

IMPERIAL FORTIFICATIONS



FORTIFICATION CARDS

MKV

IMPERIAL FORTIFICATIONS

FORTIFICATION CARDS



1. The player may attach ONE Fortification Card per Company Card present.
2. Fortification Cards have an AV, DR, a Capacity Value [CV] and integral weapon systems or upgrades if available.
3. Players are encouraged to use the terrain they have and there are no size mandates hard coded into the rules. For recommended sizes please refer to the rough ground and fortification section of the core rules.

CAPACITY VALUE



1. Capacity Value refers to the number of FORMATIONS/DETACHMENTS that can occupy a given Fortification.
2. The Capacity Value refers to the amount of STANDARD FORMATIONS/DETACHMENT that can occupy a set of fortifications.
3. A GRAND FORMATION/DETACHMENT counts as TWO POINTS of Capacity Value. This means a fortification needs a capacity value of at least 2 to accommodate ONE grand formation/detachment.
4. Capacity Value only refers to the number of formations that can occupy any given fortification. It does not refer to the number of elements within a formation.
5. In some cases, the number of structures (terrain pieces) for the formation to occupy is determined by the player since there is no size specification on that structure. This is meant to encourage players to use what they have available.

IMPERIAL FORTIFICATIONS

FORTIFICATION UPGRADE CARDS



1. The player may attach upgrades to fortifications cards.
2. Fortification upgrades may only be attached to eligible fortification cards.
3. The fortification card will indicate if that card is eligible for upgrades and what type. See specific fortification card for details.
4. Upgrade cards increase the cost and VP yield of the base card they attach to be the upgrade cards indicated values.

DEPLOYMENT

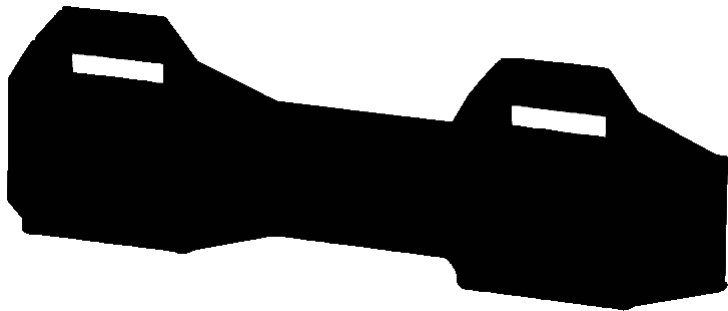


1. All fortification card structures are deployed on the players turn during formation deployment. The player can select formations or fortification formations to deploy in any order.
2. All fortification card structures must be deployed in the owning players DEPLOYMENT ZONE. Unless an ability to deploy in other zones is available.
3. Regardless of models used the deployment of one fortification card counts as ONE formation for deployment purposes.
 - Example: The player chose Line Defenses and wishes to deploy them. The player has 4 models representing this card. All of them must be placed on the battlefield as part of the same formation deployment.

FORTIFICATION

AEGIS DEFENSE LINE

ONE AEGIS DEFENSE LINE (30CMS)



Structure	AV	DR	CV	Description
Aegis Defense Line	3+	6	2	One or more structures up to a total of 30cms of Aegis Defense Line, grants invulnerable [6]+ to defending elements. <u>Only elements of pinning class 1 and 2 may occupy this structure.</u> May select ONE light weapon upgrade.



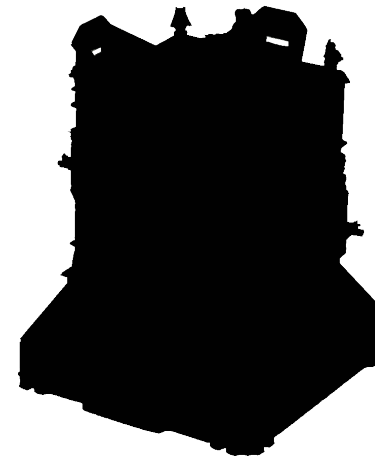
Point Value 50
1 VP when destroyed



FORTIFICATION

BASTION

ONE BASTION



Structure	AV	DR	CV	Description
Bastion	2+	6	2	1 Bastion, invulnerable [4]+ to defending elements. <u>Only elements of pinning class 1 may occupy this structure.</u> May select ONE light weapon upgrade



