

UPDATED BUILDING RULES



The range of Citadel fortifications has expanded rapidly since the 6th edition of the *Warhammer 40,000* rulebook was published. Whilst the rules in the rulebook are all that are necessary to use your collection of fortifications in your games, we have found that updating a few of the rules can result in even more exciting and enjoyable battles.

The following is therefore a list of optional rules updates that we recommend that you incorporate into your games of *Warhammer 40,000* when using fortifications and buildings. You should agree with your opponent before the battle begins whether to use some, or all of these updates.

Each rules update is preceded by a designer's note to explain the intent of the update for experienced players. Remember that, unless noted below, fortifications and buildings still follow all the rules as presented in the *Warhammer 40,000* rulebook.

1) BUILDINGS IN BATTLE

Designer's Note: *These updates allow buildings to fire their emplaced weaponry and be attacked in turn by enemy units, even if they are unoccupied. They also facilitate the capture of fortifications by enemy forces.*

Fortifications that are buildings typically start the game under the control of one player, and can both attack enemy units and be attacked by them in turn. In many respects, these buildings function like any other unit in a player's army; the major difference is that they can be captured by the enemy, even swapping hands several times over the course of the battle.

To keep track of which side currently controls a building, we use the concept of 'claiming' buildings (or, if you prefer, planting your flag).

- At the start of the game, all fortifications that are buildings that were bought as part of a player's army are 'claimed' by the owning player, whilst all dilapidated buildings are 'unclaimed'.
- A claimed building is part of the controlling player's side and will remain so, even if it later becomes unoccupied, until the building is either destroyed or claimed (captured) by an enemy unit.
- If a unit embarks within an unoccupied building, they immediately capture and claim that building, and it becomes part of that unit's side until the building is either destroyed, or an enemy unit re-occupies it (and therefore re-claims it).
- If a unit moves onto the battlements of an unoccupied, unclaimed building, they immediately claim that building and it becomes part of that unit's side until the building is either destroyed, or an enemy unit occupies it (and therefore claims it).

Claimed Buildings

A claimed building gains the Sentry Defence System special rule, as detailed below:

Sentry Defence System: A building with this special rule can use automated fire against enemy units, even if it is unoccupied. In addition, enemy units can shoot at and charge a building with this special rule, even if it is unoccupied.

Unclaimed Buildings

An unclaimed building follows all the normal rules for buildings and so cannot fire any weapons or be targeted by any players' attacks. Note that, in most circumstances, unclaimed buildings are also dilapidated fortifications and so cannot normally fire any emplaced weapons they may have anyway (unless you and your opponent agree otherwise, of course).

Victory Conditions

Unless you and your opponent decide otherwise, do not include fortifications for the purposes of awarding Victory Points or determining when an opposing side is 'wiped out'.

2) OCCUPYING FORTIFICATIONS

Designer's Note: *This change allows Jump Infantry and Jet Pack Infantry to occupy fortifications.*

Jump Infantry and Jet Pack Infantry can embark inside fortifications that are buildings.



Forging a Narrative – Deep Strike and Fortifications

Dozens of different Infantry units have the ability to deploy to the battlefield via Deep Strike, be it by jump pack descent, teleportation or by burrowing up from the beneath the ground. Whilst these units all have the Deep Strike special rule, the method of their deployment is clearly different from a narrative point of view. It's worth bearing this in mind when playing games with lots of fortifications; normally, deep striking units cannot Deep Strike inside a building, which can occasionally conflict with the narrative of your battle. For example, whilst it seems appropriate that Jump and Jet Pack Infantry can only Deep Strike onto a building's battlements rather than inside it, it seems appropriate that units that Deep Strike by tunnelling could only burrow up into the interior of a building (because 'burrowing' onto the battlements would look rather odd). Likewise, Infantry that Deep Strike via teleportation could happily materialise onto either the battlements or the interior of a building, the choice making them especially useful units. It's worth agreeing with your opponent beforehand what units can Deep Strike onto battlements and which, if any, can Deep Strike into the interior of a building. For rules' purposes, we suggest that any units that can Deep Strike directly into a building's interior only do so into unoccupied buildings.



3) BATTLEMENTS

Designer's Note: *This update changes battlements from being treated as separate buildings and instead treats them as the top-levels of ruins. This update means that the rules for multiple part buildings no longer apply to a building's battlements.*

The roof-spaces of many fortifications are identified as battlements. Whilst all battlements are built on top of another building, battlements are not themselves treated as buildings.

Battlements are treated as the upper levels of a ruin and follow all the rules for ruins as detailed in the *Warhammer 40,000* rulebook, with the following exceptions:

Battlements are treated as one large Access Point for their building, meaning that a unit inside can disembark onto the battlements, or embark from the battlements.

Jump units, Jet Pack units, Jetbikes and Skimmers do not need to take Dangerous Terrain tests for starting or ending their move on a battlement.

