

# PRIMUS REDOUBT

650 POINTS + OPTIONS

The Primus Redoubt is one of a class of super-heavy emplacements that have served Mankind since the later years of the Great Crusade. Constructed in vast numbers by armies of heavy-grade servitors under the aegis of the war-wrights of the Mechanicum's Macrotek Order, such redoubts served to consolidate Terra's control over newly Compliant worlds and ward the borders of the expanding Imperium against counter-invasion. Placed at key points in large defensive networks, such as those surrounding vital cities, foundries or ports, Primus Redoubts mounted Titan class weaponry powered by a subterranean reactor and potent enough to engage enemy super-heavy tanks and even Titans.

Long after the Great Crusade, Primus Redoubts are still to be found on vital worlds the length and breadth of the Imperium, defending against the ever-encroaching enemies of Mankind. The secrets of their construction have been passed down the ages, though few Tech-Priests are now party to the long lost inner mysteries of the Macrotek war-wrights.

### Composition

- 1 Primus Redoubt

### Terrain Type

- Large building (Armour Value 15, 10 Hull Points) with two Battlements.

### Wargear

- 1 double-barrelled turbo laser destructor turret
- Force dome

### Special Rules

- Mighty Bulwark
- Super-heavy Emplacement
- Reactor Breach

### Access Points and Fire Points

- The Primus Redoubt has no Fire Points. Access Points are as per the model.

### Options

- The Primus Redoubt has a mounting point atop its superstructure which may take one of the following:
  - Twin-linked heavy bolter ..... +10 points
  - Twin-linked heavy flamer ..... +10 points
  - Twin-linked lascannon..... +20 points
  - Multi-melta & searchlight ..... +10 points
  - Hyperios missile launcher ..... +30 points
  - Whirlwind launcher (with Vengeance and Castellan missiles) ..... +35 points
  - Icarus lascannon ..... +35 points
  - Quad-gun ..... +50 points
  - Battle cannon turret ..... +50 points
  - Icarus quad lascannon ..... +75 points
- If equipped with a Whirlwind launcher, the Vengeance and Castellan missiles may be exchanged for:
  - Hyperios air defence missiles ..... Free
- Each Battlement may be equipped with up to two emplaced heavy bolters ..... +10 points each
- May take items from the Buildings and Obstacles lists (see *Codex: Stronghold Assault*, page 18).

A Primus Redoubt is a Fortifications choice.

### Whirlwind launcher

Weapon	Range	Str	AP	Type
(Vengeance)	12"-48"	5	4	Ordnance 1, Barrage, Large Blast (5")
(Castellan)	12"-48"	4	5	Ordnance 1, Barrage, Large Blast (5"), Ignores Cover Saves
(Hyperios)	48"	8	3	Heavy 2, Skyfire, Interceptor

**Super-heavy Emplacement:** The Primus Redoubt may only be claimed by an opposing player by embarking models within it – simply moving models onto a Battlement is insufficient to claim it. If no enemy troops are embarked within the redoubt, it is always claimed by the owning side.

The Primus Redoubt's turbo laser turret is never rendered unable to fire as a result of rolls on the Building Damage table. The turret is never removed as a result of a Structural Collapse or Catastrophic Breach damage result – only the total destruction of the Primus Redoubt destroys the turret weapon.

While counted as a single building, multiple units may be embarked within the Primus Redoubt. Multiple units may enter or exit the building each turn, so long as each uses a different Access Point.

**Reactor Breach:** Should the Primus Redoubt suffer a Detonation! result on the Building Damage table, in addition to the effects described and after they have been resolved, roll on the Catastrophic Damage table, centring the Apocalyptic Mega-blast marker in the centre of the turbo laser turret.

**Force Dome:** The Primus Redoubt is protected from enemy attack by a projected force shield intended primarily to ward off bombardments from planetary assault vessels in low orbit or from strategic bombardments fired from a great distance away. The redoubt has a 4+ invulnerable save against direct shooting attacks, increased to 3+ against barrage attacks that are fired without being adjusted by the firer's or an observer's Ballistic Skill.



### Double-barrelled Turbo Laser Turret

Weapon	Range	Str	AP	Type
Turbo laser destructor	96"	D	2	Primary Weapon 2, Large Blast (5"), Battle Crew

**Battle Crew:** This weapon is controlled by a crew of dedicated gunners, located far below the turret and protected by metres-thick heavy armour. The owning side always fires the turbo laser destructor and it may not be fired by embarked models. The crew count as having a Ballistic Skill of 3, increased to 4 when firing at Super-heavy vehicles or Gargantuan Creatures. The weapon may fire independently and need not target the same enemy as the redoubt's other weapons.

In the event of enemy models embarking inside the Primus Redoubt, the Battle Crew are slain and the weapon may not be fired again for the remainder of the battle.

