



Activation value: automatic

Scenario only. Estimated points value: not specified

The fortress wall that protect the missile silos. The fortress have tow gate, at the beginning the gates are open. If a player have the silos area, in the next turn can, as 1 activation, choose to open 1 or both gates.

WHEN: During the turn as single formation

STRUCTURE DATA - THE FORTRESS - as per classic fortress rule

DEFAULT

STRUCTURE DATA - THE GATE (2 gate)

CLASS: WAR ENGINE

armor: 4 + reinforced, tick rear armor

DC: 4

CRITICAL: 1 DC LESS.

Note: through the gate can not move units from class reaver titan onwards.

ACTIONS

OPEN THE GATE: With this action during the turn the player can choose to open 1 or both the gates.

END PHASE

During the end phase the player can choose to close it or leave it open 1 or both gates.