WHAT IS A DESERT FORT?

Gun Ports

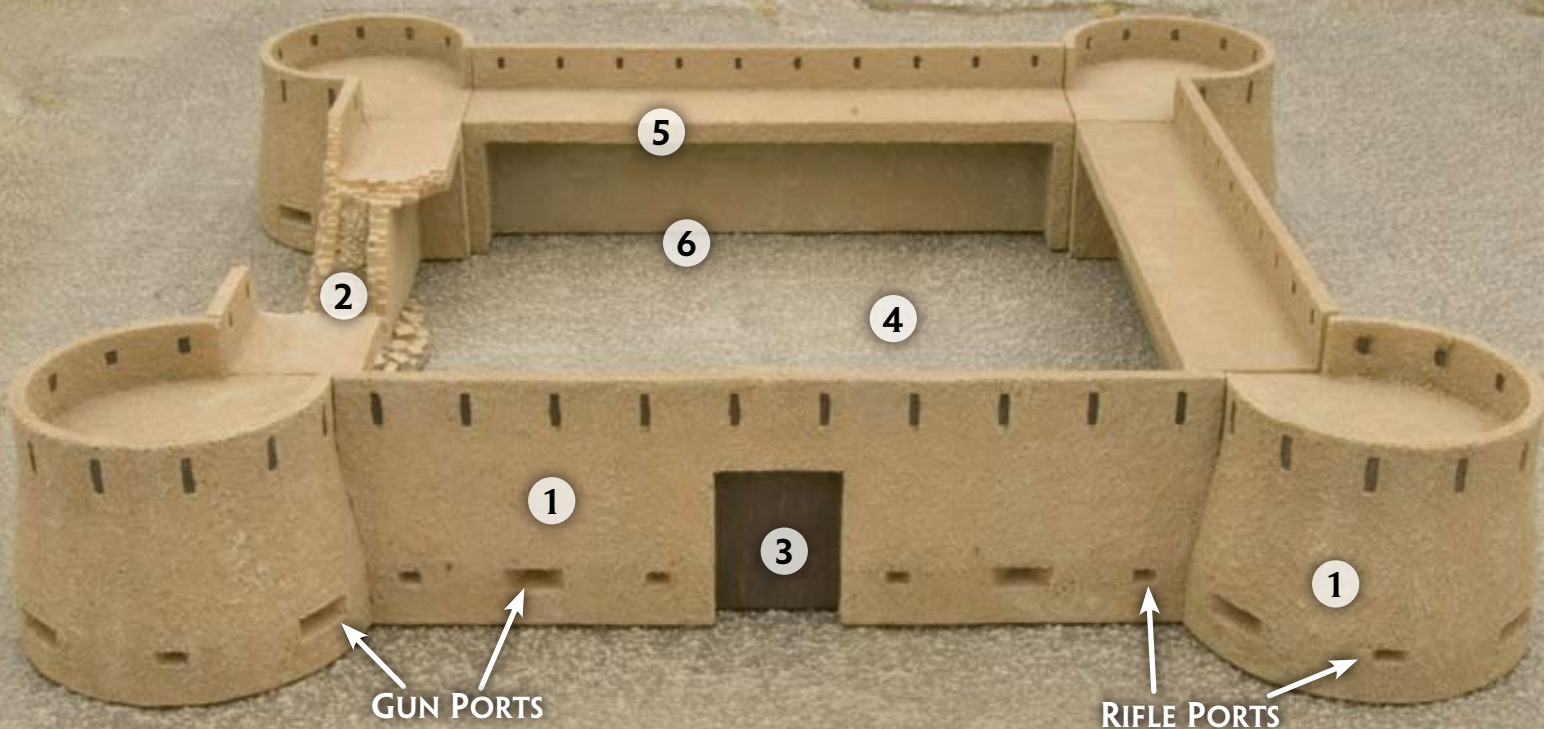**Rifle Ports**

A Desert Fort is a large fortification that provides a combination of benefits for those inside. In *Flames Of War* a Desert Fort occupies a space that is 14" (26cm) x 14" (26cm) square. It consists of four walls and four towers. One of the four walls has a large front door. Troops inside the fort can occupy the battlements (upper level), the ground level, or the interior floor.

What follows are the fort's special rules and how to deploy this large piece of terrain in your *Flames Of War* game.

