

THE IX AGE FANTASY BATTLES



Lands of The 9th Age

Terrain Supplement

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Fantasy Battles: The 9th Age is a community-made miniatures wargame.

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How to Use this Document

Lands of The 9th Age is a terrain supplement intended to add depth and variety to games of The 9th Age: Fantasy Battles, while providing additional opportunities for narrative play. As such, it may not be ideally suited for tournaments or other type of competitive play. We recommend that you discuss with your opponent before the game and reach an agreement whether or not to use the contents of this book (e.g. the extended terrain tables, Special Items, and/or Army-Specific Terrain). Additional layers of customisation can be added beyond terrain generation by including the rules for Weather and additional Special Items focused on terrain interaction, which should also be discussed and agreed upon prior to game play.

To use the extended terrain tables, follow the normal rules for terrain generation, such as the T9A Rulebook (see Building the Battlefield, page 33) or any premade Battlefield in the T9A Map Pack. Before placing a Terrain Feature on the Battlefield, consult the table below and the column corresponding to that Terrain Feature and roll the specified number of D6. The result will tell you which Terrain Feature from this book will be used instead. Unless specifically stated otherwise, the recommended sizes for the Terrain Features in this document correspond to the sizes indicated in the T9A Rulebook.

Extended Terrain Tables

Walls: D6		Hills: D6		Ruins: D6		Impassable Terrain: D6		Fields: D6	
1	Cattle Fence	1	Active Volcano	1	Catacomb Entrance	1	Building	1-2	Meadow
2-3	Wooden Barricade	2	Mountain of Slaughter	2	Beast Lair	2	Massive Insect Mound	3-4	Agricultural Field*
4-5	Stone Wall*	3	Burial Mound	3-4	Rubble*	3	Sinkhole	5	Roll D6 on Swamp Table
6	Train of Wagons	4	Mesa*	5	Overgrown Shack	4	Boulder*	6	Roll D6 on Road Table
		5	Temple of the Deity	6	Smoldering Outpost	5	Monolith		
		6	Overgrown Hill			6	Enchanted Ground - Randomise which sub-type		

Forests: D6		Water Terrain: D6		Roads: D6		Swamps: D6	
1	Jungle	1	River	1-2	Sand	1-2	Bog
2-3	Brushwood	2	Lake	3-4	Gravel	3-4	Quagmire
4-5	Deciduous Forest*	3-4	Pond*	5	Paved	5	Quicksand
		5	Rice Paddy	6	Flagged	6	Tarpit
6	Mangrove	6	Oil Slick				

* Items marked with an asterisk are the same as the generic Terrain Features found in the Rulebook.

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Fields

Agricultural Field*
Meadow

Forests

Deciduous Forest*
Brushwood
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Hills

Mesa*
Mountain of Slaughter
Burial Mound
Temple of the Deity
Overgrown Hill
Active Volcano

Impassable Terrain

Boulder*
Monolith
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Buildings

Roads

Ruins

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Swamps

Bog
Quagmire
Quicksand
Tarpit

Walls

Stone Wall*
Wooden Barricade
Cattle Fence
Train of Wagons

Water Terrain

Pond*
Lake
River
Rice Paddy
Oil Slick

Weather

Special Items

* Items marked with an asterisk are the same as the generic Terrain Features found in the T9A Rulebook.

Terrain Features

Walls

The following Terrain Features are all considered to be different types of Walls.

Shared Rules for Walls

All Walls share the following rules unless specified otherwise:

Types Walls are Covering Terrain for models behind them while Defending the Wall (see below), and Dangerous Terrain (2) for Constructs.

Cover Walls contribute to Hard Cover, except for models with Towering Presence.

Defending a Wall In order to Defend a Wall, more than half of a unit's Front Facing must be in contact with it.

Fortified Position Units Defending a Wall gain Distracting against Close Combat Attacks from Charging enemies in their Front Facing.

Stone Wall*

Raised to stand the test of time, the stone wall offers great advantages against both ranged attacks as well as charging enemies. It is sturdy and tall, built with round boulders.

