

Warhammer Fantasy Terrain generator (8th edition revised) v1.0

By Nuno M

Step 1: players pick the side of the table they wish to deploy on, or otherwise according to rules of specific scenario.

Step 2: players must decide in which environment the battle will take place. Specific scenarios might enforce a particular environment.

Step 3: D6+4 terrain pieces should be used for a 4'x6' table (D3+3 for a 4'x4'). Players alternate placing terrain pieces (unless scenario rules indicate otherwise), one at a time. The defending player (if any) gets to place first, otherwise roll-off. Each piece to be placed is determined by a random dice roll on the table below.

Step 4: first, for each 2'x2' quadrant of the table, players must place a piece of terrain in its center (this ensures terrain is dispersed throughout the table). If a scenario requires some specific pieces of terrain, place them in their indicated locations before all other pieces. Subtract that number of pieces from the total number of pieces rolled for the battle, and then start terrain placement. Once all quadrants have a piece, remaining pieces are placed where players desire.

Step 5: after all terrain has been placed, each piece of terrain is scattered 3d6", using a scatter dice. Whenever scattering a river or stream, you might need to reposition the ends of the waterway so that they still touch the table edges (if neccessary, add more stretches of river, or swap them from one end to another). Scenario-specific terrain elements should not be scattered, if their placement is indicated on the scenario layout of the table.

Mysterious terrain: some terrain pieces may be considered mysterious, when first entered or contacted by a unit during the game. At that point, there is a chance that the terrain piece has an additional special effect. Refer to the special terrain tables to see which types of mysterious effects that terrain piece might gain. Note that in each environment different types of mysterious terrain are available.

Defender options: some terrain pieces might mention that if the scenario includes one of the players as a defender, that player has additional options if he is the one rolling that particular terrain piece. Refer to the special terrain table to see what options are available.

