WTC TERRAIN & CHARGES

This document outlines rules for making charges through walls where you cannot fit the bases of your models due to the positioning of your opponents models.

The Problem: Players are able to create situations where it's not possible to charge units, because there's no room between the wall of a ruin and their bases to place an opponent's models which creates situations where a unit isn't possible to interact with.

The Previous Solution: Bringing a Referee to the table to supervise a game state where models were temporarily allowed to exist within a wall to be able to fight.

The Problems That Caused:
1. Players could engineer a situation where a unit was still chargeable, but only with a 12" charge due to the placement of their models.
2. A referee was needed at the table every time a situation occurred that this was needed for.
3. Players were easily confused by this rule and a referee was often called to a table needlessly and had to explain why a situation was or was not going to be ruled this way.
4. Models could end the fight phase while still in a wall leading to a situation where there wasn't a legal position for them to be causing issues with line of sight, battlefield position and the movement of other units around them.

The Solution: In a very small subset of circumstances treat walls as barricades for a charging unit that is either Infantry or Beast, as well as the unit that they charged, but only while it is fighting the charging unit. This will give a 2" engagement range for models in this combat. This prevents situations where a model would exist inside a wall for any length of time at all by removing that as an option, and also means that you shouldn't need to call a referee to the table to resolve these situations unlike before.

This solution will not work in all circumstances, as there are some models that have bases that will still not allow them to stand on the other side of the wall, while an enemy unit is more than 2" from it. We're aware of this but cannot make allowances for units like the Triumph of Saint Catherine etc.

THE RULE

After rolling the distance for the charge, if there is a wall of a building that would impede the placing of any models in a charging Infantry or Beast keyword unit from being positioned in a legal position in base contact or 1" engagement range with at least one model in a unit that they wish to charge, this rule would take effect. If there is a legal position for you to be able to place your models without using this rule then you must do so.

For each model in the unit that is not able to end the charge move in a legal position, the controlling player can choose to place a token by it to show that it's using this rule. For each model with a token on it, it has to obey all of the rules that govern the charge phase, with the addition of the rule in the Fuel Pipes and Barricades Section which states that when making a charge move, in addition to fulfilling all of the charge move criteria, it must end its move as close as possible to the terrain feature. In this case only, the terrain feature is considered the vertical wall that makes up part of the ruin. This then allows the models with a token on them to fight with a 2" engagement range against the unit or units that the charge was declared against. While there are models with a token on them, the unit or units that the charge

was declared against are also allowed to use the rule and treat engagement range as 2" but only in relation to the models that made the charge while they are on the other side of the vertical surface (i.e. the wall).

During the fight phase, in the pile in step, if a model with a token on it could make a pile in move that would end in a legal position and within 1" or base contact of an opposing model, then the controlling player can either choose to pile it in, or remove the token. If the token is removed it can no longer use this rule to have a 2" engagement range. This allows you to choose to not pile in a model if it would bring another enemy unit into the combat or would put the model in an unfavourable position. When choosing to remove tokens in this manner you may not remove all the tokens in the unit, unless you have models that are within the usual 1" engagement range, or in base contact with an opponent's model as this would take you out of combat. If a model is already as close as possible to an enemy model due to a wall preventing further movement, then it may elect to stay still and still count as having made a pile in, similar to the way a model in base contact with an enemy model is ruled.

At the consolidation step, models in the charging unit that have a token on them that wish to consolidate must take up a legal position within 1" of an enemy model if it can do so. The tokens stay on the models that have them until they are within normal 1" engagement range or base contact of an enemy model, or have been removed during subsequent pile in moves or their unit is out of combat.

Definition of a Legal position: A legal position in this case, is definable by a point on the battlefield where a model is able to sit with it's base (assuming it has one) flat to the table or terrain feature, in engagement range of the enemy that it declared a charge against, in coherency of the rest of its unit, and no further away from it's position at the start of the charge phase than the charge roll would allow it to be at the end of its move.

