FORTIFICATIONS

STRONGPOINTS AND BARRIERS

In *Flames Of War* fortifications are either strongpoints like gun pits, tank pits and bunkers, or barriers like barbed wire entanglements, minefields, and anti-tank obstacles. Trench lines are unusual in being both strongpoints and barriers.

Strongpoints are modelled to scale but should not exceed 6"/15cm in depth, 4"/10cm in width, nor 2"/5cm in height.

Barriers are modelled in sections on bases 8"/20cm long by 2"/5cm deep. Model barbed wire entanglements with coils of wire strung between posts. Show minefields either with a single-wire fence (to stop friendly troops wandering into it) or patches of disturbed earth where the mines have been laid. Anti-tank Obstacles can either be wide ditches, solid barriers, or concrete obstacles like 'dragons teeth'.

Trench Lines are also modelled in 8"/20cm long sections. It is best to model trench lines as a raised parapet representing one side of the trench with the other side left off. This allows teams to be placed up against the parapet to indicate they are in the trench without the trench looking like a 12'/4m wide anti-tank ditch.

The enormous effort needed to construct fortifications means that they cannot be used in most games. They are reserved for missions and scenarios that use these fortifications special rules.

TRENCH LINES, GUN PITS AND TANK PITS

Given time, troops connect up their foxholes into a continuous trench line allowing them to move about their position safe from enemy fire. Meanwhile the gunners dig pits for their guns to get them below ground along with the crew. Even tankers denied their mobility and ordered to fight as bunkers drive their tanks into pits so only the turrets are visible.

OCCUPYING TRENCH LINES AND GUN PITS

By digging communications trenches to connect their fighting positions infantry gain the ability to manoeuvre inside their defences.

Trench lines and gun pits provide the occupants with Concealment and Bulletproof Cover. Because trenches are dug in a zigzag pattern, the Concealment and Bulletproof Cover even applies when shot at by troops in the same section of trench line.

Troops spending their entire turn in a trench line without shooting are Concealed and Gone to Ground in the opponent's next turn, even if they moved.

Only Infantry and Man-packed Gun teams can enter trench lines. Trench lines count as Cross-country terrain to troops moving along them. Troops moving along a trench line can move At the Double.

Once placed in a gun pit, the weapon cannot move or rotate outside its original Field of Fire for the rest of the game, and is not turned to face its target when shooting.

TRENCH LINES AND GUN PITS

Trench Lines and Gun Pits provide Concealment and Bulletproof Cover and are Cross-country terrain to Infantry and Man-packed Gun teams

Teams in Trench Lines can be Gone to Ground while moving

CROSSING TRENCH LINES

Communication trenches have to be narrow to protect their occupants from artillery fire, so they do not prove much of an obstacle to tanks or troops on foot.

Trench lines and gun pits are Cross-country terrain to Fully-tracked vehicles, Infantry and Cavalry teams, and Man-packed Gun teams.

Trench lines and gun pits are Difficult Going for Half-tracked vehicles, and Impassable to Wheeled vehicles, Jeeps and Wagons, and other Gun teams.

CROSSING TRENCH LINES

Trench Lines and Gun Pits are:

- Cross-country to foot and Fully-tracked
- Difficult Going for Half-tracked
- Impassable to others

TANK PITS

A tank pit involves digging a big hole and driving a tank into it so that it is 'hull down', deep enough that only the turret is visible.

A Tank team in a tank pit is Concealed. If the tank fails its Armour Save, you may roll an additional 4+ tank pit save.

A Tank team in a tank pit cannot move or rotate during the game since the body of the tank is firmly entrenched behind earth and rock. Tanks with turrets may rotate them as normal and only the turret matters when determining the tank's facing for deciding whether shots hit the front or side armour. A turretless tank cannot be placed in a tank pit.

Tank pits are Impassable terrain to vehicles. Teams cannot enter or cross an occupied tank pit.

BUNKERS

Bunkers protect the occupants from all but the heaviest enemy fire, making them the centrepiece of any defence.

There are three basic types of bunker:

- *Nests,*
- *Pillboxes, and*
- *Turrets.*

Nests are roofed foxholes or well-protected fighting pits. They provide good protection, but are vulnerable to accurate close-range fire.

Pillboxes are much more substantial constructions in concrete and steel. Gunfire will not harm them and only close assault or a huge bunker-busting gun can knock them out.

