

# EPIC ARMAGEDDON

## TOTAL WAR

<http://eatotalwar.forumfree.it/>



This Compendium born from the exigency to group all our house rule applied in our players-club, house rule adapted, developed, but especially applied with pleasure by us in EA game by years, with hundreds of games to his credit. This supplement is not intended to upset what is the current internationally approved and confirmed system of rules for tournaments in Epic EA (or NETepic), but presents itself as a compendium for adaptation, from our point of view, some of the most fun and realistic aspect of the game, not many but essential game mechanism. Additionally, this compendium will offer new units, such as space ships, the massive stronghold and other scenic structures to create scenarios always different and fun.

## Contents of the supplement

### - House rule

- stands: quadrate base, rectangular base
- Activation limit before 1st turn's action
- Lines of sight
- Cover
- C/C engage movement
- Engagements of mixed formations
- Support fire in engagements limit
- Barrage fire
- Broken unit
- Planetfall
- Drop pod and deathwind
- 5 minutes hourglass: turn. activation time

### - Space ship

- imperial navy landing vessel
- "Unicorn C65" class imperial navy space ship
- "Luna" class BL chaos navy space ship

### - Elevated ground (cityscape)

### - Tunnellers

### - Fortress and Stronghold

- Imperial Fortress and walls
- Imperial heavy Strongholds
- Ork Strongholds

### - Campaign



# HOUSE RULE

*About all our house rules, there are two GOLDEN rules: about 1st activation and support fire*

## **Stands: quadrate base, rectangular base**

From our tactical point of view, two long rectangular stands can stand in contact of an armored vehicle and benefit from its cover, as if they were two square bases. On a building, we will always have the same number of stands (quadrate or rectangular).

## **GOLDEN 1**

### **Activation limit before 1st turn's action**

The players, as the first action of the turn, can not keep the initiative. From the second activation is possible to keep it as normal. That is, 1 per faction's action as the first turn's action, in order to decrease the initiative roll impact. *In fact, this rule limits the impact of the initiative on the turn, giving more depth to the global tactics.*

## **Lines of sight**

Remembering that for infantry and vehicles inside a cover, the line of sight (LoS) decay after 10 cm inside a cover, whether forest, ruins, building, let's say that in addition to those already associated rule, here we clarify:

- War Engine : they can see more than 1 single element of scenic ruin, and be seen.
- Titans can see over EVERY element of scenic ruin, and be seen.
- Infantry inside a buildings or on top of mountains count as titans about the (LoS). About building, this depend of the building size, Discuss the battlefield with your player before the battle's go-live.
- Infantry on top of mountains count as titans about the (LoS).
- Forests block any line of sight if the units are behind them.
- The buildings block the line of sight according to the real size of the unit and the building.

## **LoS of the War Engine besides the fortifications ( walls ) - Scenario stronghold :**

The war engine whose magnitude above the walls, they can shoot over the walls only if they are in base contact with a section of wall. From outside the WE have a -1 to be hit, but the WE will not suffer the penalty shooting out from the walls. Mega Gargant and Emperor class titan comply with the same rule, but it allowed them to see (and be seen), even if they are not in base contact with a section of the walls, but they receive a -1 penalty to hit over the walls (and be hit).

## **Cover**

A WE or titan is said in cover if and only if it is fully inside it, it have the benefit of the cover but do not suffer the penalty to shoot outside. If exists a cover between two titans or war engines, the penalty is reciprocal, that is, if one exists, low-rise house or a ruin, both have the benefit (and penalty), depending on your point of view, by the cover. Two titans or war engines can be seen when there is no cover for their entirety between them, drawing a straight line. Generally, a formation is hidden when it is completely out of line of sight from the shooting formation. Is defined as "Titan" any war engine with 5+ DC, or walker war engine (usually titans class Warhound).

## **C/C engage movement**

- In the movement of engagement is allowed to overlap the bases one above the other, also making room for reach the base contact.
- The WE can be waged in C/C up to 2x their DC.

*This rule represent the C/C in a modern warfare, not done as a Roman phalanx, but it is more skirmish clash.*



# HOUSE RULE

## Engagements of mixed formations

According to EA rule, it is possible to engage two or more mixed formations, when we have both of these two rules:

- Between the target formations there is a distance less or equal to 5 cm.
- At least 1 unit of the attacker manages to engage in firefight (15cm) at least 1 unit of the target formation.

This rule is that you can engage in a formation only if this really exist, with at least one firefight attack dice.

## GOLDEN 2

### Support fire in engagements limit

Each formation can give its support fire only once per turn.

In case of a tie of the engagement's result, the "second round" of the engagement will be done only by the involved formations. Who gave support in this engage will not give a second during the same turn. Mark this aspect for each formations. This rule represent that formation can only help another formation during the turn, limiting and giving a realistic aspect at the support fire. *A detachment can use his F/F only once, when activated, and support infinite engage? We see this unrealistic.*

## Barrage

The barrage fire respects these three rules:

- All the templates (the first and any extra ones) must be placed within the maximum range of the weapon.
- All models under the template are hit, even if they are marginally and minimally under the template.
- Calculate how many infantry and armored vehicles are under the template, roll to hit with how dice as the number of them under the template, and then assigns the shots like a normal fire from the front to the rear of the formation, according with where the barrage come from. *We don't use the barrage fire as a character-killer method.*

## Broken units

When a unit break have two movements to escape in a direction that is away from any enemy unit, any other consideration about as normal. It can no longer move, until they successfully pass the rally test during the rally phase at the end of any turn. *This rule represent that a broken unit, as long as it remains, it at the mercy of events, and can not do tactical redeployment movement, approaching the enemy or simple redeploying.*

## Planetfall

Who makes a planetary assault must :

1 - Define the arriving turn of the ship or mechanism that will unleash the planetfall.

(if there are more than one ships in play, roll a dice test adding the strategy value and who win can decide first the arriving turn, the second player will react accordingly. 1 ship per player, until all ship are placed in the turns)

Only one ship at a time can enter during a turn.

2 - Before the deploy, but after placing the objectives, note with a picture where it will land in secrecy (tell at the opponent the arriving turn).

3 - during the turn declared activate the planetfall formation, then place the deployed formations according the picture taken before.

4 - At this point, it's possible move at will within 15 cm from the landing point.

5 - the formation MUST scatter 2D6 cm in a random direction.

If the miniature lands off the table, on dangerous ground (about the drop pod are vehicles), in impassable terrain or in an enemy zone of control, the unit must be moved by your opponent in the nearest ZoC free zone.

6 - any embarked troops can disembark with the same activation as planetary assault and can activate next.

### Note:

- If you have multiple formations in planetary assault, take 1 picture for each of them.

# HOUSE RULE

## Drop pod and Deathwind

In the case of drop pod , the planetary assault is performed by a series of drop pod. One for each unit in the formation.

### FOR EACH FORMATION:

- Follow from point 1 to point 6 of the Planetfall rule.
- Each drop pod MUST scatter 2D6 cm from the landing point (after the eventually 15cm starting redeploy) , as expressed above.

### DEATHWIND :

- The deathwind attack all enemy formations WITHIN 15 cm from each model disembarked from the drop pod.
- The line of sight DO NOT BLOCK the attack of the deathwind .
- Measure 15 cm from each disembarked model to determine to determine how many unit is hitted by the deathwind. Roll for every single unit, personally.
- Each enemy formation suffered a fire to be under the deathwind fire .
- Solve the attacks, as usual.
- Deathwind DO NOT ATTACK their units .

**Note:** This procedure should be applied for each formation (ie detachment for the marines or retinue for the chaos space marines) that is dropped with the planetary assault.

If, for example, two formations of Marines land near a same point, we will have two deathwind attacks, one for each formation, but solve one formation at time.

### 5 minutes hourglass: turn. activation time (ONLY TOURNAMENT)

*“Oh my God ! It is ten o'clock of the evening! YOU KNOW THAT we fail to FINISH THIS GAME ! “*

*How many times this phrase has ruined your aspectatives, are you winning or not? The estimated time for a game from 3000-4000 points, from deployment to a possible 4th turn for us is 4 hours, 4 hours and a half.*

*Henceforth , as a game left in the half , it's a bit like a woman seduced and abandoned , is set up a realistic time and enough to perform an action.*

The time to perform an action is of an hourglass by 5 minutes. Once activated the formation act it without delay.