WALLS & TOWERS (1)

A desert fort contains four walls and four towers, one in each corner. Walls and towers are impassable to all teams trying to cross them, however Infantry can attempt to scale the walls to assault them directly.

RUINED WALL (2)

Some forts have ruined walls. These are treated exactly like intact walls, only teams can see and be seen through the missing part of the wall. Ruined walls are Difficult Going to all teams trying to cross them.

FRONT DOOR (3)

One of the four walls has a door large enough for a tank to pass through. Friendly troops can pass through the door with no penalty. However for enemy troops, the door is rated Very Difficult Going to fully-tracked tank teams and impassable for all other teams attempting to pass through it.

If this Desert Fort has no teams inside, it is unoccupied. The front door of an unoccupied fort is open and all teams may pass through it with no penalty.

INTERIOR FLOOR (4)

The area inside the fort's walls and towers is called the interior floor. Teams that are inside the fort, but are not occupying a wall or tower, are occupying the interior floor.

The floor is made of thick stone making it impossible for troops to dig in anywhere within the confines of the fort. The wide-open space of the interior offers no protection against bombardments, aircraft, or fire from teams inside the fort.

BATTLEMENT LEVEL (5)

Only Infantry teams can occupy the battlements level of a wall. Only Infantry and Man-packed Gun teams can occupy the battlements level of a tower.

GROUND LEVEL (6)

Any Infantry or Gun team may occupy the ground level of a wall or tower.

At the ground level, each wall and tower has two types of openings. The first are Gun Ports, which allow Gun teams to shoot from them (but cannot fire bombardments from them). The second are Rifle Ports, which allow Infantry teams to shoot from them. A team must be adjacent to its respective opening in order to shoot.

Each wall has two Gun Ports and four Rifle Ports. Each tower has three Gun Ports and two Rifle Ports. You may man walls or towers with as many teams as there is room.

DESERT FORT SPECIAL RULES

FORTIFIED COMPANY

A desert fort is really a collection of assorted fortifications concentrated in a very small space.

A force that includes a Desert Fort is a Fortified Company.

A Fortified Company always defends in missions with the Defensive Battle special rule.

SEEING AND SHOOTING

The tall walls of a fort offer excellent protection and vantage points for troops hiding behind them.

Since walls and towers are taller than any tank, only teams adjacent to a Rifle or Gun Port can see or be seen through them. Teams on the battlements level can always see or be seen from the wall or tower.

Walls and towers provide teams with Concealment and Bulletproof Cover against shooting from outside the fort, but no protection against fire from teams inside the fort.

Teams spending their entire turn on walls or towers without shooting are Concealed in the opponent's next turn, even if they moved.

MOVING ALONG WALLS AND TOWERS

The fort's ramparts allow the troops inside to meet the enemy's attack without exposing them to deadly fire.

Walls and towers count as Cross-country terrain to troops moving along them. Troops moving along a wall or tower can move At the Double.

SCALING WALLS AND TOWERS

When the enemy fails to man the walls, troops had all the time in the world to scale the walls with grappling hooks and rope.

Walls and towers are Impassable to all teams trying to cross them. However, Infantry teams with no enemy teams within 2"/5cm that start their turn adjacent to a wall or a tower may attempt to scale it. Roll a Skill Check for each team attempting to scale the wall.

- *If successful, the team immediately moves up to the battlements level.*
- *Otherwise, the team fails to find a foothold and must wait until the following turn to try again.*

Mountaineers automatically pass Skill Checks to scale a wall.

WE KNOW YOU'RE IN THERE!

It's hard to hide from the enemy when you're in a massive building like a fort. The enemy certainly knows where to go to find where you are hiding!

Teams that are occupying a wall or tower can never be Gone To Ground.

BUNKER BUSTERS

When rifles and cannon fire prove ineffective, you can always rely on the massive shells from a bunker buster!

When a weapon with the Bunker Buster attribute scores a hit on a team in a wall or tower, it also scores a hit on every other team in the same wall or tower.

BREAKING DOWN THE DOOR

Besides storming the wall, an assaulting army can try to break down the front door.

Once the door is broken down, treat it as a normal opening into a building. The doorway is always rated Very Difficult Going, even when it is broken down.

Shoving explosives near the door's hinges or simply ramming it with a tank are both effective ways of opening the way.

