

ETC 2014

WFB Maps

Final version 23.04.2014



EUROPEAN
TEAM
CHAMPIONSHIP

Hills

As per BRB description of an ordinary hill (p. 118 first 5 paragraphs, i.e. without the "Examples of hills" subsection) with following additional explanations:

- Line of Sight: Hills block Line of Sight.

Forests

As per BRB description of an ordinary forest (p. 119 first 6 paragraphs, i.e. without "Mysterious Forests" subsection) with following additional explanations:

- Line of Sight: Forests are Interfering terrain providing Soft Cover for units, as described in BRB. For Line of Sight purposes Forests count as being of infinite height. This implies that units shooting through forest will always suffer Soft Cover penalty, even if shooting from a hill or building.

Lake

As per BRB description of a Normal River (p. 120 first 5 paragraphs, i.e. without "Mysterious Rivers" subsection) with following additional explanations:

- Line of Sight: Lakes are non-interfering terrain features.
- Lakes are Water Features.

Obstacle: Wall

As per BRB description of an ordinary Wall (p. 123 with common rules for Obstacles, p.122) with following additional explanations:

- Walls definition of a unit "behind" is applied only to units actually defending the obstacle (i.e. aligned with it and touching it).
- Line of Sight: Obstacles are non-interfering terrain features.

Ruins

As per BRB description of an ordinary marshland (p.121 first 3 paragraphs, i.e. without "Examples of Marshland" subsection) with following additional explanations:

- Ruins are NOT Water Features.
- Line of Sight: Ruins are non-interfering terrain features, providing Hard Cover for all units with majority of their models in the feature.

Buildings

Buildings are **IMPASSABLE TERRAIN**, which counts as being of infinite height (as per ETC 2014 captain's vote)

Impassable

As the title says - infinite height, impassable terrain.

SIMPLE LINE OF SIGHT

Terrain pieces are divided into ones that:

- Block LoS: Hills, Buildings and impassable terrain.
- Don't block LoS: all other terrain.

Unit is considered to be in hard cover when:

- Majority of unit's footprint is obscured from shooter's Line of Sight by one or more Interfering Unit(s) or LOS blocking terrain(s), as described on page 41 BRB
- Unit is garrisoning a Building, as described on page 127 BRB (note: for ETC 2014 buildings are treated as impassable terrain)
- Majority of unit's front rank is defending an obstacle, as described on page 122 BRB and ETC FAQ 8.4. If the unit is being shot from the flank or the rear, treat the corresponding file or the last rank, respectively, as the front rank
- Majority of unit's footprint is in Ruins

Unit is considered to be in soft cover when:

- Majority of unit's footprint is in or behind woods, as described on page 119 BRB

Models shooting from hills or buildings don't get the hard cover penalty for shooting through interfering units, unless interfering the unit is also on hill.

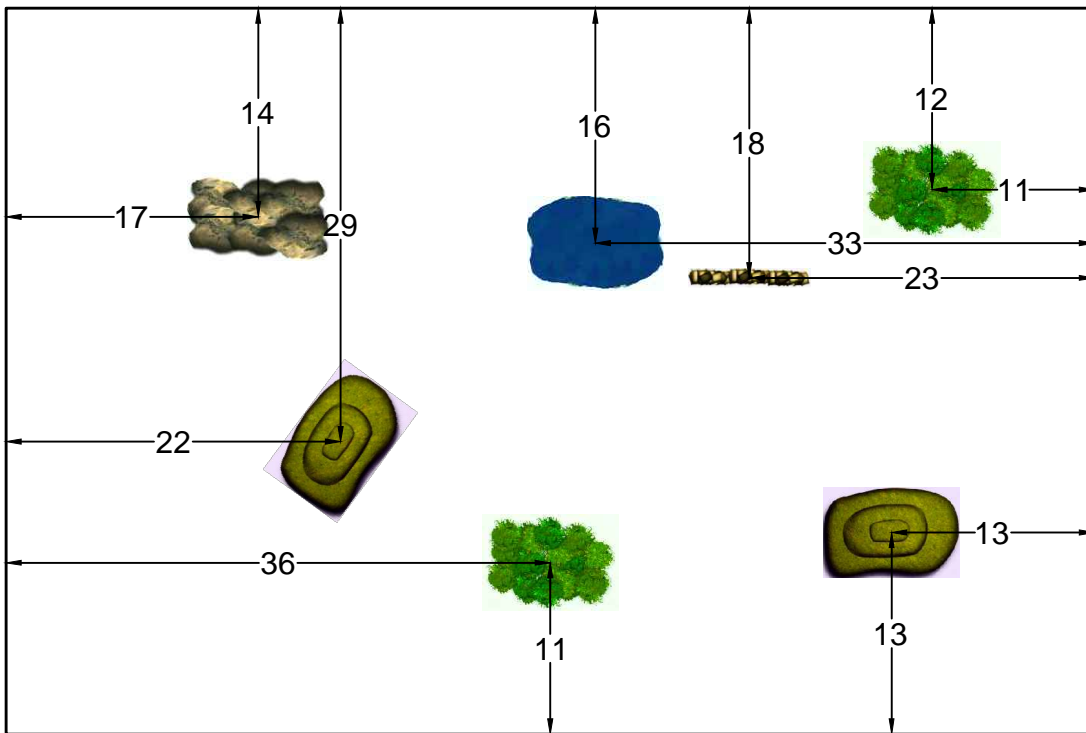
Units with majority of its models on hill do not receive hard cover for being shot at through interfering units, unless that part of the units which interferes is also on hill. Units with majority of its models on hill do not receive hard cover for being partially obscured from the shooter's LoS by the same hill they are on.

