



Space Port - medium size

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

Interactive battleF. elements



Activation value (flyers): 1+

Scenario only. Estimated points value: not specified

The space port of medium size ensures more air support to the battlefield forces deployed in the Army list. This support formation effects only one mission, than are removed from the table (not remain as army's unit).

WHEN: DURING THE "3RD" TURN.

STRUCTURE DATA

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

VOID SHIELDS: 0

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

Weapon System - Flak turret system

Flak turret system:

CLASS: War engine

DC: 3

C/c: 0

F/f: 5

6 x AP 4+ | AT 5+ | AA 5+

CRITICAL: destroyed

Note: Misure for attack or be attack from any side of the space port area.



AIR SUPPORT FORMATIONS (each 2 turns)

EACH 2 TURNS: after having held the space port for two consecutive turns you get in the next turn (the third) a flyer det. chosse from the list. The formation makes the mission then leave the battlefield, and don't remain in battle. Each time it's a new formation.

ALLIES

- 6 thunderbolts
- 3 marauder bombers
- 3 phoenix bombers
- 9 ork fighta bomber

CHAOS HORDE

- 3 firelords
- 6 thunderbolts
- 3 marauder bombers
- 9 doomwings and 1 firelord
- 2 Helltalon Fighter-bomber and 2 swiftdeath interceptor

LOOSE YOUR OWN SPACEPORT

If you loose your space port or is challenged / conquered, in addition to not take advantage of the air support you will have a -1 to the activation of all your flyers formation.