

40. FORTIFICATIONS & CITIES. (V 12.06.10)

Fortifications and cities have effects on combat, movement, and SP expenditure as described below. These effects are summarized on the TERRAIN EFFECTS CHART. They are built and upgraded as described in Rule ????. Some fortification markers may be flipped to “Manned Fort” status as shown below in Rule ????. Fortifications being upgraded have combat effects at the non-upgraded level.

40.A. MODIFICATIONS TO COMBAT RESULTS/LOSSES.

If a defender is in a fort or major city and a combat result of a CA or DL occurs, it instead becomes a 1X½.

If the defender is in a fort or city hex that has any combat effect, and a “Disruption” result occurs on the MAIN COMBAT TABLE (not the RED Table), the defender halves the disruption losses and takes them as casualties instead.

40.B. EFFECTS OF ATTACKS OR ABANDONMENT.

Any time units in a fortress or fortification are attacked by units achieving at least 1:2 odds, reduce the fortress or fortification by one level after losses are taken. *For example, a deadlock result in the initial combat phase would reduce the fort one level before the required exploitation phase attack was made.* This will occur even if the attack does not succeed in clearing the defending hex. Fortresses and fortifications are reduced in strength as follows:

- 1) An improved fortified area is reduced to a fortified area.
- 2) A fortified area is reduced to an improved fort.
- 3) An improved fort is reduced to a fort.
- 4) A fort is reduced to a field fortification
- 5) A field fortification is reduced to an entrenchment.
- 6) An entrenchment is removed from play.
- 7) An unimproved fortress is reduced to a damaged unimproved fortress.
- 8) A fortress is reduced to a damaged fortress.
- 9) *Note: Combat does not reduce port fortifications, fortified hexsides, fortified zones, or the Maginot Line / Westwall.*

Combat losses may be taken from the forts intrinsic strength if desired. *For example, an improved fort with no unit stacked with it or having no intrinsic strength, would be reduced to a fort during the enemy player's initial phase.* Once losses are taken, exchange the fort for one with the new intrinsic strength.

Fortifications being upgraded suffer reduction affects normally. *For example, a fortified area with a “C1” marker on it is reduced to an improved fort in the initial combat phase and then again in the exploitation combat phase (to a fort). The “C1” marker remains on the fort marker. Upon reaching “CO”, the marker is removed normally so that an operational fort is in the hex.*

A fortification that is ungarrisoned or is captured by units unable to destroy it, suffers the effect of an attack (as stated above) during each enemy initial phase. *For example, an improved fort with no unit stacked with it or having no intrinsic strength, would be reduced to a fort during the enemy player's initial phase.*

40.C. FORTIFICATIONS.

Fortifications negate the effects of enemy ZOCs during the reaction movement phase. Units overrunning occupied fortifications must spend one additional MP. Fortifications also affect both the AEC modifier and the combat die rolls.

Any fortification with a defence strength is 1 RE in size, does not count against stacking, may not attack, and is self supporting (Rule 9.A).

All forts without an intrinsic defence strength (Rule ???) must be garrisoned by a combat unit or suffer effects as described in Rule ???.

40.C.1. MANNED FORTS.

Some fortifications may be upgraded from their base defence strength of zero by merging with a “Manned Fort” marker during the replacement phase. The intrinsic strength of a manned fort depends on the current level of the fort and is shown after its heading (in brackets). A “#” indicates that the strength may vary for non standard markers as indicated in the OB.

Each “Manned Fort” marker costs ½ inf RP and ½ art RP and takes 4 turns to produce. During the replacement phase of its arrival, flip one fort to its “Manned Fort” status showing its defence strength and remove the “Manned Fort” marker from play.

The following restrictions apply when adding flipping fortifications to their “Manned Fort” side:

- a) Forts in their home country or their colonies may only flip using their own nationalities “Manned Fort” markers.
- b) Forts in conquered territory may only use German or British “Manned Fort” markers to flip.
- c) Forts may only be upgraded if they meet the same requirements as for upgrading combat units (Rule ???).

The intrinsic strength of a “Manned Fort” is only used for defence; it may never be used in an attack.

