



ASSAULT

By Ian Pickstock

In this first part of a two part article we take a look at expanding your games of Warhammer 40,000 with fortified defences such as trenches, emplacements and razorwire.

In this first part of the assault article I will deal with rules for some basic types of defences for use in your games of Warhammer 40,000. In the next issue I will cover larger fortifications like strongholds, watch towers and large wall sections. I won't go into great deal of details of how to include the defences covered in this article in games or how to play attacker/defender type games. All of these will be covered next issue. For the time being if we simply say that any defences purchased as part of an army, including Battle Bunkers are placed in exactly the same way as Battle Bunkers. Defences are deployed before troops, with the player with the lowest strategy rating placing their defences first. Defences can be placed any where within the players own deployment zone. Some defences may placed any where on your own half of the table, details of these will shown on the datafaxes printed at the end of this article. If any defences are placed outside your own deployment zone, then they can only be manned by units with the Infiltration ability.

Any race may purchase fortifications as part of their Support allowance. This means you may never spend more than 50% of your points on fortifications.

If either side has chosen to use fortifications then they may use the new Mission Card printed at the end of this article. If you have included fortifications in your army then you may use the Hold the Line mission card (printed in White Dwarf 169). If your opponent has included fortifications in his force then you may use the new Storm the Fort mission card.

CONCEALED UNITS

Some types of fortifications like trenches, are very good at hiding defending troops, this is because the fortifications by their very nature are concealed from the enemy. The attacker isn't aware of any defending troops because the attacker isn't aware of anywhere to hide troops. Types of fortifications which are particularly good at concealing troops are trenches and concealed bunkers. If a type of fortification can conceal troops then any units that you deploy in that fortification at the beginning of the game can be concealed. Concealed units don't have to be placed on the table. Instead take one of the concealed unit markers, mark on a separate piece of paper what models or unit the counter represents and place the counter in the fortification where that unit will be concealed. **Important:** All the models represented by the concealed unit counter must be placed in the same fortification and therefore a concealed counter can never represent more models than can be accommodated by the fortification.

While that unit is concealed it may not be shot at, and cannot be charged by enemy models. If any or all the members of a concealed unit wishes to move or shoot then it must give up its concealed status and the unit represented by the concealed marker must be placed on the table. A concealed unit may go into *overwatch* without giving up its concealed status, but as soon as it fires it will give away its position and lose its concealed status. A unit can only start the game concealed, if any models enters a fortification that can conceal troops then they can only hide.

Revealing and Placing Concealed Units

Concealed units are revealed in the same way as spotting hidden troops. If a concealed unit counter is within the spotting distance of a model then they have been spotted. The spotting distance for a model is equal to the model's Initiative characteristic in inches. The concealed unit counter is flipped over to show it's 'detected' side. Of course if an enemy trooper gets into a position whereby it is obvious that they would be able to see the concealed troops then they are spotted.



Concealed models which are spotted are all placed in the fortification in which the concealed counter was placed.

Detecting Concealed Units

Concealed units can be detected like hidden troops by using some devious and cunning piece of wargear like a Scanner or the Helm of Durfast.

Firing on Concealed Units

Concealed units that are detected can be fired upon in the same way as detected hidden troops. The units that spotted the concealed unit can shoot at them as usual and the rest of the army can fire on them with any weapons with a blast marker, hitting any concealed model caught under the template on the D6 roll of 4 or more.

Moving Concealed Troops

Concealed troops may **not** move, but they may give up their concealed status and become hidden. This means the concealed unit has to be placed on the table but allows the unit to move as long as they stay out of LOS of the enemy.

TRENCHES

It is quite common for defending infantry units to make their own cover, these are quite simply trenches dug in the ground, providing hard cover and allowing troops to hide in areas of open ground waiting for enemy formations to pass so they can be ambushed. Trenches can be dug in any shape, a trench could be long line or it could be a round pit, whatever the shape a single trench section shouldn't be able to hold more than ten infantry models. Mole mortars may be placed in trenches and walkers and dreadnoughts may be placed in trenches. But remember the walker or dreadnought will not be able to leave the trench if the sides of the trench are higher than the models knee. Your trench models can have an open end or ends to allow other sections to be joined together. There is a trench datafax at the end of this article.

Moving into, out of and over Trenches

Models in trenches can move along trenches as normal, any models wanting to move out of a trench count as moving across an obstacle and must surrender half their movement to do so. Models can move into trenches for free as long as there is enough room to place the model in the trench. Models which charge models in trenches may enter the trench if there is room to place them in the trench. If there isn't room to place the model in the trench then they must attack from the edge of the trench. Of course attacking from the edge of the trench means the attacker gets a +1 bonus for higher ground, this means trenches are very vulnerable to close combat attacks. An attacking model can use its follow up move to enter the trench, there should be room now! Models only move trenches if they are in their possession or are empty. Crossing a trench counts as moving over an obstacle.

Vehicles attempting to cross the trench should treat it as an obstacle and should follow all the rules for crossing obstacles and collisions as printed in the Warhammer 40,000 Rulebook.

Attacking from the Trenches

Models that are in a trench may fire from the trench using the normal shooting rules.

Shooting at the Trench

Models in trenches can be fired at using the normal shooting rules, receiving the benefit of the -2 modifier for hard cover.

When firing weapons with a blast marker at models in trenches the normal rules for shooting a weapon with a blast marker are used to place the blast marker. If the hole in the centre of the blast marker is inside the trench then shot is assumed to have exploded inside the trench, damage is resolved with a +1 strength bonus to represent the enclosed space of the trench. If the hole in the centre of the blast marker is outside the trench but models inside the trench are under the blast marker, then the shot is assumed to have exploded outside the trench with most of the blast flying over the heads of any models in the trench. Roll a D6 for each model in the trench that is under the template, they are hit on a roll of 4, 5 or 6. On a roll of 1, 2 or 3 the model duckbacks as the blast flies over his head and he is completely unaffected by the blast. Trenches do not provide any protection against gas weapons and models under the blast marker are affected as usual.

Destroying the Trench

Because trenches are just holes in the ground, they don't have any physical substance this makes them very difficult to destroy. The only way of destroying a trench is to disrupt the ground around the trench with such a force that it causes the trench to cave in. The following weapons have a chance of collapsing a trench and follow the special rules printed below.



Vibro-cannons: A trench which is hit by a vibrocannon suffers damage exactly as if it were a vehicle. The trench is automatically hit and the Eldar player must roll to penetrate the trench's 'armour', the trench has an armour value of 14. If successful the Eldar player rolls on the trench damage table on the trench datafax with +3 modifier to the roll.

Barrage: If the trench is hit by the strategy card – barrage then as well as affecting any models under the template, the orbital barrage can also damage the trench. Roll to penetrate the trench's armour, the trench has an armour value of 14. If successful then roll on the trench damage table printed on the trench datafax.

Mole Mortars: If a mole mortar is used to attack a trench, then roll on the following table instead of the Mole Mortar Accuracy Table printed in the Wargear Book:

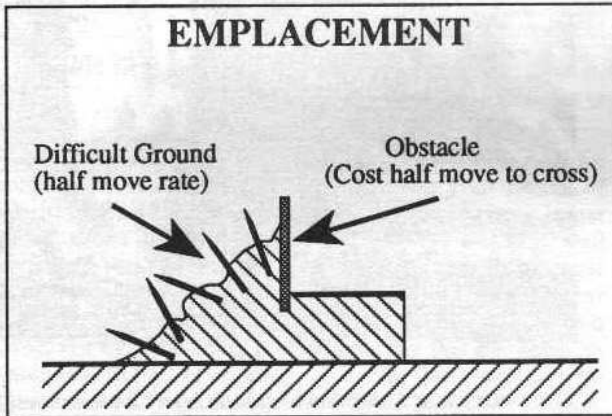
MOLE MORTAR DAMAGE TABLE

- | | |
|-----|---|
| 1 | Off Target. The torpedo's guidance system draws it off-target. Randomly determine scatter as normal then re-roll on the Mole Mortar Accuracy table in the Wargear book. |
| 2 | Airburst. The torpedo emerges on target, spins out of the ground and explodes in a devastating airburst. Work out damage as described in the Wargear book for an airburst. |
| 3-4 | Surface Burst. The torpedo emerges on target and explodes as it breaks the surface. Work out damage as described in the Wargear book for an surface burst. |
| 5-6 | Cave In! The torpedo explodes under the trench. Sending massive shock waves through the ground, causing the sides of the trench to cave in. The trench and any models in it are destroyed. Remove the trench model and replace it with a crater. |

EMPLACEMENTS

Emplacements are used by many forces attempting to defend a position. Although a lot more difficult to construct than trenches they do confer a number of additional benefits. An emplacement consists of a rampart leading up to wall, behind which is a raised platform for troops to stand on.

Emplacements can offer protection for up to ten human sized troops or a single support weapon. The emplacements may have open ends to allow you to form long lines of emplacement.



Moving Into, Out of and Over Emplacements

Models in emplacements can move along the emplacements as normal. Models wanting to leave towards the fore of the emplacement count as moving across an obstacle and must surrender half their movement to do so. Models wanting to leave or enter towards the rear of the emplacement may do so for free. Models can only enter the emplacement if there is room to place them on the emplacement. Models wishing to charge models in emplacements may do so using the normal movement rules. The sloping ground in front of the wall count as difficult ground and may only be crossed at half move rate. The wall itself counts as an obstacle and a model must surrender half its movement to cross it. Therefore the only way a charging model can enter an emplacement is if he starts his charge at the base of the emplacement, a model with a basic move of 4" will use 4" of its charge move to cross the difficult ground and the final 4" to cross the obstacle. If a model manages that then they can attack the defenders as normal. Of course models don't have to have to cross the obstacle, but then defender will get the bonus for defended obstacle. Note, these movement restrictions apply to models with Jump Packs using their 4" move to engage in hand-to-hand combat. Also if models with Jump Pack leap over your emplacement and attack from the rear, the defenders will still get a bonus for being on higher ground, hence the platform.

