

WARHAMMER: TERRAIN REFERENCE SHEET

Random Terrain chart

Roll 2D6 and consult the chart.

2	Settlement of Order D3 Buildings, D3 sets of obstacles, plus one roll on the Steadfast Sanctum.	7	Mysterious Forest
3	Steadfast Sanctum Roll a further D6: 1 – Grail Chapel 2 – Acropolis of Heroes 3 – Wizard's Tower 4 – Sigmarite Shrine 5 – Elven Waystone 6 – Dwarf Brewhouse	8	Obstacles Three 6” sections of one of the following. Roll a D6: 1 – Fence 2 – Wall 3 – Blazing Barricade 4 – Blessed Bulwark 5 – Ghost Fence 6 – Roll Again
4	Sinister Structure Roll a further D6: 1 – Altar of Khaine 2 – Charnel Pit 3 – Bane Stone 4 – Haunted Mansion 5 – Idol of Gork 6 – Tower of Blood	9	Mysterious River
5	Hill Roll a further D6: 1,2 or 3 – Ordinary Hill 4 – Temple of Skulls 5 – Scree Slope 6 – Anvil of Vault	10	Magical Mystery Roll a further D6: 1 – Sinister Statue 2 – Arcane Ruins 3 – Nehekharan Sphinx 4 – Sorcerous Portal 5 – Wyrldling Well 6 – Magic Circle
6	Building	11	Marsh Roll a further D3: 1 – Earthblood Mere 2 – Khemrian Quicksand 3 – Mist-wreathed Swamp
		12	Encampment of Destruction D3 Buildings, D3 sets of obstacles, plus one roll on the Sinister Structure.

HILLS

Unless otherwise stated, hills are open ground. Units charging down a hill get +1 combat resolution

Hill Types:

ANVIL OF VAUL

Any unit within 6" has both magical attacks and the Flaming Attacks special rule.

SCREE SLOPE

Models charging, marching, fleeing, pursuing or overrunning up, down or through a scree slope must take a Dangerous Terrain test.

TEMPLE OF SKULLS

At the beginning of each player turn, any character or champion on the Temple of Skulls can choose to embrace the favour of the Chaos Gods. If he does, roll a D6. On a 2-6, one randomly chosen characteristic increases by D3 points. On a 1, remove the model with no saves of any kind allowed.

FORESTS

If a cavalry, monstrous cavalry or chariot model that marches, charges, overruns, flees or pursues through a forest, it must take a Dangerous Terrain test. Models with the Flyer special rule that begin or end a flying move in a forest must take a Dangerous Terrain test.

A unit in or shooting through a forest counts as being in soft cover. Shooting from a forest does not apply the soft cover modifier.

Units with a majority of it's models in a forest can never be steadfast (unless Stubborn). Skirmishers in a forest are always Stubborn if the majority is in the forest.

Roll a D6 to see the type of forest:

1 – 'ORDINARY' FOREST

2 – ABYSSAL WOOD

A unit with the majority of its in models in an Abyssal Wood causes Fear

3 – BLOOD FOREST

Whenever a spell is cast by (or at) a model in a blood forest) all units in or partially in the wood suffer D6 S4 hits. Once hits resolved, the forest moves 2D6" in a random direction. - Units remain where they were.

4 – FUNGUS FOREST

Any unit at least partially in a Fungus Forest are subject to Stupidity. Goblins are also Stubborn.

5 – VENOM THICKET

Any model in a Venom Thicket has the Poisoned Attacks special rule (in close combat only). However, any model moving through a thicket must take a Dangerous Terrain test.

6 – WILDWOOD

Roll for any unit at least partially within the Wildwood at the end of the Movement phase. On a 4+, the unit suffers D6 S4 hits.

RIVERS

You cannot march through rivers, other movement is unaffected.

A unit partially in a river cannot claim steadfast (unless they are Stubborn). They can also not count claim rank bonus.

Bridges and fords are classed as open terrain. If the unit is narrow enough they can cross at this point, if not they count as being in the river.

