to explore the kind of Warhammer 40,000 missions that revolve around fortifications. The new missions illustrate the different sorts of strategies used to attack and defend fortifications, and they will provide new tests of your tactical ability as a commander.

HOW TO USE SIEGE WAR MISSIONS

It is very straightforward to use a Siege War mission – it only requires a handful of minor modifications to the Fighting a Battle rules in the *Warhammer 40,000* rulebook. These changes are explained in detail next, but they boil down to: roll-off if you want to use a Siege War mission; if you win you can roll on the Siege War Mission table instead of the Eternal War Mission table. And that's it!

THE MISSION

If you or your opponent wish to use a Siege War mission, roll-off at the start of the Mission step (see the *Warhammer 40,000* rulebook). The winner of the roll-off can choose to roll on the Eternal War Mission table, or instead roll on the Siege War Mission table below.

The deployment map, deployment zones and deployment instructions for each Siege War mission are included with the mission itself; do not use the deployment maps in the *Warhammer 40,000* rulebook. With these exceptions, unless otherwise noted, Siege War missions use all the same mission rules as Eternal War missions.

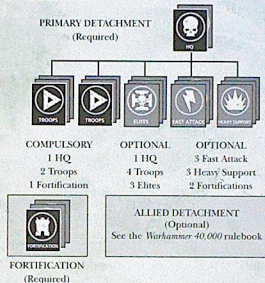| D6	Mission
1-2	Bunker Assault
3-4	Breakthrough
5-6	Last Stand

CHOOSING AN ARMY FOR SIEGE WAR MISSIONS

Siege War missions pit one player in the role of attacker and one as the defender. As you might expect, the defender is required to take at least one fortification, and can take up to two additional fortification choices per primary detachment in his force. To represent the aggressor bringing his biggest guns to besiege the defender, in Siege War missions the attacker can take one additional heavy support choice per primary detachment in his force (for a total of four heavy support choices per primary detachment). The Siege War Force Organisation charts presented here show the force compositions for attacking and defending forces in Siege War missions.

As with any game that pits players in different roles, we also recommend replaying these missions, but switching attacker and defender around to give both players the opportunity to test out a different set of tactics on the battlefield.

SIEGE WAR FORCE ORGANISATION CHARTS

DEFENDER

PRIMARY DETACHMENT
(Required)

COMPULSORY	OPTIONAL	OPTIONAL
1 HQ	1 HQ	3 Fast Attack
2 Troops	4 Troops	3 Heavy Support
1 Fortification	3 Elites	2 Fortifications

FORTIFICATION
(Required)

ALLIED DETACHMENT
(Optional)
See the *Warhammer 40,000* rulebook

ATTACKER

PRIMARY DETACHMENT
(Required)

COMPULSORY	OPTIONAL	OPTIONAL
1 HQ	1 HQ	3 Fast Attack
2 Troops	4 Troops	4 Heavy Support
	3 Elites	1 Fortification

FORTIFICATION
(Optional)

ALLIED DETACHMENT
(Optional)
See the *Warhammer 40,000* rulebook

BUNKER ASSAULT

1

One side has withdrawn behind the shelter of unyielding bunkers, holding the advancing foe at arm's reach. At the heart of one of these fortifications is an ancient targeting auger that the defenders can use to communicate with rear echelon ordnance units to call down a withering salvo of pinpoint artillery strikes. The attacker must destroy or overwhelm the bunkers as quickly as possible, for every moment delayed gifts the defenders with time to direct another barrage. Unless the targeting augers can be silenced soon, the attacker's army will be pounded into oblivion.

THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Both players then select forces to an agreed points limit.

The Attacker may take one additional Heavy Support choice for each primary detachment in his army, as described on page 41.

The Defender must take between one and three Fortification choices for each primary detachment in his army, as described on page 41.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook, using the deployment map opposite.