Vehicles attempting to cross the Emplacement should treat it as an obstacle and should follow all the rules for crossing obstacles and collisions as printed in the Warhammer 40,000 Rulebook.

Attacking from the Emplacement

Models that are on an emplacement may fire from the using the normal shooting rules.

Shooting at the Emplacement

Models in emplacements can be fired at using the normal shooting rules, receiving the benefit of the -2 modifier for hard cover.

When firing weapons with a blast marker at models on emplacements the normal rules for shooting a weapon with a blast marker are used to place the blast marker. If the hole in the centre of the blast marker is behind the wall of the emplacement then shot is assumed to have exploded inside the emplacement, any models under the blast marker are affected by the weapon following the normal rules. If the hole in the centre of the blast marker is on or in front of the wall of the emplacement but models on the emplacement are under the blast marker, then the shot is assumed to have exploded outside the emplacement with most of the blast flying over the heads of any models on the emplacement. Roll a D6 for each model on the emplacement that is under the template, they are hit on a roll of 4, 5 or 6. On a roll of 1, 2 or 3 the model duckbacks as the blast flies over his head and he is completely unaffected by the blast. Emplacements do not provide any protection against gas weapons and models under the blast marker are affected as usual.

Models shooting at the emplacement may attempt to destroy the emplacement itself. The player must nominate that they are trying to destroy the emplacement itself before rolling to hit. This is the only way to destroy the emplacement, stray shots from weapons with blast markers will only affect any troops standing on the emplacement. Hitting the emplacement is relatively easy to accomplish as it is a large stationary target. To represent this attacks made at long range count the emplacement as a large target and receive a +1 modifier to their hit rolls. Attacks made at short range hit the emplacement automatically.

If you hit the emplacement then roll to see if you penetrate the emplacement's armour. Emplacements have an armour value of 20. If the armour is penetrated then roll a D6 on the Emplacement Damage table on the emplacement Datafax.

CONCEALED BUNKERS

Concealed bunkers are used as first line of defence against enemy attack. A concealed bunker is a small, heavily camouflaged dugout. Each concealed bunker can conceal two troops. It is quite common for concealed bunkers to be placed fairly deep into the battlefield and on the flanks.

Using Concealed Bunkers in Battles

Concealed bunkers can be a very useful defence. When using concealed bunkers you must purchase enough to house a complete squad. Concealed Bunkers aren't placed on the table, instead a special Concealed Bunker marker is placed when deploying fortifications, to represent the area that the bunkers are in. A Concealed Bunker marker may never represent more than three concealed bunkers. The opposing player may make no action against the bunkers as the opponent isn't aware of their existence.



If an enemy unit, character or vehicle moves within 12" of the Concealed Bunker marker and has Line of Sight to them, then they can make an initiative test to see if they spot them. The opponent must roll equal to or under their initiative to spot the bunkers, a roll of a 6 will always fail. If the unit made a run move that turn they must add +1 to the roll and will automatically fail on a 5 or 6. A squad may use their leaders initiative, Space Wolves may double their initiative characteristic for these purposes. If they pass the initiative test the bunkers will have been spotted and they should be placed on the table. If the occupants of a concealed bunker shoot then they must automatically reveal themselves. When placing concealed bunkers, one bunker should be placed on the concealed bunker marker, any other bunkers must be placed so that they are within 4" of the first bunker. Revealed bunkers may be fired at by the troops that spotted them and the rest of the opposing army may target them with weapons with a blast marker.



Moving into, out of and over Concealed bunkers

A concealed bunker may not be entered by any models, only the models that occupy the concealed bunker at the beginning of the game are ever placed in the concealed bunker. Models inside a concealed bunker may leave during their own movement phase, it costs them half their movement to leave. One of them will prime and throw a special demolition charge in the concealed bunker, destroying the bunker automatically. The models may not perform any other action that turn.

Attacking the Concealed bunker

The models that are in the concealed bunker may not be directly attacked even if they fired out of the vision slit in their previous turn. Because of the way that the actual concealed bunker is constructed it is very difficult to discern what is actually a part of the concealed bunker that could be damaged and what is merely some of the surrounding ground that will absorb the shot harmlessly. To represent this any one firing at the concealed bunker suffers a -1 penalty to hit. When the concealed bunker is hit by a ranged attack, roll to see which area was hit and what damaged was caused just as if you were attacking a vehicle, using the concealed bunker damage table printed below. Weapons with a blast marker will only affect the concealed bunker if they hit it directly, scattered shots are not purposely aimed at the concealed bunker and therefore will not damage it. Weapons with a blast marker will only affect one location on the concealed bunker, determined by rolling on the chart as normal. Concealed bunkers can also be attacked in hand-to-hand combat in the same way as you would a vehicle.

Models within 1" of the front of a concealed bunker may choose to fire or throw grenades through the vision slit at models inside. Roll to hit and wound the target using the normal shooting rules.

Special Weapons

Harlequin's Kiss: A model armed with a harlequin's kiss that is within 1" of the concealed bunker's vision slit may use the weapon to attack any models inside the concealed bunker. Roll on the harlequin kiss *Vehicle Crew Penetration Table* in the Wargear book to see what happens to any models inside the concealed bunker.

Hand Flamers, Flamers & heavy flamers: The flames from these weapons will wash over the concealed bunker and flow through the vision slit to affect the models inside. If a flamer is used to attack a concealed bunker then it will *automatically* hit a vision slit. Roll a D6 for each model inside the concealed bunker, they are hit by the flames on a roll of 3 or more. Note that flamers *do not* receive the bonuses normally applied to weapons with a blast marker in a building.

Graviton Gun: If a graviton gun hits a concealed bunker then it ignores armour penetration. Roll on the concealed bunker damage table adding +1 to the dice score.

Distort Cannon: Roll a D6 if any part of a concealed bunker falls under a Distort Area template. On a roll of 4, 5 or 6 the concealed bunker and all its occupants are affected by the distort cannon. Make *one* distort cannon test to see what happens to the concealed bunker and its occupants.

Mole Mortars: If a mole mortar is used to attack a concealed bunker then roll on the following table instead of the Mole Mortar Accuracy table printed in the Wargear book.

MOLE MORTAR DAMAGE TABLE

1	Off Target. The torpedo's guidance system draws it off-target. Randomly determine scatter as normal then re-roll on the Mole Mortar Accuracy table in the Wargear book.
2-5	Airburst. The torpedo emerges on target, spins out of the ground and explodes in the bunker. All the models in the concealed bunker take a strength 4 hit with -2 save modifier.
5-6	Cave In! The torpedo explodes under the concealed bunker, causing the bunker to cave in. The concealed bunker and any models in it are destroyed. Remove the concealed bunker model and replace it with a crater.

Choke, Hallucinogen, Scare & Toxin: The gas from these weapons will seep through the vision slit into the concealed bunker. If the front of the concealed bunker is covered by the blast marker template for the grenade then roll a D6 for each model inside. On a roll of 3, 4, 5 or 6 then the model may be affected by the grenade as described in the Wargear book.

Photon Flash Flare: Photon flash flares that go off outside the concealed bunker will not affect any models inside the concealed bunker. If the flare goes off inside the concealed bunker then it automatically effects any models inside the concealed bunker, and +1 is added to the dice roll on the Flash Effect table printed in the Wargear book.

Vibro-cannons: A concealed bunker which is hit by a vibrocannon suffer damage exactly as if it were a vehicle. The concealed bunker is automatically hit and the elder player must roll to penetrate the concealed bunker's armour, the concealed bunker has an armour value of 22. If successful the Eldar player rolls on the Bunker damage table on the concealed bunker datafax with +3 modifier to the roll.

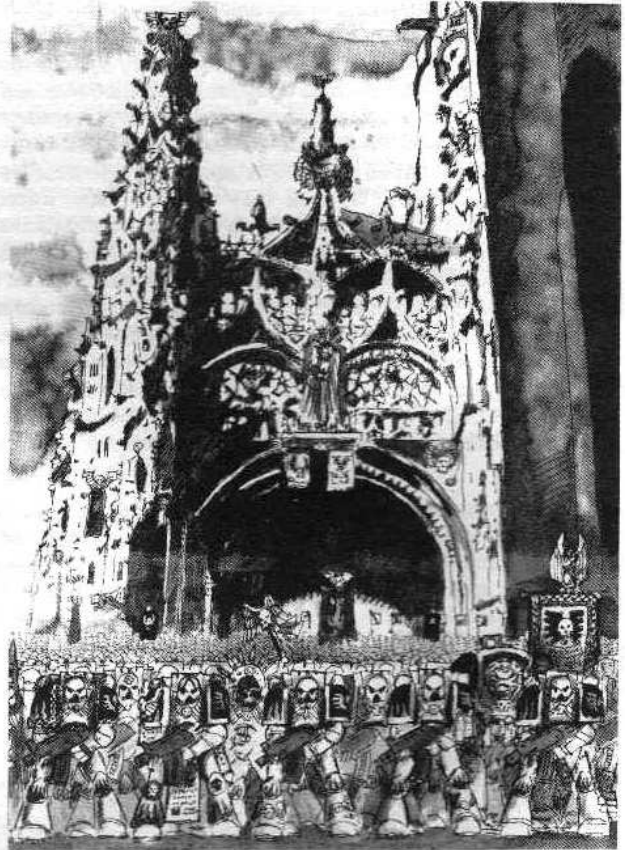
RAZORWIRE

Razorwire is used to restrict enemy troop movement and channel enemy units so as to maximise the defenders concentration of fire. Razorwire consists of large coils of razorsharp wire. The razorwire is coiled and torqued in such a fashion that anyone attempting to interfere with the wire will cause the wire to react violently, writhing and lashing out as if it had a life of its own.

Moving through Razorwire

Moving through razorwire is not advisable as it tends to be a bit prickly. Anyway some fool is bound to want to try to move through it so here is some rules to try and deter you. Razorwire counts as very difficult terrain and must be crossed at quarter move rate. Models may not run through razorwire. Any models that run will come to an immediate halt if they come in to contact with razorwire and will not move any further that turn. Any model whose base is wholly or partially in the razorwire at the end of any movement phase will take an automatic strength 4 hit with a -1 save modifier. Also every model must roll under or equal to their initiative on a D6 to avoid becoming ensnared in the razorwire, a roll of a 6 automatically fails. Models wholly within the razorwire add 1 to their roll, and therefore will automatically fail on a 5 or 6. Models which fail have become entangled and may do nothing until the end of their next movement phase when they should test again. Models in razorwire may not shoot in the shooting phase.

