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

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

**FACTION KEYWORDS:** Unaligned

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

<table>
<thead>
<tr>
<th>M</th>
<th>WS</th>
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<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>5+</td>
<td></td>
<td></td>
<td>8+</td>
</tr>
</tbody>
</table>

**Aegis Defence Line Gun Emplacement**

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

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

**ABILITIES**

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

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

**FACTION KEYWORDS:** Unaligned

**KEYWORDS:** Heavy, Vehicle, Gun Emplacement
An Imperial Bastion is a unit that contains 1 model. It is equipped with: 4 Heavy Bolters.

<table>
<thead>
<tr>
<th>Imperial Bastion</th>
<th>M</th>
<th>WS</th>
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<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>5+</td>
<td>4</td>
<td>8</td>
<td>6+</td>
</tr>
</tbody>
</table>

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

**ABILITIES**
- **Open-topped**

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

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

**TRANSPORT**
This unit can transport up to 20 Infantry models.

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

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

**WALL OF MARTYRS**

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

**FACTION KEYWORDS:** Unaligned

**KEYWORDS:** Heavy, Wall of Martyrs, Imperial Defence Line
An Imperial Bunker is a unit that contains 1 model.

<table>
<thead>
<tr>
<th></th>
<th>M</th>
<th>WS</th>
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<th>A</th>
<th>W</th>
<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>Imperial Bunker</td>
<td></td>
<td>-</td>
<td>-</td>
<td>5+</td>
<td>-</td>
<td>2</td>
<td>8</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

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

**ABILITIES**

**Open-topped**

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

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

**TRANSPORT**

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

**WEAPON TYPE RANGE A SAP SAT ABILITIES**

<table>
<thead>
<tr>
<th>Icarus Lascannon</th>
<th>Heavy</th>
<th>96”</th>
<th>1</th>
<th>10+</th>
<th>5+</th>
<th>Anti-air</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quad-gun</td>
<td>Heavy</td>
<td>48”</td>
<td>2</td>
<td>8+</td>
<td>8+</td>
<td>Anti-air</td>
</tr>
</tbody>
</table>

**FACTION KEYWORDS:** Unaligned

**KEYWORDS:** Heavy, Building, Transport, Vehicle, Wall of Martyrs, Imperial Bunker
A Vengeance Weapon Battery is a unit that contains 1 model. It is equipped with: Battle Cannon.

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Type</th>
<th>Range</th>
<th>A</th>
<th>SAP</th>
<th>SAT</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battle Cannon</td>
<td>Heavy</td>
<td>72&quot;</td>
<td>1</td>
<td>6+</td>
<td>6+</td>
<td>-</td>
</tr>
<tr>
<td>Punisher Gatling Cannon</td>
<td>Heavy</td>
<td>24&quot;</td>
<td>6</td>
<td>7+</td>
<td>10+</td>
<td>-</td>
</tr>
<tr>
<td>Quad Icarus Lascannon</td>
<td>Heavy</td>
<td>96&quot;</td>
<td>4</td>
<td>10+</td>
<td>5+</td>
<td>Anti-air</td>
</tr>
</tbody>
</table>

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

**Abilities**

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

**Faction Keywords:** Unaligned

**Keywords:** Heavy, Vehicle, Building, Wall of Martyrs, Vengeance Weapon Battery
A Firestorm Redoubt is a unit that contains 1 model. It is equipped with: 2 Battle Cannons.

<table>
<thead>
<tr>
<th>Firestorm Redoubt</th>
<th>M</th>
<th>WS</th>
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<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>5+</td>
<td></td>
<td>4</td>
<td>8</td>
<td>6+</td>
</tr>
</tbody>
</table>

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

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

**ABILITIES**

**Open-Topped**

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

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

**TRANSPORT**

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

**FACTION KEYWORDS:** **Unaligned**

**KEYWORDS:** Heavy, Building, Vehicle, Transport, Wall of Martyrs, Firestorm Redoubt
A Plasma Obliterator is a unit that contains 1 model. It is equipped with: Plasma Obliterator.

<table>
<thead>
<tr>
<th></th>
<th>M</th>
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<th>A</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Plasma Obliterator</td>
<td>-</td>
<td>-</td>
<td>5+</td>
<td>-</td>
<td>4</td>
<td>10</td>
<td>6+</td>
</tr>
</tbody>
</table>

**WEAPON**

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>TYPE</th>
<th>RANGE</th>
<th>A</th>
<th>SAP</th>
<th>SAT</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plasma Obliterator</td>
<td>Heavy</td>
<td>72&quot;</td>
<td>2</td>
<td>6+</td>
<td>6+</td>
<td>-</td>
</tr>
</tbody>
</table>

**ABILITIES**

Open-Topped

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

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

**TRANSPORT**

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

**FACTION KEYWORDS**: Unaligned

**KEYWORDS**: Heavy, Building, Vehicle, Transport, Plasma Obliterator
A Macro-cannon Aquila Strongpoint is a unit that contains 1 model. It is equipped with: Aquila Macro-cannon.