Wooden Barricade

Made from thickly stacked sharpened logs, this structure is an excellent protection against both arrows and cavalry.

Sharpened Logs Wooden Barricades are Dangerous Terrain (2) for Cavalry.

Cattle Fence

Cattle fences are wooden structures built to keep herds in their enclosure. They are built sparingly, and as such offer close to no protection from ranged attacks, but they are as difficult to cross as any other type of wall.

Flimsy Structure Cattle Fences do not contribute to Cover.
This replaces the Types under Shared Rules for Walls.

Train of Wagons

While not as advantageous as a true barricade, the tactical edge of having a mobile defensive position should not be underestimated.

Moving the Wagons Once per Movement Phase, immediately before performing an Advance or March Move with a unit Defending this Wall, you may choose to move the Train of Wagons. If so, move the Train of Wagons up to 5" in a straight line. It may rotate around any point during this move, but no part of the Train of Wagons may end the move farther away from its starting position than 5". It cannot move into contact with other Terrain Features, nor with units other than the one Defending it. Next move the unit that was Defending the Wall. It must end its move still Defending the Wall. If this is not possible, return the Train of Wagons to its original position (the unit Defending it may still move as normal).

Hills

The following Terrain Features are all considered to be different types of Hills.

Shared Rules for Hills

All Hills share the following rules unless specified otherwise:

Types Hills are Opaque Terrain.

Hills are Covering Terrain for units behind them.

Cover Hills contribute to Soft Cover for targets behind but partially on them.
Hills contribute to Hard Cover for targets behind and entirely off them.

Elevated Position Models with the centre of their base on a Hill are considered to be Elevated. Ignore all intervening non-Elevated models if you are:

- drawing Line of Sight to or from Elevated models.
- determining Cover when shooting with:
 - Elevated models.
 - non-Elevated models at units which have more than half of their models Elevated.

Charging Downhill A unit initiating a Charge Move with more than half of its models with the centre of their base on a Hill towards an enemy with more than half of its models with the centre of their base off a Hill must reroll failed Charge Range rolls.

Mesa*

A mesa is a hill with a wide flat top. It's the ideal defensive position in warfare.

Mountain of Slaughter

Beneath your feet you can hear it, the disturbing sounds of bones crunching under your weight. Whatever calamity happened here, it has left a monument to death. You find yourself literally standing on top of a mountain of corpses and bones. A chill goes down your spine as you carry on.

Death's Domain At the start of each Player Turn, each of the Active Player's non-Fleeing units in contact with a Mountain of Slaughter must take a Discipline Test with a -1 modifier (in addition to any other Discipline modifiers the unit may be subject to). If more than half of a unit's models are Fearless, the unit automatically passes this test. If the test is failed, the models in the unit become Shaken, and Close Combat Attacks made by models in the unit suffer -1 to hit, while Close Combat Attacks allocated towards models in the unit gain +1 to hit. Models that are immune to the effects of Fear are immune to these effects.
The effects last until the end of the Player Turn.

Burial Mound

The air is heavy and filled with energy. Whoever lies here must have been immensely powerful but forgotten through time. The powers are yours for the taking, but you can feel a vengeful spirit that enjoys neither sharing nor your presence.

Will of the Ancient During step 3 of the Magic Phase Sequence (Siphon the Veil), determine if the Active Player has one or more units with more than half of their models Elevated on a Burial Mound. If they do, then the Active Player may add 1 additional Veil Token to their Veil Token pool.
In addition, spells with the type Hex that target at least one unit with more than half of their models Elevated on an Burial Mound gain a +1 modifier to their casting rolls.

Temple of the Deity

"Your faith holds your hand steady. Though it may cost your life, you will not see the heathens desecrate this temple."

Steep Stairs Charges made by a unit with less than half of its models Elevated, towards an enemy with more than half of its models Elevated on a Temple of the Deity, are Charging Uphill. Charge Range roll for units Charging Uphill are subject to Minimised Roll, and when calculating Combat Score, a side with one or more units Charging Uphill suffers -1 to its Combat Score instead of the normal +1.

Overgrown Hill

Beneath the canopy there is plain grass and dirt, so why would the trees grow so tall on top of it? It is a mystery, but surely something you can use to your advantage.