To avoid any situation where you feel an opponent would be gaining an advantage by using this rule when they charge it's quite simple to stop that from happening, you just need to position your models in a way that they can be engaged normally which stops the rule from coming into effect.

IMPLEMENTING THE RULE

1. Select an INFANTRY or BEAST unit to charge and declare its charge targets.
2. Roll the dice for the charge distance, if this would allow for a charge that would allow every model in the charging unit that could fight under normal circumstances to fight without using this rule (i.e. if there was an open battlefield with no wall in the way), then you make the charge as normal and use the usual charge procedure in the 40k rulebook.
3. If the charge roll would be sufficient to make a charge if the wall wasn't in the way, then this rule can come into effect. When moving charging models, any models that can be placed in a normal legal position in 1" engagement range or base contact of a model in the unit that a charge was declared against, must end its charge move there. Note you must still be out of engagement range of a unit that you did not declare a charge against.
4. Once the controlling player has moved all of the models that could end in a usual legal position, then they can select on a model by model basis which models that haven't moved yet in their unit are going to use this rule. For every model in the charging unit that is doing so you have to follow the Engagement Range rules of the Barricade and Fuel Pipes terrain feature (40k rule book page 45) with the exception that the vertical surface of the ruin is the point that the unit needs to end it's move as close as possible to. This means that models from both armies must be within 2" of each other on opposite sides of the wall. Players should place a marker next to each model that is using this rule to indicate which ones are able to fight this way, and to differentiate them from models using the usual charge and fighting rules.
5. Finish all of your charges and begin the fight phase.
6. When a unit that has used this rule, or the targets of its charge would be selected to fight, begin the pile in procedure. During this step, only the models that were selected to use this rule in the charge phase, or the targets of their charges can use the Barricades and Fuel Pipes engagement range rules, and can only use those rules against each other. Any time you wish to pile in with a model that could end in a legal position in 1" engagement range or base contact with an enemy model and fight without using this rule it must do so, or not

move and the controlling player removes the token and that model loses its 2" engagement range. When a model that had a token on it piles into a place where it no longer needs to use this rule, the token is removed and they then fight as normal for the rest of the phase. Remember that when choosing to remove tokens in this manner you may not remove all the tokens in the unit, unless you have models that are within the usual 1" engagement range, or in base contact with an opponent's model as this would take you out of combat.

7. Finish the attack sequence for the selected unit and then move to the consolidate step.

8. When making consolidate moves for models in the unit, if the controlling player wishes to make a consolidate move for that model, and it can be placed in a normal legal position within 1" of an enemy model, or in base contact of one then it must do so and then the token (if the model had one) is removed. The controlling player can elect to not move if they wish to.

9. As long as there are any models in any unit that still have tokens on them at the end of the fight phase, then as per the Barricade and Fuel Pipe rules, all units are still considered to be in 2" engagement range of each other while fighting across the vertical surface of the terrain feature.

10. As soon as the last token is removed, the models involved in the combat stop using this rule and go back to the regular rules set out in the 40k rule book for engagement range and fighting. For example, in a subsequent turn another unit charged and placed the previous charging unit in normal engagement range, or a unit used the Heroic Intervention stratagem and placed all of the models that had tokens on them in 1" engagement range or base contact, etc.
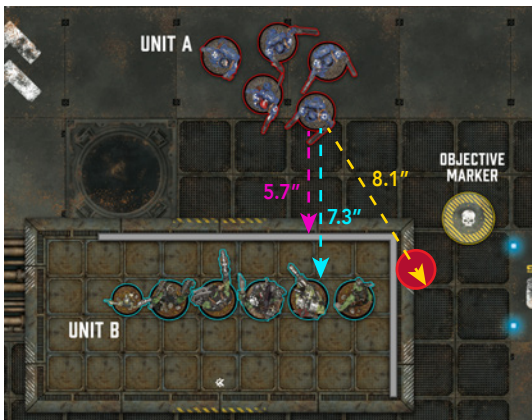
## CHARGING EXAMPLES

EXAMPLE 1A

1A-A.
Unit A wants to charge Unit B. Unit B has been set up so that there is more than 1" between the outside of the wall and the models. There is also not enough room for a model of Unit A to fit between the wall and the models of Unit B.

