

# TERRAIN INDEX



## WOODS

*Twisted woodlands and alien flora grow on many corpse-strewn battlefields, obscuring lines of fire and slowing the advance.*

### FOOTPRINT

When this terrain feature is set up on the battlefield, both players must agree upon its footprint – that is, the boundary of the terrain feature at ground level. This is so that players know when a model is wholly within this terrain feature. If this terrain feature is mounted on a base, then this will define its footprint.

### MOVEMENT

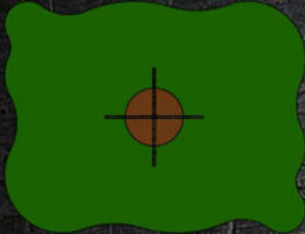
Models can be moved over this terrain feature, as described on page 15.

### VISIBILITY

Models and units that are wholly within this terrain feature are never considered to be fully visible to an observing model. Similarly, if a model that is not wholly within this terrain feature must look through or over this terrain feature in order to draw line of sight to another model, then that other model is never considered to be fully visible to that observing model, and so it will have the Benefit of Cover from this terrain feature. **AIRCRAFT** and **TOWERING** models are exceptions to this – visibility to and from such models is determined normally, even if this terrain feature is wholly in between them and the observing model. Models that are wholly within this terrain feature can see out of it normally.

### BENEFIT OF COVER

Each time a ranged attack is allocated to a model, if that model is either wholly within this terrain feature, or it is not fully visible to every model in the attacking unit because of this terrain feature, that model has the Benefit of Cover against that attack.



## RUINS

*The galaxy is littered with the shattered remains of once-proud cities, and countless troops have sought shelter from enemy bombardment within their husks.*

### FOOTPRINT

When this terrain feature is set up on the battlefield, both players must agree upon its footprint – that is, the boundary of the terrain feature at ground level. This is so that players know when a model is wholly within this terrain feature. If this terrain feature is mounted on a base, then this will define its footprint.

### PLUNGING FIRE

Each time a model that is wholly within this terrain feature makes a ranged attack, if that model is 6" or more vertically from ground level, and every model in the target unit is at ground level, improve the Armour Penetration characteristic of that attack by 1.

### MOVEMENT

- **INFANTRY** and **BEAST** models can move through this terrain feature (walls, floors, ceilings, gantries, chains, etc.) as if it were not there. A model cannot end a move within a wall, a floor, etc.
- **INFANTRY**, **BEASTS** and **FLY** models can be set up or end a move on any floor level of this terrain feature, but if that level is not the ground floor, such models can only do so if their base does not overhang the floor at that level (if a model does not have a base, no part of that model that would be in contact with the battlefield at ground level can overhang that floor). All other models can only be set up or end a move on the ground floor of this terrain feature.

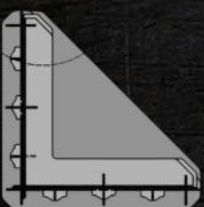
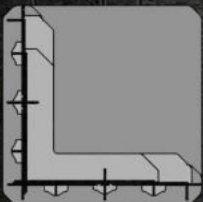
### 48 Ruins, Visibility Section Change to:

'Models cannot see over or through this terrain feature [i.e. a unit outside this terrain feature cannot draw line of sight to a target on the other side of it, even if it would be possible to draw line of sight to that target through open windows, doors, etc.] **AIRCRAFT** models are exceptions to this – visibility to and from such models is determined normally, even if this terrain feature is wholly in between them and the observing model. Models can see into this terrain feature normally, and models that are wholly within this terrain feature can see out of it normally. **TOWERING** models that are within this terrain feature can also see out of it normally.'

model. Models can see into this terrain feature normally, and models that are wholly within this terrain feature can see out of it normally.

