

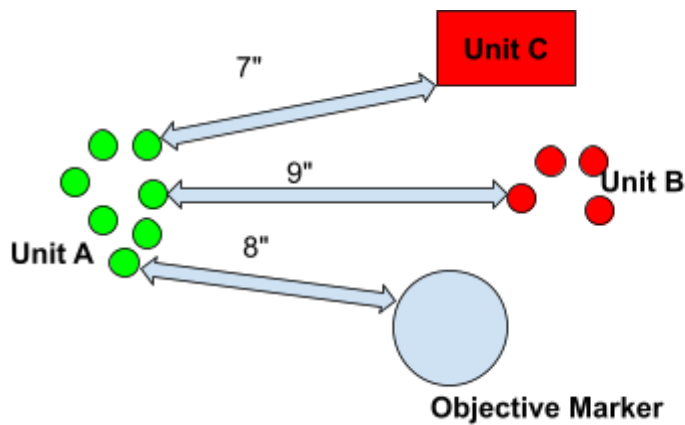


# Charging in the 10th Edition

## Precise procedure:

1. Choose an eligible unit, that would be a unit that hasn't fallen back, advanced, has a movement characteristic that isn't "-" and isn't doing an "action".
2. Declare targets of the charge (any number of units within 12") called "targets". Remember that if a model has a base, you measure to its base, and only if it does not have any base you measure to its hull.
3. Roll for charge distance.
4. If the charge distance is enough to reach engagement range of all targets then the charge is successful.
5. If the charge is successful, the charge move begins and the opponent decides whether they want to Overwatch or not.
  - a. If Overwatch, resolve the overwatch. If the Overwatch kills enough models to prevent the enemy unit from reaching engagement range of all targets then the charge is not successful anymore and the charging unit may not move.
  - b. If not, go to the next step.
6. Do the charge move:
  - a. Choose a model in the unit.
    - i. If this model can end in Base-to-Base with any targets (without ending in engagement range of enemy units that are not targets) move it into Base-to-Base contact with one of those targets.
    - ii. If this model cannot end in Base-to-Base contact with any targets, move it so that it ends closer to one of the targets of the charge.
  - b. Repeat until all models in the units have moved.
  - c. At the end of the move, the three following constraints must be satisfied otherwise the charge is failed. Those conditions override the need to end in base-to-base contact with an enemy unit if possible as they are requirements for the charge.
    - i. The unit is within engagement range of every target.
    - ii. The unit is not within engagement range of any units that were not a target.
    - iii. The unit is in unit coherency.
7. The charge move ends and the opponent can decide to Overwatch if possible (the shooting unit must be eligible to shoot the engaged unit, like with pistols if in engagement range of it, or if the charging unit is a vehicle or monster through Big Guns Never Tire).

Example of a charge:

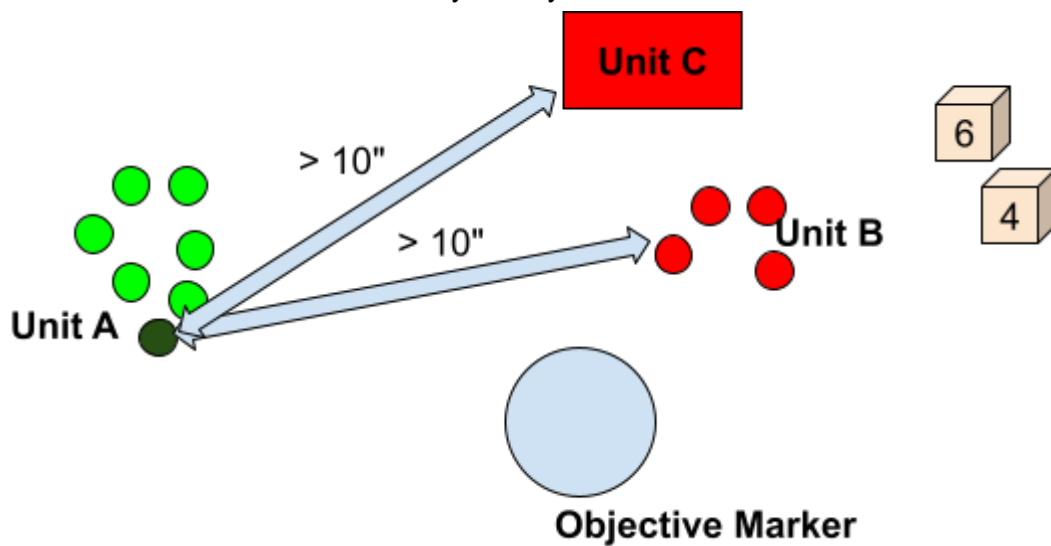


**Unit A** declares a charge. It chooses **Unit B** and **Unit C** as its target.

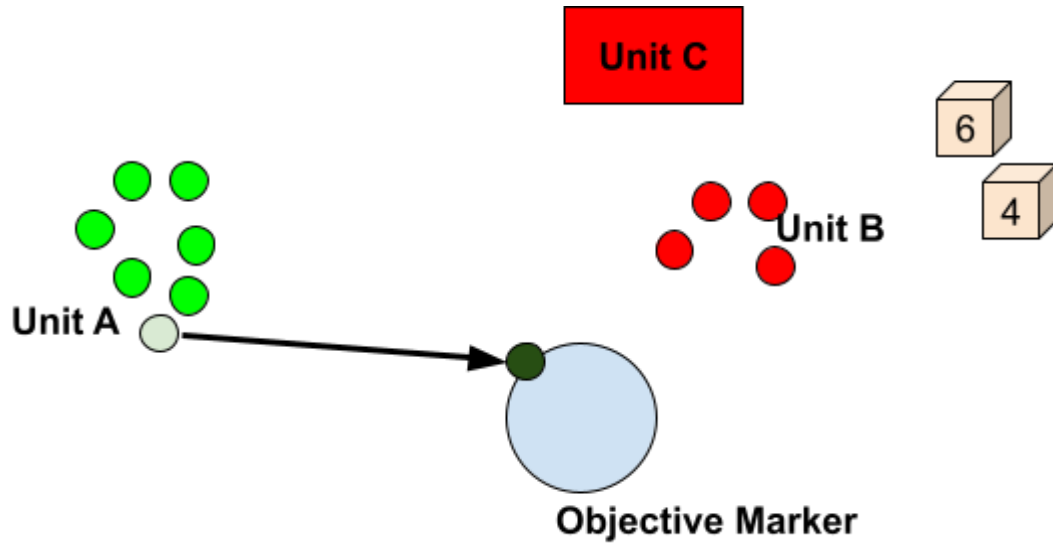
The charging player rolls a 10" for the charge. It is enough to end within engagement range of the two units and in coherency. The charge is successful.

Their opponent can decide to Fire Overwatch now. They do not.

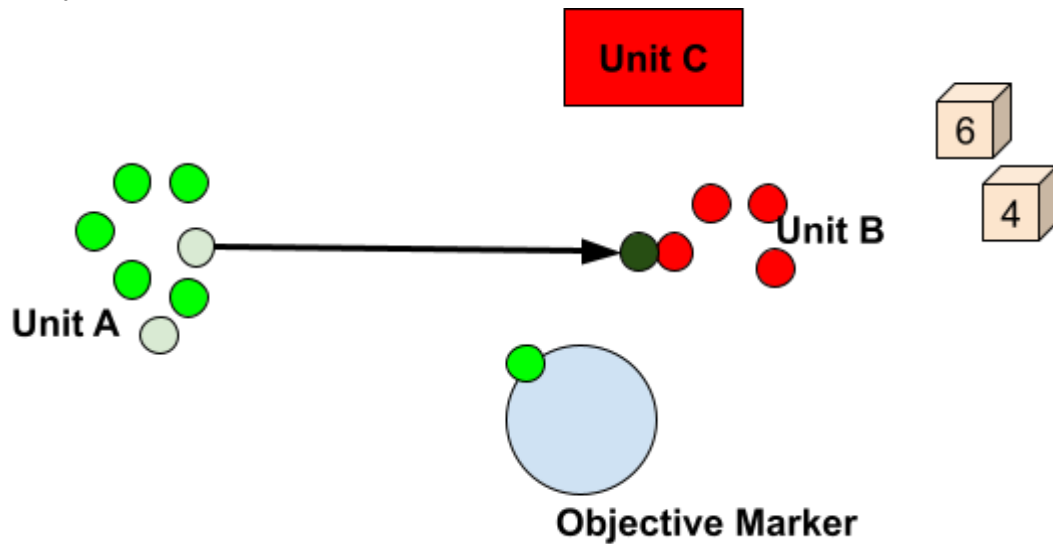
The charging player chooses to move the dark green model to move first. This model cannot end in base-to-base contact with any enemy units.