However, there is less than 2" between the outside of the wall and models of Unit B.


1A-B.
Unit A is 7.3" away from unit B, if the wall did not exist (with engagement range, if the wall was not there, it would require a 7" charge). The closest position where unit A can set up a model is 8.1" away. The outside wall is 5.7" away from unit A.
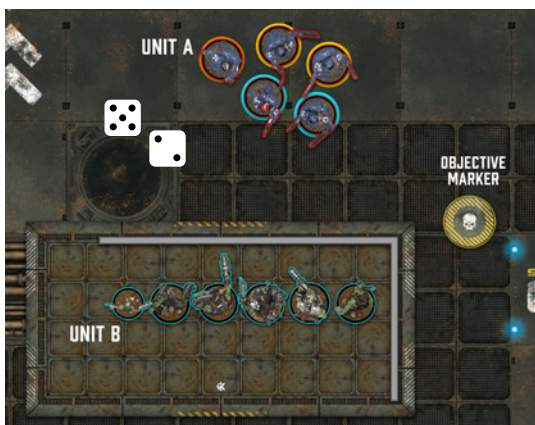
1A-C.

Unit A rolls for charge, and needs at least a 7 to make the charge. Any less and the charge is unsuccessful. A roll of 9 or more would require a model to end up in the legal position highlighted in the second picture. Here the unit rolled a 7.

The player of Unit A selects models to use the Barricade rule (blue circled ones) and models that will charge normally (yellow circled ones). The orange circled one cannot end in contact with the wall and has to make a normal charge move.
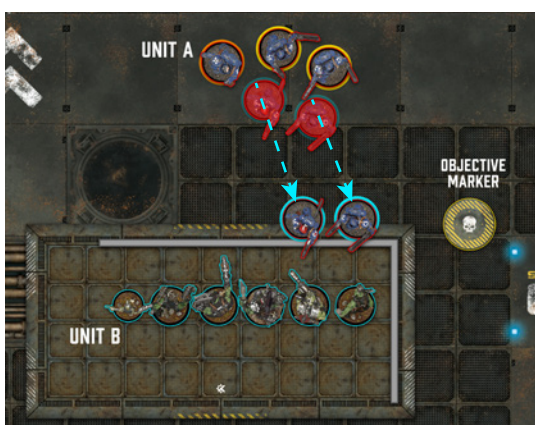
1A-D.

Models making use of the Barricade rule have to move in contact with the wall of the ruin instead of finishing in base-to-base contact.
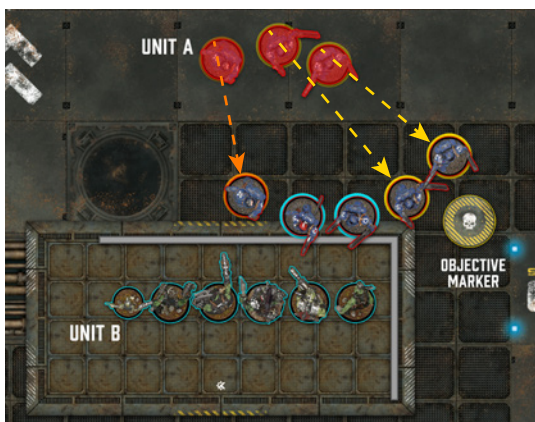
1A-E.

Other models have to make a legal charge move, (meaning move closer to the enemy unit, in coherency and outside of engagement range of units that are not targeted by the charge). Here the models are moved to control an objective and be in coherency.

The charge phase is now finished for Unit A.

1A-F.

The time comes to fight for unit A, and one model (circled green) has a legal position it can make a pile in move to (within normal engagement range of 1" of unit B) and thus has to make this move. This model loses the Barricade rule.

1A-G.

Unit A then uses pile in to restore coherency and set up in the desired position, making normal, legal pile in moves.

Unit A can then make attacks. Only the model circled blue (that has a token) and the one circled green (that is in a legal position) can make attacks as the rest are out of range to attack.

