

# FORTIFICATIONS

## ADDING FORTIFICATIONS TO A FORCE



Any Force with Militia, Tercio, or Expeditionary Force as part of their title may include fortifications as part of their forces. The point cost for the fortification and any artillery placed within it must be included in the forces total. A force that includes fortifications is always the Defender in a scenario. If two opposing forces include fortifications, both forces may use their fortifications and roll to see which side is the attacker as usual. All fortifications must be deployed completely within the

players deployment zone and on land. If this is not possible, place the fortifications within 3" of the table edge with as much of the fortifications within the deployment area as possible. A force that includes fortifications may remove any terrain pieces that are within their deployment zone or within 6" of the fortifications. Each section of a fortification that is controlled by an opposing unit earns the force that includes that fortification a strike point. A fortification that is destroyed earns the force that deployed it a strike point.

### NEW STRUCTURE TRAITS:

---

#### SUPERIOR COVER:

Units within all enclosed sections of this structure always save on a 3+. Prone units receive their usual -2 bonus to this save, but saves will still fail on a natural result of 1. When making ranged attacks from within the enclosed sections of this structure, a unit may never attack or make a defensive attack with more than 4 models at a time. Only units armed with shooting weapons may make a defensive attack from within an enclosed structure section with this rule. To make an attack with explosives against a unit within an enclosed structure with superior cover, the model throwing the explosive must be in base contact with the structure in order to do so. If the explosive attack is successful, the units within the structure section save on a result of 9+.

The Superior Cover rule no longer applies to a section that has suffered a critical result of Breach made by an artillery attack or Charge against that enclosed section of this structure.

#### FORTIFIED:

Units within a Fortified structure section are completely protected from Melee attacks. A door or hatch must be breached by a unit wishing to Charge in order to attack it!

To Charge a unit within a structure with the Fortified rule, the charging unit must have at least one model touching a door or hatch belonging to that section and must pass a test using a Dedicated Action to Charge. The target number for the test is the structures fortitude rating +4. If the test is passed, the structure takes a Breach critical hit (but does not cause any casualties) and the charging unit may move a model into the structure and the unit may make a free melee attack. If it fails, the Charge fails to break through and there is no further effect. If a unit within the structure makes a defensive attack, the defensive attack is made before the charge test is taken.

Units within a Fortified structure may freely exit the structure and move from one section to another.

The Fortified rule no longer applies to a section that has suffered a critical result of Breach made by an artillery attack or Charge against that enclosed section of this structure.

### REINFORCED PLATFORM:

This structure may mount Heavy Cannons.

### FIELD GUN EMPLACEMENT:

Artillery pieces on field carriages may begin the game within this structure and may be moved into and out of this structure as long as the structures guns limit is not exceeded.



## STONE TOWER FORT

---

SIZE: 2

FORTITUDE/INTEGRITY: 6/4

GUNS/SWIVELS: 4/0

REINFORCED PLATFORM  
FORTIFIED  
SUPERIOR COVER



## GUN EMPLACEMENT

---

SIZE: 1

FORTITUDE/INTEGRITY: 5/4

GUNS/SWIVELS: 1/0

REINFORCED PLATFORM  
GUN EMPLACEMENT