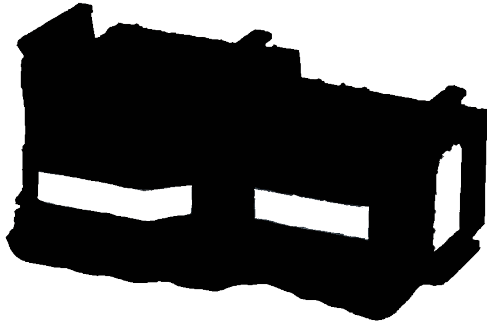
Point Value 150
2 VP when destroyed



FORTIFICATION

BUNKER

BUNKER



Structure	AV	DR	CV	Description
Bunkers	2+	4	1	One Bunker. Invulnerable [4]+ to defending elements. <u>Only elements of pinning class 1 may occupy this structure.</u>



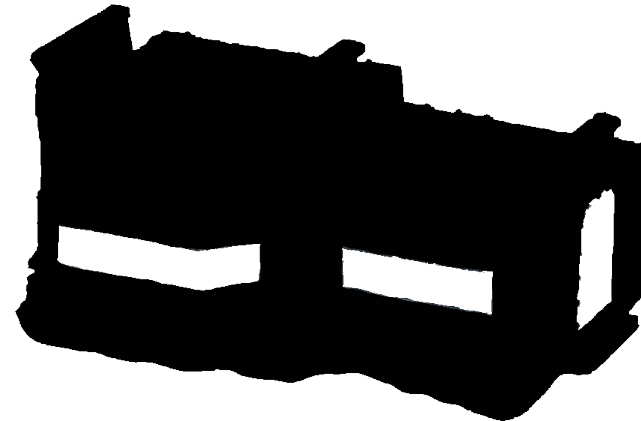
Point Value 50
1 VP when destroyed



FORTIFICATION

BUNKER HIGH-CAPACITY

BUNKER, HIGH-CAPACITY



Structure	AV	DR	CV	Description
Bunkers, High Capacity	1+	8	2	One Bunker. Invulnerable [4]+ to defending elements. <u>Only elements of pinning class 1 may occupy this structure.</u>



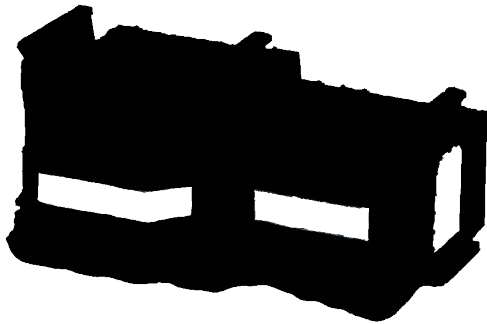
Point Value 100
1 VP when destroyed



FORTIFICATION

BUNKER DEFENSE LINE

BUNKER INTEGRATED WITH DEFENSE LINE



Structure	AV	DR	CV	Description
Bunkers	2+	4	1	One Bunker. Invulnerable [4]+ to defending elements. <u>Only elements of pinning class 1 may occupy this structure.</u> The bunker must be placed adjacent to an Aegis or standard defense line. This increases the DR of these defense lines by 2 points and grants a +1 bonus to invulnerable cover saves by +1 versus ARTILLERY weapon attacks.



