

Structures, Vehicles, and Destroying Terrain

Wars are not fought over nothing; farmland, cities, fortresses, bunkers, and other structures are common objectives of assaults and raids. In other situations, civilian buildings can be caught in the line of fire, and serve as makeshift outposts for troops away from their own fortifications. As such, a proper set of wargames rules requires structures to be handled in an intelligent manner.

Any piece of terrain, be it a hill, building, or the ground itself, can be targeted by an attack, as per the normal rules for the type of attack. Because they are generally such large entities, however, determining how accurately the attack fell is the important part. While it is almost impossible to miss a castle, it is also almost impossible to hit a specific stone in the wall with a 14th century cannon from five hundred metres!

When firing on a structure, it is generally assumed troops are simply doing their best to try to damage a general area of it, rather than make a precise breach at a designated point (however, there are special weapons and troops for more exact breaching). There are as many ways a structure will collapse as there are kinds of structures, all of which are detailed in the vital tables for the structure. As such, structures are treated just like ordinary units for the purposes of taking damage. Many structures will be considered large units, and have sections that can be targeted separately.

Sectioned Units

Some units are so large that they have separate distinct sections, large enough to be targeted as their own unit instead of as a component of a mixed unit. Examples include a large vehicle, whose various facings are separate sections, or a building, whose balconies, supports, and other sections may be targeted to create different damage effects. In all cases, a section is defined in a unit's statistics. A section is like a tower on a castle: it can be damaged and destroyed completely independently of the castle, and it is impossible to fail to distinguish it from the rest of the castle. Sections are treated as **entirely separate units** with the exception that the effects of damage to them may carry over to the rest of the unit.

Vehicles and Movement

Vehicles are the most common users of A-movement and T-movement; see Movement Modes, under Position and Movement, for details on A-movement and T-movement.

Vehicles and Morale

Vehicles are affected by morale in the same way as other units; they may, however, have special abilities preventing certain morale modifiers or conditions from affecting them.