Once all terrain is set up, the Defender must nominate a single fortification to have a Targeting Auger. If the nominated fortification is a non-impassable building/ battlement, simply declare to your opponent that it has the Targeting Auger. If the nominated fortification is an impassable building or a piece of battlefield debris, place an objective marker within 3" of the building/battlefield debris to represent the Targeting Auger.

DEPLOYMENT

The players must first determine their Warlord Traits.

The Defender deploys his forces first and the Attacker deploys his forces second, using the rules from the *Warhammer 40,000* rulebook and the deployment map opposite. Any unit that cannot be deployed on the table starts the game in reserve.

FIRST TURN

The Defender goes first unless the Attacker can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

The mission uses Variable Game Length (see the *Warhammer 40,000* rulebook).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE

At the end of the game, each player scores 1 Victory Point for each enemy unit that has been completely destroyed. The Attacker scores 1 Victory Point for each Total Collapse or Detonation! damage result inflicted upon one of the Defender's fortifications. Units that are falling back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

At the end of the game, the Attacker scores 3 Victory Points if one or more of the following conditions are met:

- The building/battlement with the Targeting Auger is occupied by one of the Attacker's units.
- The building/battlement with the Targeting Auger suffered either a Total Collapse or Detonation! damage result during the game.
- At least one of the Attacker's scoring or denial units is within 3" of the Targeting Auger objective.

SECONDARY OBJECTIVES

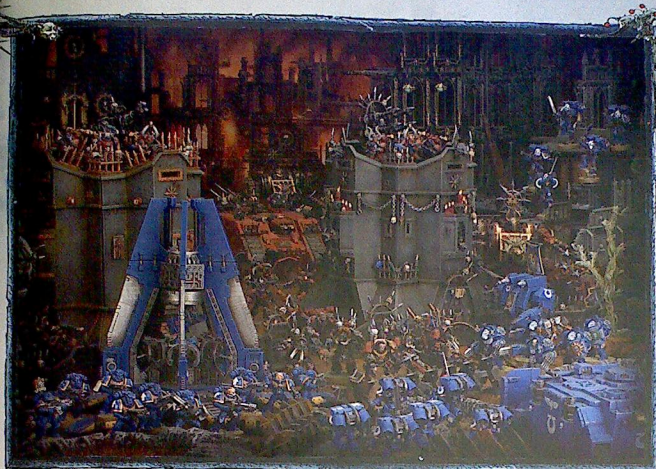Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Targeting Auger: If, in the Defender's Shooting phase, a friendly unit is occupying a building/battlement with the Targeting Auger, or is in base contact with the Targeting Auger objective, one model in that unit can direct an Artillery Strike instead of firing another weapon. This is treated as a shooting attack with the following profile:

	Range	S	AP	Type
Artillery Strike	Infinite	9	3	Ordnance 1, Barrage, Large Blast

An Artillery Strike is resolved separately from other weapons fired by the same unit in the same Shooting phase, and can be used to fire at a separate target. If a hit is rolled on the scatter dice, the template scatters 2D6" in the direction shown by the arrow on the 'Hit' symbol. If an arrow is rolled, the template scatters an additional D6" (for a total scatter of 3D6"). In either case, the firing model can reduce the total distance scattered by his Ballistic Skill. The Targeting Auger can only be used once per turn. The Attacker cannot make use of the Targeting Auger.

Attacker's Table Edge
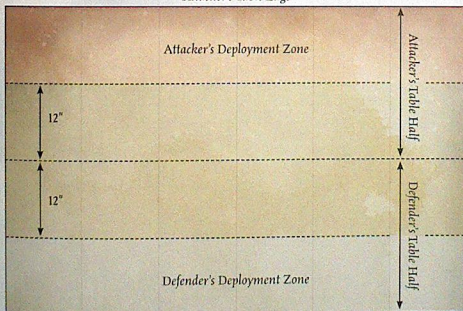
Attacker's Deployment Zone

Attacker's Table Half

12"

12"

Defender's Table Half

Defender's Deployment Zone

Defender's Table Edge

Fortifications:
When setting up the table, any fortifications that are purchased as part of an army list must be placed wholly within their owning player's table half.