Large Targets can't claim cover for obstacles, ruins and interfering units, unless interfering unit is also a Large Target. Large Targets which shoot don't suffer any penalties for interfering units, unless interfering unit is also a Large Target.

Row:

Table

1

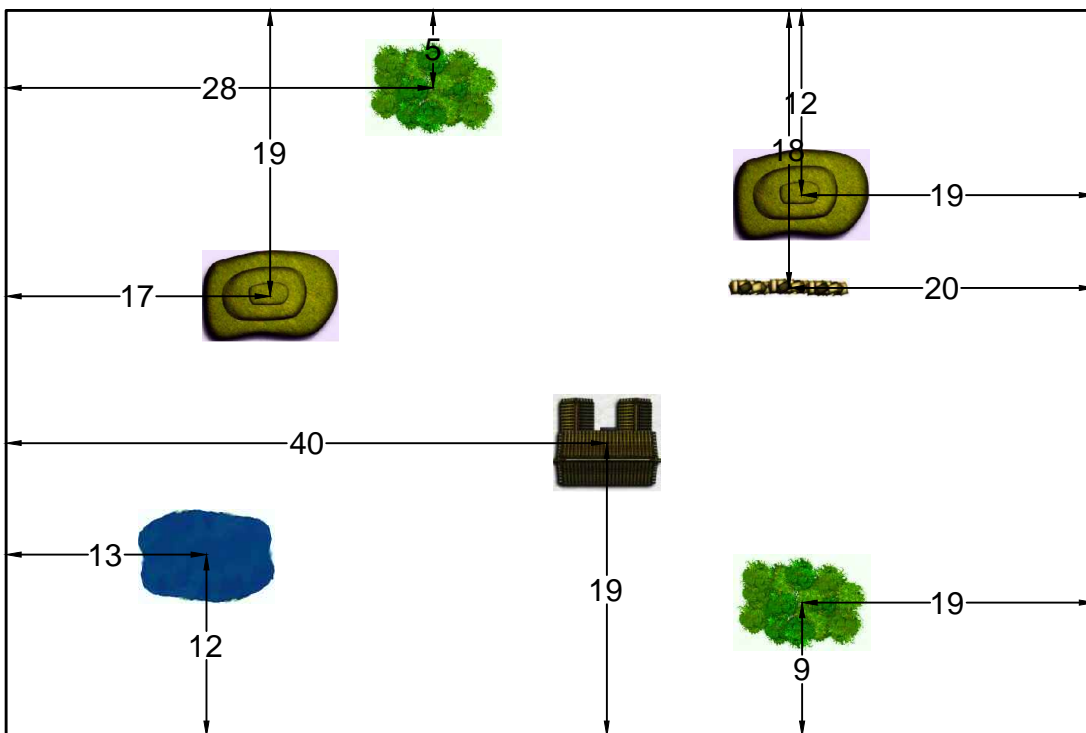


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-  hill
-  ruins
-  wall
-  wood

