



Appendix II. Terrain Rules and Scenario Abilities

This appendix covers rules for terrain and scenario special abilities.

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Terrain Rules

Terrain Rules

A terrain element that has structure points is considered an enemy unit for the purposes of charging and engagement. If a terrain element is destroyed, models may pursue as if they had eliminated an enemy model.

Melees against terrain elements are always resolved after all other melees have been resolved. Therefore, a player should consider how many dice to reserve after the combat separation for use on the terrain element. When both players engage a terrain element, the player that won the tactical roll for the turn decides the order for the attacks against the terrain piece.

Light Terrain

This terrain feature consists of scattered stones ≥ 5 cm in all dimensions or small scrub bushes. This feature does not affect movement or block line of sight. This terrain feature only adds visual enhancement to the battlefield.

Forest

There are two types of forest: dense and light. The tournament organization announces the type of forest for play on the day of the tournament before the beginning of the first round. All forests are of this type for the duration of the tournament.

All forests are considered indestructible.

Movement Effects

It is impossible to cross a dense forest. A detachment, or a unit of more than 4 figures in open formation may cross a light forest. A light forest is considered encumbered ground and doubles the movement cost.

Shooting Effects

A forest, both dense and light, blocks line of sight through it as if it were a large sized model.

A light of sight exists to models inside a light forest.

Hills and Mountains

Hills and mountains are indestructible.

A model whose base is entirely on a hill is considered as being a size larger than its normal size to determine line of sight.

A model on a hill may see figures behind a light forest, but not a dense forest.

A missile firing model on a hill does not incur a penalty when firing at models flying at stage one, and may even fire if placed in the third row of his unit.

Buildings

Buildings are indestructible.

Buildings block all lights of sight below flying stage 2.

Buildings may not be entered no may models be deployed inside or upon a building.

Models flying at stage 1 must move around buildings.



Terrain Rules

Ruins

Ruins are indestructible.

The intact parts of ruins block line of sight.

Ruins may be cross and are considered difficult or very difficult ground. The tournament organizer determines the type of ground.

If the ruin is large enough, a regiment in tight formation or a detachment may move through the ruin. Otherwise, a ruin is impassible (unless ruled passable by the tournament organizer).

Models flying at stage 1 must move around the intact parts of a ruin.



Scenario Special Abilities

Scenario Special Abilities

These special abilities are to be used only if specified by the scenario.

Transporting an Object

A unit or detachment may carry an object the size of a create base (40 cm x 40 cm) if there are 4 Large sized models or 8 Normal/Small sized models to carry it. An object may have weight that may penalize a unit carrying it.

Any movement penalty is based on the number of carriers that are in contact with it at the beginning of its movement. This penalty also applies to models with the Inalterable ability.

An object may be transferred from one unit to another. However, the object may only be moved once during a turn.

A unit may release the object at any time during the movement of the object. If an object is released at the beginning of a unit's move, the unit suffers no movement penalties. If the object is released at another time, the unit still suffers the movement penalties.

Flying units carrying an object may not leave stage 0. Also a unit may not use any special movement ability while moving an object.

No artifact, ability (such as mutagen), spell or miracle can be used to transport the object beyond twice the movement characteristic written on the card of the models carrying the object. However, these additions can be used to reduce any penalties imposed on movement by the object.

As long as a unit transports an object, it is subject to the same rules models associated with an artillery piece.

Example

A unit of 3 Thermo-Priests on Razorback (Movement 15) transports an object (idol) of weight 10. All the warriors are in contact with the idol and suffer a 6 cm movement penalty, resulting in a 9 cm movement for the turn.

The Unit makes a pressure roll and adds 4 to its movement characteristic; therefore its movement is now 13 cm (15 cm base – 6 cm for the object's weight + 4 for the pressure roll). The unit may now run 26 cm (modified move of 13 cm doubled).

If the same unit has the Caduceus, it gains a bonus of 10 cm to its movement, which gives it 19 cm (15 cm base – 6 cm for the object's weight + 10 for the Caduceus). It may move 19 cm or run 30 cm. The maximum distance moved may not be greater than the twice the movement characteristic on the units' card.