A “Manned Fort” may used its intrinsic strength to take losses. No matter what the value of the intrinsic strength, special replacements are received as if 1 strength point was lost. *For example, if a stack with a manned improved fort (intrinsic strength of 2) had to take 2 points of losses, it could remove units totalling two defence strength, or flip the fort to its unmanned status. Even though 2 points of losses were absorbed by flipping the fort, only 1 point would count for special replacements as that is its actual replacement cost.*

A manned fort counts as 1 RE for disruption purposes. If the intrinsic strength is removed due to disruption, place a “Manned Fort” marker on the turn track so as to arrive 4 turns later.

Forts may be abandoned as per Rule ??? to recover the “Manned Fort” marker. Place the marker so as to arrive on the turn track in four turns.

40.C.2. ENTRENCHMENTS (0).

An “Entrenchment” marker subtracts one from the main combat die on the CRT. *Note: Entrenchments are assumed to be low level fortifications, optimum use of terrain, the most efficient fields of fire, and the proper ranging of divisional artillery.*

40.C.3. FIELD FORTIFICATIONS (0 OR PER COMBAT UNIT).

A “Field Fortification” marker subtracts one from the main combat die and one from the armour effects modifier. It costs ½ additional SP to attack. When a hex containing a field fortification is captured by enemy units, the fort is destroyed.

A “Field Fortification” formed from a combat unit is never reduced to an entrenchment. It may flip back to its

combat unit side at any time by expending 1 MP. *Note: This may be done during retreats after combat losses have been taken.*

40.C.4. FORTS (1).

A “Fort” marker subtracts two from the main combat die and one from the armour effects modifier. It costs one additional SP to attack. When a hex containing a fort is captured by enemy units, the fort is destroyed and removed from play.

40.C.5. IMPROVED FORTS (2).

An “Improved Fort” marker subtracts two from the main combat die and two from the armour effects modifier. It costs one additional SP to attack. When a hex containing an improved fort is captured by enemy units, the fort is destroyed and removed from play.

40.C.6. FORTIFIED AREAS (3).

A “Fortified Area” marker subtracts three from the main combat die and two from the armour effects modifier. It costs one extra SP to attack. When a hex containing a fortified area is captured by enemy units totalling at least 1 RE, the fortified area is destroyed and removed from play.

40.C.7. IMPROVED FORTIFIED AREAS (4).

An “Improved Fortified Area” marker subtracts three from the main combat die and three from the armour effects modifier. It costs one additional SP to attack. When a hex containing an improved fortified area is captured by enemy units totalling at least 1 RE, the fortified area is destroyed and removed from play.

40.C.8. PERMANENT FORTIFIED AREAS (#).

A “Permanent Fortified Area” is a combat unit having both unit and fort attributes. It has a defence strength as printed on the counter. It has one intrinsic light AA point. When defending, the unit has the same effect on combat as an improved fortified area. It is not reduced due to combat like a normal fort is and is not replaceable once eliminated. A fortification may not be built in a hex containing a permanent fortified area.

40.C.9. FORTIFIED ZONES (5).

A “Fortified Zone” marker subtracts three from the main combat die and three from the armour effects modifier. All units except artillery and combat engineers (Rule ???) are halved when attacking a fortified zone. It costs one additional SP to attack. It has two intrinsic light AA points. When a hex containing a fortified zone is captured by enemy units totalling at least 3 REs, the fortified zone is destroyed at the beginning of the next enemy player-turn and removed from play. *For example, if the Soviet captured a German fortified zone the Axis player would have a chance to recapture it before it was destroyed.*

40.C.10. PERMANENT FORTIFIED ZONES (#).

A “RAD Fortified Zone is a combat unit having both unit and fortified zone attributes. It has a defence strength and AA factor as printed on the counter. When defending, the unit has the same effect on combat as a fortified zone does but costs two additional SPs to attack. It also halves all enemy ground support missions. It is not replaceable once eliminated. A fortification may not be built in a hex containing a permanent fortified zone.

40.C.11. UNIMPROVED FORTIFIED HEXSIDES.

An “Unimproved Fortified Hexside” subtracts two from the main combat die and three from the armour effects modifier. It costs one additional SP to attack. These hexsides may not be removed from play if printed on the map. They are removed at the start of the next enemy player-turn after being occupied by an enemy unit of 1 RE in size if they are represented by a marker.

40.C.12. FORTIFIED HEXSIDES.

A “Fortified Hexside” subtracts three from the main combat die and three from the armour effects modifier. Halve all units except artillery and engineers when attacking across a fortified hexside. It costs two additional SPs to attack. When a hex containing a fortified hexside is captured by enemy units totalling at least 3 REs, the fortified hexside is replaced by an unimproved fortified hexside at the beginning of the next enemy player-turn.