| Environment | | The realms of Men | Wilderness | Elven Coasts | Mountains | Desert | Forest or Jungle | Moorland |
|-------------|----------|--|---|---|--|--|--|---|
| 2D6 Roll | % chance | Brettonia, The Empire, Tilea | Badlands, Dark Lands, Border Princes, etc | Ulthuan, Naggaroth | Dwarf Realms, Worlds Edge mountains, Grey Mountains, etc | Khemri, Araby | Lustria, The Southlands, Athel Loren | Badlands, Sylvania, Dark Lands |
| | | River or lake: choose one. see "Stream" for placement details of Rivers. Lake can be up to 12" wide. | Crag: up to 12" wide and however high. | Sea inlet: must be placed along one table edge (up to 12" into the table), rules as for as a stream | Chasm: up to 24" long | Crag: up to 12" wide and however high. | Crag: up to 12" wide and however high. | Fetid Mere: up to 12" wide. |
| 2 | 2,78% | | | | | | | |
| 3 | 5,56% | Stream | Stream | Chasm: up to 24" long | Raging Torrent: as a "Stream", but also counts as dangerous terrain. | Wadi: a dry riverbed. Place as a "Stream", but the area counts as dangerous terrain instead of the normal rules. | Stream | Tainted Stream: as a "Stream", but roll a D6 when first entered: 1-3 River of Blood or 4-6 Necrotic Ooze |
| 4 | 8,33% | Marsh: up to 12" wide. | Marsh: up to 12" wide. When first entered, on a D6 a roll of 6, the marsh is mysterious (see below). | Crag: up to 12" wide and however high. | Boulders: up to 12" wide. | Boulders: up to 12" wide. | Scrubland: up to 12" wide. When first entered, on a D6 roll of 6, the scrubland is mysterious (as a Forest). | Heap of bones: up to 12" wide. Same rules as "Boulders". |
| 5 | 11,11% | Field boundaries: 3-6 sections of: 1-3 fences, 4-6 walls*. If you are the defender and a native, you can instead pick magical Obstacles* (see below). | Cairn: up to 6" wide, impassable terrain. When a unit comes within 6" of it, on a D6 roll of a 6, the ruin is a magical mystery**. | Ancient walls: 3 sections of walls. If you are the defender in the scenario, you can instead pick magical Obstacles* (see below). | Crag: up to 12" wide and however high. | Rocky ridge | Uncharted Marsh: marshland up to 12" wide. When first entered, on a D6 a roll of 6, the marsh is mysterious (see below). | Rocky ridge |
| 6 | 13,89% | Wood: forest up to 12" wide. | Scrubland: up to 12" wide. When first entered, on a D6 roll of 6, the scrubland is mysterious (as a forest, see below). | Wood: forest up to 12" wide. | Wood: forest up to 12" wide. | Sand dune: up to 12" wide. | Uncharted Wood: forest up to 12" wide. When first entered, on a D6 a roll of 6, the wood is mysterious (see below). | Wood: forest up to 12" wide. |
| 7 | 16,67% | Low hill or wood: choose one. | Hill or scrub: choose one. | Hill or wood: choose one. | Crag or wood: choose one. | Rocky ridge or Sand dune: choose one. | Dense Wood: up to 12" wide. When first entered, on a D6 a roll of 6, it is mysterious (as a forest, see below). | Wood or Uncharted Marsh: choose one. |
| 8 | 13,89% | Low hill: up to 12" wide. | Hill: up to 12" wide, on a D6 roll of a 5+ the hill is at least 4" high and can be up to 18" wide. If you wish one of the sides can be treated as a scree slope (dangerous terrain). | Hill: up to 12" wide, on a D6 roll of a 5+ the hill is at least 4" high and can be up to 18" wide. If you wish one of the sides can be treated as a scree slope (dangerous terrain). | Rocky ridge | Ruin: up to 12" wide, either impassable terrain or dangerous terrain (choose which). Roll a D6, on a 6, the ruin is a magical mystery** (see below). | Uncharted Wood: forest up to 12" wide. When first entered, on a D6 a roll of 6, the wood is mysterious (see below). | Uncharted Marsh: marshland up to 12" wide. When first entered, on a D6 a roll of 6, the marsh is mysterious (see below). |