Roll a D6 to see the type of river:

1 – 'ORDINARY' RIVER

2 – BOILING FLOOD

Any model at least partially in the boiling flood at the end of any turn suffers a S4 hit with no armour saves allowed. Models immune to Flaming Attacks do not suffer from this effect.

3 – NECROTIC OOZE

Counts as dangerous terrain for all models. A unit that moves through necrotic ooze gains the Poisoned Attacks special rule until the end of the following player's turn.

4 – RAGING TORRENT

Counts as dangerous terrain. However, any models in the river (or left earlier that turn) have +3 initiative.

5 – RIVER OF BLOOD

A unit that moves or charges through a River of Blood is counted as causing Fear until the end of the following player turn.

6 – RIVER OF LIGHT

When a unit enter a River of Light, it is immediately the target of a randomly chosen Light Magic spell. It is automatically cast and cannot be dispelled. It is always cast at the lower value if there is a choice of different casting values.

MARSHLAND

Marshland is dangerous terrain for all units, other than Skirmishers. Cavalry, monstrous cavalry and chariots that enter marshland fail their Dangerous Terrain on a 1 or 2, rather than 1.

EARTHBLOOD MERE

Any unit with the majority of its models within the mere has Regeneration (6+).

KHEMRIAN QUICKSAND

A monster, monstrous infantry or monstrous cavalry model that fails its dangerous terrain test for Khemrian Quicksand is removed as a casualty with no saves of any kind allowed

MIST-WREATHED SWAMP

If the majority of a unit's models are wholly within a mist-wreathed swamp, the unit counts as being in hard cover. However, at the end of each Movement phase, the unit must pass an Initiative, or have D6 models dragged to their doom (allocated as shooting hits).

OBSTACLES

If a cavalry, monstrous cavalry or chariot model marches, charges, flees, pursues or overruns over an obstacle, or charges an enemy on the other side of an obstacle, it must take a Dangerous Terrain test. Otherwise, they do not impede movement.

If a unit is behind an obstacle and in base contact with it, the unit counts as being in cover (of the appropriate type). Units firing from behind an obstacle, may ignore it for line of sight purposes.

When you charge against a unit defending an obstacle, measure the charge distance to the obstacle itself, not the unit. Any models from a charging unit that are in base contact with an obstacle (or providing supporting attacks) will suffer penalties depending on the type of obstacle. This modifier only applies when the unit charges.

BLAZING BARRICADE

Blazing barricades grant soft cover to units behind them. If a unit completes a charge against a defending blazing barricade, it immediately suffers one Strength 4 hit on each of its models in contact with the obstacle.

BLESSED BULWARK

Blessed bulwarks are obstacles that grant hard cover to units behind them, and a -1 To Hit modifier to charging models in base contact with them. In addition to this, models from the Forces of Destruction that are in base contact with the obstacle must halve their Initiative.

FENCE

Fences are obstacles that grant soft cover to units behind them, and a -1 To Hit modifier to charging models in base contact with them.

GHOST FENCE

Ghost fences are obstacles that grant soft cover to units behind them. A unit that is defending a Ghost Fence caused Fear in the first round of any close combat.

WALL

Walls are obstacles that grant hard cover to units behind them, and a -1 To Hit modifier to charging models in base contact with them.

MYSTICAL MONUMENTS

Mystical monuments are best treated as impassable terrain for the purposes of movement. Particularly large or complex Mystical Monuments might be made up of several terrain elements, such as hills or obstacles.

ALTAR OF KHAINE

All units within 6" of an Altar of Khaine are subject to Frenzy – as soon a unit moves out of range, the Frenzy is lost.

ARCANE RUINS

Any wizard within 6" of an arcane ruin can choose to roll up to four dice when channelling, rather than one. However if three or more dice come up as 6s, the wizard must immediately roll on the Miscast table.

BANE STONE

Hits made against units with 6" of a Bane Stone have a +1 bonus to wound.