Forest on a Hill Overgrown Hills follows all shared rules for both Hills and Forests. Overgrown Hills are considered to be both a Forest and a Hill (for the purpose of Strider, spell effects, etc..).

Active Volcano

As you ascend the volcano, you see your mistake clearly. The rumbling akin to thunder is deafening. As the sky turns black and red you, you scramble for safety.

Eruption At the start of each Player Turn, roll a D6. If a '6' is rolled, all units within X" of the Active Volcano suffer 2D6 hits with Strength 4, Armour Penetration 1, and Flaming Attacks, where X is equal to the Game Turn number multiplied by 2.

Forests

The following Terrain Features are all considered to be different types of Forests.

Shared Rules for Forests

All Forests share the following rules unless specified otherwise:

Types Forests are Covering Terrain for units inside and/or behind them, and Dangerous Terrain (1) for Cavalry, Constructs, and units making a Flying Movement.

Cover Forests contribute to Soft Cover.

Broken Ranks Units with more than half of their models with the centre of their base inside a Forest can never be Steadfast, unless specifically stated otherwise.

Guerilla Warfare Units consisting entirely of Infantry models with Light Troops are Stubborn if more than half of their models are inside a Forest with the centre of their base, unless any model in the unit has Towering Presence and/or Fly.

Deciduous Forest*

The forest is vast, and the trees grow thick. In its green depths, secrets lie unknown.

Brushwood

Shrubland, heath, and similar type environments, notable for their abundant low-lying woody plants, including small trees and bushes. While not generally high enough to completely obscure sight, they do make movement difficult.

Difficult to Models that are inside a Brushwood at the start of a phase suffer -1" Advance Rate and -2"
Transverse March Rate for the duration of that phase.

Jungle

Typical of tropical environments. Dense foliage and undergrowth combine to completely block sight far into a jungle.

Dense Vegetation Jungles are Opaque Terrain for models not drawing Line of Sight into or out of them.

Mangrove

The water is muddy, the trees thin, but their tangled growth makes seeing through them extremely hard. This terrain might turn treacherous if you are not careful.

Partially Mangroves follow all shared rules for both Forests and Water Terrain.
Submerged Mangroves are considered to be both a Forest and Water Terrain (for the purpose of Strider, spell effects, and so on).

Water Terrain

The following Terrain Features are all considered to be different types of Water Terrain.

Shared Rules for Water Terrain

All Water Terrain shares the following rules unless specified otherwise:

- Types** Water Terrain are Dangerous Terrain (1) for Standard Height models on foot.
- Broken Ranks** Units with more than half of their models with the centre of their base inside Water Terrain can never be Steadfast, unless specifically stated otherwise.
- Doused Flames** All Melee Attacks against or by models in units with more than half of their models with the centre of their base inside Water Terrain are no longer Flaming Attacks (if they were before).

Pond*

A small, still body of water. While they tend to be shallow, footing may be treacherous.

Lake

A large, deep body of water. Armour and swimming don't mix.

- Deep Water** Models without Towering Presence cannot be in contact with a Lake during a March Move.

River

The water is deep, and the current swift; a crossing will be arduous if undertaken without care.

- Raging Torrent** Rivers are Dangerous Terrain (2).
This replaces the Types under Shared Rules for Water Terrain.

Rice Paddy

An agricultural field for rice that requires submersion in shallow water.

- Submerged** Rice Paddies follow all shared rules for both Fields and Water Terrain.
Rice Paddies are considered to be both Fields and Water Terrain (for the purpose of Strider, spell effects, and so on).
- Leeches** A unit that suffers one or more Health Point losses due to failed Dangerous Terrain Tests caused by a Rice Paddy suffers -2 Agility until the start of the owner's next Player Turn.

Oil Slick

The water's surface shimmers with strange iridescence, and a pungent smell makes you light-headed.