40.C.13. DAMAGED UNIMPROVED FORTRESS.

A “Damaged Unimproved Fortress” subtracts two from the main combat die and one from the armour effects modifier. It costs one additional SP to attack. When a hex containing a damaged unimproved fortress is captured by enemy units totalling at least 3 REs, the damaged unimproved fortress is replaced by a damaged fort marker at the beginning of the next enemy player-turn. *Note: This may be repaired and improved normally.*

40.C.14. UNIMPROVED FORTRESS.

An “Unimproved Fortress” subtracts two from the main combat die and two from the armour effects modifier. It costs two additional SPs to attack. When a hex containing a unimproved fortress is captured by enemy units totalling at least 3 REs, the unimproved fortress is replaced by an unimproved fort marker at the beginning of the next enemy player-turn. *Note: This may be repaired and improved normally.*

40.C.15. DAMAGED FORTRESS.

A “Damaged Fortress” subtracts three from the main combat die and three from the armour effects modifier. Some fortresses have intrinsic AA. The defender may ignore a retreat if called for with any combat result. It costs 1 additional SPs to attack a damaged fortress. When a hex containing a damaged fortress is captured by enemy units totalling at least 3 REs, the fortress is replaced by an unimproved fortress at the beginning of the next enemy player-turn.

40.C.16. FORTRESS.

A “Fortress” subtracts three from the main combat die and four from the armour effects modifier. Some fortresses have intrinsic AA. Halve all units except artillery, combat engineers (Rule ???), and heavy AA when attacking a fortress. The defender may ignore a retreat if called for with any combat result. It costs two additional SPs to attack a fortress. When a hex containing a fortress is captured by enemy units totalling at least 3 REs, the fortress is replaced by an unimproved fortress at the beginning of the next enemy player-turn.

40.C.17. PORT FORTIFICATIONS.

A “Port Fortification” is a combat unit having both unit and fortress attributes. It has defence and AA strengths as printed on the counter. When defending, the unit has the same effect on combat as a fortress does, in addition to its defence strength and in addition to the hex’s terrain effects. It also acts as a limited supply source for all units within one hex, up to a maximum RE count equal to the intrinsic SP capacity of the port. *Note: The port capacity does not have to be operative, the port fortification’s capacity is in addition to that of the port.* It may not be replaced once eliminated.

40.C.18. UNIMPROVED WESTWALL.

At the start of the game, all “Westwall” hexes are unimproved. An unimproved Westwall subtracts its printed value from the combat die and two from the armour effects modifier. It costs one additional SP to attack. They are never destroyed.

40.C.19. WESTWALL. (Germany)

A “Westwall” hex subtracts its printed value from the combat die and three from the armour effects modifier. The defender in a Westwall may ignore any defender retreat result except as a result of a DE or OR(#). It costs two additional SPs to attack a Westwall. When a hex containing a Westwall is captured by enemy units totalling at least 3 REs, the Westwall is replaced by an unimproved Westwall at the beginning of the next enemy player-turn.

An Axis construction unit may improve a Westwall hex as described in Rule ???.

40.C.20. DESTROYED MAGINOT LINE OUVRAGE.

A “Destroyed Ouvrage” subtracts two from the main combat die and two from the armour effects modifier. It costs one additional SP to attack. They are never destroyed and may be used by either side.

40.C.21. MAGINOT LINE OUVRAGE. (France)

A Maginot Line Ouvrage subtracts four from the main combat die and five from the armour effects modifier. The defender in an ouvrage may ignore any retreats. It costs three additional SPs to attack a ouvrage. All enemy ground support factors are halved. Any units attacking across a border hexside are quartered; all others are halved. Siege artillery attacks at its printed strength. Combat engineers (Rule ???) are doubled but then suffer the above penalties. When a hex containing an ouvrage is captured by enemy units totalling at least 3 REs, the ouvrage is replaced by a destroyed ouvrage at the beginning of the next enemy player-turn.

40.D. CITIES.

Cities have combat effects as listed on the TERRAIN EFFECTS CHART. They may require an additional supply expenditure as well. If the German and Soviet players are fighting over any city, they use the Ger/Sov city effects. Any other combination of players uses the regular city effects.

Units in major cities require additional MPs to be overrun.

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