CHARNEL PIT

All units within 6" of the charnel pit suffer a -1 penalty to their Leadership. Undead units with 6" of the charnel pit have the Regeneration(6+) special rule.

ELVEN WAYSTONE

Any Wizard within 6" of an Elven Waystone adds +1 to his channelling attempts.

IDOL OF GORK (OR POSSIBLY MORK)

Units that start the turn within 6" of the Idol can re-roll a failed charge distance roll.

MAGIC CIRCLE

Units within 6" of the Magic Circle have the Magic Resistance (2) special rule.

SINISTER STATUE

At the start of each player turn, roll a dice for every unit within 6" of the Sinister Statue.

On a 4+, nothing happens. On a 1-3, the unit suffers D6 Strength 4 hits.

SORCEROUS PORTAL

At the start of the Magic phase, after power and dispel dice have been generated, but before spells are cast, roll 2D6 on the table below.

2-4	Soulblight (Lore of Death)
5-6	Wyssan's Wildform (Lore of Beasts)
7	Plague of Rust (Lore of Metal)
8-9	The Speed of Light (Lore of Light)
10-12	Fireball (Lore of Fire)

The spell does not need line of sight, always targets the closest unit (regardless of range, if the unit is in combat etc.), is automatically cast and cannot be dispelled. If the spell has a choice of casting values, it is assumed to be cast at the lower value.

WYRDLING WELL

Providing it is not in combat, a unit within 3" can drink from the well at the end of its Movement phase. Roll a D6.
1 – *Magical Poisoning*. Models in the unit cannot make any voluntary action (including shooting, casting spells, channelling, using magic items etc.) until the start of the following turn.

2-4 – *Ailments Banished*. The unit immediately recover 2D6 wounds worth of models, as described for the Lore of Life *Regrowth* spell.

5-6 – *The Gift of Oblivion*. The unit is subject to the rules for Stupidity and is Unbreakable for the remainder of the game.

ARCANE ARCHITECTURE

A piece of arcane architecture can be treated as a building or impassable terrain (the doors are sealed by the defenders).

ACROPOLIS OF HEROES

Units within 6" of the Acropolis of Heroes are Stubborn. A unit garrisoning the Acropolis of Heroes get +1 to hit in close combat.

DWARF BREWHOUSE

All units within 6" of a Dwarf Brewhouse have the Immune to Psychology and Stubborn special rules. Dwarf units within 6" of the brewhouse are Unbreakable, but must first pass a Leadership test, with a -3 modifier, if they want to move out of range of the building's effects.

GRAIL CHAPEL

All units from a Force of Order within 6" of a Grail Chapel have the Regeneration (6+) special rule. Bretonian units within 6" of a Grail Chapel also have the Stubborn special rule.

HAUNTED MANSION

A haunted mansion is a building, but could be a cave or ruin. At the end of the Shooting phase, all units within 6" of the Haunted Mansion suffer D6 Strength 1 hits with no armour saves allowed. A unit inside the mansion causes Fear.

NEHEKHARN SPHYNX

At the start of the player turn, the player whose turn it is can choose one of his characters within 6" of the Nehekharan Sphynx to challenge the spirit to a riddling contest. The challenger must take an Initiative test. If failed, the model takes a wound with no armour saves allowed. If passed, the challenger gains one of the following special rules, determined randomly, for the rest of the game: Devastating Charge, Heroic Killing Blow, Loremaster(Death) – the last one has no benefit to non-Wizards.

SIGMARITE SHRINE

Any models from a Force of Destruction must re-roll successful ward saves if they are within 6" of the Sigmarite Shrine.

TOWER OF BLOOD

Units within 6" of the Tower of Blood have the Hatred special rule. Units from the Forces of Destruction within 6" also have the Frenzy special rule – as soon as unit moves out of range, the Hatred/Frenzy is lost.

WIZARD'S TOWER

A Wizard who is within 3" of the tower at the start of the Magic phase knows all spells from his chosen lore(s) of magic for that phase. If more than one Wizard is within 3", randomly choose which one has control of the tower at the start of each Magic phase.