| 9 | 11,11% | Farmstead: building surrounded by 3 fences up to 6" away from it. | Boulders: up to 12" wide. | Secluded Shrine: If you are the defender and a native, you can decide which Shrine*** it is. | Scree slope: up to 12" wide, on a D6 roll of a 5+ the hill is at least 4" high and can be up to 18" wide. | Tomb: as a building. When first entered, on a D6 roll of 6 it counts as a Haunted Mansion from then on (you've disturbed the spirits!). | Low hill: up to 12" wide. | Low hill: up to 12" wide. |
| 10 | 8,53% | Ruin: up to 12" wide. When a unit comes within 6" of it, on a D6 roll of a 6, the ruin is a magical mystery**. | Ruin: up to 12" wide. When a unit comes within 6" of it, on a D6 roll of a 6, the ruin is a magical mystery**. | Magical Mystery: roll randomly** to determine what it is. | Ruin: up to 12" wide. When a unit comes within 6" of it, on a D6 roll of a 6, the ruin is a magical mystery**. | Scrubland: up to 12" wide. Dangerous terrain for all units except Skirmishers. Provides soft cover. | Ruin: up to 12" wide. When a unit comes within 6" of it, on a D6 roll of a 6, the ruin is a magical mystery**. | Ruin: up to 12" wide. When a unit comes within 6" of it, on a D6 roll of a 6, the ruin is a magical mystery**. |
| 11 | 5,56% | Village: 1+D2 buildings, and a Shrine***. The settlement is surrounded by 2 sets of field boundaries (see above, roll for each) up to 6" away. If you are the defender and a native, you can decide which shrine it is and pick Magical Obstacles** (see below). | Rocky ridge | Watchtower: a large watchtower. | Mine/cave settlement: 1+D2 buildings, and a Shrine***. It is surrounded by 2 sets of Field Boundaries (see above, roll for each) up to 6" away. If you are the defender and a native, you can decide which shrine it is and pick Magical Obstacles** (see below). | Deep sand: up to 12" wide, dangerous terrain. When first entered, on a D6 roll of 6, it follows the rules for Khemrian Quicksand (see below). | Settlement: D3 buildings, 6 sections of walls* and a Shrine***. If you are the defender and a native, you can decide which shrine it is and pick Magical Obstacles** (see below). | Cairn: up to 6" wide, impassable terrain. When a unit comes within 6" of it, on a D6 roll of a 6, the ruin is a magical mystery**. |
| 12 | 2,78% | Fortification: large 2-part building (watchtower, temple), surrounded by sections of wall up to 6" away from it. A 6" wide section must be left open, to represent the entrance road. If you are the defender and a native, you can decide which shrine it is and pick Magical Obstacles** (see below). | Encampment: D3 buildings, 6 sections of fences* and a Shrine***. If you are the defender and a native, you can decide which shrine it is and pick Magical Obstacles** (see below). | Elven hall: large 2-part building, surrounded by sections of wall* up to 6" away from it. A 6" wide section must be left open, to represent the entrance road. If you are the defender and a native, you can decide which shrine it is and pick Magical Obstacles** (see below). | Lake: can be up to 12" wide. Very dangerous terrain up to 4" inwards, impassable further in. | Necropolis: 1+D3 tombs (buildings), and a Shrine***. The settlement is surrounded by 6 sections of wall* up to 6" away. If you are the defender and a native, you may decide which shrine it is and pick Magical Obstacles** (see below). | Lake: can be up to 12" wide. | Encampment: D3 buildings, 6 sections of fences* and a Shrine***. If you are the defender and a native, you can decide which shrine it is and pick Magical Obstacles** (see below). |