Vehicles attempting to cross the Razorwire should treat it as an obstacle and should follow all the rules for crossing obstacles and collisions as printed in the Warhammer 40,000 Rulebook.



Any vehicle crossing Razorwire should roll a D6. Vehicles with Ram bars or Bulldozer blades may add a +2 modifier to represent the fact that they have a better chance of ripping the razorwire up. On a roll of a 6 the vehicle has damaged the Razorwire, roll a D6 on the Razorwire Damage table.

Destroying Razorwire

Although the stuff that razorwire is made of is not very tough, it is very difficult to destroy. The only weapons with a hope of destroying the razorwire are weapons with a blast marker. If the razorwire fills the central hole of the blast marker then it is hit automatically. If the razorwire doesn't fill the central hole of the blast marker then it is hit on a 4 or more on a D6. If the razorwire is hit then it is considered to have an armour value of 10. The attacking player rolls to penetrate as normal. If successful then roll a D6 on the Razorwire Damage table printed on the Razorwire datafax.

Note any models covered by the blast marker also suffer the effects of the blast marker as normal.

NEXT ISSUE

In the next issue of the Citadel Journal I will cover full rules on larger fortifications including watch towers and strongholds. As well as including details for weapon mounts and firing ports, there will be full rules for playing games with fortifications. Including different set ups, scenarios, a whole bunch of Mission Cards, maybe even some new Strategy Cards and details on modelling your own fortification models.

MAKING YOUR DATAFAXES AND CARDS

To make your datafaxes simply take some photocopies of the following pages, glue them to stiff card (cereal packet is ideal) then cut out the datafaxes, cards and counters.



TRENCH

FORTIFICATION DATA

Capacity:

Trenches are paid for by the inch, at 4 points per inch. So if you have a trench which is 10" long it will cost 40 points and will hold ten human sized figures. No single trench may be less than 5", or greater than 10" long.

Access:

Models may enter the trench at no penalty to their movement, but they may only enter the trench if there is physically enough room to place the model in the trench. Models wishing to leave a trench count as crossing an obstacle and must surrender half their movement to do so.

Fire Arcs:

Models in the trench can fire using the normal shooting rules.

Deployment:

Trenches are deployed before any troops are placed and may be placed anywhere within your own deployment zone.

Special:

Trenches may be used to Conceal troops. A trench may be placed anywhere in your half of the table at double points cost. Note this means if you wish to deploy troops in the trench at the start of the game they must have a special ability (like Infiltration).

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-6	Trench	14*	14*

*Only hits from mole mortars, vibro-cannon, and the strategy card Barrage can attack a trench.

TRENCH DAMAGE TABLE

1 The walls of the trench shake violently but the trench is intact. Roll a D6 for each model in the trench on a roll of 4, 5 or 6 they are hit by falling rubble and take a strength 3 hit. Add +1 to all future damage rolls against this trench.

2-3 The ground all round the trench shakes, the trench starts to collapse as rocks fall and the walls of the slide inwards. All the models in the trench are knocked to the ground and are trying to prevent the trench from collapsing and may do nothing in their next turn. In addition roll a D6 for every model in the trench. On a roll of 4, 5 or 6 they are caught by the collapsing trench and take a strength 4 hit with a -1 save modifier. Add +1 to all future damage rolls against this trench.

4-5 The ground erupts everywhere and the trench collapses killing or entombing all the troops in the trench. Remove the trench and any models in it. Replace the trench with some rubble.

6 The trench is completely and utterly destroyed sending shock waves through the ground. Remove the trench and any models in it. Replace the trench with some rubble. In addition any fortification adjoining the trench is affected by the seismic shock waves. Make a roll on their damage table with -1 modifier to the dice roll. If a fortification has more than one location then it is the damage table that represent the actual structure that is rolled on. If the modified dice roll is 0 then the adjoining fortification is unaffected.

EMPLACEMENT

FORTIFICATION DATA

Capacity:

Emplacements are paid for by the inch, at 8 points per inch. So if you have an emplacement which is eight inches long it will cost 64 points and will hold 8 human sized figures. No single emplacement may be less than 5", or greater than 10" long. An emplacement for a support weapon costs 25 points.

Access:

Models entering or leaving the emplacement to the front must cross the wall (counts as obstacle - surrender half movement) and cross the bank of earth and rubble (counts as difficult ground - half move rate). Models entering or leaving the emplacement to the rear may do so at no penalty to their movement.

Fire Arcs:

Models in the emplacement can fire using the normal shooting rules.

Deployment:

Emplacements are deployed before any troops are placed and may be placed anywhere within your own deployment zone.

D6	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1-6	Emplacement	20	15

EMPLACEMENT DAMAGE TABLE

1 The shot is partially deflected or explodes on the emplacements surface, send bits of rock and shrapnel spinning over a large area. All the models on the emplacement take a S3 hit with a -1 save modifier. Add +1 to all future damage rolls against this emplacement.

2-4 The shot penetrates into the ground and explodes a fraction of a second later. The ground all round the emplacement shakes, and it starts to collapse. All the models in the emplacement are knocked to the ground or are trying to prevent the emplacement from collapsing and may do nothing in their next turn. In addition roll a D6 for every model in the trench. On a roll of 4, 5 or 6 they are caught by the collapsing emplacement and take a strength 4 hit with a -1 save modifier. Add +1 to all future damage rolls against this emplacement.

5 The ground erupts everywhere and the emplacement collapses. Roll a D6 for each model on the emplacement. On a roll of 1, 2 or 3 it dives out of the way and avoids injury, place it next to the rubble. On a roll of 4, 5 or 6 the model is caught in the blast and is killed, remove as a casualty. Remove the emplacement and replace the trench with some rubble.

6 The emplacement is completely and utterly destroyed sending shock waves through the ground. Remove the emplacement and any models in it. Replace the emplacement with some rubble. In addition any fortification adjoining the emplacement is affected by the seismic shock waves. Make a roll on their damage table with -1 modifier to the dice roll. If a fortification has more than one location then it is the damage table that represent the actual structure that is rolled on. If the modified dice roll is 0 then the adjoining fortification is unaffected.

Points Cost 8 Pts/inch

RAZORWIRE

FORTIFICATION DATA

Capacity:

As many idiots as can be placed on the model. Sections of Razorwire are 1" wide and no single section of razorwire may be less than 5", or greater than 10" long.

Access:

Razorwire counts as Very Difficult ground and models moving through it move at quarter move rate. Models may not run through Razorwire (see main rules).

Fire Arcs:

Models in razorwire may not shoot whilst in razorwire.

Deployment:

Trenches are deployed before any troops are placed and may be placed anywhere within your own half of the table.

Special:

See main rules.

Points Cost 8 Pts/inch

ARMOUR

D6	LOCATION	FRONT	SIDE/REAR
1-6	Razorwire	10*	10*

*Only hits from weapons with a blast marker may be used to attack razorwire(see main rules).

RAZORWIRE DAMAGE TABLE

1 The razorwire shakes violently and several strands snap, but the razorwire holds fast, each model in the razorwire takes an additional strength 5 hit with a -2 save modifier.

2-5 With a loud twang the razorwire snaps. The razorwire concertinas back to it's support posts in a slicing fury of destruction that makes a food blender look like a plastic picnic knife. The wire chops through armour and sinew alike severing limbs and dicing bodies. Any models in the razorwire when it is destroyed are killed automatically.

6 The razorwire is destroyed as above, but so violent is the destruction that it affects adjoining sections of razorwire are affected. Any models in adjoining sections of razorwire takes an additional strength 5 hit with a -2 save modifier.

CONCEALED BUNKER

FORTIFICATION DATA

Capacity:

A Concealed bunker may hold up to two human sized models.

Access:

It is impossible to enter a bunker as the entrance has been concealed. Models may leave the bunker though, either by choice or because they have routed. In which case they detonate a demolition charge which destroys the bunker.

Fire Arcs:

Both models may fire out of the vision slit, with a 90° fire arc to the front of the bunker.

Deployment:

Bunkers are deployed before any troops are placed and may be placed anywhere within your own deployment zone.

Special:

Bunkers may be used to Conceal troops. A bunker may be placed anywhere in your half of the table at double points cost. Note this means if you wish to deploy troops in the bunker at the start of the game they must have a special ability (like Infiltration).

Points Cost 25 Points

ARMOUR

D6*	LOCATION	FRONT	SIDE/REAR
1-5	Bunker	22	22
6	Vision Slit	See below.	

*Models may only shoot at the bunker if they have spotted it (see main rules).

BUNKER DAMAGE TABLE

1-4 The shot penetrates into the ground and explodes a fraction of a second later. The ground all round the bunker shakes, the bunker starts to collapse. All the models in the bunker are knocked to the ground or are trying to prevent the bunker from collapsing and may do nothing in their next turn. Add +1 to all future damage rolls against this bunker.

5-6 The ground erupts everywhere and the bunker collapses. Both the occupants are either killed or buried alive. Remove the bunker and replace it with a crater.

VISION SLIT

The attack goes through the vision slit hitting one of the models inside the bunker. The attack hits one randomly determined model in the bunker causing damage using the normal Warhammer 40,000 rules. If the weapon has a blast marker then both models in the bunker will be hit by the weapon, regardless of the size of the blast marker, this represent the close cramped conditions of the bunker.

STORM THE FORT

Scanners show that the enemy is well prepared having constructed emplacements, dug trenches, and laid razorwire. Your lines of approach are covered by hidden foxholes and the enemy's rear is guarded by battle bunkers. You must lead a force and smash the enemy lines, capturing fortifications for your own use before the enemy's position becomes unassailable.

Primary Objective

In addition to victory points gained for destroying enemy forces you receive the following bonus victory points for capturing enemy fortifications.

