

# FORTRESS RULE



The fortress is only for infantry, or light vehicles / armored factor movement who have Zero (0).  
Fixed locations.

# Benefits of the fortress to outside.

## AGAINST ENEMY FIRE.

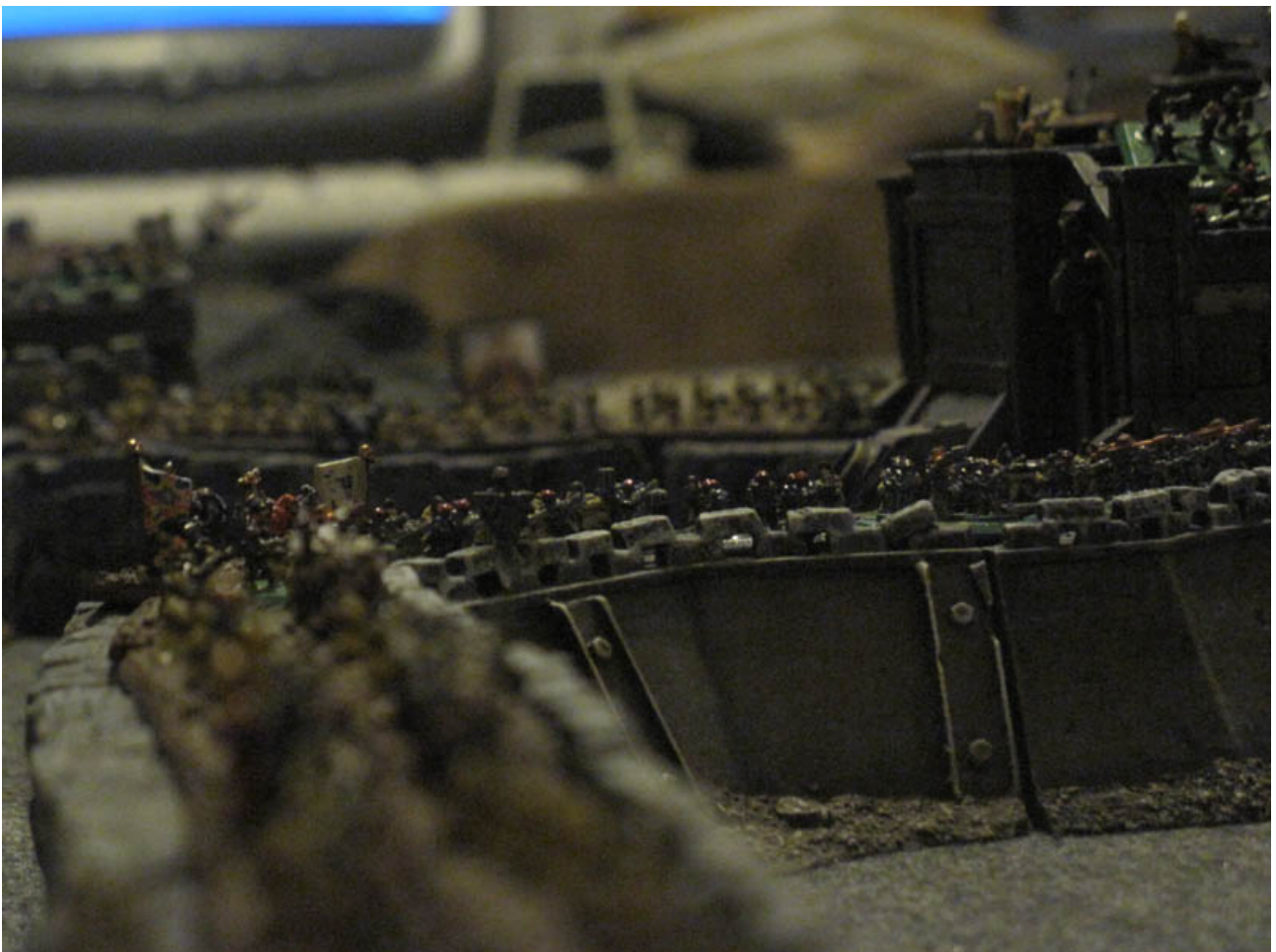
### *Superior Cover Save .*

- The fortress gives a cover save minimum of 4 +, as in buildings, but grants cover roll of +1 to those who start with a base saving throw of 4 +, leading to 3 +. People who base saving throw 3+ remains unchanged.
- If a model in this fortress with reinforced armor fails the first roll, the second shot (reinforced armor) will be made with its base value.
- The effect on the formations of the fortress Macroarma change in this way, giving a -2 modifier to the saving throw. If the value changed more than 6, the unit is destroyed (there is no 6 and 4, etc ...).  
Ex: Space Marine hit by macroarma:  $4 + -2 = 6$ ; a veteran infantry:  $5+ -2 = 7$  (dead automatically.)
- Titan Killer weapons work as usual.

### *Fire Resistance.*

- The formations under enemy fire that are in the fortress, ignore the blast marker 1, due to being under enemy fire. Any other blast markers will be applied.
- The same formations, divide / 2 the BM caused by disrupt weapons, turning up.