### BENEFIT OF COVER

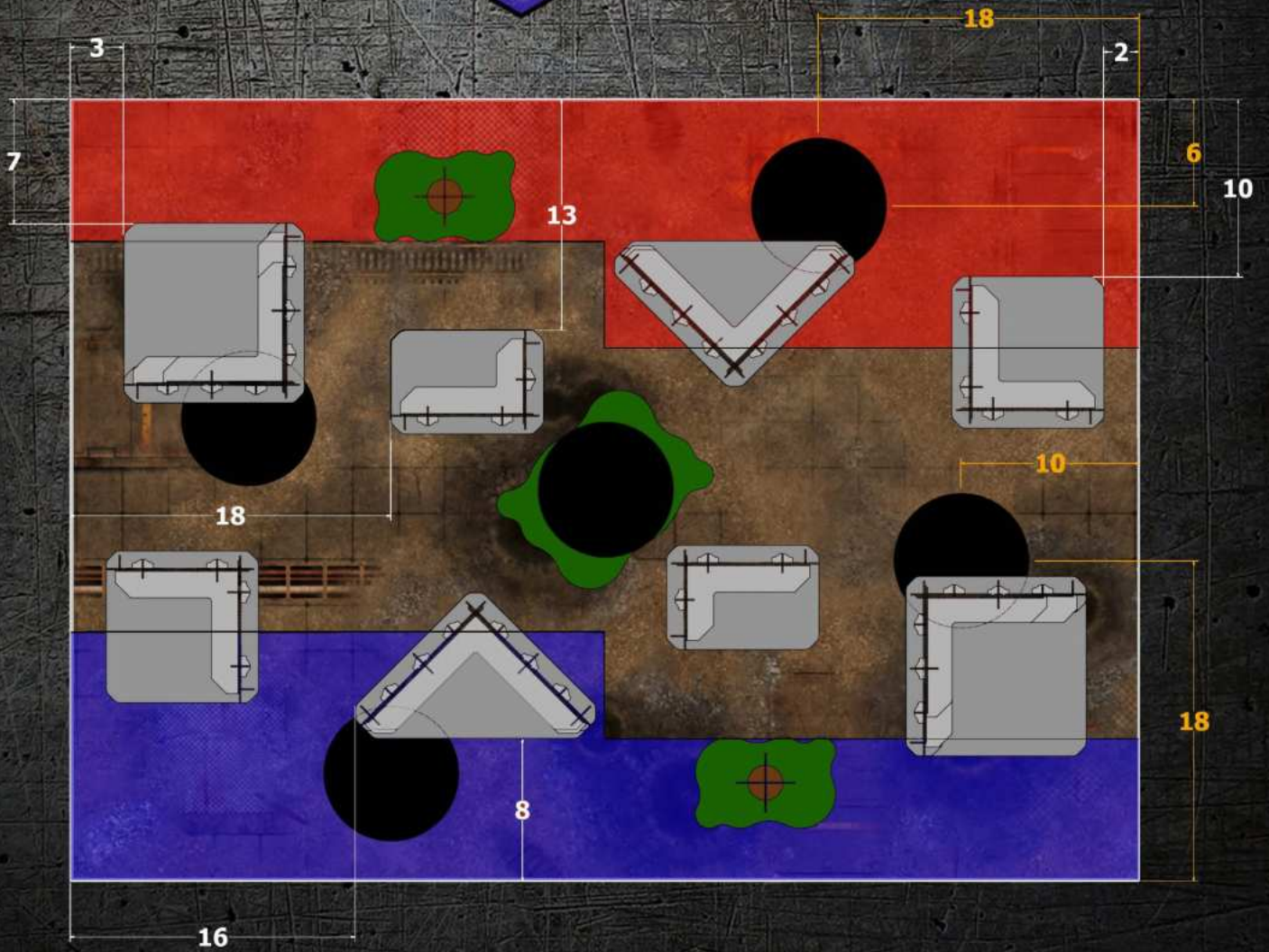
Each time a ranged attack is allocated to a model, if that model is either wholly within this terrain feature, or it is not fully visible to every model in the attacking unit because of this terrain feature, that model has the Benefit of Cover against that attack.



