

# BASTION

## 160 POINTS

### BUILDING DATA

#### BUILDING ACCESS:

Any number of models may enter, leave, or move between floors each turn, at one level per turn.

A single support weapon may deploy on the roof, but cannot be moved during the game..

Up to 10 models may occupy each floor, and up to 8 may occupy the roof.



#### WEAPONS:

The Bastion is armed with a 4 **Heavy Bolters** each with a 90° field of fire to a side. The Bastion has no crew as such, so these weapons must be fired by models placed inside.

#### FIRE ARCS:

Models on the roof may fire using the normal rules. Models inside may fire through the vision slits, though no more than one model may fire out of each vision slit.

D6	Location	Front Armour	Rear Armour
1	Vision Slit	See Below	See Below
2	Door*	20	20
3	Heavy Bolter	15	15
4 - 6	Bastion	25	25

**\* Only if the door is visible to the attacker. If it isn't count this as a Bastion hit instead.**

<b>D6</b>	<b>Bastion Damage Table</b>
<b>1 - 4</b>	The Bastion rocks violently. Any models inside or on the roof are knocked off their feet and may not move or shoot in their next turn. They may fight normally if engaged in hand-to-hand combat. Add +1 to all future damage rolls against this Bastion from now on.
<b>5 - 6</b>	The Bastion collapses into a pile of rubble. Any models inside or on the roof must make their armour save or be slain by falling debris. Survivors may not shoot in their next turn. If they are engaged in hand-to-hand combat they are separated immediately.
	<b>Door Damage Table</b>
<b>1</b>	The door is badly buckled and jammed shut. No models may enter or leave until the door is blown off its hinges.
<b>2 - 5</b>	The door is blown off, leaving a large door-shaped hole. Any future hits on this location will pass through with the same effect as a Vision Slit hit.
<b>6</b>	The door is totally obliterated and part of the bastion has gone with it! Make a roll on the Bastion Damage Table to see what effect this additional damage has.
	<b>Heavy Bolter Damage Table</b>
<b>1</b>	The Heavy Bolter is damaged and may only be fired if you first roll 4+ on a D6.
<b>2 - 5</b>	The Heavy Bolter is destroyed and may not be fired for the rest of the game.
<b>6</b>	The Heavy Bolter is destroyed as above, but a flashback causes ammunition to explode. Roll on the Bastion damage table to see what effect this damage has.
<b>Vision Slit Damage</b>	
The attack goes through the Vision Slit hitting a random model inside.	

### Notes.

a) Special rules apply in confined spaces to blast markers and flamers. Blast marker weapons get +1 strength and -1 save modifier. Flamers and gas weapons get +1 to their dice roll to affect models in a confined space i.e. models which are partially covered by the template will be hit on a 3+, and those not killed will ignite on a 3+. (rulebook p. 89)

b) Because the Bastion is large and immobile it is hit automatically, both for shooting and hand-to-hand. (rulebook p.91)  
Models inside may not be targeted separately. Models on the roof may be, with a -2 to hit.

c) The Bastion may be attacked in hand-to-hand. Remember that the attacker can use any grenade or weapon that isn't 'move or fire', and that he gets to choose the location hit. (rulebook p.82) If a model is powerful enough it may try to smash through the wall. In this case don't roll on the damage table. Any penetration roll that beats the armour value will knock a hole in the wall as big as the attacker's base (rulebook p.92)

d) As a stationary target an attacker gets a bonus +1 D6 for penetration in hand-to-hand (rulebook p.82)