For each fortification which has at least one of your models in it and no enemy models: +2 victory points

Secondary Objective

In addition to points gained from completing your primary objective you receive the following points for destroying enemy defences or nullifying their effectiveness.

For each fortification which is destroyed or has no unbroken enemy troops in it (not including razorwire): +1 victory point

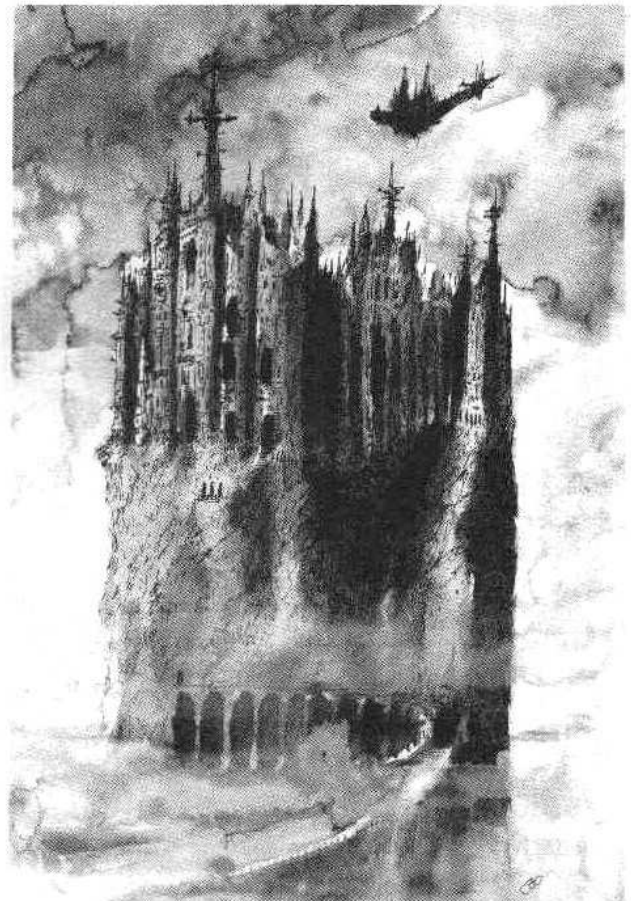
Special Rule

This mission is being run to a tight schedule. Roll a D6 to see how long the game lasts. 1-2: 4 turns. 3-4: 5 turns. 5-6: 6 turns.

MISSION CARD



Concealed Unit 1	Concealed Unit 2	Concealed Unit 3	Concealed Unit 4
Concealed Unit 5	Concealed Unit 6	Concealed Unit 7	Concealed Unit 8
Concealed Unit 9	Concealed Unit 10	Concealed Unit 11	Concealed Unit 12
Concealed Unit 12a	Concealed Unit 14	Concealed Unit 15	Concealed Unit 16
Concealed Unit 17	Concealed Unit 18	Concealed Unit 19	Concealed Unit 20
Concealed Bunker 1	Concealed Bunker 2	Concealed Bunker 3	Concealed Bunker 4



WARHAMMER

40,000

ASSAULT Pt. II

by Ian Pickstock

In part 2 of the assault article we take a look at including larger fortifications in your games of Warhammer 40,000. I've also included rules for playing special Assault games. All of these rules are designed to be used with the rules for Razorwire, Trenches and Concealed Bunkers that were provided in Part 1 of this articles in Issue 3 of the Citadel Journal

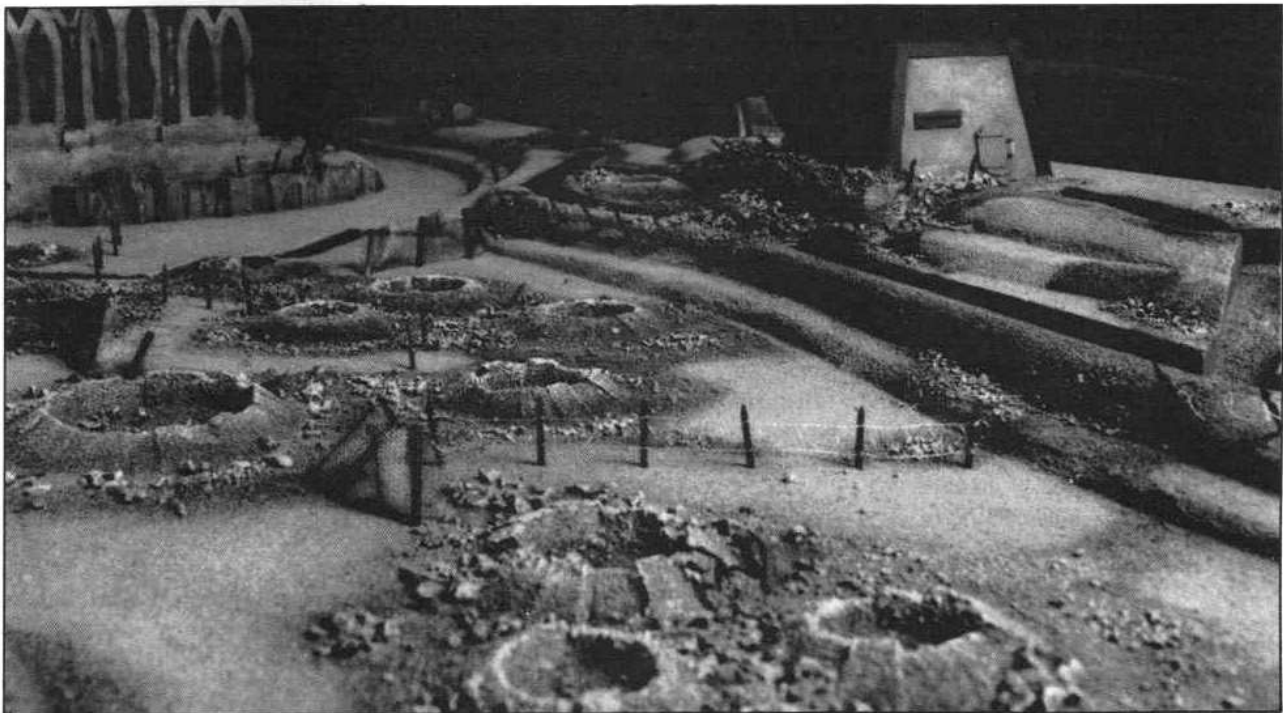
The main inspiration for this article was the excellent fortification models which Adrian Wild made for our Studio terrain and scenery collection. I think the models really give the battlefield a focal point, which the troops can fight over. But then I thought wouldn't it be even better if the troops could fight in them. So feeling inspired I had the basis of an article. I decided to use Jervis Johnson's fortification system for Bunkers printed in White Dwarf 169, as the basis for the larger fortifications. So the first few pages is just a revision of the Bunker rules so that they fit with the models and for those people who didn't get issue 169.

I would just like to give many thanks to Owen Branham, Owen works at our US studio and made the splendid terrain tables which you will see throughout this article. Owen's terrain boards are ideal for playing Assault games, with lots of trenches, razorwire and bunkers they make for really exciting games.

The following rules for access, attacking fortifications etc. only apply to the fortification in this article, and all the rules for access etc. for Trenches, Razorwire, Emplacement and Concealed Bunkers, printed in part 1 still apply.

ACCESS TO FORTIFICATIONS

Normally troops may only enter fortification through the steel doors in the walls, only models that are physically small enough may do this. This generally means big models like dreadnoughts, Tyranids or Ogryns can't enter a fortification. Unless you build a purpose built Ogryn command centre with big doors. Models which move into a fortification should be taken off the table and placed on the special floor plan for that fortification. A maximum of one model may be placed in each square. Each fortification should have it's own floor plan. The floor plan will vary from being very simple for Wall sections to complex for Strongholds. You can use Space Hulk floor



Owen Branham's marvelous terrain boards are a great example of how the battlefield should look in an Assault.

plans as fortification floorplans if you have the appropriate tiles. If you are using a huge fortification, combining several towers with walls sections and strongholds, using Space Hulk floor plans are ideal. Simply set up the floorplans on another table to represent the inside of the fortifications and play the game as usual. Hopefully you'll have a really exciting battle, with the attacker breaking into the fortification and close fighting up and down corridors, bitter struggle for every inch etc. etc.

Models inside a fortification may move a square on the floor plan at a cost of 1" of it's movement. If a fortification has more than one level, then to change level a model must move into a square adjacent to a square containing a ladder. The model may change a level at a cost of it's entire movement. The model must be placed in a square adjacent to the ladder. If able to do so a model which changes level may fire weapons or engage in hand-to-hand combat.

All levels are assumed to have a trapdoor and all door assumed to have a locking device. This means occupants of the fortification can prevent enemy models from changing levels or entering the fortification by simply locking the doors.

SUPPORT WEAPONS

A support weapon may be placed on the roofs of fortification which state that a Support Weapon may be placed on the roof on their datafax. A Support Weapon placed on the roof of a fortification is assumed to have been dismantled and then reassembled on the roof of the fortification. Support weapons may not be moved to the roof during the battle, and those set up on the roof may not remain there for the duration of the battle. Mole Mortars may not be set up on the roof in this way! Support weapons may be set up inside the fortification but they may not fire their weapon out of the fortification.

ATTACKING FROM FORTS

Vision Slits

Models that are inside fortifications may fire weapons through the vision slits. A maximum of one model may fire through each vision slit. If you are using the floorplans then a model must fire through the vision slit that is on the side of the square that they occupy. Any model firing through a vision slit has a limited line of sight, and so has its arc of fire restricted to a 90° arc straight through the vision slit.

Roofs

Models on roofs of fortifications may shoot using the normal rules in the Warhammer 40,000 Rulebook.

Firing Ports

Certain types of fortification are built with firing ports. Firing ports are a special kind of sponson which is fixed onto large fortifications. The main advantage of the firing port is its greater arc of fire and the special weapons that can be mounted on them. Firing ports are indicated on the floorplans by a special counter (printed at the end of this article). A firing port takes up two squares of the floor plan, one of the squares is taken up with the weapon ammunition, cooling systems etc. The other square is for the gunner to stand in. The gunner can be any model in the army of the player who bought the fortification, can actually enter the fortification and can fire a weapon. To fire the weapon mounted in the firing port the gunner must be on the firing port square and not moved that turn. The weapon may be fired anywhere within a 180° fire arc centred on the firing port. A maximum of one in three vision slits may be replaced with a firing ports.

