

# General Guidelines for LVO/ITC Terrain

These are general guidelines for how to play ITC terrain and for terrain at the Las Vegas Open. These guidelines are a work in progress and subject to change.

- **Wobbly Model:** Due to the nature of the terrain we use at our events, we use the following interpretation of the Wobbly Model rule to facilitate a smooth tournament experience: So long as any part of a model's base could normally fit on a horizontal space of a terrain piece, that model can be said to be placed there even if the model will not physically stand. In this instance, place the model as close to its stated position as it can be safely placed. A horizontal space that would not normally allow a model to stand is ignored for this rule. *Example: the sill under a window which is technically a horizontal space but so thin that no model would be able to stand there.* In some instances, using a marker such as a die to mark the model's stated position can be useful to help both players remember where the model is meant to be. For line of sight purposes, hold the model as close as possible to its stated location to assist your opponent in determining if they can see the model.
  - Models within 1" of the outer edge of a terrain piece wall may be assaulted from the other side of the wall by any unit.
  - Units that can move through the walls of a ruin to assault a unit on the other side of an enclosed or unenclosed ruin wall (such as infantry) may still complete their charge even if the wall would prohibit the model's base from fitting within 1" of the unit on the other side. Simply use a dice or other indicator to show where the charging model or unit would be, and place the charging model as close to that point as possible. In other words, players cannot block a charge by placing their models in such a way as to prohibit enemy models from getting within 1" of the target unit that would otherwise be able to reach them.
- Units with the "fly" keyword, other than units that would normally be able to pass through the wall of a Ruin, cannot enter an Enclosed Ruin.
  - An **Enclosed Ruin** is a term we used to describe a ruin with 4 walls and a roof. It is treated as a Ruin as defined in the BRB but due to the unique nature of them, we further specify this type of ruin for ease of reference.
    - Terrain with stairs, catwalks etc on the outside of the ruin are outside. Models on them do not count as being inside.
    - A natural opening in the wall or roof of a Ruin or Enclosed Ruin may be passed through by any type of model that can physically fit through it and within the Ruin. Terrain and models may not be modified in order to use this rule. Example: taking a model of its base, breaking parts of a model off, removing a magnetized part of the model, or altering the terrain.
    - Models being placed on levels in terrain must fit on that level. If a model fits from the bottom of the base to top of the head, but a decorative element keeps them from fitting they may count as being on the level.

Example of a decorative element: back banner, sword arm raised, decorative nurgling on the shoulder or helmet, helmet plume etc.

- The “roof” of an Enclosed Ruin is treated as a Wall for the purposes of determining the type(s) of units/models that may go through it.
- Ruins and Enclosed Ruins with doors and/or windows can be entered by units that can normally enter Ruins. Terrain features without doors, windows, or other clear openings like Obelisks and solid towers, are treated as impassable terrain.
  - In the instance that models that can normally enter an Enclosed Ruin cannot be physically placed inside of it due to the roof being glued on, or a similar physical limitation, place that model using the Wobbly Model rule.
- A reminder of BRB rule: Hills provide cover if your entire unit is in or on it and obscured from the viewpoint of the firing unit. Standing on a hill in plain sight of the firing unit provides no benefit to the unit being shot at.
  - Cargo Containers are treated as Hills.
- A reminder of BRB rule: If during a combat that occupies multiple levels, and these levels are more than 3 inches apart in height, no consolidation is possible to ascend or descend levels unless the unit has the ability to consolidate more than 3 inches.

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