

# DEFENCE SYSTEMS\*

Your base is equipped with high-tech defence systems designed to stop a particular sort of attack. It might have anti-aircraft missile launchers, or be surrounded by anti-tank landmines. It could even be equipped with lasers to shoot down spacecraft, or teleport jammers to stop Sontaran commandos from blipping into the middle of your HQ.

## Effect

Pick one form of attack. The base provides a +8 bonus to Offence or Defence against that form of attack (or reduces enemy Mobility by -8 if they are using a particular form of transport). You can choose to split this bonus to give a smaller bonus to both Offence and Defence if you want, as long as it adds up to +8.

For example, a base equipped with anti-aircraft missiles might also be hardened against attack from above, giving it a +4 bonus to Offence and Defence against air attack.

## Note

You can take this Trait more than once; each time it applies to a different sort of attack.

[good](#), [base](#)

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