

EXPERIMENTAL RULES



Containment Field

Crossing the Fence: If any model in a unit tries to cross an activated containment fence then the unit will take a D6 Strength 9, AP 2 hits. If a 6 is rolled, then the damage is still inflicted, but the section of fence overloads and stops working from now on. The unit may continue its move through an overloaded fence. If the fence does not overload then it remains impassable; the unit must halt and try again next turn. A monstrous creature that survives crossing the fence may continue its movement as normal.

Vehicles that cross the fence will take a single Strength 9 hit to the front. Roll 2D6 and choose the highest dice for penetrating the vehicle's front armour. If a 6 is rolled then the damage is still inflicted, but the fence overloads and stops working. Vehicles that survive crossing the fence may continue to move as normal.

Units that can fly, or have jump packs or jet packs, can move between pylons without being damaged, as they can simply pass over the force field.

Firing through the Fence: Such is the power of the fence that most of the energy of weapons fired through it will be absorbed. A unit hit by fire that passes through the fence gains a 3+ cover save. Vehicles count as an obscured target.

Shooting Pylons: Pylons may be targeted in the shooting phase. They have an Armour Value of 14 (due to the force field). Any glancing or penetrating hit destroys the pylon. If a pylon is destroyed then any sections of a fence it is generating are lost.

Assaulting Pylons: A unit that assaults a pylon takes D6 Strength 9 hits before resolving any attacks. Any hits from the fence count as power weapons. The pylon has an Armour Value of 14.

Fortifications: In a scenario where the Imperial Guard player can take fortifications, they can buy a containment fence. A containment fence costs 25 pts per pylon, and pylons must be positioned 12" apart. The fence itself must run in a straight line between pylons.