Turrets are made by mounting a redundant tank turret on an underground bunker containing ammunition and accommodation for the crew. They combine the flexibility of a tank with the defensive strength of a bunker.

Where the rules refer to Bunkers, they cover all Nests, Pillboxes and Turrets.

BUNKERS AS OBSTACLES AND COVER

A concrete bunker will defeat even tank tracks, while driving over a machine-gun nest risks it collapsing. Both are good cover for troops hiding behind them.

Bunkers are Difficult Going for Infantry and Man-packed Gun teams, but are Impassable to all other teams.

Bunkers block line of sight through them like buildings or walls and provide Bulletproof Cover to teams hiding behind them.

BUNKERS FIGHT ON

Bunkers are designed to fight on, even if the enemy surrounds or bypasses them. The crew is safer inside than running away, so they tend to fight to the end.

Bunkers are Independent teams and automatically pass all Motivation tests they are required to take. However, unlike other Independent teams, Bunkers cannot join other platoons or be joined by Independent teams. In addition, once Pinned Down Bunkers remain so until the Starting Step of the owning player's next turn when it automatically Rallies.

SHOOTING WITH BUNKERS

In most bunkers the weapons have firing slits that allow them to shoot out. Quite often the side facing the enemy had no firing slits, forcing the enemy to enter a killing zone covered by crossfire from multiple bunkers to deal with them.

Most nests have a 180-degree field of fire allowing them to shoot at targets in front of the bunker. Some like Tobruk Pits and Flak Nests have an all-round field of fire. These are noted in the nest's characteristics.

Pillboxes are modelled with firing slits. A weapon in a Pillbox may fire from any firing slit in their bunker, having a 180-degree field of fire from each slit.

Turrets have an all-round field of fire.

BOMBARDMENTS WITH BUNKERS

Some bunkers are built to house coastal-defence artillery or rocket-launcher batteries, and are designed to allow the weapons in them to fire bombardments.

Artillery Bunkers have a Skill rating of Trained when firing Artillery Bombardments.

ANTI-AIRCRAFT BUNKERS

Other bunkers are built to protect anti-aircraft weapons. They have a deep pit with protected accommodation for the crew and storage for ammunition.

Anti-aircraft Bunkers have an all-round field of fire, and have a Skill rating of Trained when shooting at Aircraft.

SHOOTING WITH BUNKERS

Nests can only shoot at targets to their front

Flak Nests and Tobruk Pits can shoot in any direction

Pillboxes have a 180-degree field of fire from each slit.

Turrets can shoot in any direction

BUNKER DEPLOYMENT

DEFENSIVE BATTLE

Bunkers are the bulwark of any defensive line. Troops fall back on a bunker line to buy time for a future attack.

In a mission that uses the Defensive Battle special rule, a force containing Bunkers will always be the defender, even against another force that would normally defend. If both forces have Bunkers, then they dice off to see who attacks as normal.

In a mission with the Fortifications special rule, a force containing Bunkers has the fortifications provided by this rule in addition to its normal Bunkers and Obstacles.

BUNKER DEPLOYMENT

Bunkers take a lot of time and effort to build and rarely come as a surprise to the enemy.

Bunkers must be placed in your deployment area. You must place all fortifications, including your Bunkers before the opposing player places any Objectives unless the mission specifies otherwise. All of the Bunkers in a force count as a platoon deployed on table when determining how many platoons must be held in Reserve.

Bunkers can be placed in buildings, but may not be placed:

- *within 8"/20cm of another Bunker,*
- *on a road, track, railway line, nor*
- *in a stream, river, lake or other water feature.*

In addition, an Objective may not be placed on a Bunker.

SHOOTING AT BUNKERS

Bunkers are almost invulnerable to the fire of most weapons. The best that most troops can do is to suppress it allowing their assault groups to get close enough to knock it out. Even this is difficult as bunkers are well camouflaged and hard to hit. Even then, only hits near the firing slit have any effect.

A team must be able to draw a Line of Sight to and be within 16"/40 cm of the firing slit of a Pillbox, or any part of a Nest or Turret to be able to shoot at it.

As usual, a weapon firing at a Bunker rolls one die for each point of ROF, or a single die for ROF 1 if it is moving and able to fire on the move. Unlike normal shooting, teams roll a Skill Test to hit a Bunker. The Skill Test is not modified in any way, and teams cannot use national special rules like Stabilisers or Volley Fire when shooting at Bunkers.