BREAKTHROUGH

The invaders have swept aside all opposition and now all that stands in their way are a series of defence lines, a handful of fortifications, and a garrison of warriors determined to hold the line at all costs. Beyond them, just out of reach, is the defender's headquarters. The attacker must strike swiftly, crossing no man's land under heavy fire and breaking through to fall upon the enemy's rear lines. Casualties will be high, but the if the attacker succeeds, the war will be as good as won. The defender cannot abandon the last line of defence and must hold back the invaders long enough for their headquarters to be evacuated.

THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Both players then select forces to an agreed points limit.

The Attacker may take one additional Heavy Support choice for each primary detachment in his army, as described on page 41.

The Defender must take between one and three Fortification choices for each primary detachment in his army, as described on page 41.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook, using the deployment map opposite.

PLACE PRIMARY OBJECTIVES

After setting up the terrain, the Defender places 3 Primary Objectives. These objectives are placed in the Defender's deployment zone, and can be placed on top of battlements or on fortifications that are Battlefield Debris (such as Defence Lines), but cannot be placed inside buildings.
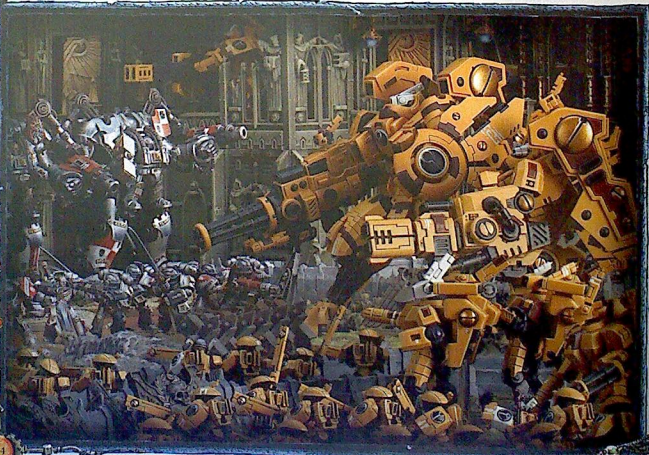
(Deployment map showing):

12" 12"

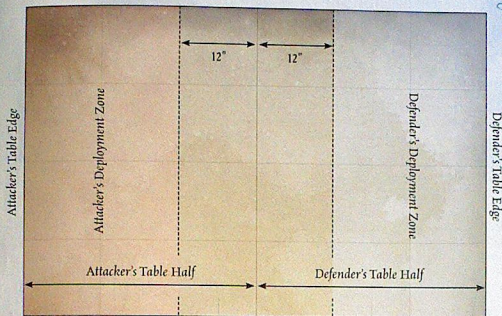Attacker's Table Edge

Attacker's Deployment Zone

Defender's Deployment Zone

Defender's Table Edge

Attacker's Table Half — Defender's Table Half

Fortifications: When setting up the table, any fortifications that are purchased as part of an army list must be placed wholly within their owning player's table half

DEPLOYMENT

The players must first determine their Warlord Traits.

The Defender then deploys first and the Attacker deploys second, using the rules from the *Warhammer 40,000* rulebook and the deployment map above. Any unit that cannot be deployed on the table starts the game in reserve.

FIRST TURN

The Defender goes first unless the Attacker can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

The mission uses Variable Game Length (see the *Warhammer 40,000* rulebook).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVES

At the end of the game, the Defender scores 3 Victory Points for each Primary Objective he controls. In addition, at the end of the game, the Defender scores 1 Victory Point for each enemy unit that has been completely destroyed. Units that are falling back at the end of the game, and units that are not on the board (excluding those that have exited the Defender's table edge using the Punch

Through Their Defences rule, below) at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

At the end of the game, the Attacker scores 1 Victory Point for each of his units that is in the Defender's Deployment Zone, and D3 Victory Points for each unit that has exited the board via the Defender's table edge (see the Punch Through Their Defences rule, below).