**WTC RULES FOR CHARGING THROUGH WALLS APPLY.**

# SWEEPING ENGAGEMENT

## PARIAH NEXUS

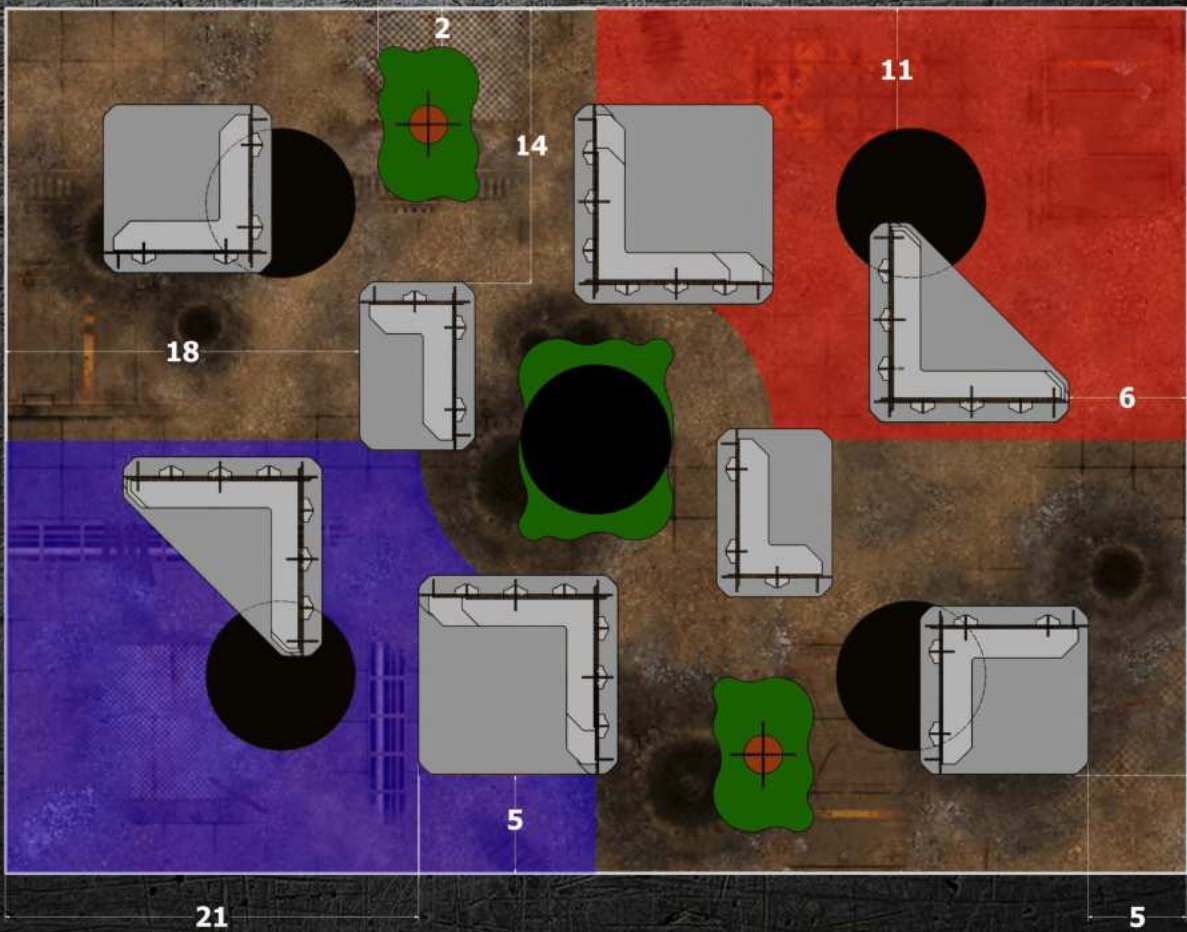