- Types** In addition to the Shared Rules for Water Terrain, Ignited Oil Slicks (see Ignite below) are Covering Terrain for units behind them.
- Cover** Ignited Oil Slicks (see Ignite below) contribute to Soft Cover.
- Broken Ranks** See Shared Rules for Water Terrain.
- Ignite** Oil Slicks do not have Doused Flames (see Shared Rules for Water Terrain).
If a unit that is in contact with an Oil Slick suffers hits from Ranged Attacks that are Flaming Attacks, the Oil Slick counts as Ignited until the end of the game.
A unit that ends its movement in contact with an Ignited Oil Slick suffers a hit with Area Attack (4×4), Strength 4, Armour Penetration 0, and Flaming Attacks.

Fields

The following Terrain Features are all considered to be different types of Fields.

Shared Rules for Fields

All Fields share the following rules unless specified otherwise:

Types Fields are Covering Terrain for units inside them.

Cover Fields contribute to Soft Cover, except for models with Towering Presence.

Agricultural Field*

Fields sown for growing crops. A common target of armies, because hungry armies aren't loyal armies.

Meadow

An expanse of tall grasses, flowers, and other herbaceous plants, potentially up to four feet in height.

Uneven Ground Units in contact with a Meadow suffer -1" Advance Rate for their Charge Range rolls.

Ruins

The following Terrain Features are all considered to be different types of Ruins.

Shared Rules for Ruins

All Ruins share the following rules unless specified otherwise:

Types Ruins are Covering Terrain for units inside them, Dangerous Terrain (2) for Cavalry and Constructs, and Dangerous Terrain (1) for any other unit. Units with Skirmisher automatically pass Dangerous Terrain Tests caused by Ruins.

Cover Ruins contribute to Hard Cover, except for models with Towering Presence.

Rubble*

Cut stone and rotten wood beams lie in a jumble. Move carefully, for the footing is treacherous.

Beast Lair

The overgrown structure is surprisingly robust despite having been abandoned long ago. It will provide good shelter, but the claw marks outside suggest it is already occupied...

The Beast Within At the start of your Player Turn, roll a D6 for each of your units in contact with a Beast Lair. On a roll of '1' or '2', the unit suffers D3+1 hits with Strength 5 and Armour Penetration 2.

Overgrown Shack

Sometimes you come upon a rare oddity on the battlefield: an old decrepit outhouse, a reclaimed gardening shed, or a cabin in disrepair. Barely noticeable, and surely far too small to house hidden foes.

Small and Unremarkable Scouting units may be Deployed fully inside Overgrown Shacks provided the unit's Unit Boundary is not larger than 5"×5" and at least 6" away from enemy units.

Catacomb Entrance

Once the final resting place of the rich and powerful, now naught but dust and despair fill this derelict mausoleum. Yet it might prove useful as a way to navigate troops behind enemy lines, unless they get lost in the maze...

Ancient Graveyard The recommended size of Catacomb Entrances is 4"×4". When placing a Catacomb Entrance on the Battlefield, roll a D6. On a roll of 5+, place another Catacomb Entrance on the Battlefield. Determine a point that is 2D6+6" away from the centre of the first Catacomb Entrance in a random direction. Place a new Catacomb Entrance with its centre as close as possible to this point without overlapping any other Terrain Feature or the Board Edge.

Catacombs A Standard or Large Infantry unit consisting entirely of models with Light Troops may choose to enter the Catacomb Entrance if it ends an Advance or March Move with the unit's Centre inside the Catacomb Entrance. If so, remove the unit from the Battlefield. At the end of the owner's next Movement Phase, roll a D6. On a roll of 3+, place the unit with its Centre inside any Catacomb Entrance on the Battlefield in the same formation it left the Battlefield. If this is not possible, or if the result of the D6 was not 3+, roll again at the end of the owner's next Movement Phase. If the unit cannot be placed on the Battlefield before the end of the game, it is counts as destroyed.

Smoldering Outpost

A final vestige of civilisation torched by the hands of marauders, a lighthouse under the care of a drunken or clumsy steward, or a treetop refuge struck by lightning after a dry spell - all have one thing in common. They burn easily.

Ash Cloud A unit that ends its movement in contact with a Smoldering Outpost suffers a hit with Area Attack (4×4), Strength 2, Armour Penetration 0, and Flaming Attacks.