# Space ship



The Imperial Navy is one of the armed forces employed by the Imperium. While the Imperial Guard is responsible for the Imperium's ground forces, the Imperial Navy is responsible for the fleets of warships that soar between the stars and planets in the Imperium as well as engaging threats both inside and outside the Imperium's borders. The Imperial Navy is the military arm of the Imperial Fleet and was, until their separation after the Horus Heresy, a branch of the Imperial Army. Taking as example the imperial navy, we can define the same general principles for all the army of the galaxy. In this section, we will describe a escort class space ship, used for escort and ground deploy tasks

## SLOW FLIGHT

**SLOW FLIGHT:** the spacecraft fly on the battlefield at a reduced speed, not comparable with the most agile class ships: fighter, fighter-bomber and bomber. The ship flies to 20 cm above the battlefield. When fly, the space ship never count the -1 penalty on the rally phase for enemy proximity.

**Engage:** the spaceship can be engaged only by skimmer or jump pack. the attackers can not make any support-fire if not jump packs or skimmers at the same altitude. The same principle is applied for the ship. If engaged troupe inside with Jump pack ability can countercharge.

**Fire:** when the ship fires at high altitude, or is hit at high altitude, we have to subtract 20 cm at the range of fire for the altitude. Also, during the movement maneuver, the space ship is automatically hit by the AA attack as a normal flyer as usual.

## FLIGHT MANEUVERS ALLOWED

**Entry Man. (E.M.); Ground Attack (G.A.); Advance Man. (A.M.); Regroup Man (R.M.); Disengagement Man. (D.M.); .**

- **Entry Man. (E.M.):** the spacecraft must annotate the entry turn, like other upper-class starships. At the beginning of the enter turn should be deployed on the own battlefield side to define the point where it will come. Once activated, the ship will proceed of 45 cm with a turning angle of 45°. The Ship Can attack with ALL his armament the ground (-20cm range)

- **Ground Attack. (G.A.):** as per normal E.A. rule about Ground Attack. The space ship is landed. Don't subtract 20cm at the range of fire, but only the ship can fire. All the detachments inside can only disembark and is considered activated for the current turn.

- **Advance Man. (A.M.):** the ship will proceed of 45 cm with a turning angle of 45°. The Ship Can attack with ALL his armament the ground (-20cm range)

- **Regroup Man. (R.M.): (landed or flying)** the ship can regroup as E.A. usual rule.

- **Disengagement Man. (D.M.):** the ship leaves the battlefield and rises in altitude. The ship can carry out this order (if not broken) only at the end of the next turn respect the entry turn. The ship could return with a turn break (minimum) compared to disengagement turn.

*Example: The ship arrive a turn1. So the ship can do a D.M at the end of turn 2. At turn 2 it decides to leave, so it could enter again in play (with a deploy before the initiative roll as per E.M.) on turn 4.*

# Imperial Landing Vessel

(siege scenery) - COST: 400pt (1 each 5.000 pt)



The landing ships of the Imperial is a massive, slow and enormous space vessel, used by the Imperium for the deployment of forces from one point to another planet, but more often by Imperial spaceships to the planet. Born from the same philosophy that gave birth to the Imperial Capitol, the Imperial landing ship fully complies with the role for which it was created. Slow but massive deployments of troops on the battlefield. Usually, it is used to deploy troops outside the field of battle, but often we have seen land in theaters of war.

- The landing ship can only be used as carrier aviation, not as Planetfall.
- The landing ship can carry only the action of landing on the gturn, but can not perform the engagement.
- The landing ship, once activated, can be landed two detachments slots per turn, the first slot will land at the time of landing and attack with the vessel from landing itself, and to the regulations, has already completed its action for that turn, the area for the deployment / detachment and / i is not of 5cm, 15cm but the facing of the door of the vessel.
- If there are other companies within the vessel from landing, are likely to land (1 slot per turn) as a movement against charges if the vessel is engaged.
- airlines after the first, landing with their normal shooting of initiative, and may make any order provided that includes a movement.
- The landing ship is too slow to get up in the air the same turn, and may do so only at the end phase of the next turn than the turn in which it arrived.
- Once on the gturn, the landing vessel shall be considered an waregine gturn.

The Imperial landing vessel have iniziative of 1+.

Type	Speed	Armour	CC	Firefight
War Engine	bomber	4+	6+	4+
Weapon	Range	Firepower		
6x defensiv requiem turrets	30cm	AF5+ / AT6+/ AA6+	All around. Line of sight.	

Notes: DC: 6. Void Shield: 4; Reinforced armour, tick rear armour, fearless. Once landed, the infantry can stay on the ramparts (the ones we are), and count as if they were in a building.

Transport: Transport has 4 slots.

\* A company completes major upgrade of its occupies 2 slots. \* A support company occupies 1 slot.

Critical: the plasma generator to be overloaded, causing extra 1D3 damage. 2d6 troops inside are hit by an attack macroweapon, chosen by the player who uses the vessel. A blast markers for each unit lost.

If destroyed in flight, falling to 3d6cm at random, place the figure at the center barrage. All hit the 4 + MW.



**Activation value: 1+**

**Scenario only. Estimated points value: 3.000**

The imperial navy space ship class Unicorn consist of 1 space ship model, aprox 35cm x 10 cm long (here, used a REVELL battlestar galactica converted model). the starship class "Unicorn" is a ship layout, among many others, to escort the larger Starcruiser or battlebarge, with tasks of planetary ground occupation and orbital fleet defense.

## STRUCTURE DATA

**DAMAGE CAPACITY:** 24

**VOID SHIELDS:** 8

**ARMoured VEHICLES:** 4+; reinforced armour, fearless, reinforced rear armour, inspiring. **SLOW FLIGHT**

**C/C:** 6+ || **F/F:** 5+

**CRITICAL:** 1 point less of Damage Capacity and 1D3-1 unit inside must make a save of the same quality that have hit the space ship, chosen by the "space ship player". Roll two dice, with result of double 6 ([6] [6]) the plasma reactor explode. If the navy is flying explode on air, every unit 5cm around on the ground are hit with 3+ by the falling debris (the same apply if the ship is normally destroyed on air). If Explode (for the critical damage) on the ground the detonation is hardest: every unit around 10cm are hit with 3+ Macro weapon.

## SLOW FLIGHT

**SLOW FLIGHT:** the spacecraft fly on the battlefield at a reduced speed, not comparable with the most agile class ships: fighter, fighter-bomber and bomber. The ship flies to 20 cm above the battlefield. When fly, the space ship never count the -1 penalty on the rally phase for enemy proximity.

**Engage:** the spaceship can be engaged only by skimmer or jump pack. the attackers can not make any support-fire if not jump packs or skimmers at the same altitude. The same principle is applied for the ship. If engaged troupe inside with Jump pack ability can countercharge.

**Fire:** when the ship fires at high altitude, or is hit at high altitude, we have to subtract 20 cm at the range of fire for the altitude.

**A unit can fire at the space ship during the turn only with his weapon or AA. Barrage hit it only 1 time, roll 1 dice**

## FLIGHT MANEUVERS ALLOWED

**Entry Man. (E.M.); Ground Attack (G.A.); Advance Man. (A.M.); Regroup Man (R.M.); Disengagement Man. (D.M.); .**

- **Entry Man. (E.M.):** the spacecraft must annotate the entry turn, like other upper-class starships. At the beginning of the enter turn should be deployed on the own battlefield side to define the point where it will come. Once activated, the ship will proceed of 45 cm with a turning angle of 45°. The Ship Can attack with ALL his armament the ground (-20cm range)

- **Ground Attack. (G.A.):** as per normal E.A. rule about Ground Attack. The space ship is landed. Don't subtract 20cm at the range of fire, but only the ship can fire. All the detachments inside can only disembark and is considered activated for the current turn.

- **Advance Man. (A.M.):** the ship will proceed of 45 cm with a turning angle of 45°. The Ship Can attack with ALL his armament the ground (-20cm range)

- **Regroup Man. (R.M.): (landed or flying)** the ship can regroup as E.A. usual rule.