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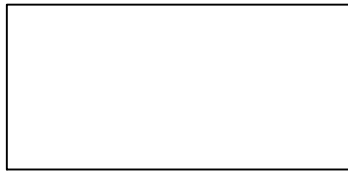
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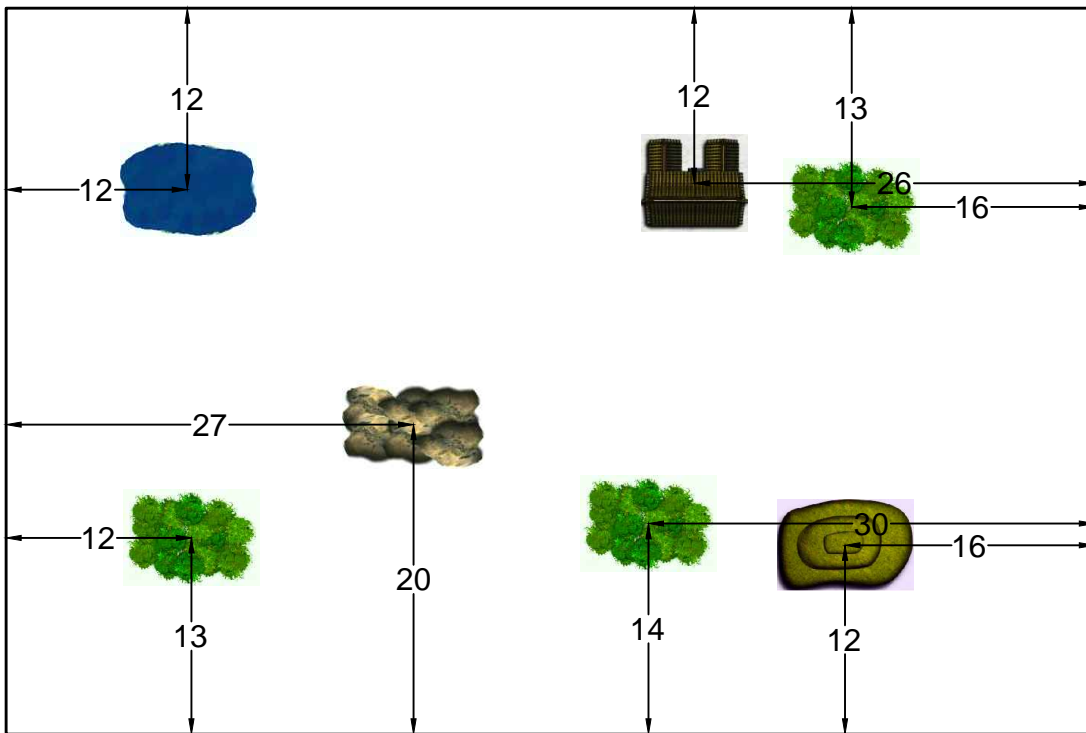
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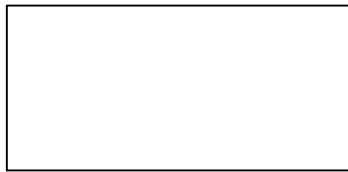
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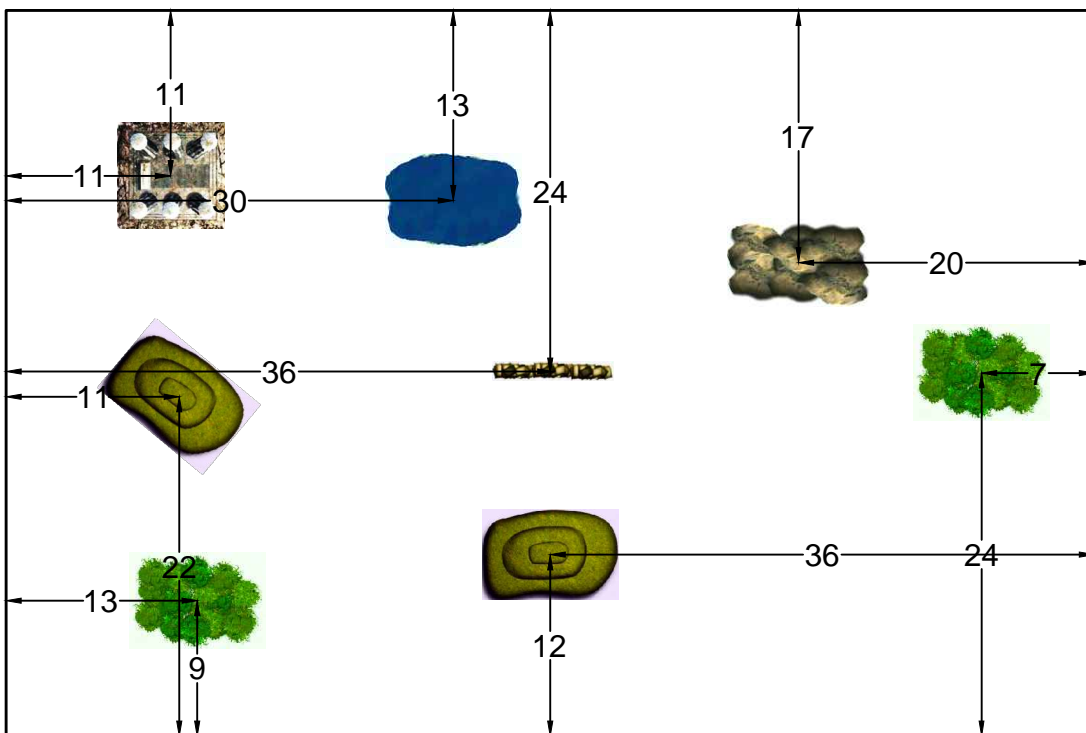
