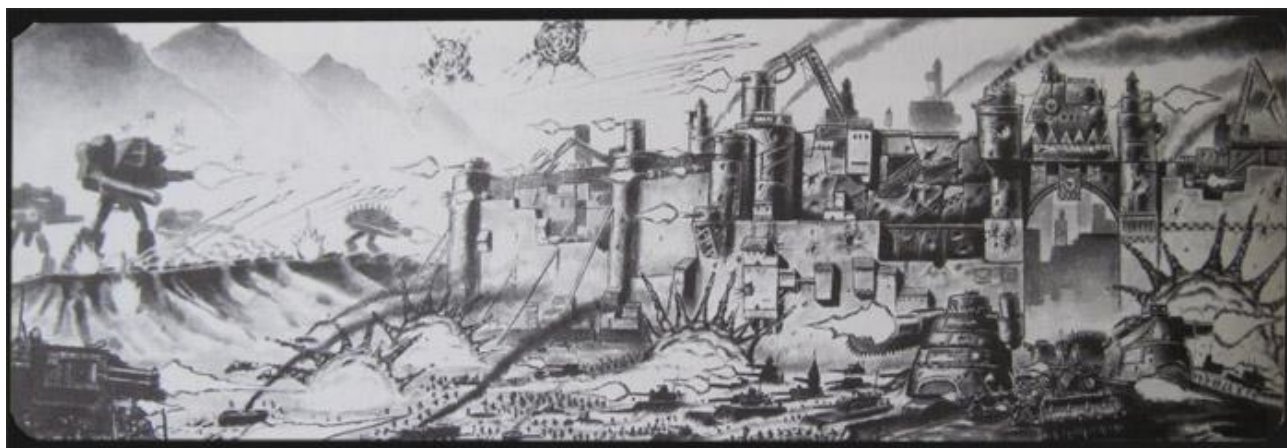




TOTAL WAR Supplement

<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 mounted on Power Field generator structure: The power fields of this structure protect it, and if it is part of a fortress, the whole fortress.

Power Field Re-Generator ability: the structure with this skill can regenerate 1 power field automatically in the ending phase if the generator is working.

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 type	DAMAGE CAPACITY	range	C/C	F/F	note
fortress	10		6	-	
Power Field Generator - DAMAGE CAPACITY 3					
CLASS: WARENGINE					
2x Scorcher turret		15cm, ignore cover	-	4	All around
Power Field Generator	If activated, regenerate 1D6 of Power fields. If the activation fail, only 1D3 At the end of the turn, (if the generator is not broken) it and all the other fortress with Power Field Re-Generator ability 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 type	DAMAGE CAPACITY	range	C/C	F/F	note
fortress	6		6	-	
Ability					
Can carry 5 stand. Infantry inside count as inside a bunker (cover save 3+)					

KROOZ MISSILE LAUNCHER BUILDING - 200pt



Building type	DAMAGE CAPACITY	range	C/C	F/F	note
fortress	8		6	-	
krooz missile launcher - DAMAGE CAPACITY 3					
CLASS: WARENGINE					
4x KROOZ MISSILE	All around	MW 3+ TKD3 1-shot	-	5	noLOF, unlimited
2x BIG GUNZ	All around	45cm AP5+/AT5+			
Ability					
Fearless, 1d3 power field (MAX6), CRITIC: The krooz missile launcher (not the building) is destroyed					

WARLORD BIG BOSS GREAT BUILDING - 650pt



Building type	DAMAGE CAPACITY	range	C/C	F/F	note
fortress	24		6	-	
heavy weapon system - DAMAGE CAPACITY 8					
CLASS: WARENGINE					
2x KROOZ MISSILE	All around	MW 3+ TKD3 1-shot	-	5	noLOF, unlimited
BIG LOBBA	All around	60cm 12BP MW			
WEIRDBOY TOWER	All around	30cm 1D6 AP5+ / AT5+ /AA5+			
8x BIG GUNZ	All around	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 type	DAMAGE CAPACITY	range	C/C	F/F	note
fortress	10		6	-	
SLD&deathray system - DAMAGE CAPACITY 3					
CLASS: WARENGINE					
SOOPA LIFTA DROPPA		45 cm MW 4+ TKD6	-	5	All around
DEATH RAY		60cm MW 3+ TKD3			All around
Ability					
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					
CLASS: WARENGINE					
SOOPA GUN		60cm 4 BP MW	-	5	Fixed Forward Arc
Ability					
Fearless, 1d3 power field (MAX6), The Soopa Gun sys (not the building) is destroyed					

SOOPA ZZAPP GUN BUILDING - 200 pt



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