- **Disengagement Man. (D.M.):** the ship leaves the battlefield and rises in altitude. The ship can carry out this order (if not broken) only at the end of the next turn respect the entry turn. The ship could return with a turn break (minimum) compared to disengagement turn.

*Example: The ship arrive a turn 1. So the ship can do a D.M at the end of turn 2. At turn 2 it decides to leave, so it could enter again in play (with a deploy before the initiative roll as per E.M.) on turn 4.*



## Transport ability

**Transport of ground troops:** 60 slot

**Infantry:** take 1 slot

**Light Vehicles and "terminator" class unit:** take 2 slot

**Transport of armoured company:** 40 slot

**Armoured vehicles:** take 2 slot

**War engine Class "baneblade":** (for a maximum of 3) take 4 slot each



battle cannon

(bottom side)  
volcano cannon

## Weapon System Medium defence system

The short range defence system can fire all round, measuring from each side of the battleship.

12x	LASCANNON:	45cm AT5+/AA5+
1x	BATTLECANNON:	75cm AP4+/AT4+

## Heavy defence system

The heavy defence system can fire in this way:

### FRONT SIDE:

1x	Volcano Cannon - Fixed forward arc
1x	DEFENCE LASER as per Emperor Titan. 360°all around
1x	Missile Barrage System 30 cm   4BP   disrupt

### BACK SIDE:

1x	Navy Gatling Blaster - 60 cm   6x AT4+
----	--

### ALL AROUND\*:

1x	Torpedo missile launcher - range unlimited - noLoF - 6 BP Macroweapon
----	---



Missile  
Barrage  
System

Torpedo  
missile  
launcher

lascannons

Defence  
Laser



Navy  
Gatling  
Blaster





# Chaos Space ship Class "LUNA"

CHAOS NAVY - 1st Foundation

<http://eatotalwar.forumfree.it/>



**Activation value: 1+**

**Scenario only. Estimated points value: 3.000**

The imperial navy space ship class Unicorn consist of 1 space ship model, aprox 50cm x 15 cm long (here, used a REVELL star wars destroyer converted model). the starship class "Luna" is a ship layout, among many others, to escort the larger Starcruiser or battlebarge, with tasks of planetary ground occupation and orbital fleet defense.

## STRUCTURE DATA

**DAMAGE CAPACITY:** 32

**VOID SHIELDS:** 8

**ARMOURED VEHICLES:** 4+; reinforced armour, fearless, thick rear armour\* (weakness), inspiring. **SLOW FLIGHT**

**C/C:** 6+ || **F/F:** 6+

**CRITICAL:** 1 point less of Damage Capacity and 1D3-1 unit inside must make a save of the same quality that have hit the space ship, chosen by the "space ship player". Roll two dice, with result of double 6 ([6] [6]) the plasma reactor explode. If the navy is flying explode on air, every unit 5cm around on the ground are hit with 3+ by the falling debris (the same apply if the ship is normally destroyed on air). If Explode (for the critical damage) on the ground the detonation is hardest: every unit around 10cm are hit with 3+ Macro weapon.

## SLOW FLIGHT

**SLOW FLIGHT:** the spacecraft fly on the battlefield at a reduced speed, not comparable with the most agile class ships: fighter, fighter-bomber and bomber. The ship flies to 20 cm above the battlefield. When fly, the space ship never count the -1 penalty on the rally phase for enemy proximity.

**Engage:** the spaceship can be engaged only by skimmer or jump pack. the attackers can not make any support-fire if not jump packs or skimmers at the same altitude. The same principle is applied for the ship. If engaged troupe inside with Jump pack ability can countercharge.

**Fire:** when the ship fires at high altitude, or is hit at high altitude, we have to subtract 20 cm at the range of fire for the altitude.

**A unit can fire at the space ship during the turn only with his weapon or AA. Barrage hit it only 1 time, roll 1 dice**

## FLIGHT MANEUVERS ALLOWED

**Entry Man. (E.M.); Ground Attack (G.A.); Advance Man. (A.M.); Regroup Man (R.M.); Disengagement Man. (D.M.); .**

- **Entry Man. (E.M.):** the spacecraft must annotate the entry turn, like other upper-class starships. At the beginning of the enter turn should be deployed on the own battlefield side to define the point where it will come. Once activated, the ship will proceed of 45 cm with a turning angle of 45°. The Ship Can attack with ALL his armament the ground (-20cm range)

- **Ground Attack. (G.A.):** as per normal E.A. rule about Ground Attack. The space ship is landed. Don't subtract 20cm at the range of fire, but only the ship can fire. All the detachments inside can only disembark and is considered activated for the current turn.

- **Advance Man. (A.M.):** the ship will proceed of 45 cm with a turning angle of 45°. The Ship Can attack with ALL his armament the ground (-20cm range)

- **Regroup Man. (R.M.): (landed or flying)** the ship can regroup as E.A. usual rule.

- **Disengagement Man. (D.M.):** the ship leaves the battlefield and rises in altitude. The ship can carry out this order (if not broken) only at the end of the next turn respect the entry turn. The ship could return with a turn break (minimum) compared to disengagement turn.

*Example: The ship arrive a turn 1. So the ship can do a D.M at the end of turn 2. At turn 2 it decides to leave, so it could enter again in play (with a deploy before the initiative roll as per E.M.) on turn 4.*



## Transport ability

- **Transport of ground troops: 40 slot**  
 Infantry: take 1 slot  
 Light Vehicles and “terminator” class unit: take 2 slot
- **Transport of armoured company: 30 slot**  
 Armoured vehicles: take 2 slot  
 War engine Class “baneblade“: (for a maximum of 3) take 4 slot each
- **Aircraft carrier: 9 class fighters and 6 class bombers.**  
 The spaceship is a safe starting and exit point for aircrafts.  
 An aircraft can exit and enter from the Luna in the same turn.



## Weapon System Medium defence system

### FRONT/RIGHT/LEFT SIDE:

The short range defence system can fire front, left and right, **Not** rear side of the battleship.

8x	<b>Lascannons:</b>	45cm AT5+/AA5+
4x	<b>Fusion Cannon Batteries :</b>	60cm AT3+

## Heavy defence system

The heavy defence system can fire in this way:

### FRONT SIDE:

2x	<b>Defence cannon</b> - 90 cm   MW2+ TK(1) Fixed farward arc
----	---

**BACK SIDE:** none (weakness)

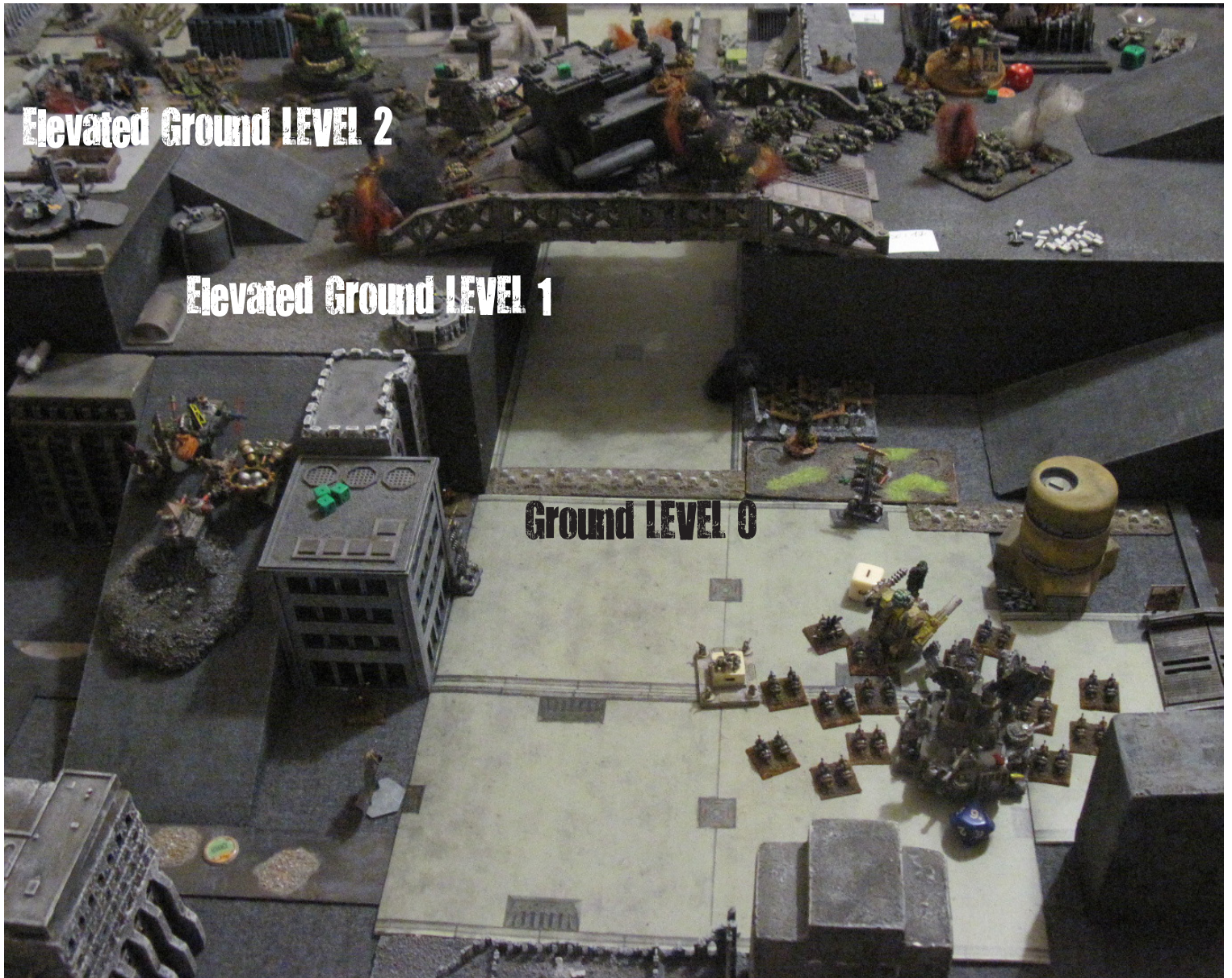
\* if the ship is hit from behind, his armor falls to 5+ (reinf.)

### FRONT/LEFT/RIGHT SIDE:

3x	<b>Plasma Heavy Cannons</b> - 90 cm   2x MW2+ slow fire    front/left and right side arc
1x	<b>Torpedo missile launcher</b> - range unlimited noLoF - 4 BP Macroweapon



# Elevated Ground



The elevated ground, or raised from the ground scenic sections, interact in a different way to the normal battlefield “flat.”

## Movement

It's possible access the elevated ground ONLY through the access platforms.

Skimmer, Jump pack, orbital and air-deployed and planetfall are exempt from this rule.

## Line of sight

From the elevated towards the ground, or from a level ground to another one and vice versa is possible to draw a line of sight as follows:

- 5 cm of depth for vehicles / infantry / war engine 3DC
- 10 cm of depth for war engine from DC 4 and above.
- Titans Gargant, Phantom, Capitol Imperialis, lord of battle, Nurgle tower or generally war engine from 4DC UP the line of sight is misured with the real view. (DEPENDS ON MODEL)

## Engage

It's not possible make any engagement, C / C or F / E, from a elevated ground to another (ground -> elevated ground level 1, elevated level 1-> elevated level 2, and vice versa), unless the access platform. This represents the fact that the engagement is an act of assault that involves the physical occupation of the territory. Aren't excluded from this rule, as for the movement, Skimmer, Jump pack, orbital and air-deployed and planetfall unit.

# Tunnellers

During the pre- game, you must inform your opponent if you use tunneller formations , how many formation you are using and the formations of infantry transported in them.

The tunnellers TBM vehicles formations should be deployed on the battlefield during the deployment phase. All units transported in them MUST be inside the vehicle . Write the X and Y coordinates , or simply take a picture of the point where the formation tunneller will raise up. Take the 12cm barrage template, place and photograph it. This is the deployment area where the formation will emerge. The opponent is not aware of the location where they will emerge nor the turn of their arrival.

Each tunneller formation must pass an activation test, if successful models TBM “are left as scenic elements” and it is at this moment that must be done or taken the picture of the coordinates.

## Matches Tournament

In tournament games tunneller formations requires 1 turn to come out in their own half , and 2 turns to go out into the opponent half. The turn of immersion count for this purpose.

Eg If a tunneller formation in turn 1 go down, can go out in their own half of the field in round 2

## Scenarios and campaigns

In particular scenarios, as a general rule, a tunneller travels 45 cm under-ground per turn.

### Eg special scenery :

if the area of emergence is at 91 cm from the tunnellers formation, it will take 3 turns to reach it ( 45cm +45 cm +1 cm), it is 90cm or less in 2 turns ( 45cm +45 cm).

### Emerge turn

At the beginning fo the turn reveal at your opponent the picture and deploy inside the 12 cm template all the transported unit and the boring machines. The formation will be able to act normally during the turn. If the area of emergence is occupied by enemies, the tunneller’s player must move the template of 12cm to the nearest point (ZoC free) of the picture (emerge coordinated) , similar to the planetfall rule about it.

### Overwatch .

The action of emergence deploy will unleash any overwatch fire, during deployment (before the initiative roll)

### ASSAULT rule Tunnel Boring Machine (TBM )

ONLY IN THE TURN OF EMERGENCE , vehicles TBM can help the transported unit only if it performs an engage , not if it is engaged nor in support fire for another engagement. The values of C / C and firefight are different and write on the various units. The consolidation movement of TBM is zero.

*Note: after the turn of the emergence TBM are considered pure scenic element .*

### Blast markers on tunneller formation.

Before the dive , the TBM and its transport vehicle shall be considered a single unit, normal rules applied about. Revome any Blast Marker after the activation test successful if they go down.

### SQUAT TERMITE TUNNEL BORING MACHINE

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	0cm	4+	6+	6+
Weapon	Range	Firepower	Notes	
Crew	(15cm)	Small Arms	-	
Crew	base contact	Assault Weapons	-	

Notes: Tunneller, Transport (2) May carry two of the following units: Warrior, Thunderer and Berserker; or one: Hearthguard. After Surfacing; a TBM remains on the table and count as Ruins as per 1.8.4 after the transported infantry disembark.

Special: TBM Assault (see Tunneller rules)

### SQUAT KHTHON, TERMITE TBM CRADLE

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	-	-	-	-
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP 5+	-	

Notes: Remove this model from the table at the end of the turn the TBM is launched

### SQUAT MOLE TUNNEL BORING MACHINE

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	0cm	4+	6+	6+
Weapon	Range	Firepower	Notes	
Crew	(15cm)	Small Arms	-	
Crew	base contact	Assault Weapons	-	

Notes: Tunneller, Reinforced Armour, Transport (4) May carry four of the following units: Warrior, Thunderer and Berserker. The following units may also be carried but each takes up two Transport slots: Hearthguard. After Surfacing; a TBM remains on the table and count as Ruins as per 1.8.4 after the transported infantry disembark.

Special: TBM Assault (see Tunneller rules)

### SQUAT HEAVY KHTHON, MOLE TBM CRADLE

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	-	-	-	-
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP 5+	-	

Notes: Remove this model from the table at the end of the turn the TBM is launched

### SQUAT HELLBORE TUNNEL BORING MACHINE

Type	Speed	Armour	Close Combat	Firefight
War Engine	0cm	4+	6+	6+
Weapon	Range	Firepower	Notes	
Crew	(15cm)	Small Arms	-	
Crew	base contact	Assault Weapons	-	

Notes: Damage Capacity (3), Tunneller, Reinforced Armour, Thick Rear Armour. Transport (16) May carry fourteen of the following units: Warrior, Thunderer and Berserker. The following units may also be carried but each takes up two Transport slots: Hearthguard. After Surfacing; a TBM remains on the table and count as Ruins as per 1.8.4 after the transported infantry disembark.

Critical Hit: The Hellbore cracks down the middle and collapses in on itself like a crushed eggshell. Remove the model.

Special: TBM Assault (see Tunneller rules)

### SQUAT KHTHON HOG, HELLBORE TBM CRADLE

Type	Speed	Armour	Close Combat	Firefight
War Engine	-	-	-	-
Weapon	Range	Firepower	Notes	
2x Heavy Bolters	30cm	AP 5+	Turret, All Round	

Notes: Remove this model from the table at the end of the turn the TBM is launched

Critical Hit: The Hog literally rips apart and collapses in a heap of parts. If your model can be disassembled, scatter the parts convincingly.