<table>
<thead>
<tr>
<th>M</th>
<th>WS</th>
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<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>Macro-cannon Aquila Strongpoint</td>
<td>-</td>
<td>-</td>
<td>5+</td>
<td>-</td>
<td>6</td>
<td>10</td>
</tr>
</tbody>
</table>

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

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

**ABILITIES**

Open-topped

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

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

**TRANSPORT**
This unit can transport up to 30 Infantry models.

**FACTION KEYWORDS:** Unaligned

**KEYWORDS:** Super-heavy, Building, Vehicle, Transport, Wall of Martyrs, Aquila Strongpoint, Macro-cannon
A Vortex Missile Aquila Strongpoint is a unit that contains 1 model. It is equipped with: Vortex Missile Battery.

<table>
<thead>
<tr>
<th>M</th>
<th>WS</th>
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<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vortex Missile Aquila Strongpoint</td>
<td>-</td>
<td>-</td>
<td>5+</td>
<td>-</td>
<td>6</td>
<td>10</td>
</tr>
</tbody>
</table>

**WEAPON**

<table>
<thead>
<tr>
<th>TYPE</th>
<th>RANGE</th>
<th>A</th>
<th>SAP</th>
<th>SAT</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy Bolter</td>
<td>Heavy</td>
<td>36&quot;</td>
<td>1</td>
<td>7+</td>
<td>9+</td>
</tr>
<tr>
<td>Vortex Missile Battery</td>
<td>Heavy</td>
<td>180&quot;</td>
<td>6</td>
<td>3+</td>
<td>3+</td>
</tr>
</tbody>
</table>

**WARGEAR OPTIONS**

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

**ABILITIES**

Open-topped

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

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

**TRANSPORT**

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

**FACTION KEYWORDS**: Unaligned

**KEYWORDS**: Super-heavy, Building, Vehicle, Transport, Wall of Martyrs, Aquila Strongpoint, Vortex Missile
A Void Shield Generator is a unit that contains 1 model.

<table>
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<tr>
<th>M</th>
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<th>Ld</th>
<th>Sv</th>
</tr>
</thead>
<tbody>
<tr>
<td>Void Shield Generator</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>10</td>
</tr>
</tbody>
</table>

**ABILITIES**

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

**FACTION KEYWORDS:** Unaligned

**KEYWORDS:** Heavy, Vehicle, Building, Void Shield Generator
A Skyshield Landing Pad is a unit that contains 1 model.

<table>
<thead>
<tr>
<th>Skyshield Landing Pad</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
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<td>-</td>
<td>-</td>
<td>4</td>
<td>8</td>
<td>8+</td>
</tr>
</tbody>
</table>

**ABILITIES**

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

**FACTION KEYWORDS:** Unaligned

**KEYWORDS:** Heavy, Building, Vehicle, Skyshield Landing Pad
A Fortress of Redemption is a unit that contains 1 model. It is equipped with: Redemption Missile Silo; Twin Icarus Lascannon.

<table>
<thead>
<tr>
<th>M</th>
<th>WS</th>
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<tr>
<td></td>
<td>-</td>
<td>-</td>
<td>5+</td>
<td>-</td>
<td>6</td>
<td>10</td>
</tr>
</tbody>
</table>

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

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

**ABILITIES**

**Open-topped**

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

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

**TRANSPORT**

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

**FACTION KEYWORDS:** Unaligned

**KEYWORDS:** Super-heavy, Building, Vehicle, Transport, Fortress of Redemption
Spindle Drones are a unit that contains 4 models. It is equipped with: Drone Pulses; Close Combat Weapons.

<table>
<thead>
<tr>
<th>SPINDLE DRONES</th>
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</thead>
<tbody>
<tr>
<td>M</td>
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<tr>
<td>---</td>
</tr>
<tr>
<td>Spindle Drones (4 models)</td>
</tr>
</tbody>
</table>

**ABILITIES**

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

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>TYPE</th>
<th>RANGE</th>
<th>A</th>
<th>SAP</th>
<th>SAT</th>
<th>ABILITIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Drone Pulses</td>
<td>Small Arms</td>
<td>18&quot;</td>
<td>User</td>
<td>8+</td>
<td>10+</td>
<td>-</td>
</tr>
<tr>
<td>Close Combat Weapons</td>
<td>Melee</td>
<td>Melee</td>
<td>User</td>
<td>10+</td>
<td>10+</td>
<td>-</td>
</tr>
</tbody>
</table>

**FACTION KEYWORDS:** Blackstone Construct, Unaligned

**KEYWORDS:** Light, Infantry, Spindle Drones
An Ambull is a unit that contains 1 model. It is equipped with: Enormous Claws.

<table>
<thead>
<tr>
<th>Ambull</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
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<th>Ld</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>6&quot;</td>
<td>3+</td>
<td>6+</td>
<td>1</td>
<td>2</td>
<td>4</td>
<td>7+</td>
</tr>
</tbody>
</table>

**ABILITIES**

**Deep Strike**

**WEAPON** | TYPE | RANGE | A | SAP | SAT | ABILITIES
--- | --- | --- | --- | --- | --- | ---
Enormous Claws | Melee | Melee | User | 7+ | 8+ | -

**FACTION KEYWORDS:** Unaligned

**KEYWORDS:** Heavy, Monster, Ambull