| Availability of special terrain features in each environment | | | | | | | |
|--|---|--|---|--|---|---|--|
| Environment | The realms of Men | Wilderness | Elven Coasts | Mountains | Desert | Forest or Jungle | Moorland |
| | Brettonia, The Empire, Tilea | Badlands, Dark Lands, Border Princes, etc | Ulthuan, Naggaroth | Dwarf Realms, Worlds Edge mountains, Grey Mountains, etc | Khemri, Araby | Lustria, The Southlands, Athel Loren | Badlands, Sylvania, Dark Lands |
| *Magical Obstacle options (eligible armies can replace up to d6 fences/walls with these) | Blessed Bulwark (Empire or Brettonia), Ghost fence (Vampire Counts) | Ghost fence (Vampire Counts) | Blazing Barricade (High or Dark elves) | Blessed Bulwark (Dwarves) | Ghost fence (Tomb Kings) | Blessed Bulwark (Wood Elves or Lizardmen), Ghost fence (Beastmen) | Ghost Fence (any chaos) |
| **Magical Mystery options (the terrain piece has additional rules). | Wyrding Well, Haunted Mansion | Bane Stone, Wyrding well, Haunted Cave (as Haunted Mansion) | Magic Circle, Arcane Ruins, Elven Waystone | Magic circle, Wyrding well | Nehekaran Sphinx, Sinister statue, Haunted Tomb(as Haunted Mansion) | Wyrding Well, Sinister Statue, Fey mound (as Nehekaran Sphinx rules), Spirit Cave (as Haunted Mansion) | Sorcerous portal, Bane Stone, Arcane Ruins, Sinister Statue, Haunted Tomb(as Haunted Mansion) |
| ***Shrine options (if any of the players is of an eligible army he can choose which, otherwise roll randomly) | Grail Chapel (Brettonia), Sigmarte Shrine (Empire), Wizard's Tower (Empire, Brettonia, Vampire Counts), Acropolis of Heroes (Empire or Brettonia) | Wizard's Tower (Vampire Counts), Charnel Pit (Vampire Counts), Idol of Gork (Orcs & goblins) | Altar of Khaine (Dark Elves), Elven Waystone (High Elves), Anvil of Vaul (High Elves), Magic Circle (High or Dark Elves), Arcane Ruins (High or Dark Elves) | Dwarf Brewhouse (Dwarves), Acropolis of Heroes (Dwarves) | Ancient Temple (Tomb Kings, as Wizard's Tower) | Bane Stone (Beastmen), Arcane Ruins (Lizardmen or Wood Elves), Ancient City (Lizardmen or Wood Elves, as Acropolis of Heroes) | Tower of Blood (any chaos), Bane Stone (any chaos), Temple of Skulls (any chaos), Wizard's Tower |
| Mysterious Forest options | nil | nil | nil | nil | nil | 1-2 Abyssal Wood, 3-4 Fungus Forest, 5-6 Venom Thicket (in Lustria) or 5-6 Wildwood (in Athel Loren) | 1-2 Abyssal Wood, 3-4 Venom Thicket, 5-6 Blood Forest |
| Mysterious Marsh options | nil | Mist-wreathed swamp | nil | nil | Khemrian Quicksand | Earthblood mere | 1-3 Mist-wreathed swamp, 4-6 Quicksand |