KNOCKING OUT NESTS

Hits close to a nest will force the crew to duck back, reducing their rate of fire. A good square hit will kill the crew, destroying the bunker.
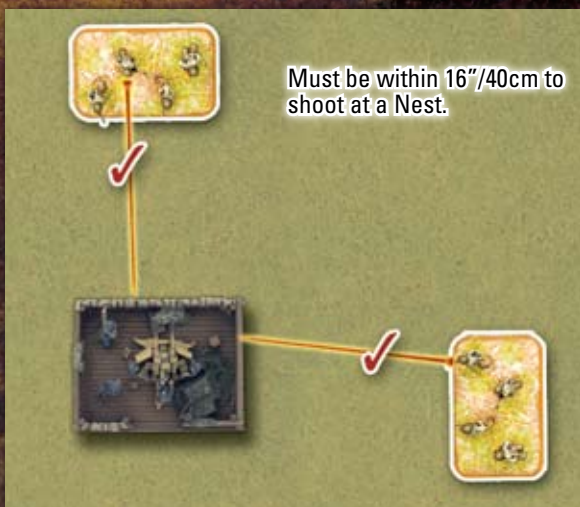
If a weapon hits a Nest, roll a Firepower Test.

- *A successful Firepower Test will Pin Down the Nest.*
- *Otherwise the Nest is unharmed.*

If a weapon Pins Down a Nest, immediately roll a second Firepower Test.

- *If the second Firepower Test is successful, the Nest is Destroyed.*
- *A failed second Firepower Test leaves the Nest Pinned Down, but otherwise unharmed.*

SHOOTING AT A NEST

Must be within 16"/40cm to shoot at a Nest.

PINNING DOWN PILLBOXES

Better built and designed bunkers are invulnerable to normal weapons, but the crew can still be forced to take cover by accurate fire at the firing slits.

If a weapon hits a Pillbox, roll a Firepower Test.

- *A successful Firepower Test will Pin Down the Pillbox, which remains Pinned Down until it automatically Rallies in its Starting Step.*
- *A failed Firepower Test leaves the Pillbox unharmed.*

Like other teams, Pinned Down Bunkers reduce their ROF to 1 (or in the case of HMG, Turret, and some other Bunkers ROF 2 as noted in their arsenal entries).

SHOOTING AT A PILLBOX

Must be within 16"/40cm and have line of sight to firing slit to shoot at a Pillbox.
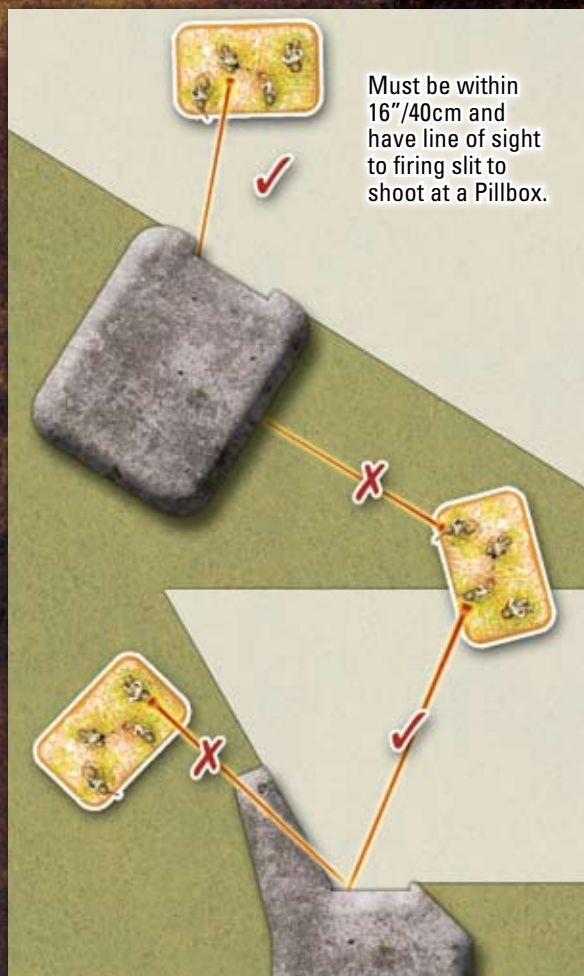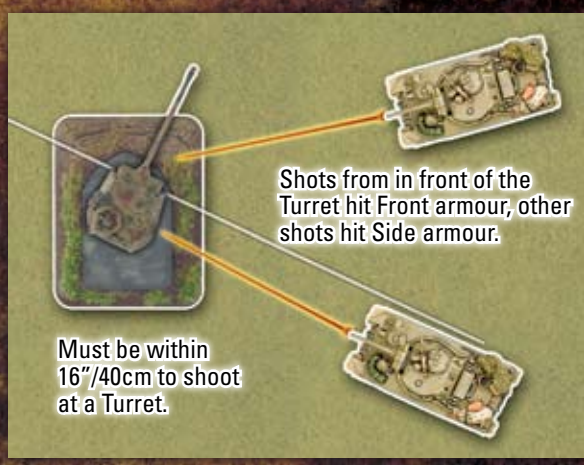
KNOCKING OUT TURRETS

