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*Decide upon the region in which to fight the battle and how many pieces of scenery you wish to generate. Each player then takes turns to roll 2d6 and generate the scenery piece listed, then places it on the board. Refer to the Terrain Type Guide at the end for special rules. If you roll a Scenery type that you do not possess, or that is already on the board, you may instead choose any type from the list.*

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*This represents the cultivated, populous areas of the Empire, Bretonnia, Tilea, Estalia and Kislev. In these lands civilisation has pushed the wilderness back to the edges of the landscape.*

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*This represents the wilder, uncultivated forests, such as the Forest of Shadows, Drakwald, the Loren Forest, or regions of Bretonnia, Naggaroth and Sylvania. It is the abode of Wood Elves, Beastmen, Goblins, and other, darker things.*

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*This represents the barren lands of the Northern Steppes, the Greenskin infested Badlands, the Eastern Dark Lands and Ogre Kingdoms. Settlements are few and far between and the cold winds scour the rocks bare.*

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*This represents the High Elf realm of Ulthuan, or the Dark Elf kingdom of Naggaroth, as well as Elven colonies worldwide.*

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*This represents the high peaks of the World's Edge, where the remnants of the Dwarf realm can be found, or the Mountains of Mourn, home to scattered Ogre tribes and all form of monstrous beasts. It can also cover the mountains of the Old World, and the Elven Kingdoms.*

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*This represents the region to the far frozen north, where magic seeps into the very ground and warps the landscape into maddening shapes and sights. Even the earth itself is a danger to the unwary*

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*This represents the mist wreathed isle of Albion, but can also be used for any swampy region, such as the Blighted Marshes or the Marienburg Wasteland.*

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*This represents the parched lands of Nehekhara, the great sand sea of Araby and the Desolation of Nagash. There is little life here but travellers must beware the ever present danger of the unquiet dead.*

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*This represents the stifling tropical jungles of Lustria, the Southlands and the Far East. These humid lands are teeming with life, and thick verdant rainforest covers much of the available ground.*

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*This represents the vast network of tunnels, mines, caverns and sunken cities buried beneath the surface of the world. It includes the Dwarf Underway, the Skaven Under-Empire and countless Night Goblin holds.*

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*Impassable*

*Dense Terrain*

*Defended*

*Defended*

*Modelling Hills;*

*Defended*

*Defended*

*Defended*

*Impassable*

*Defended*

*Impassable*

*Defended*

*Optional rule To move across a River, by Initiative or orders, a unit must begin its move adjacent to the riverbank. Otherwise the unit must first be ordered up to the riverbank and then given a separate order to cross.*

*Defended*

*Impassable*

*Defended*

*Impassable*

*Partially Defended*

*Defended*

*Defended*

*Dense Terrain*

*Defended*

*Impassable*

*Fortified*

*Impassable*