



**Activation value: automatic**

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

The Huge Gate consist of the building and the gate.  
if the Building collapse, the gate is automatically destroyed.

**WHEN: During the turn as single formation**

## STRUCTURE DATA - THE FORTRESS

CLASS: BUILDING

**armor:** 4 + reinforced, tick rear armor

DC: 18

**CRITICAL:** 1 DC LESS, 1D3-1 unit inside hit by the same kind of weapon that had caused the critical damage.

## STRUCTURE DATA - THE GATE

CLASS: WAR ENGINE

**armor:** 4 + reinforced, tick rear armor

DC: 6

**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 gate is open.

## END PHASE

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