# SEARCH & DESTROY

## PARIAH NEXUS

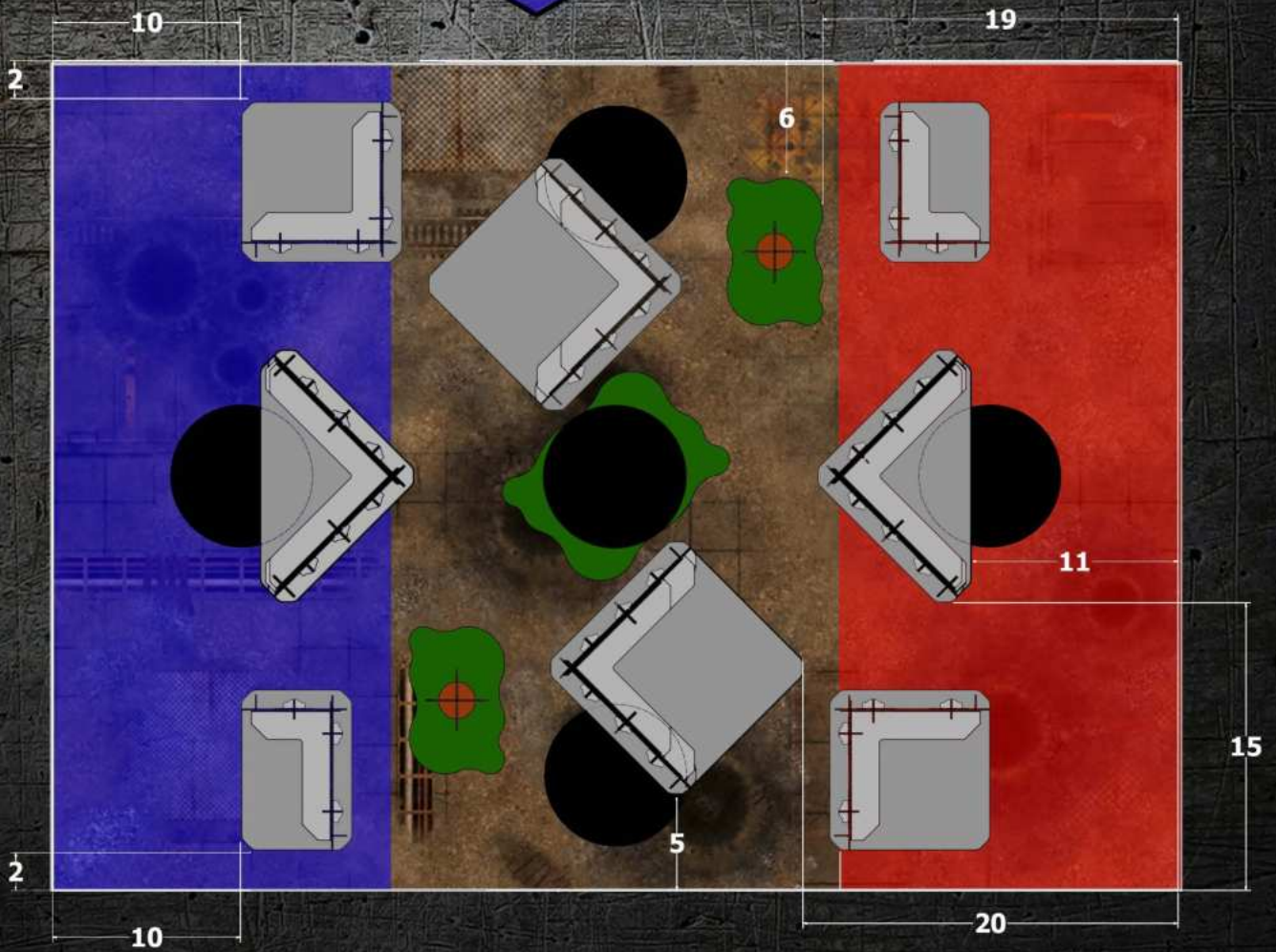
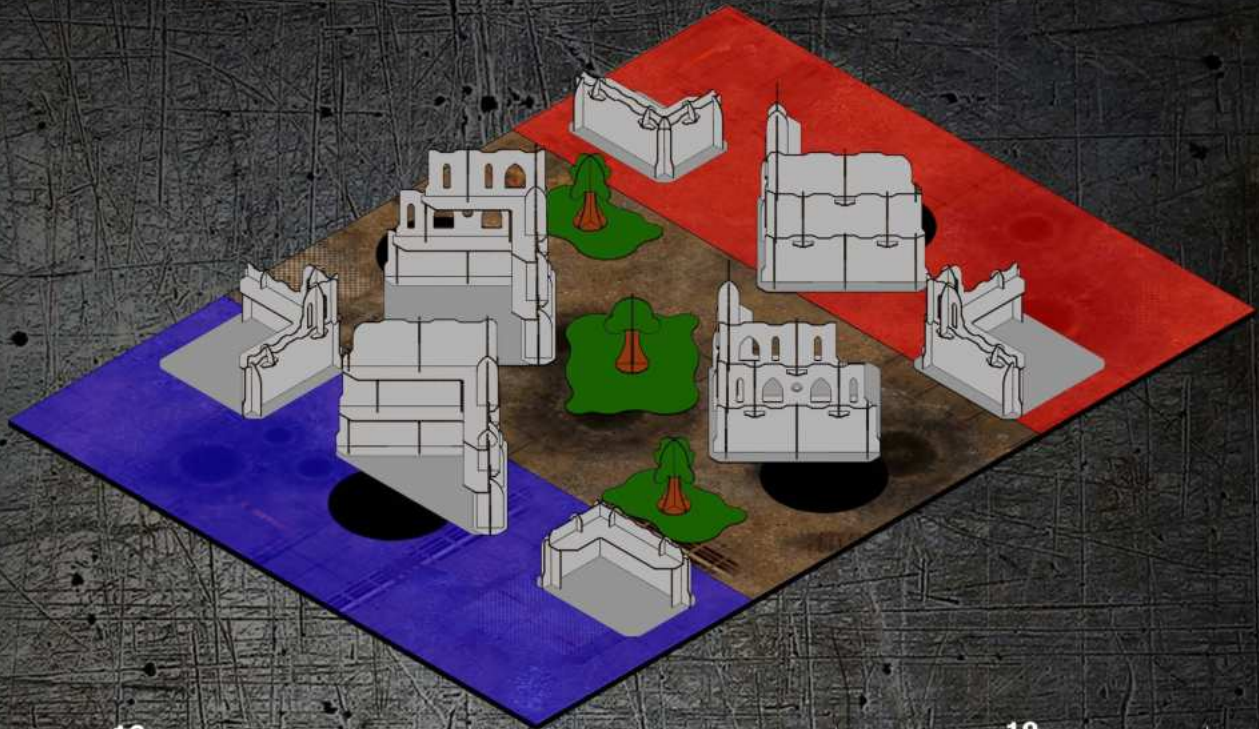