Terrain quick reference

Dangerous Terrain: each model marching, charging, overrunning, pursuing or fleeing through these regions must take a dangerous terrain test. On a D6 roll of 1, the model takes a wound, with no armour saves. Cavalry/monstrous cavalry and chariots treat ALL terrain other than open ground as dangerous terrain.

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| Hill | Elevated but otherwise open ground (including for cavalry & chariots). Units charging downhill gain +1 CR. |
| Scree slope | As a hill but counts as dangerous terrain. |
| Rocky Ridge | As a wide hill, but one face of it is a sheer cliff and thus impassable, and the two sides adjacent to it are scree slopes. |
| Boulders | Dangerous terrain except for skirmishers. Cavalry, monstrous cavalry and chariots fail dangerous terrain tests on a 1 or 2. Units with majority of models inside it gain hard cover. |
| Crag | Impassable on all sides, but flyers may land on the top. |
| Chasm | Deep gorge, impassable terrain, placed as a "Stream", but you cannot place a bridge (only your opponent can, and only if the chasm extends over more than half the table). |
| Sand Dune | As a hill but cannot be marched through, and all charging, fleeing, overrunning or pursuing is rolled with 1D6 less. |
| Scrubland | Dangerous terrain except for skirmishers. Cavalry, monstrous cavalry and chariots fail dangerous terrain tests on a 1 or 2. Units with majority of models inside it gain soft cover. |
| Forest | Except for skirmishers, other models cannot march through it. Dangerous terrain for cavalry, monstrous cavalry and chariots. Flyers that begin or end a flying move in a forest also take dangerous terrain tests. Provides soft cover if majority of models in unit are inside. Blocks line of sight to the other side of the forest, and blocks cannonballs. |
| Abyssal Wood | As a forest, plus a unit with majority of its models inside causes Fear. |
| Fungus Forest | As a forest, plus any units even partially inside are Stupid, any goblin unit so affected is also Stubborn. |
| Blood Forest | As a forest, plus whenever a spell is cast by or at a model within, all units even partially inside suffer D6 S4 hits, then the wood moves 2D6" in random direction, leaving units where they were). |
| Venom Thicket | As a forest, plus any model with majority of models inside has Poisoned Attacks, but must always make a dangerous terrain test when moving through it. |
| Wildwood | As a forest, plus any unit even partially inside at end of movement phase, on a 4+ suffers D6 S4 hits. |
| Dense Forest | As a Forest, but counts as dangerous terrain for all models except skirmishers. Cavalry/monstrous cavalry and chariots fail their dangerous terrain tests on a 1 or 2. |
| Stream | Cannot extend more than half the table, and must include one bridge or ford. If opponent agrees, river can extend the whole table, but opponents places a second ford. Cannot be marched through, units even partially within lose rank bonuses and cannot be steadfast (unless stubborn). |
| River/lake | Dangerous terrain up to 2" inwards, impassable further in. Rivers are placed following the rules for streams, but must be at least 6" wide. |
| Necrotic Ooze | As a stream, but counts as dangerous terrain, and any unit that moves through gains Posioned Attacks until start of its next turn. |
| River of Blood | As a stream, plus any unit that moves through counts as causing Fear until start of its next turn. |
| Marshland | Dangerous terrain except for skirmishers. Cavalry, monstrous cavalry and chariots fail dangerous terrain tests on a 1 or 2. |
| Earthblood Mere | As marshland, plus any unit with majority of models inside has regeneration (6+). |
| Khemrian Quicksand | As marshland, plus any monster or monstrous infantry/cavalry model failing a dangerous terrain test is removed with no saves allowed. |
| Mist-wreathed Swamp | As marshland, plus any units with majority of models within are in hard cover; at the end of each movement phase the unit must pass an Initiative test or have D6 models eliminated by lurking Fimir (allocate as shooting attacks). |
| Fetid Mere | As a lake, plus any model in contact with it takes a S1 hit which ignores armour saves. |
| Fence | Grants soft cover to units in base contact (majority of models in the unit must be behind it). Units in base contact with it charged by enemies from the other side count the obstacle as being "defended". This means attacking units in base contact with fence take a -1 penalty to Hit. Cavalry, monstrous cavalry and chariot models moving over it, or charging a unit defending it, it must take a dangerous terrain test. Cannonballs that hit a fence are blocked, but the fence is destroyed. |
| Wall | As a fence, but grants hard cover instead. |
| Ghost fence | As a fence, but defending units cause Fear in the first round of any combat. |
| Blazing Barricade | As a fence, but units successfully completing a charge against this obstacle, if defended, each model in base contact with it takes a S4 hit. |
| Blessed Bulwark | As a wall, plus any model of the Forces of Destruction in base contact with it must halve its initiative. |
| Ruin | Counts as dangerous terrain, impassable terrain (you choose). Alternatively, it could even be a complex model where only skirmishers and infantry models can move within, and only its ruined walls, pillars & rubble count as impassable. |
| Altar of Khaine | As a ruin, plus any units within 6" are subject to Frenzy. As soon as it is out of range, Frenzy is lost. |

