



# FIX DEF. PLATFORM AREA

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

**Interactive battle elements**



**Activation value: automatic**

**Scenario only. Estimated points value: not specified**

Objective farm fix defense, consists of a small fortified area with a central generator void shield that protects the entire area and inside, entrenched at 4+ all normal fix defense. The shield generator is a warengine 5 DC, and provides 5 void shield.

**WHEN: During the next turn, as single formation per kind of unit.**

## STRUCTURE DATA (area only)

**DAMAGE CAPACITY:** It can't be destroyed, only conquered

**Note:** Conquer it in the ending phase who uniquely holds the area with his unit. Once conquered is not necessary to leave a garrison, it is considered in the hands of his own faction.

## Fix defense platform detachments

- Machine Gun Turrets: consist of 3 Machine Gun Turret unit and count as a single formation.
- Manticore barrage Platform: consist of 3 Manticore barrage Platform unit and count as a single formation.
- Hydra Platform: consist of 3 Hydra Platform unit and count as a single formation.
- Heavy cannon platform: consist of 3 Heavy cannon platform: unit and count as a single formation.