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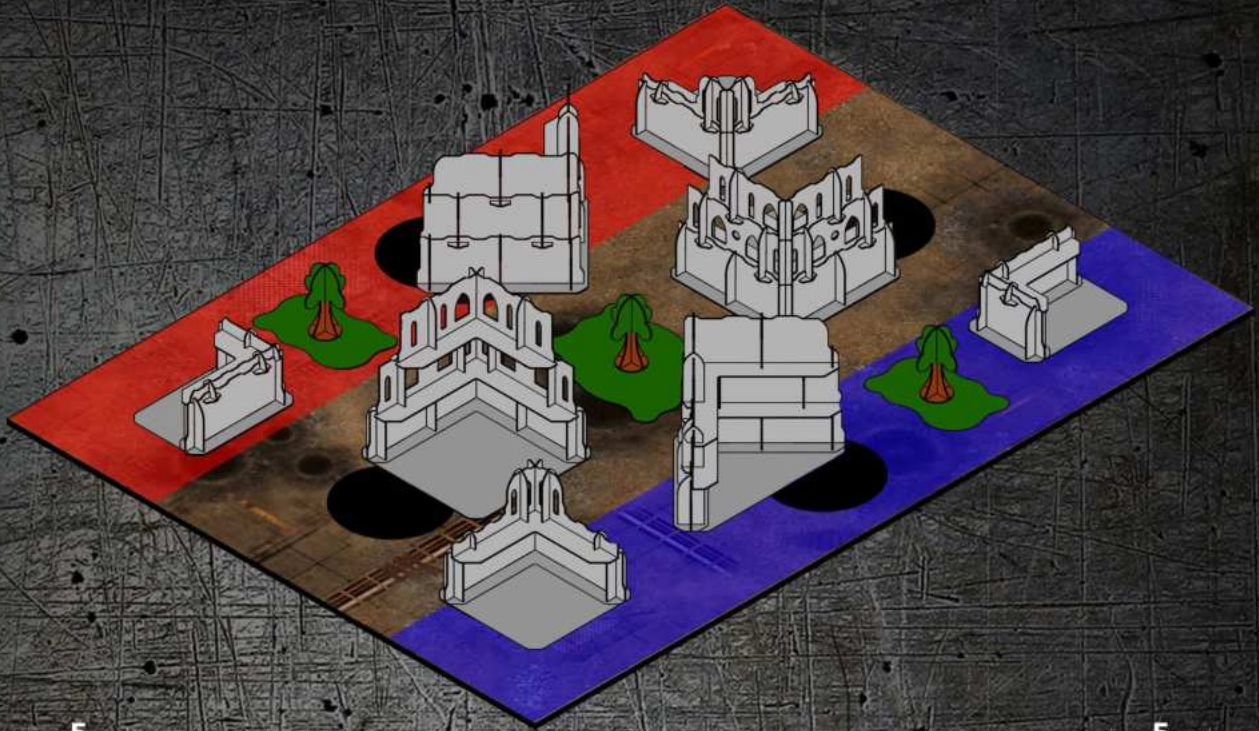
# HAMMER & ANVIL