# Fortress and Stronghold



The fortress is only for infantry, or light vehicles / armored factor movement who have Zero (0).  
Fixed locations.

# Benefits of the fortress to outside.

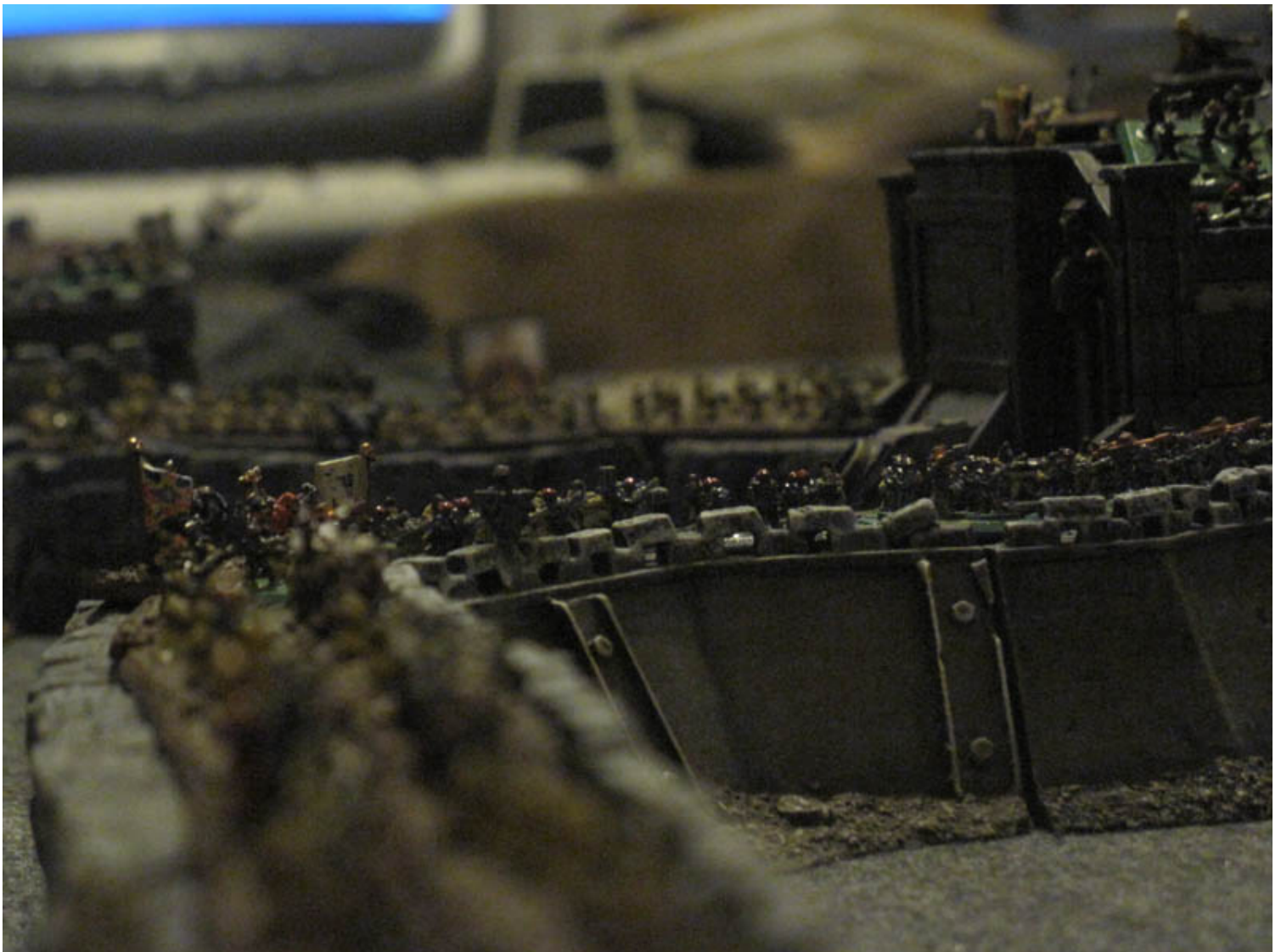
## AGAINST ENEMY FIRE.

### *Superior Cover Save .*

- The fortress gives a cover save minimum of 4 +, as in buildings, but grants cover roll of +1 to those who start with a base saving throw of 4 +, leading to 3 +. People who base saving throw 3+ remains unchanged.
- If a model in this fortress with reinforced armor fails the first roll, the second shot (reinforced armor) will be made with its base value.
- The effect on the formations of the fortress Macroarma change in this way, giving a -2 modifier to the saving throw. If the value changed more than 6, the unit is destroyed (there is no 6 and 4, etc ...).  
Ex: Space Marine hit by macroarma:  $4 + -2 = 6$ ; a veteran infantry:  $5+ -2 = 7$  (dead automatically.)
- Titan Killer weapons work as usual.

### *Fire Resistance.*

- The formations under enemy fire that are in the fortress, ignore the blast marker 1, due to being under enemy fire. Any other blast markers will be applied.
- The same formations, divide / 2 the BM caused by disrupt weapons, turning up.  
*This represents the ability of troops to benefit from the massive retrenchment of the fortress.*



# ASSAULT.

## ***Never step back!***

- To ensure the outcome of the engagement, the defenders have the benefit of 1 inspiring, no matter how many and what kind of defender detachment is involved in the engage.

## ***Assault! The aggressor movement rule.***

- The enemy formations that engage in close combat, must climb the walls and reach the defenders. They can make this climb and attack the defenders on the walls:

*\* the infantry on foot.*

*\*the infantry with jump pack*

*\*the infantry skimmer*

*\*light vehicle/vehicle/war engine with jump pack*

*\* light vehicle/vehicle/war engine skimmer*

- Can make the engage, but then be forced to leave with the movement to consolidate the walls.

- The ability to overwhelm the war engine is implemented.

*This is the ability of troops to carry out this type of 'flying' an attack against the defenders on the walls.*

- Units of the attackers will be placed above, if there are adjacent, units of the defenders. (Representing the clash, as usual).

***All other War Engine can attack the defenders in close combat, but only the first line in base contact, and can not categorically hold the fort, even with the movement of consolidation.***

## ***Umpassable.***

- The fortress is umpassable. Infiltrator's ability can not be applied on the walls during movement of engagement. You can not overpass the fort, you can not ignore the control zone of the formation of the fortress. Tunnellers, will appear over the wall only in turn 4. Taking 1D3 hit, no fire for them.

## ***F/F – firefight.***

- the defender detachment under firefight, have the skill ***Superior Cover Save.***

## ***C/C – closecombat.***

The rules of combat vary depending on the quality of the attackers in these terms:

*\* the foot infantry will have to climb the walls, and then get in close combat.*

*In game terms this means:*

*- Allows the defense to use, if desired, its value F/F instead of the value of C/C represents the fact that the defenders can fire on the attackers as they climb the walls*

*\*the infantry with jump pack; the infantry skimmer; light vehicle/vehicle/war engine with jump pack or skimmer will for the pinned unit to use their C/C value.*

*\* All the other War Engine, for thier big size, will force the pinned unit to user their C/C value.*

**NB: In all these cases, the base saving throw for the defenders, dropped to their initial value.**



# Benefits of the fortress to inside.

La capacità difensiva delle mura è notevolmente ridotta, rispetto all'esterno.

## AGAINST ENEMY FIRE.

### *Lesser Cover Save .*

- The fortress gives a cover save minimum of 4 +, as in buildings, but grants cover roll of +1 to those who start with a base saving throw of 4 +, leading to 3 +. People who base saving throw 3+ remains unchanged.
- If a model in this fortress with reinforced armor fails the first roll, the second shot (reinforced armor) will be made with its base value.
- *Macroarma skill leave as main rulebook, so the MW work as usual*
- *The Titan Killer will work as usual.*

### *Fire Resistance.*

Don't applied.

## ASSAULT.

### *Never step back!*

Don't applied.