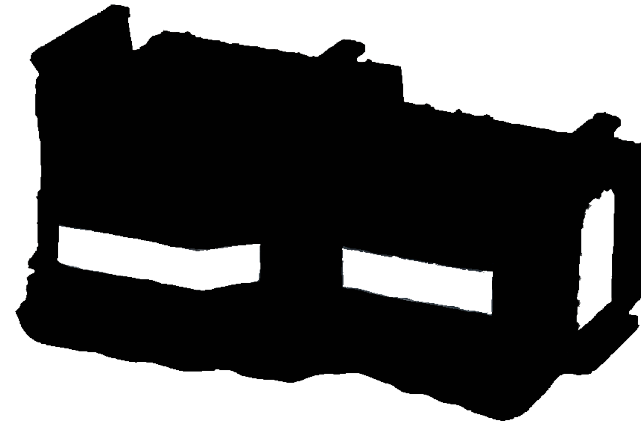
Point Value 100
1 VP when destroyed



FORTIFICATION

BUNKER DEFENSE LINE HIGH-CAPACITY

BUNKER, HIGH-CAPACITY INTEGRATED WITH DEFENSE LINE



Structure	AV	DR	CV	Description
Bunkers, High Capacity	1+	8	2	One Bunker. Invulnerable [4]+ to defending elements. <u>Only elements of pinning class 1 may occupy this structure.</u> The bunker must be placed adjacent to an Aegis or standard defense line. This increases the DR of these defense lines by 2 points and grants a +1 bonus to invulnerable cover saves by +1 versus ARTILLERY weapon attacks.



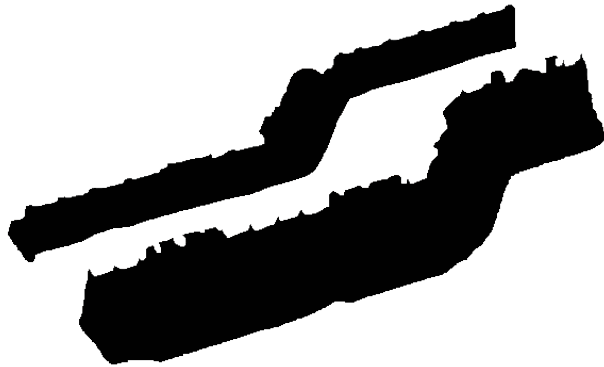
Point Value 150
2 VP when destroyed



FORTIFICATION

DEFENSE LINE

ONE DEFENSE LINE (30CMS)



Structure	AV	DR	CV	Description
Defense Line	3+	6	3	One or more structures up to 30cms of Defense Lines, invulnerable save [8]+ to defending elements. <u>Only elements of pinning class 1 may occupy this structure.</u>



Point Value 50
1 VP when destroyed



FORTIFICATION

DEFENSE EMPLACEMENT

ONE DEFENSE EMPLACEMENT



Structure	AV	DR	CV	Description
Defense Emplacements	3+	4	2	May ONLY be used by vehicle, heavy vehicle, super heavy and artillery formations. Eligible elements within this structure gain the Reinforced Armor {RA} ability. If element already has this ability no further bonus is granted. <u>Once an element within this emplacement moves it loses the bonus ability for the rest of the game.</u>



Point Value 100
1 VP when destroyed



FORTIFICATION

FIRESTORM REDOUBT

ONE FIRESTORM REDOUBT



Structure	AV	DR	CV	Description
Firestorm Redoubt	2+	6	1	1 Firestorm Redoubt, invulnerable [8]+ to defending elements. <u>Only</u> elements of pinning class 1 may occupy this structure. May select up to TWO light weapon upgrades.



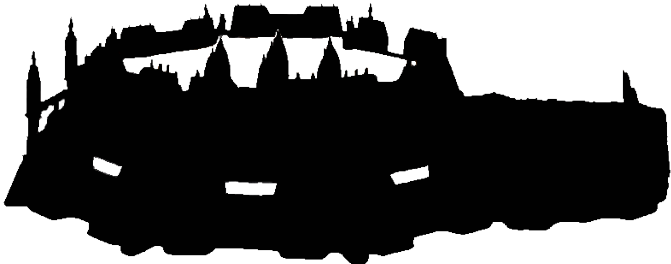
Point Value 50
1 VP when destroyed



FORTIFICATION

AQUILA STRONGPOINT

ONE AQUILA STRONGPOINT



Structure	AV	DR	CV	Description
Aquila Strongpoint	1+	12	2	1 Aquila Strongpoint, invulnerable [4]+ to defending elements. . <u>Only</u> elements of pinning class 1 may occupy this structure. May select ONE super heavy weapon upgrade. Fortifications come with heavy bolter defense systems.