*This represents the ability of troops to benefit from the massive retrenchment of the fortress.*



# ASSAULT.

## ***Never step back!***

- To ensure the outcome of the engagement, the defenders have the benefit of 1 inspiring, no matter how many and what kind of defender detachment is involved in the engage.

## ***Assault! The aggressor movement rule.***

- The enemy formations that engage in close combat, must climb the walls and reach the defenders. They can make this climb and attack the defenders on the walls:

*\* the infantry on foot.*

*\*the infantry with jump pack*

*\*the infantry skimmer*

*\*light vehicle/vehicle/war engine with jump pack*

*\* light vehicle/vehicle/war engine skimmer*

- Can make the engage, but then be forced to leave with the movement to consolidate the walls.

- The ability to overwhelm the war engine is implemented.

*This is the ability of troops to carry out this type of 'flying' an attack against the defenders on the walls.*

- Units of the attackers will be placed above, if there are adjacent, units of the defenders. (Representing the clash, as usual).

***All other War Engine can attack the defenders in close combat, but only the first line in base contact, and can not categorically hold the fort, even with the movement of consolidation.***

## ***Umpassable.***

- The fortress is umpassable. Infiltrator's ability can not be applied on the walls during movement of engagement. You can not overpass the fort, you can not ignore the control zone of the formation of the fortress. Tunnellers, will appear over the wall only in turn 4. Taking 1D3 hit, no fire for them.

## ***F/F – firefight.***

- the defender detachment under firefight, have the skill *Superior Cover Save*.

## ***C/C – closecombat.***

The rules of combat vary depending on the quality of the attackers in these terms:

*\* the foot infantry will have to climb the walls, and then get in close combat.*

*In game terms this means:*

*- Allows the defense to use, if desired, its value F/F instead of the value of C/C represents the fact that the defenders can fire on the attackers as they climb the walls*

*\*the infantry with jump pack; the infantry skimmer; light vehicle/vehicle/war engine with jump pack or skimmer will for the pinned unit to use their C/C value.*

*\* All the other War Engine, for thier big size, will force the pinned unit to user their C/C value.*

**NB: In all these cases, the base saving throw for the defenders, dropped to their initial value.**

# Benefits of the fortress to inside.

La capacità difensiva delle mura è notevolmente ridotta, rispetto all'esterno.

## AGAINST ENEMY FIRE.

### *Lesser Cover Save .*

- The fortress gives a cover save minimum of 4 +, as in buildings, but grants cover roll of +1 to those who start with a base saving throw of 4 +, leading to 3 +. People who base saving throw 3+ remains unchanged.
- If a model in this fortress with reinforced armor fails the first roll, the second shot (reinforced armor) will be made with its base value.
- *Macroarma skill leave as main rulebook, so the MW work as usual*
- *The Titan Killer will work as usual.*

### *Fire Resistance.*

**Don't applied.**

## ASSAULT.

### *Never step back!*

**Don't applied.**

### *Assault! The aggressor movement rule.*

**Don't applied, apply only the following:**

*\*light vehicle/vehicle/war engine with jump pack*

*\* light vehicle/vehicle/war engine skimmer*

- Can make the engage, but then be forced to leave with the movement to consolidate the walls.

- The ability to overwhelm the war engine is implemented.

*This is the ability of troops to carry out this type of 'flying' an attack against the defenders on the walls.*

- Units of the attackers will be placed above, if there are adjacent, units of the defenders.

(Representing the clash, as usual).

***All other War Engine can attack the defenders in close combat, but only the first line in base contact, and can not categorically hold the fort, even with the movement of consolidation.***

### *Impassable.*

**Don't applied.**

### *F/F – firefight.*

**Don't applied.**

### *C/C – closecombat.*

**Don't applied. Develop the engage as for a classic building.**

**NB: In all these cases, the base saving throw for the defenders, dropped to their initial value.**

# DESTROY THE FORTRESS

*In memory of nostalgia of the house of epic, alias old edition space marines, all loved to see those massive buildings collapsed on the turn! And since the models we allow it, here are the rules for destroy the fortress.*

**The fortress is composed in 4 different kind of structures:**

- **Wall section (Straight or curved)**
- **Tower**
- **Gate**
- **Crashed segment.**

## GATE



Type	Speed	Armour	CC	Firefight
Gate	n/a	4+	6+	-
Weapon	Range	Firepower		
-	-	-		
Notes: Reinforced Armour. DC: 8. Fearless. Void Shield: 4. Restore 1 shield at the end phase, to a maximum of 4. CRITICAL: 1 extra damage, 1D3 troops on the affected section must save with their starting value.				

## WALL



Type	Speed	Armour	CC	Firefight
wall	n/a	4+	6+	-
Weapon	Range	Firepower		
-	-	-		
Notes: Reinforced Armour. DC: 12. Fearless. CRITICAL: 1 extra damage, 1D3 troops on the affected section must save with their starting value.				

## TOWER



Type	Speed	Armour	CC	Firefight
tower	n/a	4+	6+	-
Weapon	Range	Firepower		
-	-	-		
Notes: Reinforced Armour. DC: 16. Fearless. CRITICAL: 1 extra damage, 1D3 troops on the affected section must save with their starting value.				