If the Fortification is Imperial, Ork or Chaos then the following weapons may be mounted in the firing port at the points cost indicated.

Weapon	Cost
Bolter	3 pts
Storm Bolter	5 pts
Heavy Bolter	15 pts
Heavy Flamer	15 pts

If the Fortification is Eldar then the following weapons may be mounted in the firing port at the points cost indicated.

Weapon	Cost
Shuriken Catapult	5 pts
Shuriken Cannon	15 pts
Flamer	10 pts
Melta-gun	10 pts

ATTACKING FORTIFICATIONS

Models that shoot at fortifications may *either* attack models on the fortification roof *or* attack the fortification itself. Note that models that are inside a fortification may not be attacked directly even if they fired out of a vision slit or a firing port in the previous turn. Models on the roof are attacked using the normal shooting rules. They receive the benefit of the -2 to hit modifier for being in hard cover.

Attacks made on fortifications benefit from the fact that fortifications are large stationary targets and therefore very easy to hit with ranged attacks. To represent this, attacks made at long range count the target as a large target and receive a +1 modifier tot their hit rolls, while attacks made a short range hit automatically.

When a fortification is hit by a ranged attack, roll to see which area was hit and what damage was caused as you would if you were attacking a vehicle, using the relevant fortification datafax. Unlike a vehicle, however a fortification is only affected by attacks that score a direct hit. Weapons with a blast marker that are fired at models on the roof, or which scatter when attacking the fortification or a nearby target, will only affect models on the roof and will not cause any damage to the fortification itself. This represents the fact that fortifications are solidly built construction which will only be damaged by a direct hit - peripheral damage from weapons with blast markers may blow a few gargoyles off the fortification but won't cause any serious damage. For the same reason, weapons with a blast marker that hit a fortification will only damage *one* location, chosen at random by rolling on the fortification damage table printed in the back of the relevant datafax.

A fortification may also be attacked in the Hand-to-Hand Combat part of the turn in exactly the same way as you would a vehicle.

ATTACKING FORTIFICATION DOORS, VISION SLITS AND FIRING PORTS

Models that are within 6" of a fortification door, and have a clear line of sight to it, may shoot at the door. The attack hits the door automatically, no roll to hit is required, and the attacker does not have to roll on the hit location table. Armour penetration and damage are worked out using the normal rules. Models that are on a roof or inside a fortification which has a trapdoor in the same section may choose to attack the trapdoor in the same way. The trapdoor has an armour value of 15 and uses the door damage table on the relevant fortification datafax.

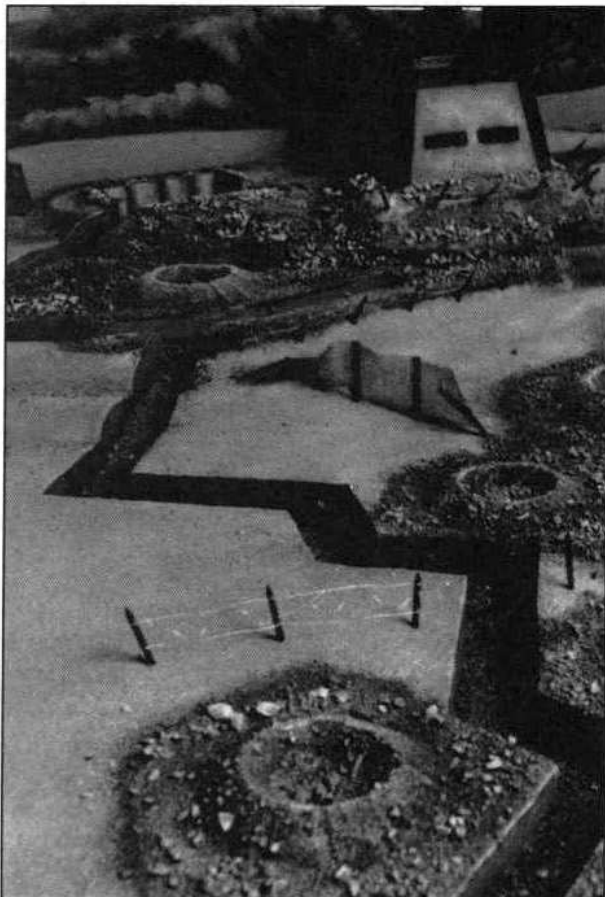
If the door is destroyed subsequent attacks that hit the door location will go through the doorway and hit one of the models inside the fortification. The attack hits a randomly chosen model causing damage using the normal Warhammer 40,000 rules.

Models within 6" of a destroyed doorway or trapdoor, or that are within 1" of a vision slit may choose to fire or throw grenades through the entrance or vision slit at a model inside the fortification. Roll to hit and wound the target using the normal rules. (Don't forget to use the special rules for scatter and blast markers printed on page 89 of the Warhammer 40,000 rules if you shoot or throw a weapon with a blast marker in this way).

Models may not throw or shoot weapons through a firing port as it has no vision slit. The firing port is assumed to have a visual display unit or a targeting screen of some sort. This does not prevent models from firing at the fortification and trying to hit the firing port by rolling for location or attacking the firing port in hand-to-hand combat.

SPECIAL WEAPON RULES

All of the Special Weapon Rules printed WD169 apply with the exception that some of the larger forts are split into sections (this is indicated on the datafax). The following weapons which would affect an entire bunker only affect one section: hand flammers, flammers, heavy flammers, graviton gun, distort cannon, and mole mortars, Choke, Hallucinogen, Scare, Toxin and Photon Flash Flare.



SPECIAL WEAPONS

Harlequin's Kiss: A model armed with a harlequin's kiss that is within 1" of the fortification's vision slit may use the weapon to attack any models inside the fortification. Roll on the harlequin kiss Vehicle Crew Penetration Table in the Wargear book to see what happens to any models inside the fortification.

Hand Flammers, Flammers & Heavy Flammers: The flames from these weapons will wash over the fortification and flow through the vision slit to affect the models inside. If a flamer is used to attack a fortification then it will automatically hit a vision slit. Roll a D6 for each model inside the fortification, they are hit by the flames on a roll of 3 or more. Note that flammers do not receive the bonuses normally applied to weapons with a blast marker in a building.

Graviton Gun: If a graviton gun hits a fortification then it ignores armour penetration. Roll on the fortification damage table adding +1 to the dice score.

Distort Cannon: Roll a D6 if any part of a fortification falls under a Distort Area template. On a roll of 4, 5 or 6 the fortification and all its occupants are affected by the distort cannon. Make one distort cannon test to see what happens to the fortification and its occupants.

Choke, Hallucinogen, Scare & Toxin: The gas from these weapons will seep through the vision slit into the fortification. If the front of the fortification is covered by the blast marker template for the grenade then roll a D6 for each model inside. On a roll of 3, 4, 5 or 6 then the model may be affected by the grenade as described in the Wargear book.

Mole Mortars: If a mole mortar is used to attack a fortification then roll on the following table instead of the Mole Mortar Accuracy table printed in the Wargear book.

MOLE MORTAR DAMAGE TABLE

1	Off Target. The torpedo's guidance system draws it off-target. Randomly determine scatter as normal then re-roll on the Mole Mortar Accuracy table in the Wargear book.
2-5	Airburst. The torpedo emerges on target, spins out of the ground and explodes in the fortification. All the models in the fortification take a strength 4 hit with -2 save modifier.
5-6	Cave In! The torpedo explodes under the concealed bunker, causing the bunker to cave in. The concealed bunker and any models in it are destroyed. Remove the fortification model and replace it with a crater.

Photon Flash Flare: Photon flash flares that go off outside the fortification will not affect any models inside the fortification. If the flare goes off inside the fortification then it automatically effects any models inside the fortification, and +1 is added to the dice roll on the Flash Effect table printed in the Wargear book.

Vibro-cannons: A fortification which is hit by a vibrocannon suffer damage exactly as if it were a vehicle. The fortification is automatically hit and the Eldar player must roll to penetrate the fortification's armour, the fortification has an armour value of 22. If successful the Eldar player rolls on the fortification's Structure damage table with a +3 modifier to the roll.

BATTLE TOWERS

A Battle Tower is a large fortification used to get an elevated view of the battle field. Troops in battle towers have the advantage of height and are able to rain fire down onto their advancing opponents.

Special Rules

A Battle Tower has a floor and a roof just like a normal bunker. But the floor is raised up off the ground, so that the only way to close assault the bunker is via the door on the bottom then up the stairs and through the trapdoor in the floor.

Models assaulting the bunker cannot throw grenades through vision slits or charge any models firing from vision slits, although you may be within 1" of the actual bunker wall the vision slits elevated position prevents you from attacking through the vision slits. Unfortunately this works both ways, any models within 2" of the Battle Towers walls cannot be shot at by models firing out of vision slits, due to their restricted field of fire (see diagram). If you wish to assault the Battle Tower, Then you must destroy the door, then destroy the trapdoor. All the rules for doors and trapdoors printed apply.

The floors of Battle Towers should be represented by 3 by 3 square sections. Guess what, yes Space Hulk room sections are ideal. You may like to add additional doors on the upper floor of your Battle towers so as to provide access to Rampart sections which are added to them.

Battle Towers may be equipped with Firing Ports.