One Infantry or fully-tracked Tank team adjacent to the door can attempt to break down the door in a round of assault combat. All hits in this assault combat must be allocated to the door. Any successful hit, the team breaks down the door.

On any other result, the team fails and must try again next turn. A vehicle that fails to break down the door becomes Bogged Down.

Pioneer teams may re-roll failed Skill Tests to hit the door in an assault.

A large shell will make short work of the front door.

A weapon that is rated as a Bunker Buster may attempt to shoot at the door rather than assault it. A team rated as a Bunker Buster must be within 16"/40cm and in Line of Sight of the front door in order to attempt to knock it down. Unlike normal shooting, roll a Skill Test to hit the door. If it hits, the door is broken down.

ASSAULTING FROM OUTSIDE THE FORT

Assaulting troops first have to use assault ladders and ropes to scramble to the top of the ramparts before engaging the enemy at the top.

A wall or tower is like a Linear Obstacle. This means that a team in contact with the wall or tower is deemed to be in contact with all enemy teams (on either level) directly across from it.

When an assaulting team destroys an enemy team across the wall, use the Push Into Enemy Positions rule (found in the rulebook) to move the team onto the battlements level, even if the Destroyed team was on the ground level. Remember, if there is no room to move into the enemy's position, you must Destroy more teams to make a big enough space.

Only Infantry teams may launch an assault from outside the fort.

Leaving the Fort

The tall walls of a fort are just as effective at keeping the troops inside as they are keeping the enemy outside. However, when your back is literally up against the wall, there is a mad scramble to get out of harm's way!

Teams can only voluntarily leave a fort through the front door or a broken wall.

However, when forced to Break Off as a result of Assault combat, a team may leave the fort through walls or towers as they flee so long as the team does not end its movement on the wall or tower it is attempting to pass through.

If a team cannot pass fully through the wall or tower when being forced to Break Off, it is Destroyed.

Abandoning the Fort

Forts were abandoned for a variety of reasons, including by force or because of an inability to continue to supply them.

If a fort has no teams inside, it becomes unoccupied. Any player may move teams into the fort to claim and use it.

All teams may pass through the front door with no penalty. However, once it is occupied again, the fort's door is shut and is treated as normal.

DEPLOYMENT SPECIAL RULES

Placing the Fort

Forts such as these were built on large flat areas close to the objectives they were meant to guard. Since some gaming tables don't have areas large enough to deploy a fort, we use the following rules to place the fort before the game begins.

If the table has been set up with a fort, use this for the Desert Fort. Otherwise, at the start of the game before any objectives or fortifications are placed on the table, the players place the Desert Fort as follows:

1. If the table has been set up with a flat space large enough to deploy the fort anywhere on the table that is not in your opponent's deployment area, set up the fort in that space.

If there are multiple flat spaces large enough for the fort to be deployed, the owner of the Fort may choose which space to deploy the fort in.

2. The owner of the fort marks out a square flat space 14" (26cm) x 14" (26cm) where they will deploy the fort.

3. The opposing player may move any terrain by the minimum distance necessary out of the marked area. Players may move terrain pieces that are Man-made features (such as roads, buildings, walls, etc), Vegetation features (such as fields crops, woods, hedges, etc.), and other minor terrain features.

Players cannot move more significant pieces of terrain, such as hills, rivers, etc., unless there is absolutely nowhere else to deploy the fort.

4. The owner of the fort now places it facing any direction.

Strategic Objectives

Throughout the campaign, forts have sheltered men and material from the enemy thus becoming tactical objectives. However, they were originally constructed to protect critical routes and resources that were strategically important.

No more than one objective may ever be placed within the confines of the Desert Fort. All other objectives must be placed further than 4"/10cm from the exterior of the fort.

Deploying your Garrison

Garrisons were often left on their own to guard the fort and keep the enemy occupied while their reserves race to the rescue.

Once the fort has been placed, the interior becomes a deployment area for the owner's force regardless of its location on the battlefield. This is in addition to a player's normal deployment area.

This placement is incorrect as it would cover a portion of the opponent's deployment area.

The fort cannot be placed here because of the major terrain features.

Once the forest is moved the fort can be placed in this open area.

OPPONENT'S DEPLOYMENT AREA

YOUR DEPLOYMENT AREA