COMMON TERRAIN FEATURES

The following terrain categories (pg 260-261) and terrain traits (pg 262-263) apply to some of the most common terrain features on the battlefields of the 41st Millennium.

1. RUINS

The galaxy is littered with the shattered remains of once proud cities.

Terrain Category: Area Terrain
Terrain Traits: Scaleable, Breachable, Light Cover, Defensible, Obscuring

2. CRATERS

Many battlefields bear the scars of heavy and sustained bombardment.

Terrain Category: Area Terrain
Terrain Traits: Light Cover, Difficult Ground

3. ARMOURED CONTAINERS

These vast steel containers are built strong to protect the cargo within.

Terrain Category: Obstacles
Terrain Traits: Light Cover, Scaleable, Exposed Position

4. BARRICADES AND FUEL PIPES

Makeshift but effective defence lines make an excellent position from which to repel the enemy.

Terrain Category: Obstacles
Terrain Traits: Defence Line, Light Cover, Heavy Cover, Defensible, Unstable Position, Difficult Ground

5. WOODS

Twisted woodlands and alien flora grow on many a corpse-strewn battlefield.

Terrain Category: Area Terrain
Terrain Traits: Dense Cover, Breachable, Defensible, Difficult Ground

6. BATTLEFIELD DEBRIS

Scorched rubble and the detritus of war litter the battlefield of the 41st Millennium.

Terrain Category: Obstacles
Terrain Traits: Exposed Position

7. INDUSTRIAL STRUCTURE

Sectors Mechanicus are a common sight, their gantries thrumming with automated industry.

Terrain Category: Area Terrain
Terrain Traits: Scaleable, Breachable, Dense Cover, Defensible

8. IMPERIAL STATUARY

The heroes of the Imperium are often immortalised in st effigies to stand sentinel over the galaxy.

Terrain Category: Obstacles
Terrain Traits: Light Cover, Unstable Position, Inspiring (IMPERIUM)

9. RUINED WALLS

The broken walls of destroyed buildings provide inva cover to troops.

Terrain Category: Obstacles
Terrain Traits: Defence Line, Breachable, Dense Defensible, Unstable Position

terrain feature is between it and the firing model (note that the reverse is not true).

- Subtract 1 from hit rolls made for ranged weapons if at least 3" tall.
- Does not apply to models that are only shooting through their own terrain feature.
- No penalty when shooting at AIRCRAFT and units with W characteristic of 18+.

Unstable Position
Models cannot be set up or end a move on top of this terrain feature (they can move up, over and down this terrain feature, but they cannot end a move on top of it).

- Cannot be set up or end a move on top of this terrain feature.

Exposed Position
Models never receive the benefits of cover while they are on top of this terrain feature, but they can gain the benefits of cover while they are behind it.

- Models do not receive benefits of cover while on top of this terrain feature.

Obscuring
If this terrain feature is at least 5" in height, then models cannot see through or over this terrain feature. This means that one model is not visible to another if you cannot draw a straight line, 1mm in thickness, between them without it passing through or over any part of this terrain feature. The height of a terrain feature is measured from the highest point on that terrain feature.

Models that are on or within this terrain feature can be seen and targeted normally. AIRCRAFT models, and models with a Wounds (W) characteristic of 18 or more, are visible and can be targeted even if this terrain feature is in-between it and the firing model (note that the reverse is not true).

- Blocks visibility if at least 5" tall.
- Models on or within can see and be seen normally.
- AIRCRAFT and models with W characteristic of 18+ can be seen normally.

Light Cover
When an attack made with a ranged weapon wounds a model that is receiving the benefits of cover from this terrain feature, add 1 to the saving throw made against that attack (invulnerable saving throws are not affected).

- +1 to saving throws against ranged weapons.
- Invulnerable saving throws unaffected.

Heavy Cover
When an attack made with a melee weapon wounds a model that is receiving the benefits of cover from this terrain feature, add 1 to the saving throw made against that attack unless the model making the attack made a charge move this turn (invulnerable saving throws are not affected).

- +1 to saving throws against melee weapons unless model has made a charge move this turn.
- Invulnerable saving throws unaffected.