Turrets

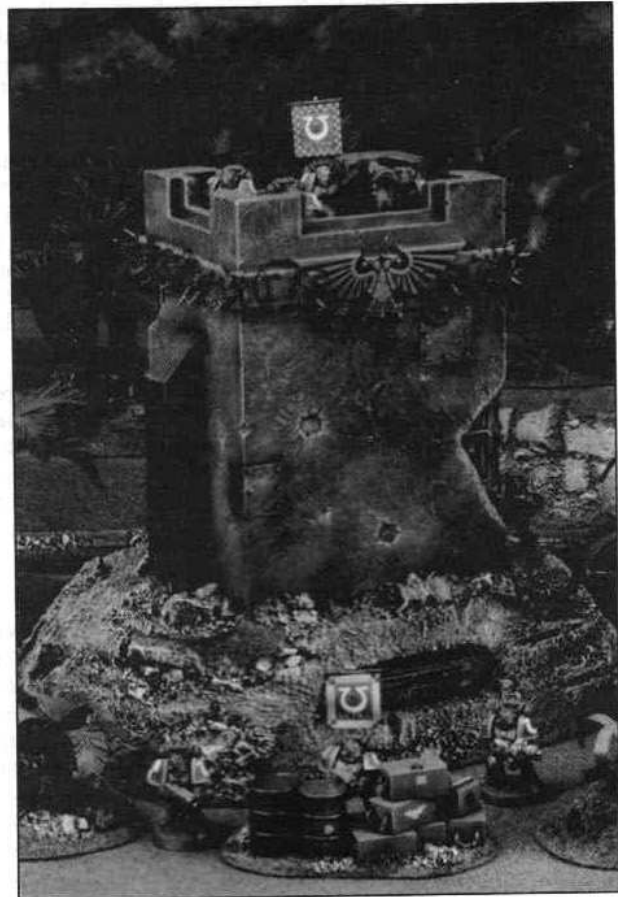
Battle Towers may be used to mount turreted weapons. The turret costs an additional 25 points and may be used to mount any support weapons allowed for your army at the normal points cost. The support weapon follows all the normal rules but with the added bonus of being in a thick steel turret and having a 360° fire arc. The turret is destroyed if the Battle Tower is destroyed. If a turret is mounted on the battle tower then no troops may be placed on the tower roof. Battle Towers with Turret should be decked out with a suitable model.

Ork Traktor cannons mounted in a turret follow these special rules. Objects dragged towards the fortification will collide with the fortification. If the Traktor cannon suffers from reversed polarity, then the turret will be ripped off and dragged towards the target in the usual manner, the Traktor cannon will count as destroyed.

The price includes the cost of a gunner who is of the following type for your army, I have included the relevant stats for convenience:

Army	BS	T	W	Armour Save
Space Marine	4	4	1	Power Armour: 3+
Ork (Gretchin)	3	3	1	Flak: 6+
Imperial Guard	3	3	1	Carapace: 4+
Chaos	4	4	1	Power Armour: 3+
Eldar	3	3	1	Guardian Armour: 5+
Squat	3	4	1	Flak: 6+

Imperial Guard forces may buy Command Relays instead of a turret. A command relay allows Imperial Guard Colonels to stay in contact with their force. A battle tower equipped with a command relay counts as a command section with a Ld value of 9. A Command Relay costs an additional 30 points, only one fortification in the Imperial Guard force may be equipped with a Command Relay. Battle Towers with Command Relays should be suitably decked out with aerials and radar dishes etc. The Command Relay can be hit and destroyed in the same way as a Turret.



WALL SECTIONS/RAMPARTS

Wall sections are designed to be used in long lengths to form city or fortress walls, the basic wall section is a bit like a thin bunker. Wall sections may be joined together to form a long section of wall. Wall sections can be used with Battle Towers to form a huge fortress.

Special Rules

Each section of rampart is assumed to have a door at both ends, these follow all the normal rules for doors. A rampart does not have a trapdoor to allow access to the roof. Troops wishing to enter the roof must enter via an open ended rampart or via a door from a Battle Tower or other fortification.

Ramparts may not be equipped with Firing Ports.



Joining Ramparts and Battle Towers

When joining ramparts note that the end doors do not count as two separate doors but represent one door. An ideal way to represent the interior of Ramparts is to use Space Hulk corridor sections, using the doors to represent doors (wow there's logic for you!). This of course means that if you destroy a rampart then both doors will be destroyed leaving two gaping holes for the enemy to enter through.

STRONGHOLDS

Strongholds are the largest and toughest fortification. Such large fortifications vary greatly in their specification and no two are hardly ever the same. With this in mind it is very difficult for me to give you very specific rules without me restricting your modelling options. Needless to say if your Stronghold looks anything like the one in the photo you are on the right track.

Basically a Stronghold is two Battle bunkers and Battle tower combined to form one fortification. Each section can be destroyed separately and should be treated exactly like separate individual fortifications. You might well be asking what purpose this serves and why don't you just have two Battle bunkers and a Battle tower joined together? The reason is that Strongholds can have various upgrades which aren't allowed on smaller fortifications.

Special Rules

No other fortifications may be joined onto a stronghold.

Shooting at Strongholds

A Stronghold is a very large fortification and all the normal rules for shooting at fortifications apply. In addition when a hit is scored on the fortification the firer may choose to aim high or low. If the firer aims high then he may add 6 to his roll on the Stronghold datafax location table. If he aims low then the firer rolls a D6 as normal. The firer must declare whether they are aiming high or low before rolling for location.

Autofire Weapons

Strongholds are equipped with special Autofire weapons. The weapons always count as being on Overwatch and may only fire in your opponents turn. Although there are dozens of these weapons all over the Stronghold the Autofire system can only cope with identifying one target at a time and can therefore only bring five weapons to bear on any one target. The weapons will always fire at the closest target at the end of your opponents movement phase. If any enemy units charge the Stronghold then the Autofire weapons will target them. If more than one unit charges the Stronghold then you may choose which of the charging units to fire upon. The maximum range of any Autofire weapons is 12" regardless of the actual weapons range, this represents the limits of the actual sensors.

Eldar fortifications have shuriken catapults all other fortifications have bolters. The Autofire weapons hit on a 4+ and do damage in the normal way.

Turrets

The tower may have a turret mounted on it in exactly the same way as a battle tower. A turret in a stronghold may also be equipped with special Anti-skimmer weapons. The Anti-Skimmer weapons count as being on Overwatch and may only be used to fire in your opponents turn. The maximum range of the weapon is 24" and it may only fire at skimmers. You may choose from the following weapon systems to mount as anti skimmer weapons.

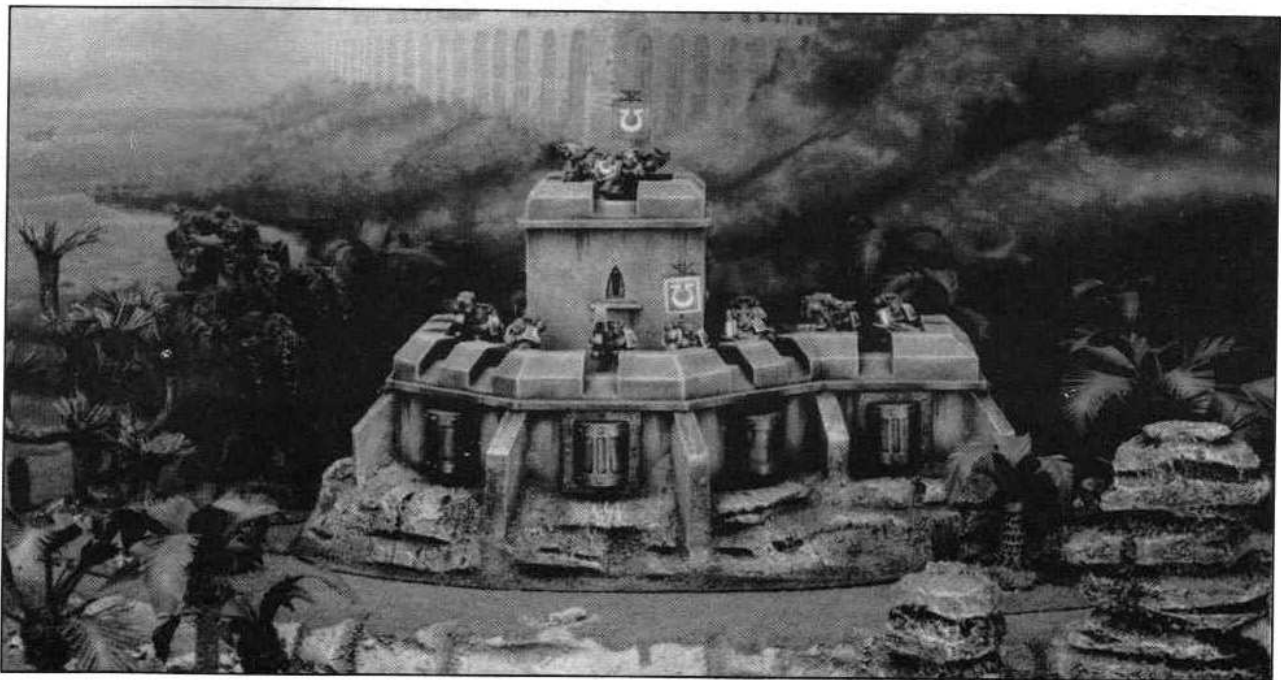
Two hunter killer missiles (Imperium only)	50 pts.
No maximum range.	
Twin linked heavy bolters.	30 pts.
Twin linked shuriken cannons (Eldar only).	30 pts.
Scatter Laser (Eldar only).	50 pts.
Four linked kustom kombi weapons (Orks only), roll for the affects of each weapon seperately.	
Maximum range of 24" still applies.	40 pts.

Interior Doors

A Stronghold has interior doors allowing access between the different sections of the Stronghold. These follow all the rules for normal doors, having an armour value of 15. If the door armour is penetrated roll on the door damage table, counting results of 6 as a 5, this means you can never do structural damage by destroying an interior door.

Teleport Jammers

Strongholds may be equipped with a Teleport Jammer at an additional cost of +50 points. The Teleport Jammer prevents your opponent from teleporting troops or using warp related weapons on your Stronghold. If a unit attempts to teleport inside your fortification or if the stronghold is hit by a Vortex or D.Cannon, then the unit or blast is scattered. To scatter the attack roll a Scatter dice and a 2D6. If you roll a 'hit' then the attack has hit and is resolved as normal. If you roll an arrow, the unit or blast is scattered 2D6" in the direction shown by the arrow.