### *Assault! The aggressor movement rule.*

Don't applied, apply only the following:

*\*light vehicle/vehicle/war engine with jump pack*

*\* light vehicle/vehicle/war engine skimmer*

- Can make the engage, but then be forced to leave with the movement to consolidate the walls.
- The ability to overwhelm the war engine is implemented.  
*This is the ability of troops to carry out this type of 'flying' an attack against the defenders on the walls.*

- Units of the attackers will be placed above, if there are adjacent, units of the defenders.  
(Representing the clash, as usual).

*All other War Engine can attack the defenders in close combat, but only the first line in base contact, and can not categorically hold the fort, even with the movement of consolidation.*

### *Impassable.*

Don't applied.

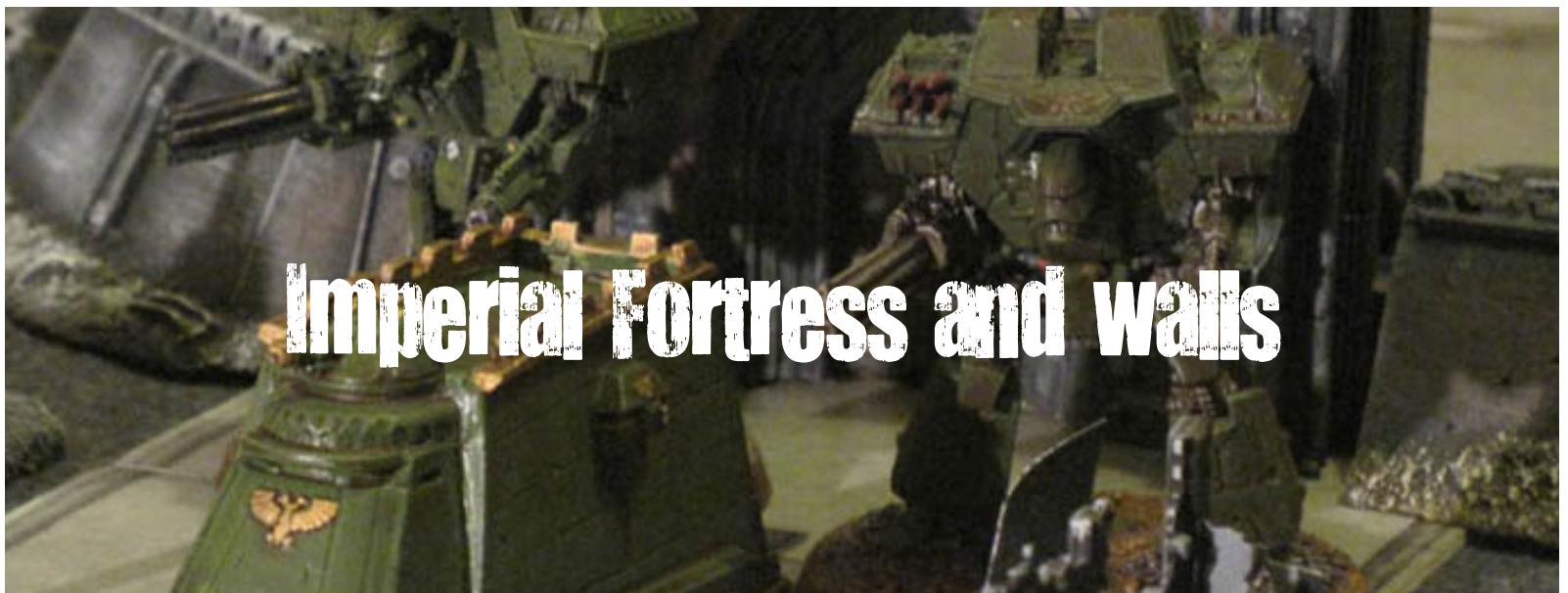
### *F/F – firefight.*

Don't applied.

### *C/C – closecombat.*

Don't applied. Develop the engage as for a classic building.

**NB:** In all these cases, the base saving throw for the defenders, dropped to their initial value.



# Imperial Fortress and walls

## DESTROY THE FORTRESS

*In memory of nostalgia of the house of epic, alias old edition space marines, all loved to see those massive buildings collapsed on the turn! And since the models we allow it, here are the rules for destroy the fortress.*

**The fortress is composed in 4 different kind of structures:**

- **Wall section (Straight or curved)**
- **Tower**
- **Gate**
- **Crashed segment.**

### GATE



Type	Speed	Armour	CC	Firefight
Gate	n/a	4+	6+	-
Weapon	Range	Firepower		
-	-	-		

Notes: Reinforced Armour. DC: 8. Fearless.  
 Void Shield: 4. Restore 1 shield at the end phase, to a maximum of 4.  
 CRITICAL: 1 extra damage, 1D3 troops on the affected section must save with their starting value.

### WALL



Type	Speed	Armour	CC	Firefight
wall	n/a	4+	6+	-
Weapon	Range	Firepower		
-	-	-		

Notes: Reinforced Armour. DC: 12. Fearless.  
 CRITICAL: 1 extra damage, 1D3 troops on the affected section must save with their starting value.

### TOWER



Type	Speed	Armour	CC	Firefight
tower	n/a	4+	6+	-
Weapon	Range	Firepower		
-	-	-		

Notes: Reinforced Armour. DC: 16. Fearless.  
 CRITICAL: 1 extra damage, 1D3 troops on the affected section must save with their starting value.

**The crashed segment count as ruins.**

# Fortress and Stronghold

## DAMAGE THE FORTRESS

The walls are immune to normal fire, this does not mean that such a company leman russ with their guns can never abbot fortifications, but the estimated time of a bombardment that exceeds the concept of shifts in which the battle takes place. Let's say, hypothetically, that to bring down a section of wall, should take 40 turns, or something like that. In this regard, rule out the possibility of influencing the walls to all normal weapons.

**The fortress are immune to blast markers.**

### **Live Crash of a fortress section.**

When a block of fortifications collapses, will leave on its surface only ruins. All the teams that occupy the fort are affected by an attack macroarma in the collapse of the fortifications. Any loss will assign a blast marker of belonging to the detachment. If detachment is on course during the fall, will perform a movement route.



# Fortress and Stronghold

## The fortress

(wall, tower and gate) will be damaged in this way:

### Barrage

Il bombardamento tirerà contro le mura un numero di attacchi **pari ai punti** di sbarramento impiegati nel bombardamento. Quando una formazione sulle mura viene colpita da fuoco di sbarramento, allora anche la sezione (o le sezioni, se sono toccate più d'una) subiranno gli attacchi. *Questo rappresenta realisticamente l'effetto del bombardamento sulle città e in questo caso sulla fortezza.*

### Titan Killer and macroweapon (in fire moment).

Titan Killer weapons detachment on the walls that strike may hit the wall itself.

**NB: note the value of the nut shot! The shot hit the drive but could not impacting on the walls.**

*ES: a shadowsword forward and shoots a formation of infantry, the volcano cannon went from 2 + to 3 + to strike the knave. + If you pull the third, then hit both knave than a fortress. If you pull two, but lacks the Jack impact the fortress. If you pull one fails. Macro Weapon in C/C or F/F don't affect the wall, this represent that only when this kind of weapon is used in fire make effect.*



# Fortress and Stronghold

## Engage from a War Engine.

Only warengine can break through the fortifications, with their enormous size and power impact that these rams can have on the defenses of the fortress.

- - The fortifications are trained in its own right, without the control area.
- - If there are occupants, with its zones of control, then we must engage both the area of fortification that the occupiers.
- - It 's possible to hire only one segment, never more than one (although adjacent).
- - Allied War Engine attacker can give fire support.
- - The fort is defended only in C / C, if attacked in F / F did not return fire.
- (This is the unintentional damage that the attacker suffers physically trying to break through the fortified zone)
- - Detachment Allied can make range fire support.
- - Go to the resolution of the engagement normally, if the fortifications are collapsed, the engine war has won. If the fortifications are not collapsed, pulling to see the result. After this shot, are two possible outcomes:
- \* If they win the fortifications, the attacker should not be routed, but should fall back to 5 cm from the fortifications, if the difference between the two shots is greater than 1, the engine war affected the symbolic structure and forteffario 1pt.
- \* If you win the war engine, can remain in position, the fortifications ignore any effects arising from having lost the engagement.