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker*.

* In this mission, the Attacker scores 2 Victory Points for Linebreaker, rather than just 1.

MISSION SPECIAL RULES

Night Fighting, Reserves, Mysterious Objectives.

Hold the Line: The Defender's units re-roll failed Morale and Pinning tests whilst within 6" of one or more objectives.

Punch Through Their Defences: In this mission, the Attacker's units can move off of the Defender's table edge. Units that do so take no further part in the game, but award the Attacker with Victory Points as explained above.

Straight up the Middle: Neither side may use the Outflank special rule in this mission.

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LAST STAND

Surrounded and besieged, a handful of troops have held out against all the odds. Every attack has been met with grim tenacity and stubborn determination, every advance halted with a hail of fire and every assault repulsed from the walls. The defenders have proved an unmovable thorn in the attacking general's side, surviving for weeks longer than anyone could have expected, but the brave garrison cannot fight on much longer. The enemy has amassed for their final push, but the defender's reinforcements have been delayed and are still some distance out. Until then, the last survivors of the garrison are on their own – they must hold the line against overwhelming numbers until help can finally arrive.

THE ARMIES

Agree which player will be the Attacker, and which will be the Defender. Both players then select forces to an agreed points limit.

The Attacker may take one additional Heavy Support choice for each primary detachment in his army, as described on page 41.

The Defender must take between one and three Fortification choices for each primary detachment in his army, as described on page 41. The Defender must also include at least one unit of Infantry in his force.

THE BATTLEFIELD

Set up terrain as described in the *Warhammer 40,000* rulebook, using the deployment map below.
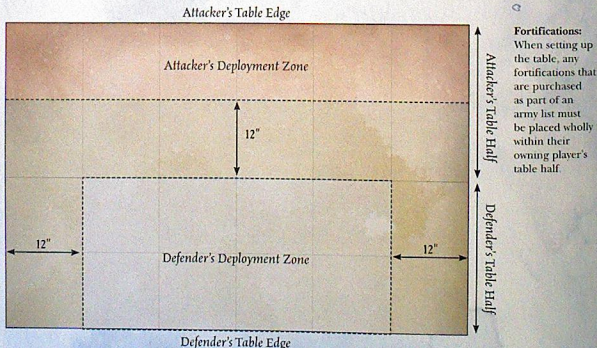
DEPLOYMENT

The players must first determine their Warlord Traits.

The Attacker then deploys his army first using the rules from the *Warhammer 40,000* rulebook and the deployment map below. Any unit that cannot be deployed on the table starts the game in reserve.

The Defender then deploys up to 3 Infantry units for each primary detachment in his army using the rules from the *Warhammer 40,000* rulebook and the deployment map below – these are the Last Survivors. The remainder of the Defender's army starts the game in reserve.

FIRST TURN

The Attacker goes first unless the Defender can Seize the Initiative (see the *Warhammer 40,000* rulebook).

Attacker's Table Edge

Attacker's Deployment Zone

12"

Fortifications:
When setting up the table, any fortifications that are purchased as part of an army list must be placed wholly within their owning player's table half.

Attacker's Table Half

12"   Defender's Deployment Zone   12"

Defender's Table Half

Defender's Table Edge

GAME LENGTH

The mission uses Variable Game Length (see the *Warhammer 40,000* rulebook).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

Primary Objective

At the end of the game, each player scores 1 Victory Point for each enemy unit that has been completely destroyed. The Attacker scores 1 Victory point for each Total Collapse or Detonation! damage result inflicted upon one of the Defender's fortifications. Units that are falling back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.

At the end of the game, the Attacker gains D3 additional Victory Points for each of the Defender's Last Survivor units (see below), he has completely destroyed. The Defender scores 2 Victory Points for each Last Survivor unit that has not been completely destroyed at the end of the game.

Secondary Objectives

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting, Reserves.