WRAITH TOWER

Many planets all over the galaxy have Wraith Towers, to many they are just strange alien monuments. But to the Eldar they represent the key to their civilisation. As well as being powerful sources of psychic energy they also act as portals to the Eldar Webway.

A Wraith Tower may be purchased by Eldar player or included in games with Eldar forces. Maybe the Eldar are trying to capture it from enemy hands. No more than one Wraith Tower may be on the battlefield. A Wraith Tower cost 50 points and comes out of the player's fortification allowance. A Wraith Tower may be placed anywhere within an attackers deployment zone or a defenders rear zone. The Wraith Tower may be placed in a defenders front deployment zone for double the points cost. A Warlock, Farseer or Shadowseer that is within 6" of a Wraith Tower may take an extra warp card. A maximum of one extra warp card may be taken in any one psychic phase, the card is always given to the seer of highest mastery. Any powers cast on the tower or any Eldar model within 6" of the Wraith Tower is nullified on a D6 roll of 4 or more. In addition any enemy psykers within 12" of the Wraith Tower attempting to use any psychic ability or Wargear is pulled towards the Wraith Tower 2D6". If the Psyker touches the Wraith Tower then they are assumed to have been pulled through the portal and sucked into the Webway. The psyker is effectively killed and removed as casualty.

A Wraith Tower follows all the normal rules for shooting at fortifications and has an effective armour value of 25. If a shot penetrates this armour then roll a D6 and refer to the table below.

1-3: Great chunks are blown off the Wraith Tower, but the psychic integrity remains intact. Although the portal is temporarily closed and will not suck psykers in.

4-6: The Wraith Tower is destroyed. All psykers within 24" will suffer feedback from the psychic shock waves. The psyker is knocked down and may not use any powers that turn, but may still attempt to nullify. Plus the psyker will suffer a wound on the D6 roll of a 4 or more.

The Wraith Tower maintains a position in the real universe relative to it's counter-part in the warp, rather than being built on the ground. They are only placed on the ground for ease and convenience. Indeed on some planets where seismic activity has coursed the ground to move it isn't uncommon to find a Wraith Tower suspended in mid air and in cases where planets have been destroyed, it is common for the Wraith Tower to be left intact, suspended in outer space. Because of these indestructable qualities, it is impossible to destroy a Wraith Tower by disrupting the ground it sits on or by altering it's physical properties. Therefore mole mortars, graviton guns, and vibro cannons have no effect on a Wraith Tower and cannot harm it in any way.

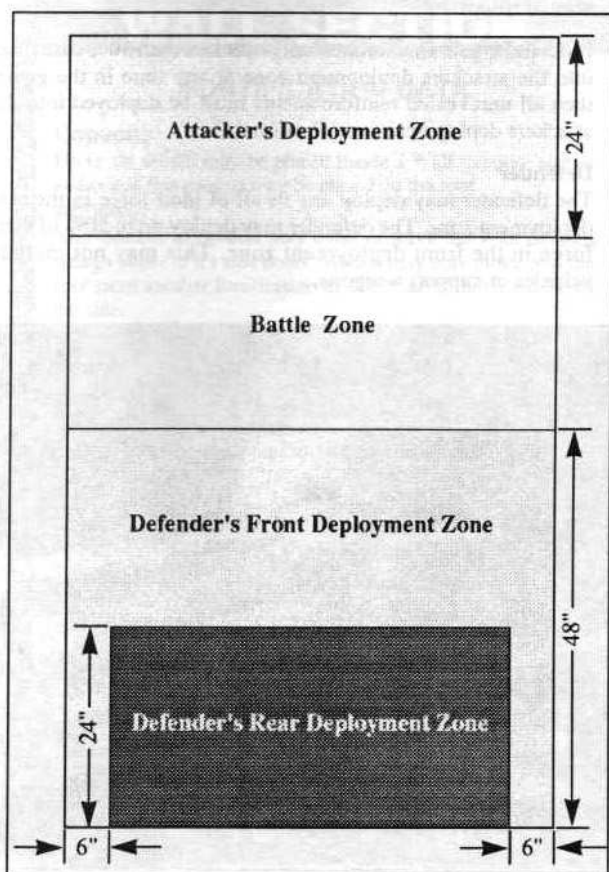


PLAYING ASSAULT GAMES

Well with all these rules for new fortifications, trenches, razorwire, etc. etc. you wouldn't want to play a boring old game of normal Warhammer 40,000. So here are some new set up rules to allow you to play exciting assault games with defender valiantly fighting off full scale assaults by storming attackers, over battle-scarred terrain full of trenches, rolls of razorwire, foxholes... An important element when playing an Assault game is that the two players take on a distinct role. One will play the defender and a good proportion of their force will consist of fortifications. The other player will be the attacker and a good proportion of their force will consist of fast shock troops, like cavalry, skimmers and infantry with jump packs. You and your opponent can choose who is the attacker and who is the defender. Or you can roll a dice, highest chooses. Or whoever puts all the time and effort into building the fortifications chooses. Note: Tyranid and Genestealer armies hardly ever defend and then they would never use fortification.

Deployment

The most important point about an assault game is that it is played up and down the length of the table rather than across the width. The Deployment zones for the attacker and the defender are as shown on the diagram below. You'll notice that the defenders deployment zone is segmented into two zones, this is because certain types of fortification can be deployed fairly deep into the battlefield, whereas larger more static fortifications tend to be at the rear. The following fortification can be placed in the rear deployment zone: Strongholds, Battle Towers and Ramparts. The following fortifications may be deployed in either the front or rear deployment zones: Trenches, Emplacements, Razorwire or Concealed Bunkers.



If a fortification datafax says that a fortification can be deployed outside it's deployment zone at an additional points cost then following restrictions apply. If the fortification normally deploys in the rear deployment zone may be placed in the front zone. If the fortification may be deployed in the front deployment zone then it may be placed in the battle-zone.

Terrain

In an Assault game the defender has a great deal of control over the terrain set up. The defender will have scouted out the surrounding area looking for a highly defensible vantage point his troops will have dug-in, erected defences and cleared terrain which blocks line of sight. The terrain is set up following the normal rules with the following exceptions. The attacker may not place any terrain in the defender's rear deployment zone, and may only place every other piece of terrain in the defenders front deployment zone. Obviously the players don't have to roll to see who gets which side, as this will have already been decided.

Deploying Fortifications

Once all the terrain has been placed the defender must deploy their fortifications. The fortifications may be deployed in the relevant deployment zones and the defender can move the terrain slightly so that the Fortification can be placed sensibly. At this stage the two player will have to come to some mutual agreements here, for instance if the defender has a bunker model built into a hill, it is perfectly okay for the defender to replace the hill with the bunker model.

Once all the fortifications have been deployed the defender may clear ground if they have reserved points for this purpose.

Clearing Ground

It is quite common for defenders to clear areas of terrain to give them unrestricted fields of fire. This is done by vehicles with bulldozer blades, infantry simply chopping trees down or even by orbital bombardment. The defender may choose to attempt to clear a piece of terrain at a cost 10 points per terrain feature. The defender must have these points left over after he has chosen his force. A defender may never attempt to clear more terrain features than their strategy rating. So a Space Marine player may attempt to clear five pieces of scenery, whereas an Ork player may only attempt to clear three. The defender may attempt to clear any terrain features in the front or rear deployment zones. Roll a dice for each terrain piece and consult the following chart.

1: Missed. The Bombardment was off target and hits a nearby piece of terrain. The terrain feature nearest to the chosen terrain feature is Demolished, as stated in result 4-5. This includes any of the defenders fortifications. If two or more terrain features are of equal distance from the chosen feature. Roll a dice to see which one is destroyed.

2-3: Partial Clearance. Unfortunately the terrain had to be cleared by hand and is only partially cleared. Trees and forest should be replaced with general soft cover, bushes, long grass, felled trees perhaps!

4-5: Demolished. The bombardment was dead on target, but didn't quite scatter right to get the optimum destruction. Replace the terrain feature with lots of craters.

6: Flattened. Bingo! All traces of the terrain existence is scoured from the planet's surface, in a cataclysmic explosion that makes you wished you'd saved that bombardment for the enemy. Remove the terrain feature.

MISSION CARDS

Due to the specialised nature of an Assault game you may want to vary which Mission Cards you include. Although it is perfectly possible for you to play an Assault game using the existing Mission Cards, you may want to vary the selection or remove the inappropriate ones like Engage and Destroy, or Guerilla War (men don't dig foxholes and heavy weapon emplacements, only to find they don't have any ammunition. You could try just using the special Assault Mission cards or even choosing missions. (Choosing missions can be fun as it means you can tailor your force for a particular mission, don't let a player choose Engage & Destroy as it is too easy). You could devise a scenario with its own special Victory Point totals.

GAME LENGTH

Assault games generally take a lot longer than normal games of Warhammer 40,000 and the attackers would be struggling to get across the table in four turns. Generally in Assault battles it is best to play to a preset Victory Point Total or for an allotted time. If you play to a preset points value I recommend you use the following table. Both players have to score a number of victory points based on the size of their armies, this indicated on the table below. The player that goes second is called the second player (as well as Smeg head, Orky skum, ponsy Eldar etc). At the end of each of the second player's turn work out the numbers of victory points each player has scored. If either player has scored the required Victory Points, the game ends and they have won.

Army Size	VPs Required
0-1000	10
-1500	15
-2000	20
-2500	25
-3000	30
etc.	etc.

If you still want to play a game to an allotted number of turns then use the following table.

D6 Roll	Number of Turns
1-2	6 Turns
3-4	7 Turns
5-6	8 Turns

Deploying Forces

After both players have picked Missions or decided on a scenario, you can deploy forces.

Attacker

The attacker may deploy anywhere within the attackers deployment zone. Plus in addition the attacker may reserve up to 20% of their force as reinforcements. The reinforcements must include a Hero or Mighty Hero character to lead them. Reinforcements are troops which hang back behind the main force. Dodging from cover to cover and staying out of enemy sight. Their purpose is to move forward and bolster the attackers when they are faltering or to add extra punch to an attack.

Attacking vehicles may deploy on combat speed.