EXAMPLE 1B

1B-A.

Being inside or outside the ruin does not change how this rule works.

1B-B.

Models charging will use the same principle to decide who can fight.
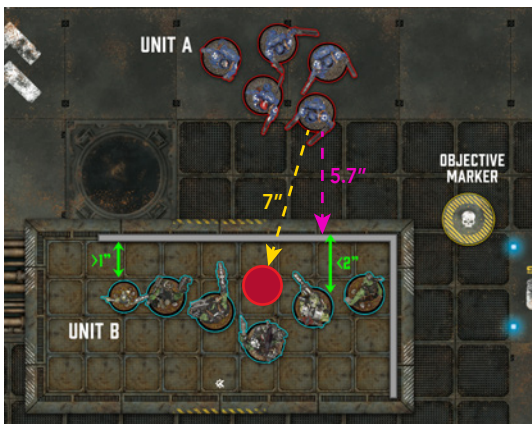
EXAMPLE 2

2A.

Unit A wants to charge unit B. There is also enough room for only one model of unit A to fit between the wall and the models of unit B.

There is less than 2" between the outside of the wall and models of unit B.

2B.

Unit A is 7.3" away from unit B, if the wall did not exist (with engagement range, if the wall was not there, it would require a 7" charge). The closest position where unit A can set up a model is 7.9" away (so 8" charge). The outside wall is 5.7" away from unit A.

2C.

Unit A rolls for charge, and needs at least a 7 to make the charge. Any less and the charge is unsuccessful. Here the unit rolled a 8.

The green circled one has to move in the legal position as the charge roll was big enough.

The player of unit A selects models to use the Barricade rule (blue circled ones) and models that will charge normally (yellow circled ones). The orange circled one cannot end in contact with the wall and has to make a normal charge move.

Models that can make a normal charge move will do it now.
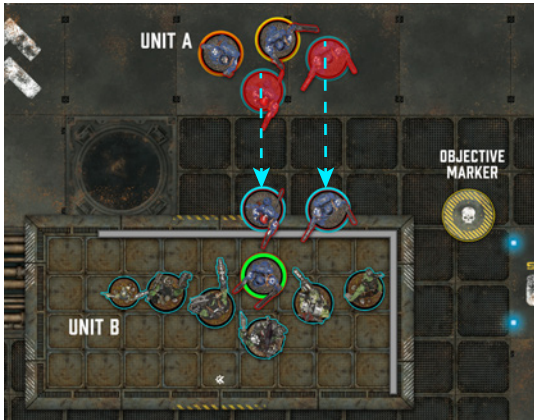
2D.

Models that can move using the barricade rule will move and end touching the wall.
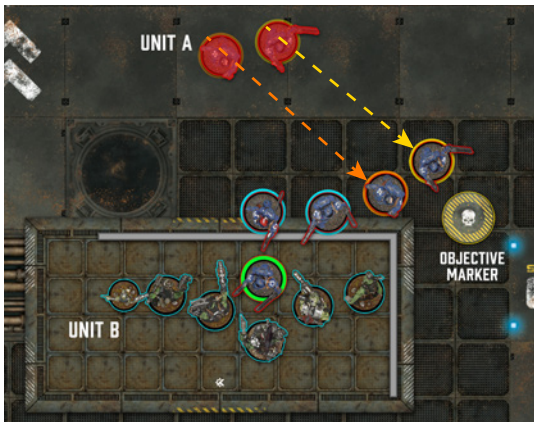
2E.

Other models have to make a legal charge move, (meaning move closer to the enemy unit, in coherency and outside of engagement range of units that are not targeted by the charge). Here the models are moved to control an objective and be in coherency.

The charge phase is now finished for Unit A.

