

FORTRESS OF REDEMPTION

Rules for the Fortress of Redemption can be found in Planetstrike, but that doesn't mean that you can't use it in normal games of 40K. Here we present the rules for using this towering terrain piece in your regular Warhammer 40,000 missions.



Fortress of Redemption

A Fortress of Redemption is a building, albeit a far bigger and more powerful variety. It follows the same rules as a building (see the Warhammer 40,000 rulebook), as follows:

- The fortress has an armour value of 14.
- The fortress is divided into three separate sections – the two bunker annexes and the main tower. The sections are treated as separate buildings when rolling on the Vehicle Damage chart.
- Any part of the fortress can be entered by the single access point at the base of the tower.
- Each section of the fortress can hold an infantry unit of any size, plus any independent characters that accompany it. If the fortress is damaged, all models inside will suffer the resultant effects (if there are any). Models can move from any section to another as one turn's movement.
- Each bunker annex has six fire points, for twelve in total.

'But what about the guns?' we hear you cry. Well, Phil Kelly has a few house rules for the Fortress of Redemption's impressive arsenal, so it's not just Planetstrike players who get to have all the fun!

Phil: The Fortress of Redemption is the undisputed centrepiece of many a gaming table, so it seems a shame to limit its use to games of Planetstrike. The simplest way to include it in your games is just as a building as described in the main Warhammer 40,000 rulebook, using the suggestions shown above. I've done this on more than one occasion, using it as a great objective in the centre of the board for a Seize Ground mission or as the focus for a bespoke scenario (see page 92 to get you started). However, I think it's a crying shame to let those big guns go to waste, so I've been using some simple house rules. *NB.* It's probably best not to place the fortress in someone's deployment zone if you're following these suggestions, unless you're deliberately aiming for a lop-sided battle!

Firing the Fortress' Guns

A Fortress of Redemption has guns built into its bunker annexes: heavy-duty silos and lascannon turrets that can

cripple an enemy attack. In my recent games I've simply stated that a unit in one of the annexes can fire the attached weapons – the heavy bolters and either the missile silo or lascannon (rules below) – instead of firing any of their own weapons. This makes the Fortress of Redemption a particularly desirable objective to control!

	Range	Str	AP	Type
Heavy Bolter (x4)	36"	5	4	Heavy 3
Missile Silo	18-96"	8	3	Heavy 1, Ordnance Barrage
Lascannon	48"	9	2	Heavy 1, Twin-linked