

# TERRAIN

## OPEN, DEFENDED & FORTIFIED

Depending on what kind of terrain they occupy, stands are always described as in the **open**, **defended** or **fortified**. Troops that are defended or fortified are more difficult to attack than troops in the open. In all common battlefield situations, stands will be in the open: this is the default status for all units.

Stands of cavalry, chariots and monsters **always** count as in the open in **all** situations. This means they are unable to derive any significant advantage from fighting in varied or close terrain.

All stands that charge into combat, or pursue, advance or retreat during the Combat phase, **always** count as in the open during the ensuing combat rounds.

Aside from the above, stands of infantry and artillery can be 'in the open', 'defended', or 'fortified' depending on their situation. This enables them to take advantage of natural vegetation, the lie of the land, fieldworks or permanent fortifications in order to conceal themselves or make their position more secure.

Defended and fortified status is always worked out stand by stand. It is therefore possible for stands in the same unit to have different status. Eg, it is possible for one stand to be defended whilst another is in the open even though both belong to the same unit. Similarly, it is possible for the same stand to be defended against one enemy but in the open to another because their relative positions are different.

**Defended (5+ to hit):** A stand counts as defended to enemies on the other side if it is placed wholly or partially behind a **low linear obstacle** such as a hedge or wall, or behind the bank of a **shallow river/stream**. A stand also counts as defended if it is positioned on the crest or slope of a hill or other high ground so that at least part of the stand occupies **higher ground** than either an attacking enemy stand in combat or an enemy stand shooting at it. A stand is also defended if wholly or partially within one of the following types of terrain: a **wood/tall scrub**, an area of **broken/marshy ground**, or a **village/built-up area**.

**Fortified (6+ to hit):** If a stand is placed on ramparts behind a substantial fortification such as a **high linear obstacle** or **city** or **fortress wall**, then it counts as fortified to all enemies. See the WARMUSTER rules for siege games for further details.

## Visibility (*LOW, CLOSE or HIGH*)

**Low features:** All features that are low to the ground are assumed to present no significant barrier to line of sight. This encompasses: **shallow rivers and streams** – unless significantly canalized; **broken/marshy ground** – unless comprising substantial standing ruins; all **low linear obstacles**, such as **low walls, hedges and banks**; and all negative features such as **ravines, pits, chasms, and ditches**.

**Close terrain:** **Woods/tall scrub** and **villages/built-up areas** are treated as areas of close terrain with restricted visibility. The same rules apply to both types. Troops cannot draw a line of sight through a **wood/village** area, except that stands placed inside and within 2cm of the edge can both see out and can be seen by troops outside the **wood/village** area. Troops within **woods/villages** can see and be seen by other troops in the same **wood/village** up to a distance of 2cm.

**Hills:** Hills always pose something of a problem when it comes to determining visibility on the tabletop. In part this is because gradients have to be disproportionately shallow to allow model troops to move without sliding or falling over. This means that hills tend to look insignificant in terms of blocking visibility, where in reality this is far from the case.

The rule is that units can see so long as their line of sight does not pass through the body of the hill. Line of sight is drawn from the edge of the observer's stand to any part of the observed stand. Remember, it is the stands themselves that are used to establish line of sight and not the models mounted on the stands.

See the Warmaster Rulebook for "shooting overhead" rules.

**High Features:** **High linear obstacles/city walls** block line of sight. Troops cannot draw a line of sight through a **high linear obstacle/city wall**; except that stands placed defending an **obstacle/rampart** can both see and be seen as if on open ground. See the WARMUSTER rules for further explanation of **city walls** and **ramparts**.

## TERRAIN TYPES

**Dense Terrain:** Only infantry stands can enter dense terrain, and units suffer the -1 Command penalty if stands lie within dense terrain when an order is given.

**Open Ground:** This is the term used for the predominantly open area of the battlefield represented by the flat table surface. Of course, in reality even supposedly open and level ground is likely to be slightly undulating and might include any number of individual trees, the odd house, a few boulders, and so on.

**Hills/Slopes:** Impose no penalties on the movement of troops. All units can move over hills and slopes so long as they are not especially steep, rugged, or otherwise difficult. **DEFENDED**

**Shallow Rivers/Streams:** These are impenetrable to all units except for infantry. Any infantry stand made to retreat from combat into a river/stream is automatically destroyed. **DEFENDED** **LOW**

**Broken/Marshy Ground:** This includes areas that are hard going for whatever reason; for example, comprising: treacherous ruins, loose rubble from breached wall sections, entangling scrub, irrigated or excessively muddy fields, soft marshy ground, dense crops, and shifting sand such as sand dunes or quick sand. **DEFENDED**, **DENSE**, **LOW**

**Woods and Tall Scrub:** These consist of substantial areas of growing trees or tall vegetation. **DEFENDED**, **DENSE**, **CLOSE**, **HIGH**

**Villages and other Built-Up Areas:** Consisting of a number of buildings, they will typically have paths and dividing walls as well as areas of garden, pasture, orchards and so forth. The entire built-up area is considered to be a broad terrain type: no account is taken of individual buildings, gardens, and so forth. This category also includes areas given over to industrial activity such as forges and workshops. **DEFENDED**, **DENSE**, **CLOSE**, **HIGH**

**Rivers/Lakes and other Deep Water:** These are impenetrable to all units. Any stands that end their move whether wholly or partially in a river or deep water are automatically destroyed. Otherwise, troops cannot move into or through rivers or deep water including waterfalls, rapids, lakes, or the sea. **LOW**

**Ravines and Deep Pits.** These are impenetrable to all units as might reasonably be expected. **LOW**

**Shear Cliffs and Mountains:** These are impenetrable to all units as might reasonably be expected as well as they block line of sight. **HIGH**

**Roads and Tracks:** These permit movement to units in column formation as for open ground regardless of the type of terrain traversed. Note, it is not necessary that roads/tracks be 40mm wide on the tabletop as this tend to look out of scale with the models – a base placed centrally across a road is conveniently assumed to be travelling along it. If a stretch of road passes through an area of dense or impenetrable terrain then the -1 Command penalty for dense terrain applies to units on the road itself. Note that this applies to cavalry (etc.) using the road even though they cannot otherwise enter dense terrain: the road allows them to move through dense terrain but the standard penalty is incurred as a result. Infantry placed on a road through dense terrain still count as ‘defended’ targets – other troops count as ‘in the open’ as usual. **LOW**

**Bridges and Fords:** If a river or ravine has a bridge then troops can cross at that point without penalty. Similarly, if a river has a ford, troops may also cross at the ford without penalty. **LOW**

**Low Linear Obstacles:** These are features such as ditches, hedges, fences, and low walls primarily intended to form property boundaries, divide fields or confine animals. Low linear obstacles impose no restriction or penalties on the movement of infantry, cavalry or monsters, but cannot be crossed by chariots or machines/artillery. Infantry and artillery stands placed behind a low linear obstacle count as ‘defended’. **LOW**

**High Linear Obstacles:** These are tall features such as high walls and hedged, fenced or ditched embankments primarily intended for defense. These features are impenetrable to all troops except for infantry. Infantry can move over or through a high linear obstacle without penalty. Infantry and artillery stands placed behind a high linear obstacle count as ‘fortified’. **HIGH**

**City and Fortress Walls:** These can be found in the WARMUSTER siege combat rulebook. **HIGH**