If a template or blast weapon hits a unit on top of a battlement, that battlement's building also suffers a single hit.

4) GUN EMPLACEMENTS ON BATTLEMENTS

Designer's Note: *This update also allows the building to fire gun emplacements that are purchased as upgrades and placed on the battlements as if they were additional emplaced weapons.*

Gun emplacements can be purchased as upgrades for many fortifications, and can either be placed on top of a building's battlements or as freestanding weapons on the battlefield. A gun emplacement placed upon a building's battlements counts as an additional emplaced weapon. A gun emplacement placed elsewhere on the tabletop uses the normal rules for gun emplacements.

5) ASSAULTING FROM FORTIFICATIONS

Designer's Note: *This change allows units sheltering within a building to disembark and charge the enemy on the same turn, sallying out to engage the foe in close combat.*

Fortifications that are buildings have the Repel the Enemy special rule, detailed below:

Repel the Enemy: Models disembarking from Access Points on a building can charge on the turn they do so, even on a turn the building was destroyed. Models using an Escape Hatch fortification upgrade may not make use of this special rule.



6) FORTIFICATIONS DAMAGE

Designer's Note: This update alters the building damage table, having a greater effect on emplaced weaponry, explaining how to resolve damage against units on the building's battlements and how to remove destroyed buildings from the table top.

If a fortification that is a building suffers a penetrating hit, then in addition to any other effects you must also roll a D6 and consult the updated building damage table, below, applying any of the relevant modifiers:

- Add 1 to each roll caused by a weapon with an AP value of 2.
- Add 2 to each roll caused by a weapon with an AP value of 1.
- Deduct 1 from each roll if the building has the Mighty Bulwark special rule.

If any Wounds are allocated to an occupying unit as a result of hits on the building, these Wounds are allocated using Random Allocation (see the *Warhammer 40,000* rulebook).



UPDATED BUILDING DAMAGE TABLE

Result Effect

0-1 Breach! *Massive cracks appear in the building's walls.*

The building's Armour Value is reduced by 1 for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Value.

2 Tremor. *The building shakes violently, throwing its occupants to their knees.* If the building is occupied, the occupying unit can only make Snap Shots in the following turn. If an occupying unit abandons the building in their next turn, they can only disembark 3", rather than the full 6".

3 Partial Collapse. *Part of the support structure is blasted away, causing a chunk of roof to fall in.* If the building is occupied, the occupying unit suffers an additional D6 Strength 6 AP- hits with the Ignores Cover special rule. In addition, if the building has any emplaced weapons, they can only fire Snap Shots in the following turn.

4 Structural Collapse. *Internal supports are destroyed, causing several levels to collapse under their own weight.* If the building is occupied, the occupying unit suffers an additional 2D6 Strength 6 AP- hits with the Ignores Cover special rule. In addition, if the building has any emplaced weapons, one randomly determined weapon is destroyed and the remainder can only fire Snap Shots in the following turn.

5 Catastrophic Breach. *A huge slab of masonry tumbles from the building's flank.* The building's Armour Value is reduced by D3 for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Value. In addition, if the building has any emplaced weapons, one randomly determined weapon is destroyed and the remainder can only fire Snap Shots in the following turn.

6 Total Collapse. *The roof and several internal floors fall in, crushing many of the garrison and driving the remainder outside.* The building is destroyed: all emplaced weapons and battlement upgrades on the building are destroyed, and each unit on the battlements suffers D6 Strength 6 AP- hits with the Ignores Cover special rule. If the building is occupied, the occupying unit suffers 2D6 Strength 6 AP- hits with the Ignores Cover special rule and must then immediately disembark from the building, performing an emergency disembarkation if necessary (survivors cannot disembark to the battlements). Any models that cannot disembark are removed as casualties. Assuming they were not destroyed, units on the battlements and those that have disembarked must then take a Pinning test. The building is left on the table, but can no longer be occupied. The roof of the building is no longer counted as a battlement, and hereafter uses the normal rules for ruins (without the exceptions listed above).

7+ Detonation! *The shot punches through the building's walls to explode amongst ammunition or fuel stores within.* The building is destroyed: all emplaced weapons and battlement upgrades on the building are destroyed, and each unit on the battlements suffers 2D6 Strength 6 AP- hits with the Ignores Cover special rule and must then immediately make a 6" move in order to move off of the battlements (this movement is not slowed by difficult terrain). Any models that cannot move off of the battlements are removed as casualties. If the building is occupied, the occupying unit suffers 4D6 Strength 6 AP- hits with the Ignores Cover special rule and must then immediately disembark from the building, performing an emergency disembarkation if necessary (survivors cannot disembark to the battlements). Any models that cannot disembark are removed as casualties. Assuming they were not destroyed, units that were on the battlements and those that have disembarked must then take a Pinning test. The building is then removed and replaced with scattered wreckage (area terrain) or a crater roughly the same size (if you have one).