## PARIAH NEXUS



# DAWN OF WAR

## PARIAH NEXUS

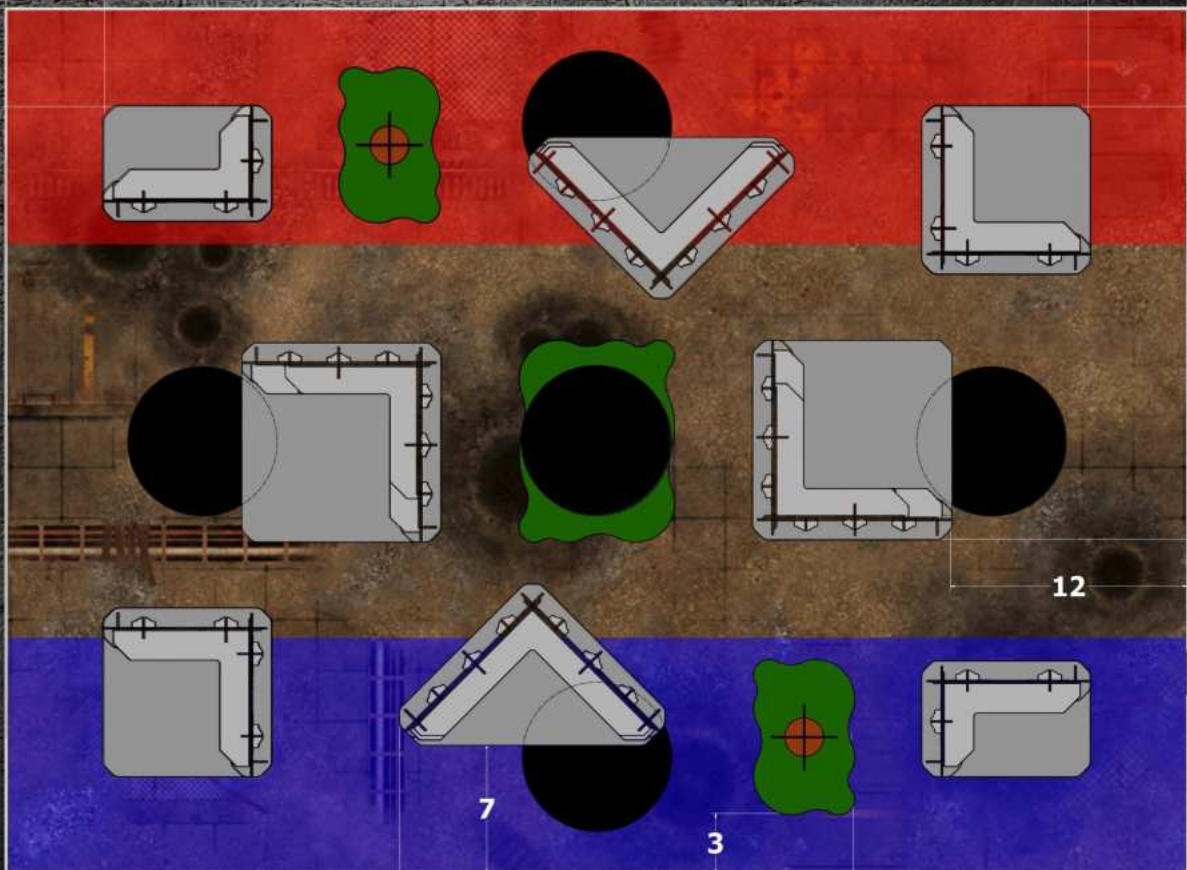


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