Last Survivors: The units in the Defender's army that start the game on the board are the Last Survivors. These units have the Stubborn special rule.

Delayed Reserves: The Defender does not make Reserve Rolls as detailed in the *Warhammer 40,000* rulebook. Instead, starting from Turn 2, the Defender's units arrive from reserve according to the following table:

Turn	Reserve Roll required for Defenders to arrive			
	Fast Attack*	Troops, HQ or Elites	Heavy Support
2	4+	5+	6+
3	3+	4+	5+
4	3+	3+	4+
5	Auto	3+	3+
6	-	Auto	3+
7	-	-	Auto

* Note that Flyers, Flying Monstrous Creatures and any unit that is arriving by Deep Strike, are counted as Fast Attack units for the purposes of the Delayed Reserves special rule, regardless of their actual designation on the Force Organisation chart.

SUMMARY

RANGED WEAPONS

Weapon	Range	S	AP	Type
Aquila macro-cannon				
- Macro shell	72"	D	1	Primary Weapon 2, Large Blast
- Quake shell	180"	10/7/5	1/4/6	Primary Weapon 1, Apocalyptic Mega-blast, Sonic Boom
Battle cannon	72"	8	3	Ordnance 1, Large Blast
Punisher gatling cannon	24"	5	-	Heavy 20
Heavy bolter	36"	5	4	Heavy 3
Icarus lascannon	96"	9	2	Heavy 1, Interceptor, Skyfire
Missile silo				
- Fragstorm missile	18/96"	4	5	Ordnance 1, Barrage, Large Blast
- Kralstorm missile	18-96"	8	3	Ordnance 1, Barrage, Large Blast
Quad-gun	48"	7	4	Heavy 4, Interceptor, Skyfire, Twin-linked
Quad Icarus lascannons	96"	9	2	Heavy 2, Interceptor, Skyfire, Twin-linked
Twin Icarus lascannons	96"	9	2	Heavy 1, Interceptor, Skyfire, Twin-linked
Vortex missile battery	Infinite	D	-	Ordnance 1, Large Blast, Vortex

FORTIFICATIONS

Name	Type	AV	TC	B	Special Rules	Page
Aegis Defence Line	BD	-	-	-		20
Fortress of Redemption						34
- Bunker annex (2)	SB	14	10	Y		
- Connecting walkway	SB	14	10	Y		
- Main tower	MB	14	20	Y		
Honoured Imperium	BD	-	-	-	Sacred Ground	23
Imperial Bastion	MB	14	20	Y		21
Macro-cannon Aquila Strongpoint						35
- Main stronghold	LB	15	30	Y	Mighty Bulwark	
- Bunker annex	MB	15	20	Y	Mighty Bulwark	
Promethium Relay Pipes	BD	-	-	-	Fuel Siphon	30
Skyshield Landing Pad	U	-	-	-	Landing Pad Configuration	33
Void Shield Generator	IB	13	0	Y	Projected Void Shields	31
Vortex Missile Aquila Strongpoint						36
- Main stronghold	LB	15	30	Y	Mighty Bulwark, Missile Battery, Containment Failure	
- Bunker annex	MB	15	20	Y	Mighty Bulwark	
Wall of Martyrs Firestorm Redoubt	MB	14	20	Y	Fully Automated, Primary Target, Very Wide Fire Point	27
Wall of Martyrs Imperial Bunker	MB	14	20	Y	Wide Fire Points	26
Wall of Martyrs Imperial Defence Emplacement	BD	-	-	-	Stalwart Defence, Improved Arcs of Fire	25
Wall of Martyrs Imperial Defence Line	BD	-	-	-	Stalwart Defence	24
Wall of Martyrs Vengeance Weapon Battery	IB	14	0	N	Sentry Defence System	28

Key: Type = Terrain Type: *Small building* = SB, *Medium building* = MB, *Large building* = LB, *Impassable building* = IB, *Battlefield debris* = BD, *Unusual* = U. *Armour Value* = AV, *Transport Capacity* = TC, *Battlements (Yes/No)* = B.