Scaleable
Only INFANTRY, BEASTS and SWARM models, and models that can FLY, can be set up or end a move on top of an Obstacles terrain feature with this trait. Only INFANTRY, BEASTS and SWARM models, and models that can FLY, can be set up or end a move on the upper floors of an Area Terrain feature with this trait (other models can be set up or end a move on the ground floor). INFANTRY, BEASTS and SWARM models can move through the floors, ceilings, and gantries of this terrain feature without impediment.

- Only INFANTRY, BEAST, SWARM and FLY models can be set up or end a move on top of this terrain feature (excluding ground floor).
- INFANTRY, BEAST and SWARM models can move through the floors, ceilings and gantries.

Inspiring
Add 1 to the Leadership (Ld) characteristic of units while they are wholly within 6" of this terrain feature. If this terrain feature lists any keywords in brackets, then this bonus only applies to units that have that keyword.

- +1 Ld if wholly within 6".

TERRAIN FEATURES

This section provides rules for using a range of terrain features that can transform your gaming table into an interactive, thematic battlefield set in the 41st Millennium. These rules help to bring your battlefield to life and introduce a new tactical dimension to your games.

Before the battle begins, you and your opponent will need to create the battlefield by setting up several terrain features from your collection. You can find some examples of created battlefields on pages 266-269.

TERRAIN CATEGORIES

There are four categories of terrain features: Hills, Obstacles, Area Terrain, and Buildings. Some terrain features have a datasheet and/or terrain traits (see below) that will describe additional rules that apply, but the rules below always apply for these categories of terrain. Certain models receive the benefits of cover from some terrain features. The benefits gained depend on the terrain traits that the terrain feature in question has (if it has none, then no benefits are gained).

- Each terrain feature belongs to one the following categories: Hills, Obstacles, Area Terrain or Buildings.
- Some models can gain the benefits of cover from some Terrain features (see terrain traits).

HILLS

Hills, whether free-standing or modelled into the battlefield itself, are raised areas that offer troops on top of them commanding views of fire. Hills are always considered to be part of the battlefield itself rather than a terrain feature, and so models on top of them do not typically receive any additional benefits. Models can move over hills following the normal rules for movement. A model on or behind a hill uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Hills cannot be chosen as the target of an attack.

- Hills considered to be part of the battlefield rather than a terrain feature.
- Models move over hills using normal rules for movement.
- Models use normal rules to determine if model behind a hill is visible.
- Hill cannot be attacked.

OBSTACLES

Obstacles include Barricades, Ruined Walls and other battlefield debris that your models have to move over or around. Models can move up, over and down Obstacles following the normal rules for movement. A model on or behind an Obstacle uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Obstacles cannot be chosen as the target of an attack.

An **INFANTRY**, **BEAST** or **SWARM** model receives the benefits of cover from an Obstacle while it is within 3" of that terrain feature unless, when you resolve an attack that targets that model's unit, you can draw straight lines, 1mm in thickness, to every part of that model's base from a single point on the attacking model's base (or hull) without any of those lines passing over or through any part of this terrain feature.

- Models move over Obstacles using normal rules for movement.
- Models use normal rules to determine if model behind an Obstacle is visible.
- Obstacles cannot be attacked.
- **INFANTRY**, **BEASTS** and **SWARM** models receive the benefits of cover while within 3", unless a straight line can be drawn from the attacker to all parts of the target model without it passing over or through this terrain feature.

AREA TERRAIN

Area Terrain can include Ruins, Woods, Craters and other terrain features that models can move into and through. Each time an Area Terrain feature is set up on the battlefield, both players must agree upon the footprint of that terrain feature – that is, the boundary of the terrain feature at ground level. This is essential to define so that players know when a model is wholly on or within that terrain feature, and when it is not. For some Area Terrain features, their footprint will be obvious, especially if the terrain feature has a base or some other well defined boundary, but if not, then agree with your opponent what the footprint is. Models can move up, over and down Area Terrain following the normal rules for movement. A model on or behind Area Terrain

uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Area Terrain cannot be chosen as the target of an attack (but units within them can).

INFANTRY, BEAST and SWARM models receive the benefits of cover from Area Terrain features while they are within it.