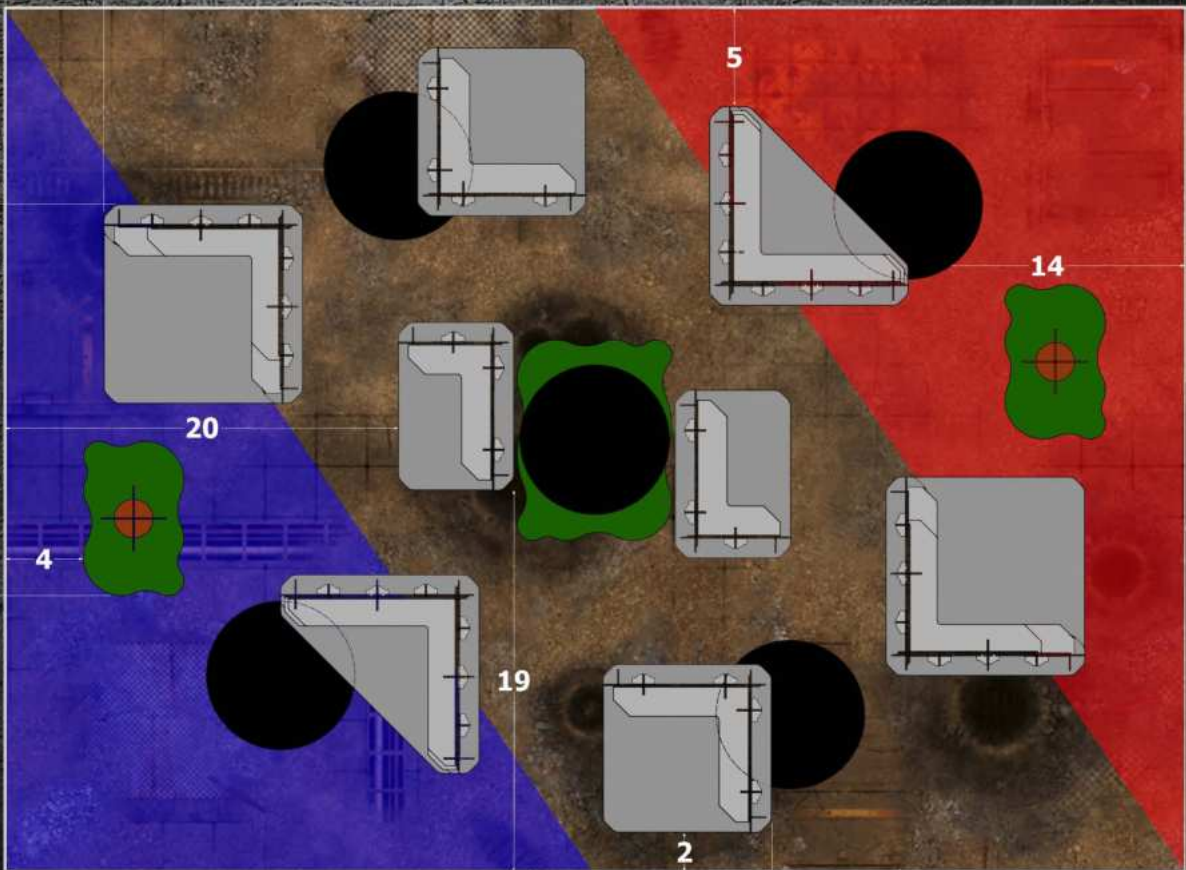


# CRUCIBLE OF BATTLE

## PARIAH NEXUS



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# TIPPING POINT

## PARIAH NEXUS