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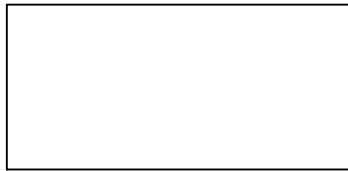
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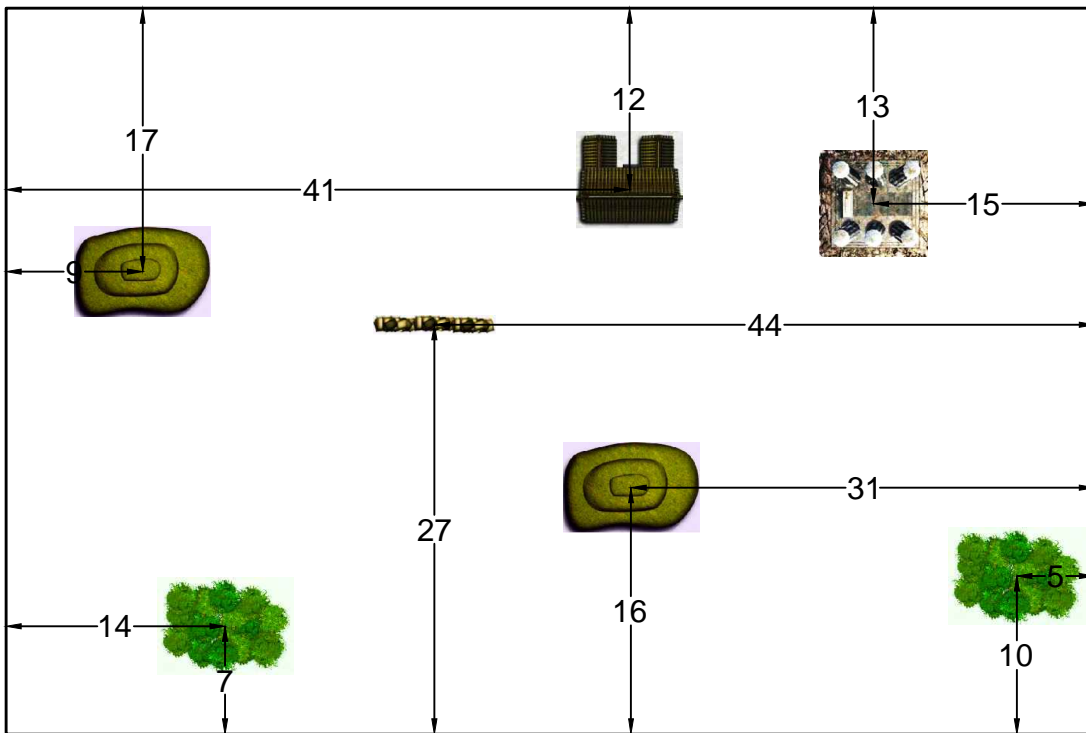
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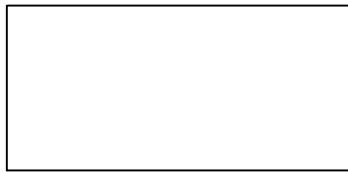