- Area Terrain has a footprint.
- Footprint = boundary of terrain feature at ground level.
- Models move over Area Terrain using normal rules for movement.
- Models use normal rules to determine if model behind area terrain is visible.
- Area Terrain cannot be attacked.
- INFANTRY, BEAST and SWARM models receive the benefits of cover while they are within it.

BUILDINGS

Buildings are typically units with the Fortification Battlefield Role and the BUILDING keyword, and that are part of a player's army. You can find out more about Battlefield Roles on page 247. A model on or behind a Building uses the normal rules for determining if another model is visible to it, or if it is visible to another model. Each Building has a datasheet, and unless otherwise noted is either a friendly unit or an enemy unit (meaning that models cannot be moved across them, but they can be chosen as the target of an attack).

- Buildings are considered to be units, rather than terrain features.
- Models cannot move across Buildings.
- Models use normal rules to determine if model behind a Building is visible.
- Enemy Buildings can be attacked.
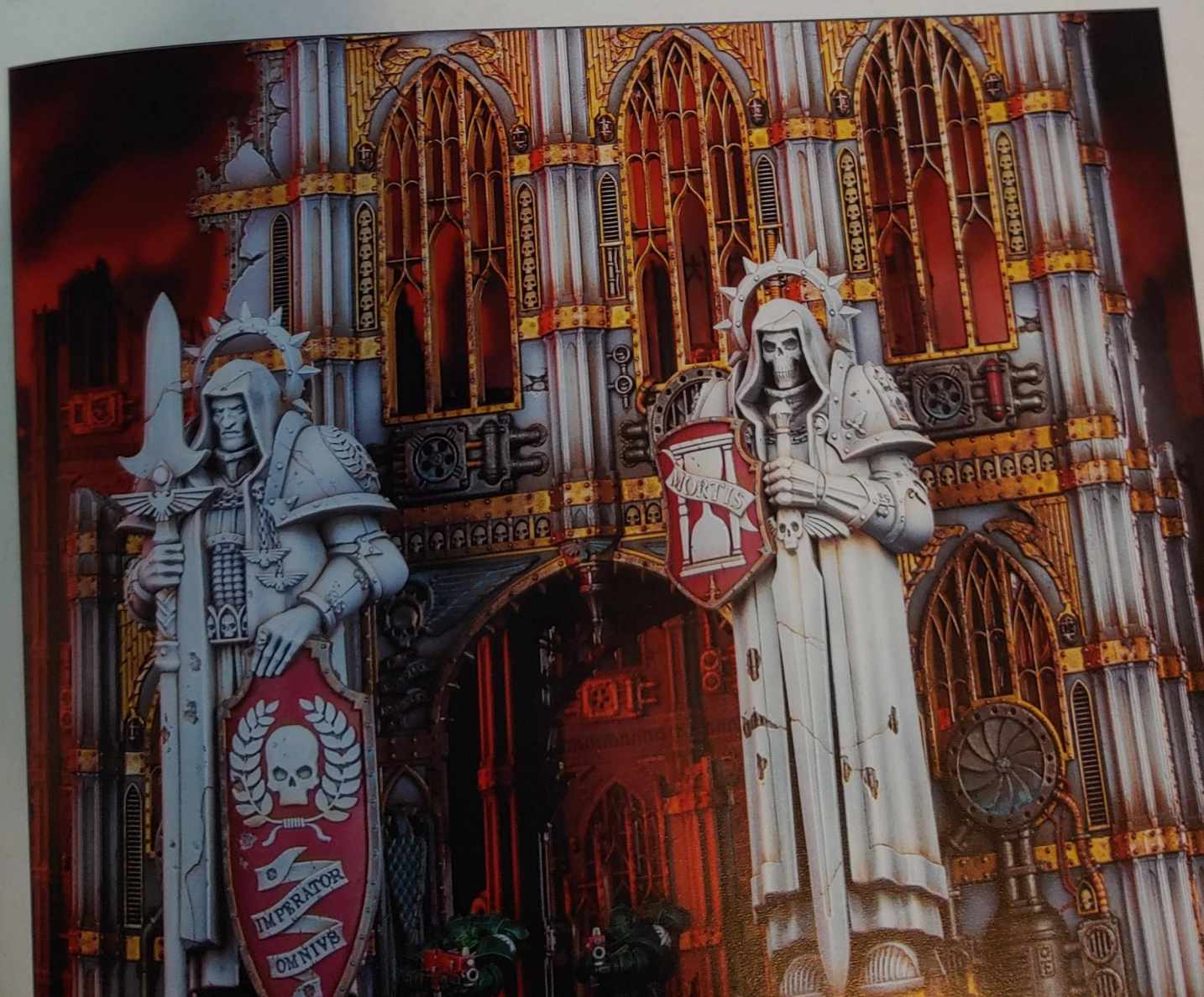
TERRAIN TRAITS