## Mixed assault fortress+defender VS warengine+aggressor

In particular, if the war engine engage the fortifications followed by other allied units, there are two cases:

- 
- **- Engage only the fortress.**
  - \* Any fire support will affect only the friend of the fortifications War Engine
  - This represents the desperation of the attackers groped at all costs to stop the ram.  
*// If they win the fortifications at the end of the engagement, then the extra damage will fall on all units as usual, and lose the war engine 1pt symbolic structure. (Always included in the difference between the results, it is not free but it will be the first awarded).*
- 
- **- Engage fortress and unit upon them.**
  - \* The fire support man, and defensive formations may be involved in carousel pleasure of the defender, el'ingaggio part of the rules above.  
*// If the engagement is at the end wins the fortifications, then the extra damage will fall on all units as usual, and lose the war engine 1pt symbolic structure. always included the difference between the results, it is not free but it will be the first awarded)*  
*// If the attacker wins at the end of the engagement, then the extra damage will fall colpibili on all drives on the fortification, which involved all formations procuring.*

## Line of sight.

Sight lines for all models are considered as having real field. So, infantry, tank and more are sure to be hidden behind the walls, but a titan, for example, could see and be seen. The teams who can see beyond the walls, will enjoy a bonus of -1 to be hit but will have the same penalty for hitting the outside. This type of rule, flat rate, excludes any discussion on the composition of the model.

## GATE.

- Gates, unlike the walls of the tower and are trained in its own right.
- The gate counts as an action and does not need fire to be activated.
- The player who holds the gate, in turn, may decide to activate it.
- To hold the gate, you must have only their thumbnails on the gate.
- If the gate is occupied, then the control is the defender.
- **Can't stay inside the gate:** detachment that can't stay inside the gate, they must overpass or stay before.

### Action of the gate:

#### Open the gate.

During the turn the gate can be opened, and for the duration of the session will complete the line of sight, as if the gate is not physically on the table. This rule has a miniature compared to the degree of approximation, but this rule applies as an absolute.

#### Restore Void Shield.

With this action, the gate restore 1D3 of Void shields..

#### End Phase

In the end phase, the gate (if the player want), close automatically.



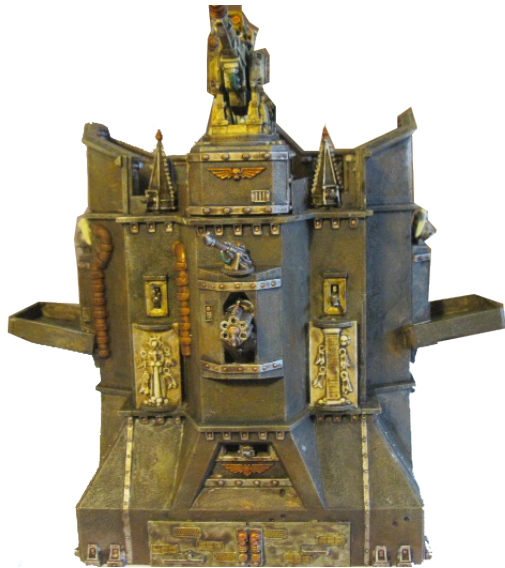


# IMPERIAL HEAVY STRONGHOLD

<http://eatotalwar.forumfree.it/>

**Activation value: 2+**

**Scenario only. Estimated points value: 2.500**



The imperial heavy stronghold consist of 3 different detachment, installed inside the Stronghold building:

- The short range defence system
- The heavy defence system
- The void shields generator system

Each of them are warengine, about fire is considered in cover, and have 6 damage capacity, armour 4+ reinforced, tick rear armour, fearless. The critical effect destroy the single system

## HEAVY STRONGHOLD

**DAMAGE CAPACITY: 40**

**CRITICAL: 1 point less of Damage Capacity and 1D3-1 unit inside must make a save of the same quality that have hit the building, chosen by the "heavy stronghold player" - Armour 4+ reinforced, and can be hit only by marcoweapon and titan killer weapon and barrage: the barrage point number is the number of attack that it receive. In addition can be damaged in engage directly only be war engine.**

### Short range defence system - DC: 6

The short range defence system can fire all round, measuring from each of the 4 stronghold side, all his firepower.

12x	HEAVY BOLTER:	30cm AP5+
6x	LASCANNON:	45cm AT5+
4x	BATTLECANNON:	75cm AP4+/AT4+

### Heavy defence system - DC: 6

The heavy defence system can fire in this way:

**FRONT SIDE GATE\*:**

- 1x HELLSTORM CANNON as per Emperor Titan
  - 1x DEFENCE LASER as per Emperor Titan.
- The AA ability is at 360°all around

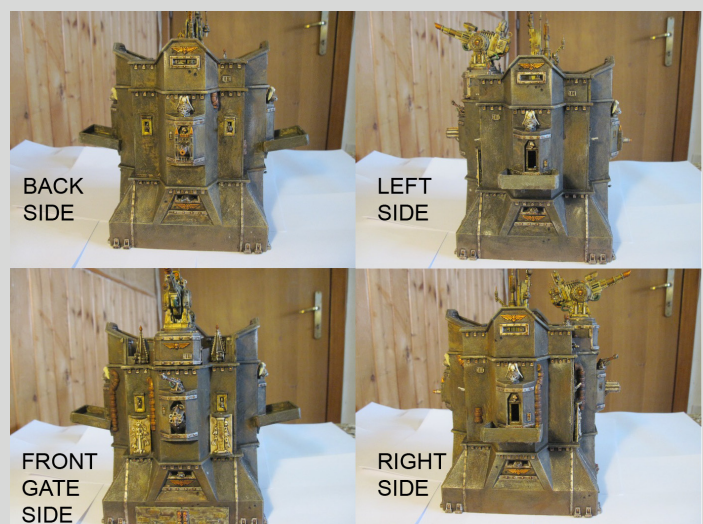
**BACK SIDE (OPPOSITE SIDE OF THE GATE)\*:**

- 1x QUAKE CANNON as per Emperor Titan

**ALL AROUND\*:**

- 1x PLASMA ANNIHILATOR as per Emperor Titan

*\*Is possible split fire against two different detachment respecting the fire arc and the side of the weapon system.*



### Void shield generator system - DC: 6

The void shield generator system protect the building itself and the 3 weapon system with 12 void shield. Can do only the order reorganize, for remove fire or repair void shield as usual. When this order is done don't affect with -1 penalty the weapon system.

## The balcony and the roof

In the balcony and the roof can be stored some stands. All the stand can be engaged only by skimmer unit, and can't engage the enemy bottom. All the company on the roof can fire outside all their firepower measuring from any side of the heavy stronghold. All the unit are considered in cover, like a building 4+ cover save. The company on the roof is immune at the 1st fire to be under enemy fire for the massive protection of the heavy stronghold, disrupt fire is divided per 2 rounded down.

## The gate and transport ability

**GATE DAMAGE CAPACITY: 4**

**CRITICAL: DESTROYED**

4+ reinforced armour, tick rear armour, fearless and is treated as a common warengine.

Titan or warengine from DC 4 or more can't enter inside the stronghold.

The stronghold can transport 1 heavy tank/super heavy tank company/mechanized infantry detachment and 3 infantry detachment (without any kind of vehicles), plus 4 support detachment. The infantry, only infantry detachment can move outside through the gate or upon the roof, with an order that provide at least one movement. The heavy tank/super heavy tank company/mechanized infantry detachment and the support not completely composed by infantry must if they want go outside only through the gate. The gate can open and close at players will. All the company stored inside the Heavy Stronghold can't be reached by any kind of fire.

The detachment stored inside the fortress can't be engaged UNTIL the gate are destroyed.

If the gate is destroyed and happen an engage, the engager can invade the fortress with:

- armoured/vehicles/mounted and engage only the 1 heavy tank/super heavy tank company/mechanized infantry detachment AND/OR, as his choice, from 1 to 4 support detachment supposed inside.
- all infantry composed detachment and engage every unit he want, conquering the stronghold.