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| Arcane Ruins | As a ruin, plus any wizard within 6" can choose to roll up to 4 dice instead of one when channelling. However, if 3 or more dice turn up as '6', he must roll on the miscast table. |
| Bane Stone | Impassable terrain, plus any hits made against units within 6" have a +1 bonus to wound. |
| Charnel Pit | Dangerous terrain, plus any units within 6" suffer a -1 penalty to Ld. Undead units within 6" have Regeneration (6+). |
| Idol of Gork/Mork | Impassable terrain, plus any units that start their turn within 6" can re-roll failed charge distance rolls. |
| Elven Waystone | Impassable terrain, plus any wizard within 6" adds +1 to his channelling attempts. |
| Sinister Statue | Impassable terrain, plus at the start of any turn, roll a D6 for each unit within 6". On a 4+ that unit is ignored by the statue, otherwise it is bombarded by D6 S4 hits. |
| Magic Circle | As open terrain, plus any units within 6" gain Magic resistance (2). |
| Sorcerous Portal | As a ruin, plus at the start of the Magic phase, after power/dispel dice have been generated, the portal discharges a spell, targeting the closest unit, up to 24". Roll 2D6: 2-4 Soulbright (Death), 5-6 Wyssans Wildform (Beasts), 7 Plague of Rust (Metal), 8-9 Speed of Light (Light), 10-12 Fireball (Fire). The spell doesn't need line of sight, and is automatically cast, at the minimum casting value. It can be dispelled by either player, using power/dispel dice. |
| Wyrding Well | Impassable terrain, plus any unit within 3" that is not in combat may drink from the well at the end of its Movement phase. Roll a D6: 1- Magical Poisoning (models cannot take any voluntary action, such as shooting, casting spells, channelling, using magic items, etc) 2-4 Ailments Banished (unit recovers 2D6 wounds worth of models, as per the Regrowth spell), 5-6 Gift of Oblivion (unit is Unbreakable but gains Stupidity, for the rest of the game). |
| Temple of Skulls | As a ruin, plus any character or champion on it may ask the chaos gods for power at the beginning of each player turn. If so, roll a D6: on a 2- one randomly chosen characteristic is increased by D3. On a 1, the chaos gods smite him (remove the model with no saves of any kind allowed). |
| Anvil of Vaul | As a hill, plus any unit within 6" gains both magical attacks and the Flaming Attacks rule. |
| Building | Impassable terrain. A unit may move into contact with it and garrison it (but cannot have marched). Cavalry units may garrison, but must dismount (ignore any bonuses and statistics from mounts). <u>Monsters, monstrous cavalry and chariots cannot garrison. Up to 10 models per floor may garrison it. Warmachines may be deployed on open-top buildings, occupying one floor of it (another unit may occupy the rest). Up to 5 models per floor may shoot out from it.</u> Draw line of sight from any point in the building, 360 degree arc. <u>Models within gain hard cover, and template effects only ever hit D6 models (however, if any part of the buidling is under the template hole, all such models are hit at the corresponding Strength).</u> Bolt throwers will only hit one model. A building has T7 W6 (min S5 to Wound) , and can be hit automatically in close combat, as well as by any template effects. Units moving out are placed (in any formation, but only as far as double the models' Movement) with at least one model of the rear rank in contact with it, and cannot move further. It cannot exit a building in the same turn it entered, and cannot charge out. Units can assault the building and its occupants by moving into base contact on a charge. All charge bonuses (+S from spears/lances, impacts hits, extra +1 CR from charging, etc) are negated. Cavalry units must dismount to assault a building, and all bonuses and stats of their mounts are ignored. Garrison units can only Hold or Stand and Shoot as charge reactions (not flee), and one that fails a Terror test can only elect to Hold (but counts as having failed its Fear test in that close combat). Each player must choose a force of up to 10 models (monstrous infantry/cavalry/beasts count as 3 models) to fight in the assault , from among the units involved. Unless specified, attacks are allocated to rank-and-file. Against a single specific model (character/champion), up to half the attacking models may direct attacks at it. Special attacks/effects that affect models in base contact assume that one enemy model is in contact (nominated by the enemy player). Step up occurs as normal, from remaining models not initially involved in the assault party. A single challenge may be issue and accepted as normal, but only from models of the two assault parties. When calculating CR, standards, ranks, flank/rear bonuses, etc do not apply. Units garrisoning a buildings are always steadfast. If the defender loses, it must take a Break test. If they break, the unit vacates the building (from the opposite side of the attacking unit), as per normal rules of exiting a building. It then makes a fleeing move. The attacker cannot pursue, but may enter and garrison the building; otherwise he must bounce back 1" from the building. If the defender wins, doesn't break or the combat is a draw, then the attacker bounces back 1" from the building, and the close combat ends with both units now unengaged. Note that the attacker never has to take Break tests (the defenders cannot run them down). Units that fail Panic tests run out of the building in the same way as failed Break test. |
| Acropolis of Heroes | Building. Units within 6" are Stubborn. A unit garrisoning it gains +1 to Hit in close combat. |
| Dwarf Brewhouse | Building. Any units within 6" are Immune to Psychology and Stubborn . Dwarf units affected are also Unbreakable, but must first pass an Ld test at -3 to move out of range of the building's effect. |
| Grail Chapel | Building. Any units within 6" from the Forces of Order have Regeneration (6+). Additionally, Bretonnian units in range also are Stubborn. |
| Haunted Mansion | Building. Any units within 6" at the end of each Shooting phase suffer D6 S1 hits, with not armor saves allowed. A unit garrisoning it causes Fear. |
| Sphinx | Impassable terrain. Any character within 6" can, at the start of its player's turn, challenge the sphinx to a contest. The character must take an Initiative test: if it fails it suffers a Wound with no armour saves allowed. If it succeeds, the character receives the following rule (for the rest of the game) on a D6 roll: 1-2 Devastating charge; 3-4 Heroic Killing Blow; 5-6 Loremaster (Death). The last one is granted even if the character is not a wizard (the sphinx doesn't care). |
| Sigmarite Shrine | Building. Any units within 6" from the Forces of Destruction must re-roll successful ward saves. |
| Tower of Blood | Building. Any units within 6" gain Hatred. Units in range from the Forces of Destruction also have Frenzy. If a unit moves out of range, it immediately loses these bonuses. |
| Wizard's Tower | Building. Any single wizard within 3" at the start of the Magic phase ransacks the tower's library, and knows all the spells of his chosen lore(s) of magic for that phase. If more than one wizard is within 3", randomly determine which is in control of the tower, for each Magic phase. |