EXAMPLE 3
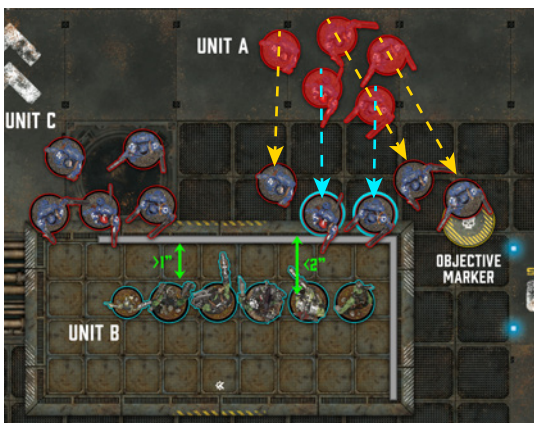
3A.

Unit A is going to charge unit B, using the barricade rules as in the first example.

Unit C is less than 2" away from unit B but when fighting, if unit B does not get within normal engagement range (1") of Unit C, it cannot fight unit C because unit C is not making use of this rule.

EXAMPLE 4

4A.
Unit A charged Unit B, using the barricade rule. But Unit B is going to fight before Unit A (fight first or interrupt stratagem).

4B.
Unit B piles in and chooses to move some models but not others. The models that did not move in the defending unit can still fight Unit A within 2" as the defender models do not lose the benefit of fighting through walls if not piling in.

EXAMPLE 5

5A.
Unit A charges Unit B and Unit C using the barricade rules.

5B.
After charging Unit A ends up in this position.

If unit A has a rule that does mortal wound during the charge phase to a unit within engagement range (like "Hammer of Wrath"), those could target unit B or unit C.

5C.

When Unit A activates, as all of the models are in a legal battlefield position already, when their pile in moves are made (regardless of if they make a move) their tokens are removed and cannot use the barricade rule anymore so will have to fight normally, targeting Unit C.

Unit C fights normally, however due to the fact that there are no tokens left on unit A they are no longer using the barricade rule, and unit B is no longer considered in combat with them and cannot fight.

EXAMPLE 6

6A.

Unit A charges Unit B using the barricade rules.

6B.

After charging Unit A ends up in this position. Unit C will Heroically Intervene.

6C.

After the Heroic Intervention, models in Unit A are within 1" of an enemy unit and thus cannot fight Unit B using the barricade rules. Unit B cannot fight either as there are now no tokens on Unit A.

NORMAL CHARGE PROCEDURE

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 overwise 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).

Unit A declares a charge. It choses 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.
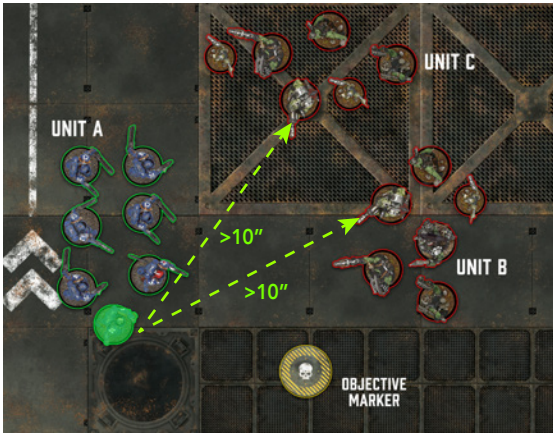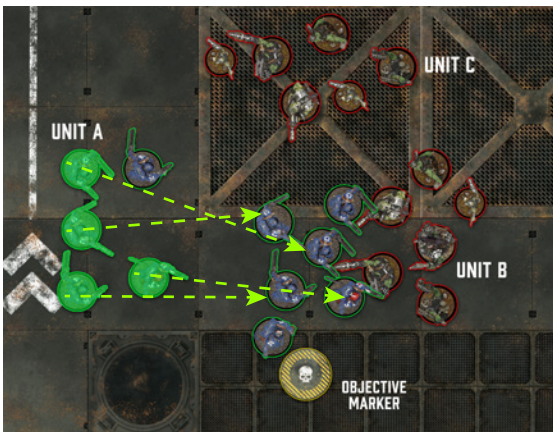
The charging player chooses to move the dark green model to move first. This model cannot end in base-to-base contact with any enemy units.

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.