Impassable Terrain

The following Terrain Features are all considered to be different types of Impassable Terrain.

Shared Rules for Impassable Terrain

All Impassable Terrain shares the following rules unless specified otherwise:

Types Impassable Terrain is Opaque Terrain.

Cover Impassable Terrain contributes to Hard Cover for units behind it.

Mission Impassable Models cannot move into or through Impassable Terrain.

Boulder*

In folklore, it is believed that the giants are responsible for the massive pieces of rock found in fields or forests. That the largest giants had torn and thrown chunks from the mountains towards human settlements.

Monolith

An ancient monument, tall as a giant, and made of a single, solid piece of stone. Standing the test of time, some have forgotten those who made it, or what its true purpose is.

Looming Gaze Units within 6" of a Monolith suffer -1 Discipline when taking Panic Tests.

Massive Insect Mound

Formed by some species of termites and ants, these structures can be quite large, and the inhabitants will act to defend the nest from intruders.

The Swarm At the start of each Shooting Phase, units within 3" of one or more Massive Insect Mounds suffer 2D3 hits with Strength 1 and Armour Penetration 0.
Any unit losing one or more Health Points from this attack suffers -1 to hit with its Shooting Attacks during this phase.

Sinkhole

A plunging depression in the ground surface, typically caused by subterranean water flow.

Types Sinkholes are not Opaque Terrain.
This replaces the Types under Shared Rules for Impassable Terrain.

Cover Sinkholes do not contribute to Cover.
This replaces the Types under Shared Rules for Impassable Terrain.

Watch Your Step Units that contact a Sinkhole during their Flee Move are removed as casualties.

On The Brink Units within 3" of a Sinkhole cannot declare Charges, perform March Moves, voluntarily declare Flee Charge Reactions, perform Shooting Attacks, Cast Spells, or use Flying Movement.

Enchanted Ground

Working with magic takes skill and learning that few possess. Yet in those places where spells have been wrought, even the mystically untrained can find objects of power they can wield to devastating effect.

Unremarkable Appearance This Terrain Feature must fit wholly inside a 5" round base. Enchanted Ground Terrain Features are divided into the sub-types in the list below.

Bound Magic Models within 6" of the Enchanted Ground can cast the spell given in the list below as a Bound Spell with Power Level (4/8). Each phase, only a single model in a unit cast the spell, and the spell can only be cast twice (by different models in different units).

Charmed Blacksmith or Looted Anvil of Word of Iron (Alchemy) **Power**

Even when the hammer stops, the sound of ringing blows continues, and the faint sound of chanting can be heard to the ghostly rhythm of the hammer's fall.

Wizard's Tower or Sundial *Truth of Time (Cosmology)*

Time and space distorted as I approached, casting past and future about as strange stills frozen in my mind's eye. Was that me crossing the clearing, or me with my hand on the smooth stone? Where did consequence begin and cause end? I see it still, in my dreams, and sometimes I wonder if I'm not still there, or if it hasn't even happened yet.

Shrine or Crystal Globe *Scrying (Divination)*

I led the men in prayer in that place, and lo, Sunna answered, and showed us things not yet done. Spirit's high, we sallied forth towards destiny.

Fountain of Youth or Tree of Life *Healing Waters (Druidism)*

They said it was myth and metaphor. Fools. I have seen it, and tasted the bitter sweetness of immortality.

Mausoleum or Dragon Bones *Touch of the Reaper (Evocation)*

That is not dead which can eternal lie.

Sacrificial Altar or Pit of Immolation *The Rot Within (Occultism)*

The dark stains about it, and a coppery tang to the air, make clear what fell activities occur here.

Bonfire or Wood Pile *Cascading Fire (Pyromancy)*

Fire burns. Absolute fire burns absolutely.

Totem Pole or Tangled Thicket *Savage Fury (Shamanism)*

We been passing that place when Edwin starts growling. 'We ate not an hour gone, so quit yer bellyaching, I says, but then I felt it too. And s'truth m'lord, them goblins did look passing fair to eat.'