Tank turrets do not have firing slits. The only way to put them out of action is to penetrate their armour.

If a weapon hits a Turret, the owning player must take an Armoured Vehicle Save (see page 69 of the rulebook) as if it were a Tank team. As a Turret has no hull, whether shots hit the Front or Side Armour is determined solely on the turret facing.

If the Turret is Bailed Out, it remains so until the owning player's Starting Step when it automatically Remounts.

SHOOTING AT TURRETS

Shots from in front of the Turret hit Front armour, other shots hit Side armour.

Must be within 16"/40cm to shoot at a Turret.

NO HE

Armour piercing solid shot is quite effective at dissuading the occupants of a bunker from sticking their heads up and shooting, but it won't knock out a bunker.

A weapon with the No HE characteristic can still Pin Down a Nest or Pillbox, but cannot Destroy them. They can still knock out a Turret as normal.

FLAME-THROWERS

Soldiers quickly learned that bunkers must be made fire-proof, and are easy to make so. Even a blanket hanging over the firing slit with a bucket of water handy will keep the occupants safe from a flame-thrower.

A hit by a Flame-thrower will automatically pass the Firepower Test to Pin Down a Nest or Pillbox and will Destroy a Nest with a successful second Firepower Test, but cannot Destroy a Pillbox.

Turrets hit by Flame-throwers do not take an Armour Save, but are automatically Bailed Out. Turrets cannot be Destroyed by Flame-throwers.

BUNKER BUSTERS

Some guns are so big that their shells can actually smash a through the walls of a bunker or rip a turret from its mounting. One hit from these bunker busters and it's all over.

Any hit by a weapon rated as a Bunker Buster automatically Destroys any type of Bunker.

DESTROYED BUNKERS

A destroyed bunker still poses a serious obstacle to overcome.

A Destroyed Bunker remains Difficult Going for Infantry and Man-packed Gun teams, and Impassable to all other teams, and continues to give Bulletproof Cover.

SMOKING BUNKERS

Another way to deal with bunkers is to blind them with smoke, after all, if they can't see you, they can't hurt you.

Before shooting at a bunker, you may state that you are firing smoke. If you do this, roll Skill Tests to hit the Bunker as above and place a smoke marker 2"/5cm in diameter and 2" /5cm tall (see page 83 of the rulebook) directly in front of a firing slit on the Bunker for each hit scored, but you do not Pin Down or Destroy the Bunker.

ARTILLERY & AIRCRAFT

Bunkers are immune to artillery and air attacks because the chances of a direct hit are so small and nothing short of a direct hit will have any significant effect on them.

Bunkers cannot be used as the aiming point for an Artillery Bombardment or Air Strike. Artillery Bombardments and Air Strikes cannot harm a Bunker at all.

ASSAULTING BUNKERS

Because bunkers are almost immune to shooting, the best way to destroy a bunker is to assault it with demolition charges. Once the assault team reaches the bunker, its destruction is almost certain.

DEFENSIVE FIRE

Bunkers are usually laid out in a mutually supporting network. With each bunker covering the others, they are difficult to assault unless all are pinned down at the same time.

Bunkers conduct Defensive Fire as normal when assaulted. In addition, when one Bunker is assaulted, every other Bunker within 16"/40cm can conduct Defensive Fire on the assaulting platoon.

ASSAULTING BUNKERS

Once your troops reach the bunker they place an explosive charge on the door, gun slit or gun mantlet to finish it off.