**The crashed segment count as ruins.**

## **DAMAGE THE FORTRESS**

The walls are immune to normal fire, this does not mean that such a company leman russ with their guns can never abbot fortifications, but the estimated time of a bombardment that exceeds the concept of shifts in which the battle takes place. Let's say, hypothetically, that to bring down a section of wall, should take 40 turns, or something like that. In this regard, rule out the possibility of influencing the walls to all normal weapons.

**The fortress are immune to blast markers.**

### **Live Crash of a fortress section.**

When a block of fortifications collapses, will leave on its surface only ruins. All the teams that occupy the fort are affected by an attack macroarma in the collapse of the fortifications. Any loss will assign a blast marker of belonging to the detachment. If detachment is on course during the fall, will perform a movement route.



## The fortress

(wall, tower and gate) will be damaged in this way:

### Barrage

Il bombardamento tirerà contro le mura un numero di attacchi **pari ai punti** di sbarramento impiegati nel bombardamento. Quando una formazione sulle mura viene colpita da fuoco di sbarramento, allora anche la sezione (o le sezioni, se sono toccate più d'una) subiranno gli attacchi. *Questo rappresenta realisticamente l'effetto del bombardamento sulle città e in questo caso sulla fortezza.*

### Titan Killer and macroweapon (in fire moment).

Titan Killer weapons detachment on the walls that strike may hit the wall itself.

**NB: note the value of the nut shot! The shot hit the drive but could not impacting on the walls.**

*ES: a shadowsword forward and shoots a formation of infantry, the volcano cannon went from 2 + to 3 + to strike the knave. + If you pull the third, then hit both knave than a fortress. If you pull two, but lacks the Jack impact the fortress. If you pull one fails. Macro Weapon in C/C or F/F don't affect the wall, this represent that only when this kind of weapon is used in fire make effect.*



## Engage from a War Engine.

Only warengine can break through the fortifications, with their enormous size and power impact that these rams can have on the defenses of the fortress.

- - The fortifications are trained in its own right, without the control area.
- - If there are occupants, with its zones of control, then we must engage both the area of fortification that the occupiers.
- - It 's possible to hire only one segment, never more than one (although adjacent).
- - Allied War Engine attacker can give fire support.
- - The fort is defended only in C / C, if attacked in F / F did not return fire.
- (This is the unintentional damage that the attacker suffers physically trying to break through the fortified zone)
- - Detachment Allied can make range fire support.
- - Go to the resolution of the engagement normally, if the fortifications are collapsed, the engine war has won. If the fortifications are not collapsed, pulling to see the result. After this shot, are two possible outcomes:
- \* If they win the fortifications, the attacker should not be routed, but should fall back to 5 cm from the fortifications, if the difference between the two shots is greater than 1, the engine war affected the symbolic structure and forteffario 1pt.
- \* If you win the war engine, can remain in position, the fortifications ignore any effects arising from having lost the engagement.

## Mixed assault fortress+defender VS warengine+aggressor

In particular, if the war engine engage the fortifications followed by other allied units, there are two cases:

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- **- Engage only the fortress.**
  - \* Any fire support will affect only the friend of the fortifications War Engine
- This represents the desperation of the attackers groped at all costs to stop the ram.  
*// If they win the fortifications at the end of the engagement, then the extra damage will fall on all units as usual, and lose the war engine 1pt symbolic structure. (Always included in the difference between the results, it is not free but it will be the first awarded).*
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- **- Engage fortress and unit upon them.**
  - \* The fire support man, and defensive formations may be involved in carousel pleasure of the defender, el'ingaggio part of the rules above.  
*// If the engagement is at the end wins the fortifications, then the extra damage will fall on all units as usual, and lose the war engine 1pt symbolic structure. always included the difference between the results, it is not free but it will be the first awarded)*  
*// If the attacker wins at the end of the engagement, then the extra damage will fall colpibili on all drives on the fortification, which involved all formations procuring.*



## Line of sight.

Sight lines for all models are considered as having real field. So, infantry, tank and more are sure to be hidden behind the walls, but a titan, for example, could see and be seen. The teams who can see beyond the walls, will enjoy a bonus of -1 to be hit but will have the same penalty for hitting the outside. This type of rule, flat rate, excludes any discussion on the composition of the model.

## GATE.

- Gates, unlike the walls of the tower and are trained in its own right.
- The gate counts as an action and does not need fire to be activated.
- The player who holds the gate, in turn, may decide to activate it.
- To hold the gate, you must have only their thumbnails on the gate.
- If the gate is occupied, then the control is the defender.
- **Can't stay inside the gate:** detachment that can't stay inside the gate, they must overpass or stay before.

### Action of the gate:

#### Open the gate.

During the turn the gate can be opened, and for the duration of the session will complete the line of sight, as if the gate is not physically on the table. This rule has a miniature compared to the degree of approximation, but this rule applies as an absolute.

#### Restore Void Shield.

With this action, the gate restore 1D3 of Void shields..

#### End Phase

In the end phase, the gate (if the player want), close automatically.

