

## **Bunkers and Fortifications - Quick Play Rules**

### Entrenchments (P213)

- Include Trench lines, Gun pits, Tank pits. Teams within trench lines are concealed and in bullet proof cover, even if shot at by troops in the same trench line.
- Troops in trench lines that don't shoot are gone to ground even if they moved, including at the double.

### Bunkers General Rules

- Three types: - Nests (i.e. a Tobruk), Pill Boxes (AT Gun emplacements) and Turrets.
- Bunkers are Independent Teams.
- They always pass Motivation Tests and pass Skill Tests on a 4+.
- Pinned Down Bunkers automatically rally at the start of their own turn.
- Bunkers provide Concealment and block line of sight like Buildings.

### Shooting at Bunkers (P218)

- Bunkers can only be shot at by teams within 16", needing a Skill Test to hit.
- Teams cannot use special rules like Stabilisers or Volley Fire when Shooting at Bunkers unless specifically stated in their rules.
- A successful Firepower test Pins down a Nest or Pill Box. A second successful Firepower Test destroys a Nest (i.e. a Tobruk).
- Turrets take an Armoured Vehicle Save like a tank team. All shots hit the turret.
- A Bunker is automatically Destroyed by any hit from a Bunker Buster.
- Artillery and Aircraft cannot target or harm a Bunker.

### Assaulting Bunkers (P221)

- When a Bunker is assaulted, all Bunkers within 16" can Defensive Fire.
- Only one team can assault each Firing Slit. All teams in contact can assault a Nest with all-around fields of fire or a Turret.
- Nest and Pillboxes are automatically destroyed if hit. Turrets make an Armour Save with a Top Armour of 1.
- Tanks cannot Assault Bunkers. Bulldozers can assault Bunkers in the same way as an Infantry Team. If the Bunker is a Turret, it is automatically Destroyed if hit (P226).
- Bunkers always pass Motivation Tests to Counterattack and hit on a score of 4+.
- Victorious teams cannot Consolidate within 2" of Bunker.

### Firing Smoke at Bunkers (P222)

- Bunkers do not treat targets seen through Smoke as Concealed and Gone to Ground.
- Smoke Bombardments can use a Bunker as Aiming Point treating it as a Concealed Trained Team.

### Gapping Obstacles (P225)

- Must start the turn up square against the Obstacle and must not be Pinned Down. A team attempting to gap an Obstacle cannot have moved in the Movement Step nor be Gone to Ground. They will not be Concealed in the Open being treated as if they had moved.
- Infantry teams that did not move and are not Pinned Down must pass a Skill Test to Gap and Obstacle instead of shooting. Teams that are not Pioneer team re-roll successful Skill Tests. If gapped, the whole obstacle section is removed.

(Also see reverse side)

- Teams within command distance of a Pioneer Supply vehicle re-roll failed Skill Tests.
- Anti-tank Obstacles require six successful Skill Tests to gap.
- Bulldozers require a single passed Skill Test to gap an anti-tank Obstacle or clear a path through rough terrain.
- Mine Flails and Rollers do not need a Motivation Test to enter a minefield, and gap a Minefield if they cross successfully.
- Assault Bridges are placed instead of shooting. The Assault Bridge is slow going.

#### Barbed Wire Entanglements (P227)

- Infantry and man-packed Gun Teams must pass a Skill Test to cross a Barbed Wire Entanglement. Pioneer teams may re-roll failed Skill Tests.
- Barbed Wire Entanglements are Slow Going to Fully-tracked vehicles and Very Difficult Going to Half-tracked vehicles. Trains ignore Barbed Wire Entanglements. Other teams cannot cross Barbed Wire Entanglements.
- Bulldozers can gap Barbed Wire Entanglements, Street Barricades and Anti-tank Obstacles in the same way that a Pioneer Team can gap an Obstacle (P226).

#### Anti-tank Obstacles (P231)

- Only Infantry and Man-packed gun teams can cross an Anti-tank Obstacle.
- Anti-tank Obstacles provide Concealment and Bulletproof cover for Infantry and Man-packed Gun Teams immediately behind.
- Anti-tank Obstacles require six successful gapping attempts.
- Bulldozers can gap Barbed Wire Entanglements, Street Barricades and Anti-tank Obstacles in the same way that a Pioneer Team can gap an Obstacle. It removes the Anti-tank Obstacle after one success. Pioneer Supply Vehicles do not give Bulldozers a re-roll of their Skill Test (P226).

#### Demolition Carriers (P233)

- A Demolition carrier is destroyed if its Controlling team is destroyed. If the Controlling team did not move and is not Pinned Down, instead of Shooting it switches on the Demolition carrier and moves it 16" to contact the target.
- A Dug in Infantry or Man-packed Gun team (whether Dug In or Not), or a Bugged Down or Bailed out Vehicle is automatically hit. Otherwise, a Skill Test is needed to hit.
- If it hits a vehicle, it is Bugged Down on a successful Firepower Test. If it was already Bugged Down, it is Destroyed instead.
- It hits every team inside a Building.
- A successful Firepower Test Destroys a Bunker or gaps an Obstacle.
- A Goliath Demolition carrier has Firepower of 4+.

#### Flamethrowers Flaming Bunkers (P199)

- Flame-throwers are one-use weapons. Once used they are removed but do not count as destroyed. Flame-throwers can fire on the move with no penalty, but cannot move more than 6" and shoot.
- Flame-throwers are particularly effective against all types of Bunkers. A hit by a Flame-thrower will automatically pass the Firepower Test to pin down a Nest or Pill Box and will destroy a Nest (i.e. a Tobruk) with a successful Firepower Test, but cannot Destroy a Pillbox.
- A Turret Bunker Hit by a Flame-thrower does not take an Armour save. Instead take a Firepower test for the Flame-thrower. If it passes the Turret Bunker is Bailed Out. Otherwise, the Bunker may not conduct Defensive Fire this turn.

(Also see reverse side)