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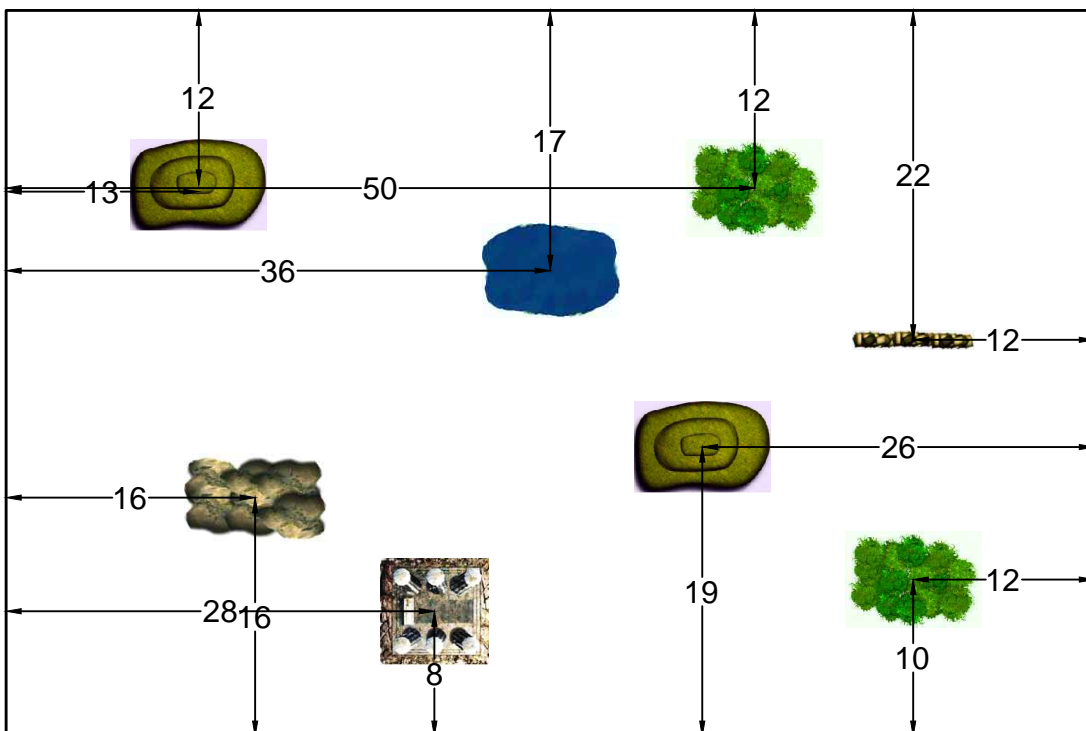
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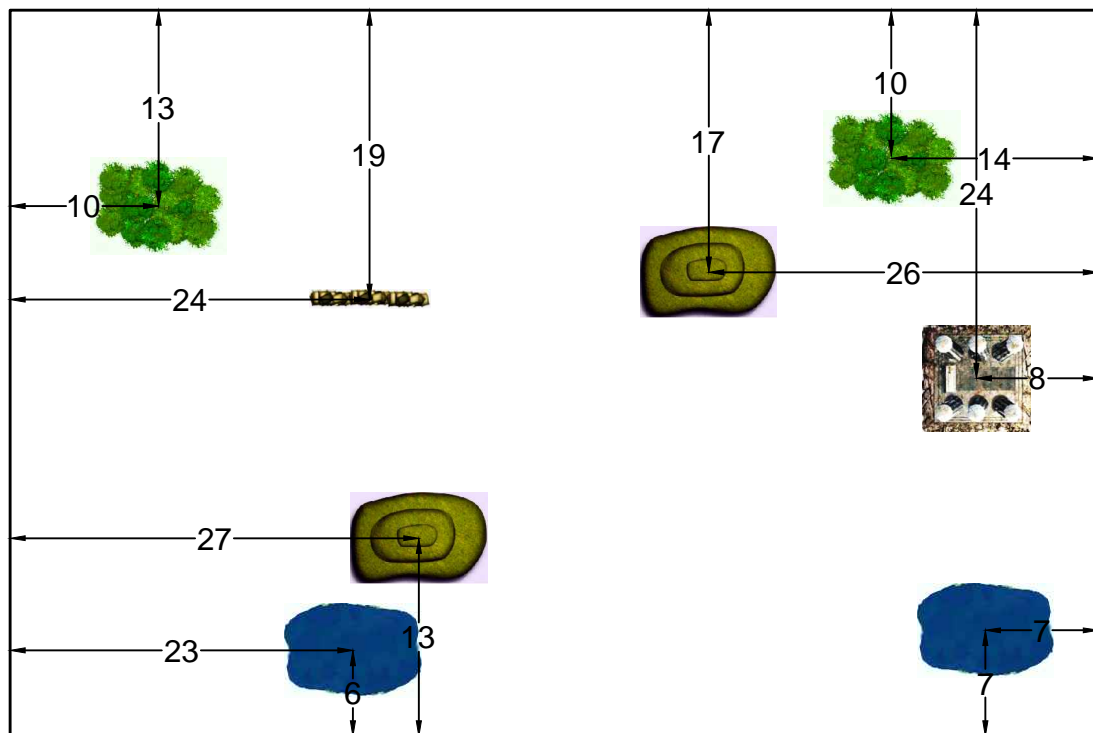
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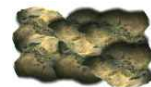
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Table



