

Dakkarian City Wall System

Developed on Dakkaria IV to protect the capital hive city from alien ground attacks, the city walls held for months before the alien menace could bring enough firepower in order to breach them. However, this gained time was not enough and when the relief forces arrives merely weeks after the walls all they found were the decaying corpses of thousands of the foul aliens littering the approaches to the city and millions of dead citizens within. That did not take away from the genius of the adamantium reinforced Dakkarian granite and soon the Dakkarian City Wall System was being built throughout the known worlds.

Special Rules

Structure

All Sections have their own statistics including save, damage capacity and number of troops they can hold (transport) inside their structure. In addition as many infantry (including artillery) as can fit can be placed on top of Wall Sections. These stands will receive a cover save as detailed on the Section data sheet.

Sections do not receive blast markers and so can never break. They can be assaulted and (for obvious reasons) will not fight back or be required to flee; any units inside or on the Section can support using their firefight value if they can see the enemy formation, or the assaulting unit can declare formations on or in the Section being assaulted as intermingled.

Reinforced Dakkarian Granite

It takes weapons of a truly grand magnitude to damage, let alone breach, the Dakkarian City Wall System. All Sections have this rule and can only be damaged by Macro, Titan Killer and Blast Point weapons (including in assaults/fire fights). They are so reinforces that Macro weapons will not negate a save of the Sections and Titan Killer weapons will only negate one save, not all of them (though multiple damage is worked out as normal).

Blast Point weapons must target the walls directly with the centre of all blasts placed touching the base of the Section. This means that they cannot

damage the walls an infantry placed on the Section but can damage infantry in front of the Section (a dislodged block of Dakkarian granite to the head is going to hurt) or can choose to just target the infantry without damaging the walls. Damage is calculated using the following table:

Blast Points	Number dice rolls to hit	To hit roll
1-3	1	6
4-6	2	6
7-9	3	5
10-12	4	5
13-15	5	4
16-18	6	4

“Protect the Walls!”

Units within a Section receive a 2+ cover save. Units on top of a Wall Section receive a 3+ cover save. Units on top may fire freely and units inside may fire if the Section has fire points.

Any formation inside or on the walls will not automatically flee from the result of an assault, they will also only suffer a casualty for every two points they lose an assault by. Instead they will receive blasts equal to the number of casualties during the assault, which may cause the formations to flee.

Split fire

Units firing on Sections can split fire between the Sections themselves and Units inside or on top of them.

Shattered Granite

Although AT weapons will not create sufficient damage to the structure of the walls, a well-placed shot can cause the granite near firing slits to shatter and send splinters into the defenders. AT weapons can be fired at units in or on the Sections, simply convert their AT value to an AP value. The formation being shot can still make cover saves as normal and is at -1 to hit for being in cover.

Moving through Sections

Infantry units may move from Section to Section measuring distances as normal. Units must enter through Bastions, measuring movement to the door, and it takes 5cms of move up to either the bunker top or to an adjacent Wall Section or down to exit the Wall System. Units may move through Bastions even if the section is “full” as long as they do not remain inside.

Although Artillery units can be deployed on or in Wall Sections (not in Bastions) they become immobile from that point on. If required to flee they count as destroyed.

Gates

Gate sections can be opened to allow units to move out from behind the walls to intercept the enemy (or flee back behind them to safety). However, the heavy Adamantium gates take some time to open as close.

Gates can start open or closed as decided by the controlling player.

To open or close a gate declare it as opening or closing at the beginning of the turn (before Strategy Phase) but leave the gates in their current state. Then before the first action roll 2D6. After this many actions are completed (counting both players actions) or at the end of the turn the opening or closing is completed.

The bigger they are...

If a Section is reduced to 0 damage capacity it is destroyed.

Wall and Gate Sections are considered breached and should be replaced with a Damaged Wall Section is available. Any units inside are automatically hit with a macro weapon attack and those on top are hit with a macro weapon attack on a 3+. Any units that survive should be placed on the ground inside the wall section. No units can be placed on top of the Damaged Wall Section or enter it. Any units moving through the breach count it as Dangerous.

Bastion Sections are considered impassable. Any units inside are automatically hit with a macro weapon attack. Any units that survive should be placed on the ground inside the wall section. No units can enter the Bastion Section.

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Gate Section	WE	0	5+	n/a	n/a	n/a	n/a	n/a	DC6, Reinforced Armour, Thick Rear Armour. Critical Hit Effect: The gate can no longer be opened or closed. Additional critical cause an extra point of damage.
Wall Section	WE	0	5+	n/a	n/a	n/a	n/a	n/a	DC6, Reinforced Armour, Thick Rear Armour, Transport (6 infantry including artillery). Critical Hit Effect: The section loses Reinforced Armour. Additional critical cause an extra point of damage.
Large Bastion	WE	0	5+	n/a	n/a	n/a	n/a	n/a	DC6, Reinforced Armour, Thick Rear Armour, Transport (6 infantry including artillery). Critical Hit Effect: Units can no longer enter or move through the Bastion. Units already inside are trapped. Additional critical cause an extra point of damage.
Small Bastion	WE	0	5+	n/a	n/a	(Optional) defence system or	AA 45cm 45cm	4x AA4+ AA4+, TK(D3)	DC4, Reinforced Armour, Thick Rear Armour, Transport (6 infantry including artillery). Critical Hit Effect: Units can no longer enter or move through the Bastion. Units already inside are trapped. Additional critical cause an extra point of damage.