UPDATED BUILDING DAMAGE TABLE SUMMARY

(SEE PG 17 FOR THE FULL VERSION OF THIS DAMAGE TABLE)

Result	Effect
0-1	**Breach!** The building's Armour Value is reduced by 1 for the remainder of the battle.
2	**Tremor.** If the building is occupied, the occupying unit can only make Snap Shots in the following turn. If an occupying unit abandons the building in their following turn, they can only disembark 3", rather than the full 6".
3	**Partial Collapse.** If the building is occupied, the occupying unit suffers an additional D6 Strength 6 AP- hits with the Ignores Cover special rule. In addition, if the building has any emplaced weapons, they can only fire Snap Shots in the following turn.
4	**Structural Collapse.** If the building is occupied, the occupying unit suffers an additional 2D6 Strength 6 AP-hits with the Ignores Cover special rule. In addition, if the building has any emplaced weapons, one randomly determined weapon is destroyed and the remainder can only fire Snap Shots in the following turn.
5	**Catastrophic Breach.** The building's Armour Value is reduced by D3 for the remainder of the battle. In addition, if the building has any emplaced weapons, one randomly determined weapon is destroyed and the remainder can only fire Snap Shots in the following turn.
6	**Total Collapse.** The building is destroyed: all emplaced weapons and battlement upgrades are destroyed, and each unit on the battlements suffers D6 Strength 6 AP-hits with the Ignores Cover special rule. If the building is occupied, the occupying unit suffers 2D6 Strength 6 AP-hits with the Ignores Cover special rule and must then immediately disembark from the building (survivors cannot disembark to the battlements). Models that cannot disembark are removed as casualties. Assuming they were not destroyed, units on the battlements and those that have disembarked must then take a Pinning test. The building is left on the table, but can no longer be occupied. The roof of the building is no longer counted as a battlement, and hereafter uses the rules for ruins.
7+	**Detonation!** The building is destroyed: all emplaced weapons and battlement upgrades are destroyed, and each unit on the battlements suffers 2D6 Strength 6 AP-hits with the Ignores Cover special rule and must immediately move off of the battlements (this movement is not slowed by difficult terrain). Models that cannot move off of the battlements are removed as casualties. If the building is occupied, the occupying unit suffers 4D6 Strength 6 AP-hits with the Ignores Cover special rule and must then immediately disembark from the building (survivors cannot disembark to the battlements). Models that cannot disembark are removed as casualties. Assuming they were not destroyed, units that were on the battlements and those that have disembarked must then take a Pinning test. The building is removed and replaced with scattered wreckage or a crater roughly the same size.

WARHAMMER
40,000

BLOOD AND STONE!

Armoured bastions and towering bulwarks stand as imposing sentinels on almost every battleground in the 41st Millennium. These inviolable strongholds punctuate the landscape, looming edifices that can withstand orbital bombardments and centuries of siege. Heavy weaponry juts from these fortresses and garrisons of resolute soldiers shelter within; together they pour a storm of fire onto any foe that dares approach the walls. To assault such fortifications is invariably to charge in the face of death, and only the most determined army has any hope of survival.

This book contains a collection of new and previously released content that brings together all the most exciting elements of fortifications in Warhammer 40,000. It also updates the building rules and fortification datasheets previously published in the Warhammer 40,000 rulebook.

Inside you will find:

FORTIFICATIONS OF THE IMPERIUM: An overview of key events in the history of siege war in the 41st Millennium.

NEW AND UPDATED RULES: New rules that cover using Massive Fortifications, Fortification Networks and fortification upgrades, along with optional rules updates for buildings designed to make the experience of using fortifications even more exciting.

FORTIFICATION DATASHEETS: Comprehensive, updated datasheets for the fortifications of the Imperium, covering everything from Aegis Defence Lines to Vortex Missile Aquila Strongpoints.

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