One team adjacent to each firing slit of a Pillbox and all teams adjacent to a Nest or Turret can attempt to hit the Bunker in a round of assault combat. Any hits from teams attempting to hit a Bunker must be allocated to the Bunker. Pioneer teams can re-roll failed Skill Tests to hit a Bunker in an assault.

When a Nest or Pillbox is hit in an assault it is automatically Destroyed.

When a Turret is hit in an Assault, the owning player rolls an Armoured Vehicle Save (see page 104 of the rulebook) treating the Bunker as having a Top Armour rating of 1. If you win the assault, all Bailed Out Turrets within 4"/10cm of the assaulting teams are captured and Destroyed.

COUNTERATTACKING FROM A BUNKER

The troops in a bunker will not sit passively by while the enemy attempts to blow them up.

When Counterattacking, a Bunker rolls one die.

- *On a score of 4+, it hits and Destroys an enemy Infantry or Gun team adjacent to its firing slit or turret.*
- *On any other roll, the enemy is unharmed, but must still take a Motivation Test to Counterattack as if it had been hit.*

ASSAULTING A BUNKER

Only one team adjacent to a firing slit can assault a bunker.

TANKS ASSAULTING BUNKERS

Bunkers are simply too strongly built for a tank to have any impact on them in an assault.

Hits from Tank teams cannot be allocated to Bunkers in assaults.

Hits from Bunkers in assaults may not be allocated to vehicles.

VICTORY POINTS

The ideal is to break through the enemy bunker line and into the open spaces beyond. If this ideal can't be attained, then simply breaking a gap in the line ready for the next attack is still a worthwhile achievement.

If a player Destroys all of the Bunkers on the table, they count as having Destroyed an additional enemy platoon when calculating Victory Points.

STATES OF FORTIFICATION

Below is a list of the most common states of Fortification used by teams in Flames of War, from the simplest Foxhole to the mighty Pillbox. A Fortified company will always be a tough nut to crack.

GUNS	MACHINE-GUNS	ANTI-AIRCRAFT	INFANTRY	TANKS
1. Foxholes	1. Foxholes	1. Foxholes	1. Foxholes	4. Tank Pit
2. Gun Pit	2. Gun Pit	2. Gun Pit	3. Trench	9. Turret
7. Pillbox	5. HMG Nest	6. FlaK Nest		
	7. HMG Pillbox			

STREET BARRICADES

BARRIER

A Street Barricade is a Barrier fortification (see page 45).

CROSSING A STREET BARRICADE

Street Barricades are Very Difficult Going, but are Impassable to Cavalry and teams with Remote Control Demolition Carriers. This means that only troops on foot and Fully-tracked armoured vehicles can cross them at all, although Fully-tracked vehicles need a Skill test to do so. Overloaded vehicles must re-roll successful Skill tests to cross a Street Barricade.

A Street Barricade is built high and deep so teams must start the Movement Step adjacent to the barricade to cross it, and must stop their movement on reaching a barricade.

Assaulting teams must start the Assault Step adjacent to the barricade to Assault enemy teams adjacent to the other side of it.

Teams cannot end a Step sitting on a barricade. They must be on one side or the other and clearly either adjacent to the barricade or back from it.

TAKING COVER BEHIND A BARRICADE

Street Barricades provide Concealment and Bulletproof Cover against shooting from the other side, but no protection against artillery fire, or aircraft.

GAPPING A STREET BARRICADE

A Remote-Controlled Demolition Carrier (see page 55) detonated adjacent to a Street Barricade makes a Firepower Test using its second Firepower rating to gap the Street Barricade.

Guns rated as Bunker Buster can also gap a Street Barricade. A team must be able to draw a Line of Sight to a Street Barricade and be within 16"/40cm to be able to shoot at it. Unlike normal shooting, teams roll a Skill Test to hit a Barricade. If they hit, make a Firepower Test to gap the Street Barricade.

Pioneer teams that are not Pinned Down may gap an adjacent Street Barricade instead of moving. At the end of the Movement Step the team makes a Skill Test to gap the Street Barricade. Regardless of whether they succeed or not, every team that attempted to gap the Street Barricade counts as having moved.

When making a Firepower Test or Skill Test to gap a Street Barricade:

- A successful test will gap the Street Barricade.
- A failed test leaves the Street Barricade totally unharmed.

A gapped Street Barricade becomes Difficult Going, but continues to provide Concealment and Bulletproof Cover.