Each terrain feature can have one or more terrain traits, each of which bestows additional rules. Once the battlefield has been created, both players must agree which terrain traits apply to which terrain features.

Defensible

If every model in an INFANTRY unit is on or in an Area Terrain feature with this trait, then it can either Hold Steady or it can Set to Defend (see below) when an enemy unit declares a charge against it.

If every model in an INFANTRY unit is within 3" of an Obstacle terrain feature with this trait, then it can either Hold Steady or it can Set to Defend (see below) when an enemy unit declares a charge against it if, were you to draw a straight line, 1mm in thickness, between the closest parts of the bases (or hulls) of the two closest models in the two units, that line would pass over or through that terrain feature.

A unit cannot Hold Steady or Set to Defend while it is within Engagement Range of any enemy units.

If a unit Holds Steady, any Overwatch (pg 227) attacks made by that unit this phase will score hits on rolls of 5+. If a unit Sets to Defend, it cannot fire Overwatch this phase, but you add 1 to hit rolls when resolving attacks made with melee weapons by models in that unit until the end of the next Fight phase.

- ■ INFANTRY units can Hold Steady or Set to Defend (if no enemy within Engagement Range).
- ■ Hold Steady: Overwatch attacks hit on 5+.
- ■ Set to Defend: Cannot fire Overwatch but add 1 to hit rolls in next Fight phase.

Defence Line

If an enemy unit is within 1" of this terrain feature, you can still make a charge move against it so long as the charging unit ends its charge move touching that terrain feature and within 2" of the target unit. Units are eligible to fight, and models can make attacks with melee weapons, if their target is on the opposite side of this terrain feature and within 2".

- ■ Can make a charge move against a unit within 1" of this terrain feature.
- ■ Can fight if within 2" of enemy.

Breachable

INFANTRY, BEASTS and SWARM units can move through the walls, girders, chains and foliage of this terrain feature without impediment.

- ■ INFANTRY, BEAST and SWARM models can move through walls, girders, chains and foliage.

Difficult Ground

If a unit makes a Normal Move, Advances, Falls Back or it makes a charge move, and any of its models wish to move over any part of this terrain feature, subtract 2 from the maximum distance that every model in that unit can move (to a minimum of 0), even if every part of this terrain feature is 1" or less in height. This penalty does not apply if every model in the moving unit can Fly.

- ■ Subtract 2" when making a Normal Move, Advance, Fall Back or charge move over this terrain feature (unless moving unit can Fly).

Dense Cover

If this terrain feature is at least 3" in height, then subtract 1 from the hit roll when resolving an attack with a ranged weapon unless you can draw straight lines, 1mm in thickness, to every part of at least one model's base (or hull) in the target unit from a single point on the attacking model's base (or hull) without any of those lines passing over or through any part of any terrain feature with this trait. Models that are on or within an Area Terrain feature with this trait do not suffer this penalty if the only terrain feature these lines pass over or through is the terrain feature that the attacking model is on or within. Models within 3" of an Obstacle terrain feature with this trait do not suffer this penalty if the only terrain feature these lines pass over or through is the terrain feature that the attacking model is within 3" of. The height of a terrain feature is measured from the highest point on that terrain feature.

Models do not suffer this penalty to their hit rolls when making an attack with a ranged weapon that targets an AIRCRAFT unit, or a unit that includes any models with a Wounds (W) characteristic of 18 or more, even if this