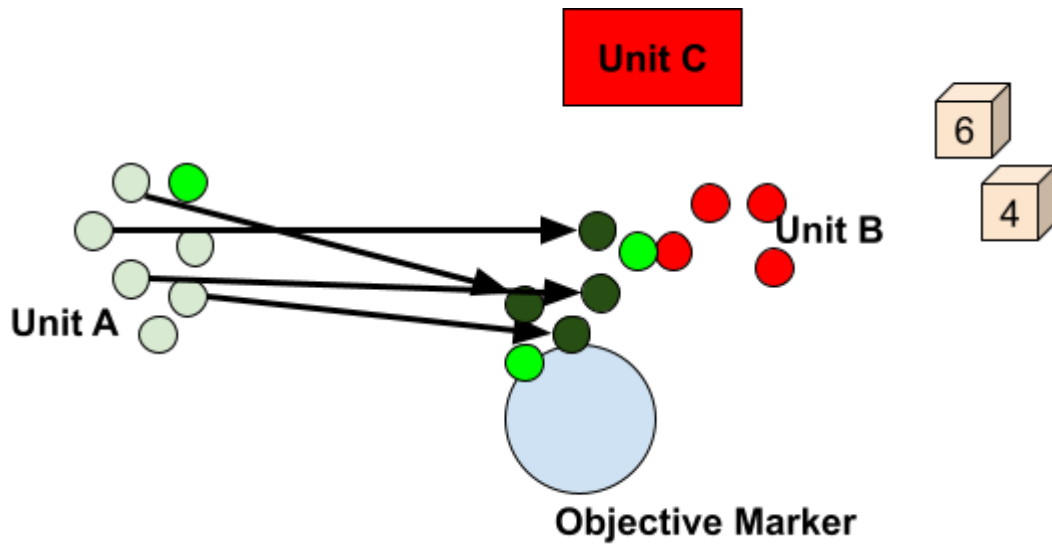
They can move it so that it ends closer to one of the targets.



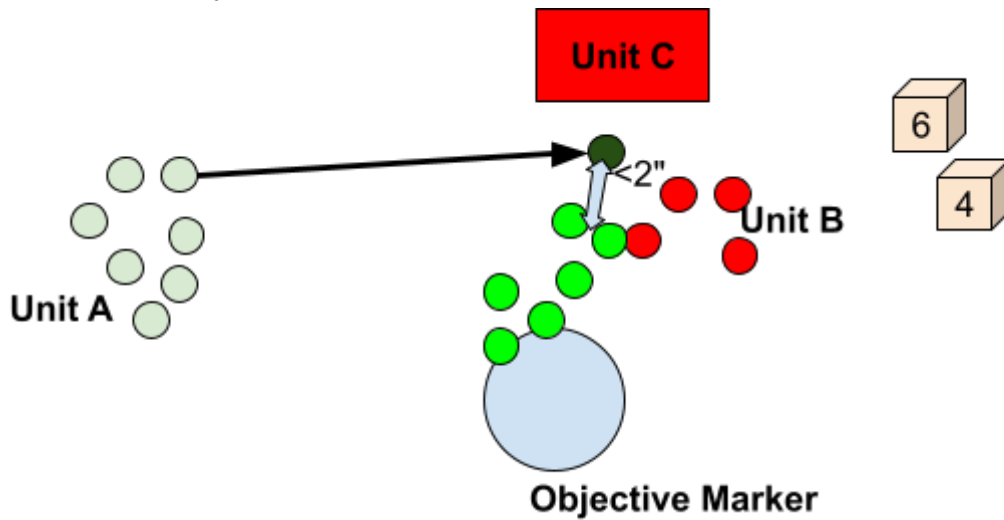
They then choose another model to move, this one can end in base-to-base with one of the enemy units and thus must do so:



They continue by choosing models that cannot end in base-to-base, and thus just moves those closer:



The last model to move, could end base-to-base with unit C, but this move will put out of coherency of the rest of the unit. It thus has to be moved just within engagement range to respect coherency.



At the end of this move, the constraints are respected and thus the charge is valid.