building



impass



lake



hill



ruins



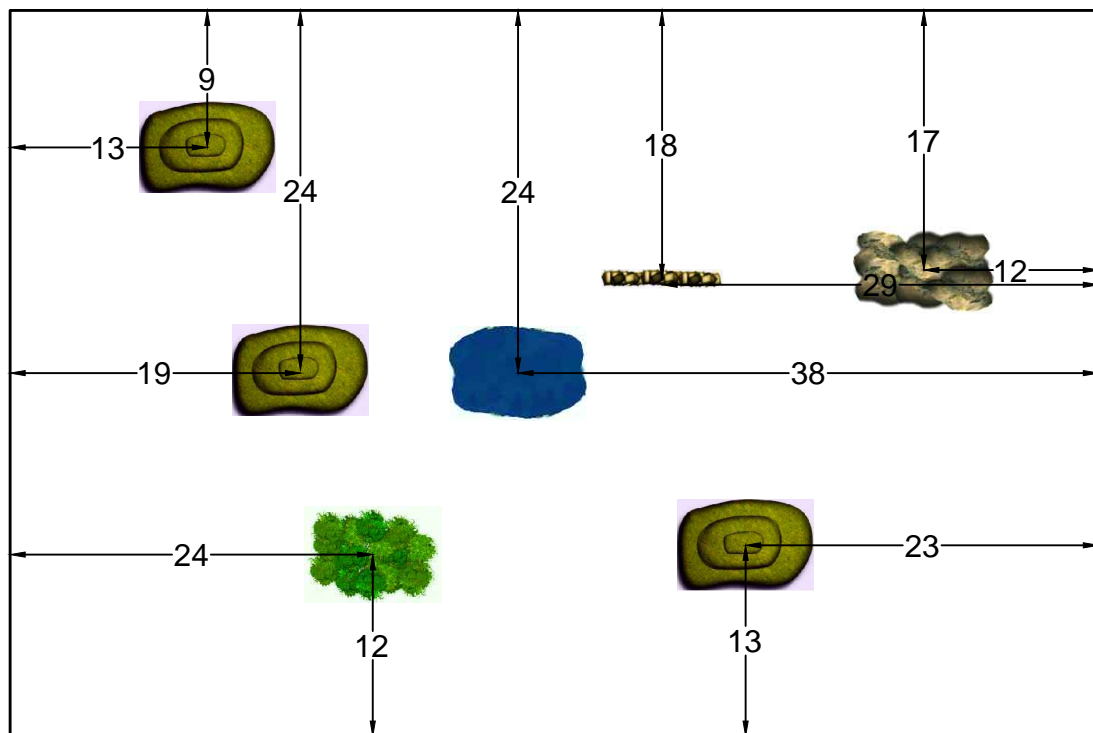
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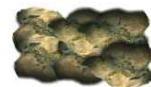
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building



impass



lake



hill



ruins



wall



wood