Weapons	Range	AD	TSM	Notes
Heavy Bolter[AP]	25	4	0	



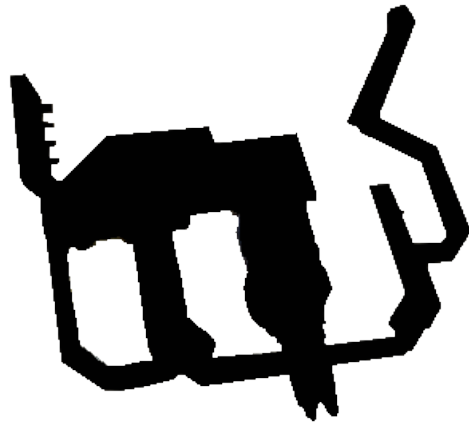
Point Value 200
2 VP when destroyed



FORTIFICATION

IMPERIAL PRIMUS REDOUBT

ONE IMPERIAL PRIMUS REDOUBT



Structure	AV	DR	CV	Description
Imperial Primus Redoubt	1+	16	2	1 Imperial Primus Redoubt, invulnerable save [4]+ for defending elements. Shield Dome provides an invulnerable save [6]+ to the structure versus artillery attacks. <u>Only elements of pinning class 1 may occupy this structure. May select ONE light and ONE heavy weapon upgrade (TWO total upgrades).</u> Fortifications come with heavy bolter defense systems.

Weapons	Range	AD	TSM	Notes
Heavy Bolter[AP]	25	8	0	



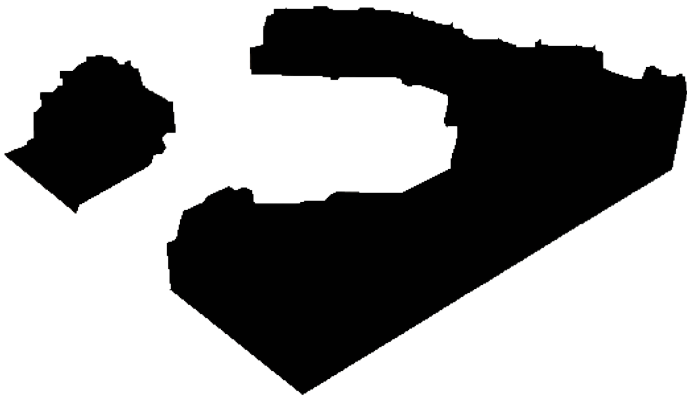
Point Value 800
8 VP when destroyed



FORTIFICATION

IMPERIAL CASTELLUM STRONGHOLD

ONE IMPERIAL CASTELLUM STRONGHOLD



Structure	AV	DR	CV	Description
Imperial Castellum Stronghold	1+	16	6	1 Imperial Castellum Stronghold, invulnerable save [4]+ for defending elements. <u>Elements up to a pinning class 4 may occupy this structure.</u> This fortification may be deployed within NO MANS LAND no more than 25cms from the closest owning players deployment zone boundary. May ONLY be taken as part of an ASTARTES LEGION force. May select up to SIX light weapon upgrades.



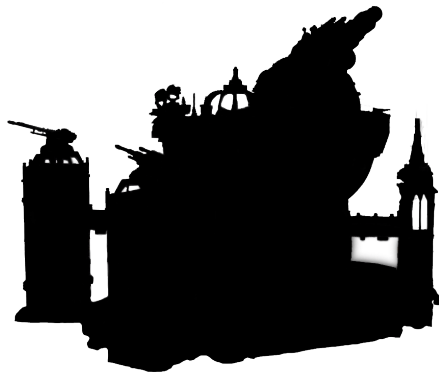
Point Value 700
7 VP when destroyed



FORTIFICATION

ORBITAL DEFENSE LASER BATTERY

ONE ORBITAL DEFENSE LASER BATTERY



Structure	AV	DR	CV	Description
Orbital Defense Laser Battery	1+	16	2	1 Orbital Defense Laser Battery, invulnerable save [4]+ for defending elements. This structure has the reinforced armor [RA] ability. <u>Only elements of pinning class 1 may occupy this structure.</u> The weapon may ONLY be placed on First fire or Advance orders. First Fire Orders can negate orbital strikes (via primarch ability, Damocles Rhino, etc.) on a roll of 4+. On advance orders it may hit ground elements on a 4+.

Weapons	Range	AD	TSM	Notes
Orbital Defense Laser Battery [D6,B4]	180/LOS*	1	-8	-1 to hit versus pinning class 5 targets. -2 for pinning class 4 or below

* Line of Sight



Point Value 800
8 VP when destroyed