Reinforcements

The attacker may deploy his reinforcement at any time in one of the attackers subsequent turns. The reinforcement may be placed anywhere 8" behind the furthest forward unbroken attacking or defending unit with less than 50% casualties.

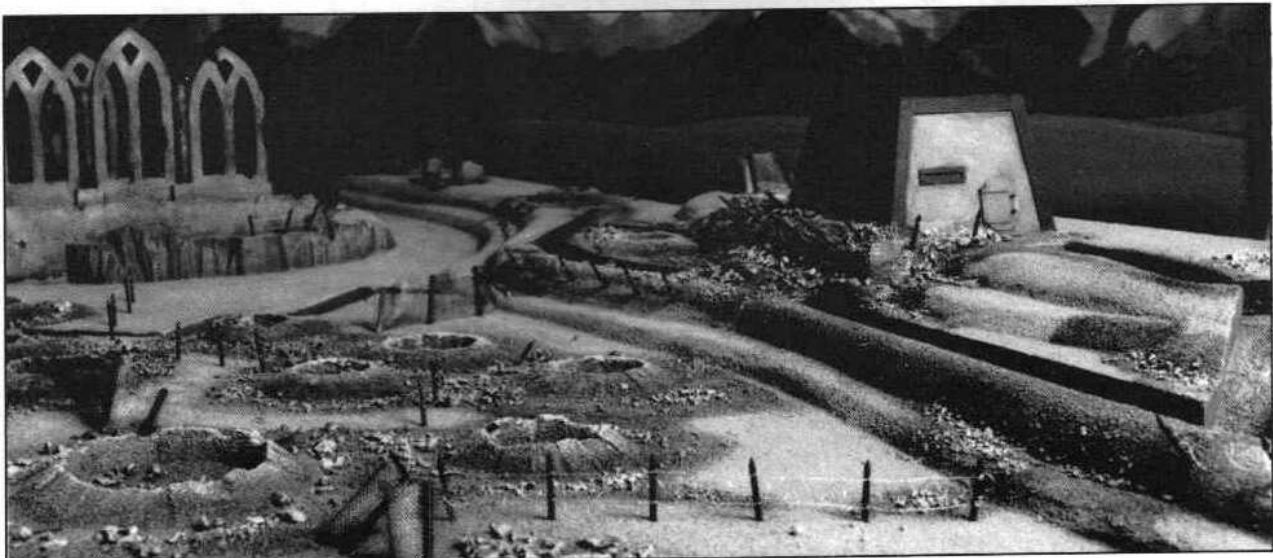
Reinforcements may be of any type - troops, vehicles, support weapons etc. Reinforcements may be deployed into 'Hiding'.

The defender may use the Strategy card 'Delayed' to hold up reinforcements. Instead of playing the card at the start of the game. The defender waits until the attacker states that he is placing their reinforcements. The defender may then use the delayed card to force the attacker to deploy their reinforcements in the attacker deployment zone, just like normal troops.

If defender gets an unbroken unit with less than 50% casualties into the attackers deployment zone at any time in the game, then all unrevealed reinforcements must be deployed into the attackers deployment zone as normal.

Defender

The defender may deploy any or all of their force in the rear deployment zone. The defender may deploy up to 50% of their force in the front deployment zone. This may not include vehicles or support weapons.



BATTLE TOWER

FORTIFICATION DATA

Capacity:

Up to nine models may be placed inside the tower and an additional eight models, or a single support weapon and crew may be placed on the roof.

Access:

Any number of models may enter or leave the tower through the side door, then up inner ladder and through the trapdoor in the floor. Enemy models must destroy both the door and the trapdoor to gain access.

Fire Arcs:

Models on the roof can fire using the normal shooting rules. Models in the Tower may fire out of any of the four vision slits, using the rules for firing out of vision slits. Only one model may fire out of each vision slit.

Deployment:

Battle Towers are deployed in the Rear Deployment Zone and may be deployed in the front deployment zone at an additional cost of +25 points.

Special:

A Battle Tower may be equipped with a turret at an additional cost of 25 points + cost of weapon(see main rules). A Battle Tower may replace one of its vision slits with a firing port.

Points Cost: 75 points

D6*	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1	Vision Slit*	See Below	
2	Door*	20	20
3-5	Structure	25	25
6	Turret**	22	22

* Hit the one nearest the attacker. If the nearest vision slit has been replaced with a firing port. Count the hit against the Firing Port instead.

** If the Battle Tower doesn't have a turret count this as a hit on the Structure instead.



WALL SECTION

FORTIFICATION DATA

Capacity:

Up to six model may be placed inside a Wall Section, and an additional five models may be placed on the roof.

Access:

Any number of models may enter or leave the Wall Section through either of its side doors. Models may only move onto the roof from another fortification or if the model has a ladder on the side.

Fire Arcs:

Models on the roof can fire using the normal shooting rules. Models in the Wall Section may fire out of any of the six vision slits (three on each side), using the rules for firing out of vision slits. Only one model may fire out of each vision slit.

Deployment:

Wall Section are deployed in the Rear Deployment Zone and may be deployed in the front deployment zone at an additional cost of +25 points.

Points Cost: 35 points

D6*	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1	Vision Slit*	See Below	
2	Door**	18	18
3-6	Structure	22	20

* Hit the one nearest the attacker. If their aren't any visible count the hit as a Structure hit instead.

** Hits the door nearest the attacker. If their aren't any visible doors count the hit as a Structure hit instead.

STRONGHOLD

FORTIFICATION DATA

Capacity:

Up to eight models may be placed in each bunker and nine may be placed in the Battle Tower. You can place as many models (including support weapons) as possible on the roof as long as all the bases are flat on the floor and are not overlapping

Access:

Any number of models may enter or leave the a section of the Stronghold though it's doors, either to the outside or to another section. Models may only move onto the roof from another fortification or if the model has a ladder on the side. Models may move onto the roof through trapdoors.

Fire Arcs:

Models on the roof can fire using the normal shooting rules. Models in the Tower may fire out of any of the four vision slits, using the rules for firing out of vision slits. Only one model may fire out of each vision slit.

Deployment:

Strongholds are deployed in the Rear Deployment Zone.

Special:

See main rules. One in three vision slits may be replaced with Firing Ports.

Points Cost: 200 points

D6*	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1	Vision Slit*	Auto. Penetrate	
2	Door*	20	20
3	Auto. Wpns.**	15	15
4-6	Structure†	26	26
7	Vision Slit*	Auto. Penetrate	
8-9	Turret	22	22
10-12	Struct. (Tower)	25	25

* Hit the one nearest the attacker. If their aren't any visible count the hit as a Structure hit instead.

** If the Autofire Weapons are penetrated then they are destroyed.



BATTLE BUNKER

FORTIFICATION DATA

Capacity:

Up to eight models may be placed inside the bunker, and an additional five models or a single support weapon and crew may be placed on the roof.

Access:

Any number of models may enter or leave the bunker through the side door, or move from the bunker to the roof, or from the roof to the bunker, each turn. A single support weapon may be set up on the roof at the start of the battle, but may not leave once the battle is progress.

Fire Arcs:

Models on the roof can fire using the normal shooting rules. Models in the Bunker may fire out of any of the seven vision slits, using the rules for firing out of vision slits. Only one model may fire out of each vision slit.

Deployment:

Battle Bunkers are deployed in the Rear Deployment Zone and may be deployed in the front deployment zone at an additional cost of +25 points.

Points Cost: 50 Points

D6*	LOCATION	ARMOUR	
		FRONT	SIDE/REAR
1	Vision Slit*	See Below	
2	Door**	18	18
3-6	Structure	22	20

* Hit the one nearest the attacker. If their aren't any visible count the hit as a Structure hit instead.

** Hits the door nearest the attacker. If their aren't any visible doors count the hit as a Structure hit instead.

FORTIFICATION DAMAGE TABLES

STRUCTURE

- D6** **Damage**
- 1-4** The fortification rocks violently. Any of the models inside the fortification or on the roof are knocked to the ground or are trying to prevent the bunker from collapsing and may do nothing in their next turn. Add +1 to all future damage rolls against this bunker.
- 5** The ground erupts everywhere and the fortification collapses. All the occupants are either killed or buried alive. Remove the bunker and replace it with a rubble.
- 6** The fortification is totally destroyed taken nearby fortification with it. Any fortification which are joined to this fortification must make a roll on their structure table with a -1 modifier. A result of a 0 indicates that it has no effect.

FIRING PORT

- D6** **Damage**
- 1** The gunner is hit, the model must make its basic saving throw to survive. If there is no gunner then count this as a Vision Slit hit instead.
- 2-3** The weapon mounted in the firing port is badly damaged and may only be fired if you first roll a 4 or more on a D6.
- 4-6** The firing port and the gunner are destroyed. The firing port is blockerd and useless.

VISION SLIT

The attack goes through the vision slit hitting one of the models inside the fortification. The attack hits one randomly determined model in the fortification causing damage using the normal Warhammer 40,000 rules.

TURRET

- D6** **Damage**
- 1** The weapon mounted in the firing port is badly damaged and may only be fired if you first roll a 4 or more on a D6..
- 2** The Turret is jammed and may no longer rotate. The weapon may only fire is a straight line at targets directly in front of it.
- 3** The turret gunner is hit and must make its basic saving throw to survive. Unless his position is taken over the weapon may no longer be fired.
- 4-5** The ammunition stored in the turret explodes. The turret is blown off, flying 2D6" in a random direction before it crashes to the ground. Anything under the spot where it lands takes D6 strength 9 hits with a -6 save modifier.
- 6** The turret is destroyed as above and takes a part of the fortification with it. Make a roll on the fortification's Structure Damage table to see what effect this additional damage has.

DOOR

- D6** **Damage**
- 1** The door is badly buckled and jammed shut. No model may enter or leave the building until the door is blown of its hinges.
- 2-5** The door is blown off, leaving a large door shaped hole Any future hitson this particular door will pass into the fortification with the same effect as a Vision Slit hit.
- 6** The door is totally obliterated and part of the fortification has gone with it! Make a roll on the fortification's Structure Damage table to see what effect this additional damage has.

