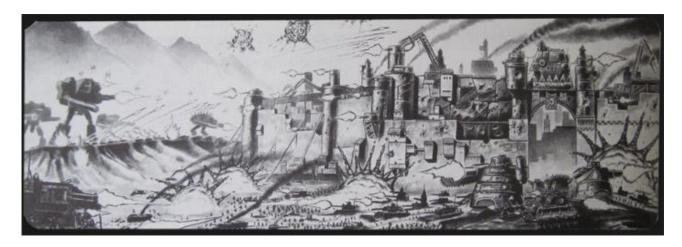


TOTAL WAR Supplement http://eatotalwar.forumfree.it/

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).

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

ORK WATCHING/DEFENSE TURRET - 50pt

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

KROOZ MISSILE LAUNCHER BUILDING - 200pt



DAMAGE CAPACITY	range	C/C	F/F	note		
8		6	-			
krooz missile launcher DAMAGE CAPACITY 3						
	MW 3+ TKD3	-	5	noLOF,		
	1-shot			unilimited		
	45cm					
	AP5+/AT5+					
	CAPACITY 8	CAPACITY 8 auncher DAMAGE CAPAC MW 3+ TKD3 1-shot 45cm	CAPACITY 8 6 auncher DAMAGE CAPACITY 3 MW 3+ TKD3 - 1-shot 45cm	CAPACITY 8 6 - auncher DAMAGE CAPACITY 3 MW 3+ TKD3 - 5 1-shot 45cm 5		

Fearless, 1d3 power field (MAX6), CRITIC: The krooz missile launcher (not the building) is destroyed

WARLORD BIG BOSS GREAT BUILDING - 650pt



Building	DAMAGE	range	C/C	F/F	note
type	CAPACITY				
fortress	24		6	-	
heavy weapor	n system - DA	MAGE CAPACIT	Υ8		
2x KROOZ		MW 3+ TKD3	-	5	noLOF,
MISSILE		1-shot			unilimited
BIG LOBBA		60cm 12BP			Fixed
		MW			forward arc
WEIRDBOY		30cm 1D6			
TOWER		AP5+/ AT5+			
		/AA5+			
8x BIG GUNZ		45cm			
		AP5+/AT5+			
Ability					
Fearless, 3+1d3 power field (MAX6), CRITIC: 1DC less (the weapon system)					

SUPER LIFTA DROPPA AND DEATH RAY BUILDING - 300 pt



Building	DAMAGE	range	C/C	F/F	note		
type	CAPACITY						
fortress	10		6	-			
SLD&deathray	SLD&deathray system - DAMAGE CAPACITY 3						
SOOPA LIFTA		45 cm MW	-	5			
DROPPA		4+ TKD6					
DEATH RAY		60cm MW					
		3+ TKD3					
Ability							
Footlass 1d2 power field (MAYS). The SLDS deathray system (not the building) is							

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	-		
Soopa Gun sys - DAMAGE CAPACITY 3						
SOOPA GUN		60cm 4 BP	-	5	Fixed	
		MW			Farward Arc	
Ability						
Fearless, 1d3 power field (MAX6), The Soopa Gun sys (not the building) is destroyed						

SOOPA ZZAPP GUN BUILDING - 200 pt



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