

TERRAIN

OPEN, DEFENDED & FORTIFIED

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. Stands of cavalry and monsters count as **hindered** when attacking inside that terrain type. 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', 'hindered' 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.

Hindered (4+ to hit): Certain terrain can be tricky but not especially hard to navigate. This terrain can range from loose top soil that will shift under a soldier's marching feet while moving through a field or beach or stepping over large rocks to constantly sinking into a sand dune. Whatever the reason, this terrain keeps the charger from making a sprinting leap into battle. No charging bonus can be earned during the first round of combat along with blocking movement to Chariots and Artillery/Machines.

Defended (5+ to hit): A stand counts as defended to enemies on the other side if it is placed wholly or partially behind anything such as a hedge or wall. A stand also counts as defended if it is positioned on higher ground than either an attacking enemy stand in combat or an enemy stand shooting at it. A stand with defended status while in combat or being shot at is hit on a 1d6 roll of a 5 and up.

Fortified (6+ to hit): If a stand is placed on ramparts behind a substantial fortification then it counts as fortified to all enemies. When a fortified stand receives attacks it will hit on a 1d6 roll of a 6. 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. All troop types can see over or through any of these features.

Close terrain: Heavily 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 this kind of area, except that stands placed inside and within 2cm of the edge can both see out and can be seen by troops outside of the area. Troops within this terrain can see and be seen by other troops in the same terrain up to a distance of 2cm.

Hills: The rule is that units can see so long as their line of sight does not pass through the assumed physical 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. Try to keep to literal LOS when possible. If the hill is represented by a flat piece of terrain, clarify before the game if it is actually rounded and where the crest is. 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**.

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.

TERRAIN TYPES

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. Overall footprint of the hill models, including slopes can block LOS. Hills do not deter flyers at all. *DEFENDED (except when charged by flyers)*

Shallow Rivers/Streams: This terrain only blocks the movement of Chariots and Artillery/Machines. Infantry can be defended along the river's edge. *DEFENDED, LOW*

Broken/Marshy Ground: This includes areas that are hard going for whatever reason; for example: treacherous ruins, entangling scrub, irrigated or excessively muddy fields, soft marshy ground. *DEFENDED, DENSE, LOW*

Loose terrain: Cultivated fields to sand dunes. Rocky ground to fully grown corn fields. This terrain doesn't necessarily give a defender any advantages, but it isn't going to do anything to help the chargers advance. These are impenetrable to Chariots and Artillery/Machines. *HINDERED, LOW*

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

Villages/Cities 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. Infantry only. *DEFENDED, DENSE, CLOSE, HIGH*

Rivers/Lakes and other Deep Water: These are impenetrable to all units. *LOW*

Ravines or 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. A base placed centrally across a road is conveniently assumed to be travelling along it despite the road's width. Infantry placed on a road through dense terrain still count as 'defended' stands – other troop types count as 'in the open' as usual. If a unit moves its entire distance along a road then the next order will be issued with a +1 to command. *LOW*

Bridges and Fords: If a river or ravine has a bridge then all troops can cross at that point without penalty. Similarly, if a river has a ford, all troops except Chariots and Artillery/Machines 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 Artillery/Machines. 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*

Individual Buildings: These are significant structures or even densely packed or connected clusters. These are impenetrable to all units and block standard LOS. *HIGH*

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