

TOTAL WAR - LARGE FORTIFICATIONS V1.1

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Large fortifications can play a major part in warfare, blocking and channeling enemies and allowing defenders to fire on them from relative safety. All large fortifications grant infantry units on their parapets a 3+ cover save, and all units on their parapets receive the -1 to hit modifier for being in cover. Large fortifications are not formed into formations and cannot act on their own, but grant benefits to formations that have units on them. Large fortifications never break and do not suffer from Blast markers, but they may be attacked as normal.

ARMoured WALL SECTION

Type	Speed	Armour	Close Combat	Firefight
War Engine	immobile	4+	-	-
Weapon	Range	Firepower	Notes	
None	-	-	-	

Critical Hit Effect: The Armoured Wall Section suffers major structural damage, roll on the following chart:

1: All formations with units on the Armoured Wall Section's parapets receive a Blast marker.

2-5 The Armoured Wall Section suffers an additional 1DC damage.

6: The Armoured Wall Section collapses, destroying all units on its parapets and inflicts one hit on any adjacent Armoured Wall Sections, Armoured Towers, or Armoured Gates.

Notes : Damage Capacity 6. Fearless, Reinforced Armour, Thick Rear Armour. An Armoured Wall Section is a terrain piece measuring 15cm long, 5cm wide and 5cm tall. When placed, it must abut another Armoured Wall Section, an Armoured Tower, or a table edge. The front facing of an Armoured Wall Section is impassable terrain. Units positioned behind an Armoured Wall Section may use a move to climb to its parapets and may use additional moves to move along it or onto other Armoured Wall Sections or Armoured Towers. An Armoured Wall's parapets can hold up to six units of any type (War Engines count their starting DC up to a maximum of 3DC per War Engine). Formations with units on an Armoured Wall Section's parapets may assign any hits they receive to the Armoured Wall Section first, up to its starting DC, before assigning hits to units. Armoured Wall Sections count as a number of units in an assault equal to the number of friendly units that occupy its parapets. A destroyed Armoured Wall Section counts as ruins and any units on their parapets are also destroyed.

ARMoured TOWER

Type	Speed	Armour	Close Combat	Firefight
War Engine	immobile	3+	-	-
Weapon	Range	Firepower	Notes	
None	-	-	-	

Critical Hit Effect: The Armoured Wall Section suffers major structural damage, roll on the following chart:

1: All formations with units on the Armoured Tower's parapets receive a Blast marker.

2-5 The Armoured Tower suffers an additional 1DC damage.

6: The Armoured Tower collapses, destroying all units on its parapets and inflicts one hit on any adjacent Armoured Wall Sections, Armoured Towers, or Armoured Gates.

Notes : Damage Capacity 6. Fearless, Reinforced Armour, Thick Rear Armour. An Armoured Tower is a terrain piece measuring 5cm long, 5cm wide and 5cm tall. When placed, it must abut an Armoured Wall Section, an Armoured Gate, or a table edge. The front facing of an Armoured Tower is impassable terrain. Units positioned behind an Armoured Tower may use a move to climb to its parapets and may use additional moves to move along it or onto other Armoured Wall Sections or Armoured Towers. An Armoured Tower's parapets can hold up to four units of any type (War Engines count their starting DC up to a maximum of 4DC per War Engine). Formations with units on an Armoured Tower's parapets may assign any hits they receive to the Armoured Tower first, up to its starting DC, before assigning hits to units. Armoured Towers count as a number of units in an assault equal to the number of friendly units that occupy its parapets. A destroyed Armoured Tower counts as ruins and any units on their parapets are also destroyed.

ARMoured GATE

Type	Speed	Armour	Close Combat	Firefight
War Engine	immobile	3+	-	-
Weapon	Range	Firepower	Notes	
None	-	-	-	

Critical Hit Effect: The Armoured Gate suffers major structural damage, roll on the following chart:

1: The Armoured Gate is jammed and may no longer be opened or closed, remaining in its last position.

2-5 The Armoured Gate suffers an additional 1DC damage.

6: The Armoured Gate collapses, and inflicts one hit on any adjacent Armoured Towers, or Armoured Gates.

Notes : Damage Capacity 4. Fearless, Reinforced Armour, Thick Rear Armour. An Armoured Gate is a terrain piece measuring 5cm long, 1cm wide and 5cm tall. When placed, it must abut an Armoured Gate, an Armoured Tower, or a table edge. An Armoured Gate is impassable terrain. A formation with units touching the inside of the Armoured Gate may spend a move to open or close it. An open Armoured Gate is no longer considered impassable terrain. A destroyed Armoured Gate counts as ruins.