For represent the peril of been engaged inside the stronghold the engager will fight the engage with his best value, fire-fight or close combat as he want, and the engaged must answer with this value. Put in contact the unit one to one with all the enemy unit of one or more detachment, and double it as the EA classic rule if exceed, the engager choose how much detachment engage. All the detachment transported inside is considered mixed for the engage general rule. Don't exist support fire, can use the fire-fight value only the detachment engaged. In additional, the engager at the resolution of the engage have a +1 bonus modifier. This represent that been engaged inside the fortress is a disaster for the defender. Only exception to this rule is the unit on the roof/balcony. If there are unit transported, the engager can only engage, if he haven't jump pack or skimmer, first the detachment transported. And in a second turn the company on the roof. Own or opposite unit inside transported on the heavy stronghold can't support any engage.

If the engager win he can do his 5cm movement inside the fortress, ONLY if inside there is no unit transported, the company on the roof/balcony is not "transported", but is outside for all the purpose. If there are still one or more unit transported, he must move outside the fortress, near the gate.

## Fire

When the heavy stronghold, the defence systems, the gate or the units on the roof/balcony are under fire, if still exist any void shields, the void shields absorbe the fire, without any effect. Don't put the fire at the possible target (I remember here that the Heavy Stronghold itself is a building and can't fall back). If the void shield collapse and finally hit, or where just collapsed, so procede with the fire attack as usual. The general rule is this, everything that will not is the Heavy stronghold itself is considered in cover, so -1 to hit.

**BUT**

Each attack to the defence system/troops on balcony-roof/gate that CAN damage the building will do without the -1 penalty. An example for all: I fire with advance order with a shadowsword: 2 attack AP5+ and 1 volcano cannon to the units on the roof. So, the two attack AP5+ will hit at 6 the infantry, and will not damage the heavy stronghold. The volcano cannon that usually hit at 2+; will hit at 3+ the infantry in cover, and at 2+ the stronghold, damaging it. Don't roll two dice. Roll one dice, and see the value. If you roll 3 or more you have hit the unit and damaged the building too, if you roll 2, you have damaged only the building, if you roll 1, you miss everything.





TOTAL WAR Supplement  
<http://eatotalwar.forumfree.it/>

## ORK FORTRESS AND CITADEL v1.1



THE ORK FORTRESS "COUNT AS" OGBM ARMY FOR THE ARMY LIST EQUITY PURPOSE

All the buildings is considered fortress, and is applied the building damage and collapse rule.

**Building Damage and collapse rule:** Building can never fall back, and is never in cover, even if seen only partially. The building is affected only by MW, TK weapon. The barrage hit the building with a number of attack equal to the BPs. Is also possible engage the building with the warengine (see the complete rule here: [http://www.caputofrancesco.com/eatotalwar/Fortressrule\\_v1.8.zip](http://www.caputofrancesco.com/eatotalwar/Fortressrule_v1.8.zip)).

**Fortress rule:** the unit inside have 1 inspiring for the engage purpose, and when engaged can choose to fight with C/C or F/F value. Ignore the 1st blast marker for be under enemy fire. Divide /2 rounding down the disrupt marker.

**CRITIC EFFECT:** The structure loose 1DC more, and 1D3-1 unit inside must make their basic ST by the same quality that had damaged the fortress.

**Power Field mounted on fortress:** the structure, eventually the weapon system mounted in or the detachment inside, if exist power field is protected by them. Regardless of which detachment is under attack, first delete the PF.

**Power Field Re-Generator ability:** the structure with this skill can regenerate 1 power field automatically in the ending phase.

**Weapon system mounted on fortress:** all the weapon system mounted on fortress is warengine fearless, and as the unit is in cover inside the fortress.

## POWER FIELD GENERATOR BUILDING - 200pt



Building type	DAMAGE CAPACITY	range	C/C	F/F	note
fortress	10		6	-	
<b>Power Field Generator - DAMAGE CAPACITY 3</b>					
2x Scorcher turret		15cm, ignore cover	-	4	
Power Field Generator	This weapon sys allow at itself and all the other fortress with Power Field Re-Generator ability to restore 1PF in the ending phase				
<b>Ability</b>					
Fearless, 6+1d3 power field (MAX9), CRITIC: The Power field generator (not the building) is destroyed					

## ORK WATCHING/DEFENSE TURRET - 50pt

Building type	DAMAGE CAPACITY	range	C/C	F/F	note
fortress	6		6	-	
<b>Ability</b>					
Can carry 5 stand. Infantry inside count as inside a bunker					

## KROOZ MISSILE LAUNCHER BUILDING - 200pt



Building type	DAMAGE CAPACITY	range	C/C	F/F	note
fortress	8		6	-	
<b>krooz missile launcher - - DAMAGE CAPACITY 3</b>					
4x KROOZ MISSILE		MW 3+ TKD3 1-shot	-	5	noLOF, unlimited
2x BIG GUNZ		45cm AP5+/AT5+			
<b>Ability</b>					
Fearless, 1d3 power field (MAX6), CRITIC: The krooz missile launcher (not the building) is destroyed					

## WARLORD BIG BOSS GREAT BUILDING - 650pt



Building type	DAMAGE CAPACITY	range	C/C	F/F	note
fortress	24		6	-	
<b>heavy weapon system - DAMAGE CAPACITY 8</b>					
2x KROOZ MISSILE		MW 3+ TKD3 1-shot	-	5	noLOF, unlimited
BIG LOBBA		60cm 12BP MW			Fixed forward arc
WEIRDBOY TOWER		30cm 1D6 AP5+/ AT5+ /AA5+			
8x BIG GUNZ		45cm AP5+/AT5+			
<b>Ability</b>					
Fearless, 3+1d3 power field (MAX6), CRITIC: 1DC less (the weapon system)					

## SUPER LIFTA DROPPA AND DEATH RAY BUILDING - 300 pt



Building type	DAMAGE CAPACITY	range	C/C	F/F	note
fortress	10		6	-	
<b>SLD&amp;deathray system - DAMAGE CAPACITY 3</b>					
SOOPA LIFTA DROPPA		45 cm MW 4+ TKD6	-	5	
DEATH RAY		60cm MW 3+ TKD3			
<b>Ability</b>					
Fearless, 1d3 power field (MAX6), The SLD&deathray system (not the building) is destroyed					

## BIG MAK BIG BOSS BUILDING - 200 pt



Building type	DAMAGE CAPACITY	range	C/C	F/F	note
fortress	16		6	-	
<b>Soopa Gun sys - DAMAGE CAPACITY 3</b>					
SOOPA GUN		60cm 4 BP MW	-	5	Fixed Farward Arc
<b>Ability</b>					
Fearless, 1d3 power field (MAX6), The Soopa Gun sys (not the building) is destroyed					

## SOOPA ZZAPP GUN BUILDING - 200 pt



Building type	DAMAGE CAPACITY	range	C/C	F/F	note
fortress	10		6	-	
<b>Soopa Zzapp Gun sys - DAMAGE CAPACITY 3</b>					
SOOPA ZZAPP GUN		60cm MW 3+ TKD3			
<b>Ability</b>					
Fearless, 1d3 power field (MAX6), The Soopa Zzapp Gun sys (not the building) is destroyed					





*“The only limit in a campaign is your imagination”*

Apart from the initial house rule that have been created to improve, from our point of view, some game mechanism in the same tournament battles, based on 5 victory points, the whole system EA TOTAL WAR is born with only one goal: to create scenarios always different, always the most fun and EPIC. A journey that has transformed the way we play, from afternoon meetings where we were playing tournament battles, to evening sessions, where it is played only one turn, allowing us then to develop a narrative tale on the forum of the ongoing battle. From here, the natural step was precisely: the campaign.

Whether large or small, a series of scenarios or a single immense scenario, the only thing here is that the game experience gain an “added” tactical play aspect, in a cross between RPG and wargame. The one you try, it is certain that the charm of a battle tournament, after being soaked in ever-changing scenarios, within a narrative that describes the entire war (this is the concept of the campaign)... a tournament is always fun, but certainly less fascinating.

You can see many of our scenarios online, only by going to the section TOTAL WAR:  
<http://eatotalwar.forumfree.it/?f=9865480>

## DEVELOPED CAMPAIGN

### HIVE INFERNUS LAST STAND



### STILL IN PLAY: BEYOND THE GREEN RIVER

