

IMPERIAL FORTIFICATIONS



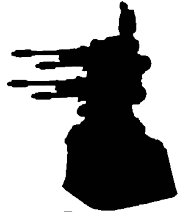
UPGRADE CARDS

MKV

LIGHT WEAPON UPGRADES

IMPERIAL FORTICATIONS

UPGRADE AA QUAD GUN



Light Weapon Upgrade for:

- Aegis Defense Line
- Bastion
- Firestorm Redoubt
- Imperial Primus Redoubt
- Imperial Castellum Stronghold

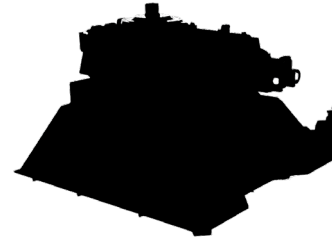
Weapons	Range	AD	TSM	Notes
AA Quad Gun [AA,TL2]	50	2	-2	



Point Value 50
+1 VP



UPGRADE HEAVY BOLTERS



Light Weapon Upgrade for:

- Aegis Defense Line
- Bastion
- Firestorm Redoubt
- Imperial Primus Redoubt
- Imperial Castellum Stronghold

Weapons	Range	AD	TSM	Notes
Heavy Bolter[AP]	25	6	0	



Point Value 50
+1 VP



UPGRADE ICARUS LASCANNON



Light Weapon Upgrade for:

- Aegis Defense Line
- Bastion
- Firestorm Redoubt
- Imperial Primus Redoubt
- Imperial Castellum Stronghold

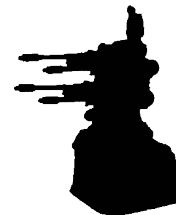
Weapons	Range	AD	TSM	Notes
Icarus Lascannon [AA,TL2]	100	1	-2	



Point Value 50
+1 VP



UPGRADE QUAD ICARUS LASCANNON



Light Weapon Upgrade for:

- Aegis Defense Line
- Bastion
- Firestorm Redoubt
- Imperial Primus Redoubt
- Imperial Castellum Stronghold

Weapons	Range	AD	TSM	Notes
Quad Icarus Lascannon [AA,TL2]	100	2	-2	



Point Value 100
+1 VP



UPGRADE HYPERIOS AIR DEFENSE



Light Weapon Upgrade for:

- Imperial Primus Redoubt
- Imperial Castellum Stronghold

Weapons	Range	AD	TSM	Notes
Hyperios Air Defense [AA,HS]	50	2	-2	



Point Value 50
+1 VP



UPGRADE WHIRLWIND MISSILE LAUNCHER



Light Weapon Upgrade for:

- Imperial Primus Redoubt
- Imperial Castellum Stronghold

Weapons	Range	AD	TSM	Notes
Whirlwind Missile Launcher[AY,M] High Explosive [B] Incendiary [IC,Fire]	50/100	2 2	-1 0	

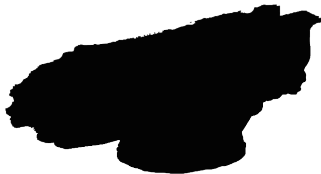


Point Value 50
+1 VP



HEAVY WEAPON UPGRADES IMPERIAL FORTICATIONS

UPGRADE
VULCAN HEAVY BOLTER



Heavy Weapon Upgrade for:
▪ Imperial Primus Redoubt

Weapons	Range	AD	TSM	Notes
Vulcan Mega Bolter	35/70	8	-1	



Point Value 100
+1 VP



UPGRADE
DUAL TURBO LASER DESTRUCTOR



Heavy Weapon Upgrade for:
▪ Imperial Primus Redoubt

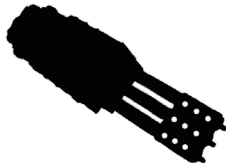
Weapons	Range	AD	TSM	Notes
Turbo Laser Destructor [D2,TL2]	50/100	2	-5	



Point Value 200
+2 VP



UPGRADE
INFERNO GUN



Heavy Weapon Upgrade for:
▪ Imperial Primus Redoubt

Weapons	Range	AD	TSM	Notes
Inferno Gun[FW,Fire]	25	9	-2	



Point Value 100
+1 VP



SUPER HEAVY WEAPON UPGRADES IMPERIAL FORTICATIONS

UPGRADE VORTEX MISSILE



Super Heavy Weapon Upgrade for:
▪ Aquila Strongpoint

Weapons	Range	AD	TSM	Notes
Vortex Missile [D]	75/150	1-10	-6	



Point Value 700
+7 VP



UPGRADE BARRAGE MISSILE



Super Heavy Weapon Upgrade for:
▪ Aquila Strongpoint

Weapons	Range	AD	TSM	Notes
Barrage Missile	150/300	2-6	-3	



Point Value 250
+3 VP



UPGRADE MACRO CANNON



Super Heavy Weapon Upgrade for:
▪ Aquila Strongpoint

Weapons	Range	AD	TSM	Notes
Macro Cannon [D,B]	100/200	1-5	-4	



Point Value 200
+2 VP



UPGRADE APOCALYPSE LAUNCHER



Super Heavy Weapon Upgrade for:
▪ Aquila Strongpoint

Weapons	Range	AD	TSM	Notes
Apocalypse Launcher [B]	25-180/360	6	-2	



Point Value 200
+2 VP



GENERAL UPGRADES IMPERIAL FORTICATIONS

UPGRADE VENGEANCE BATTLECANNON BATTERY



Weapon Upgrade for:

- Aegis Defense Line
- Defense Line

Must be placed with 10cms of defensive line. No capacity value.

Weapons	Range	AD	TSM	Notes
Battlecannon	70	1	-2	



Point Value 150
+2 VP



UPGRADE VENGEANCE PUNISHER GATLING CANNON BATTERY



Weapon Upgrade for:

- Aegis Defense Line
- Defense Line

Must be placed with 10cms of defensive line. No capacity value.

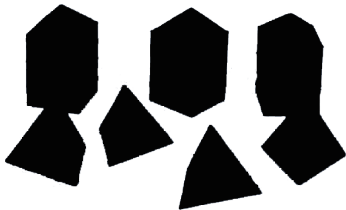
Weapons	Range	AD	TSM	Notes
Gatling Cannon	25	8	0	



Point Value 150
+2 VP



UPGRADE ANTI-TANK BARRIER



Weapon Upgrade for:

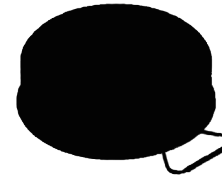
- All fortification cards.
- Grants a bonus of +1 to AV and +2 DR points to the fortification structure it is added to.
- Counts as rough ground and opponent receives a -2 penalty to rough ground checks when traversing it.



Point Value 100
+1 VP



UPGRADE MINEFIELDS



Weapon Upgrade for:

- All fortification cards.
- The to-hit value for the minefield is 6+.
- Opposing formation crossing the minefield on charge orders received 1d10 attack die against it at -2 TSM. 1d5 (1d10/2) if formation is on advance orders.



Point Value 200
+2 VP



UPGRADE

RAZOR WIRE



Weapon Upgrade for:

- All fortification cards.
- Grants a bonus of +1 to AV and +2 DR points to the fortification structure it is added to.
- Counts as rough ground and opponent receives a -2 penalty to rough ground checks when traversing it.



Point Value 100
+1 VP