Sunken Temple or Pagan Idol *Smite the Unbeliever (Thaumaturgy)*

Alain started to approach it, but the Baron held him back. 'It may look like a place of worship, but not to any deity we know,' he said. The men made the sign of the Lady as we passed it by.

Witch's Hut or Possessed Scarecrow *Will-o'-the-Wisp (Witchcraft)*

We'd been camping the night by the road, and our sentries kept seeing strange lights in the distance. One went to investigate, and didn't return. None of us got much sleep after that... In the morning, we could find no sign of him, just a ragged scarecrow in an old field being rapidly reclaimed by the forest.

Building

After an exhausting march to battle, even cold bricks, straw, and clay or gnarled timber can form the most desirable thing for a soldier: a shelter! A barn can feel like a palace in desperate times.

Types Buildings are Opaque Terrain.

Cover Buildings contribute to Hard Cover.
Units Garrisoning a Building are considered to be in Hard Cover.

Stops Movement See Shared Rules for Impassable Terrain.
Note the exceptions listed below.

Entering a Building Units consisting entirely of Large and/or Standard Height Infantry and/or Beast models with a Unit Boundary not any larger than the base of the Building can enter that Building. A unit can enter a Building by being deployed in or Advance Moving into an un-garrisoned Building, or by destroying a Garrisoning unit in combat (see Close Combat with a Building below). To enter a Building with an Advance Move, all models must start the Advance Move within their March Rate of the Building, and the unit must move to within 1' ' of the Building. Remove the unit from the Battlefield. This unit is considered to be Garrisoning the Building. While Garrisoning a Building, the unit is considered to be of Gigantic Height for Line of Sight and Cover purposes, to occupy the area of the Building's base, and to keep the formation it had when entering the Building. The unit is considered to have its Front Arc facing towards all directions. Every model can draw Line of Sight from any point of the Building (and in any direction). The Garrisoning unit cannot move, other than Reforming or leaving the Building (see below). The Unit Boundary of a unit Garrisoning a Building must never be larger than the base of the Building.

Set Ablaze Units Garrisoning a Building gain Flammable.

Safe Position Units Garrisoning a Building gain Fearless, Stubborn, and are automatically destroyed when Broken. They may not Flee.

Leaving a Building The only way to leave a Building is by making a special type of Reform: the unit is deployed in any legal formation, with all models fully within their March Rate of the Building and with at least one model 1' ' away from the Building. The unit cannot move farther until the end of this Movement Phase (not even if the unit has Light Troops, nor can this Reform be made as part of a Swift Reform).

Shooting and Measuring from a Building Only models in the first and second rank of the Garrisoning unit can use Shooting Attacks. To measure distances to and from any model of a Garrisoning unit, measure to and from the closest point on the Building's base.

Assaulting a Building Declaring and resolving Charges against a unit in a Building is done following the normal rules with the following exceptions: Move the Charging unit into contact with the Building, aligning and maximising contact as normal, treating the Building as a single model. The Building cannot be moved when aligning units. The Garrisoning unit is always considered to be Charged in the Front Facing.

Close Combat with a Building Assaulting and Garrisoning units do not directly attack each other. Instead they attack the Building, as if it was a single enemy model with Defensive Skill 5. Assaulting units attack it as normal (base contact and using Supporting Attacks). Only models in the first rank of the Garrisoning unit can attack. Garrisoning models cannot issue or accept Duels. Stomp Attacks and Impact Hits cannot be used against a Building.

For rules affecting units or models in base contact, Assaulting and Garrisoning units are considered to be in base contact with one another. Every model in the Garrisoning unit's first rank is considered to be in base contact with every model in the Assaulting units' first ranks and vice versa.

Hits scored by Assaulting units are distributed onto the Garrisoning unit and hits scored by the Garrisoning unit are distributed onto Assaulting units. (This means that you use the Resilience, Armour, etc. of the unit that was hit for determining if the hit inflicts a wound.) If there is more

than one Assaulting unit, the owner of the Garrisoning unit divides the hits as evenly as possible between all Assaulting units.

Calculate the Combat Score and roll Break Tests as normal.

If the Garrisoning unit is destroyed (remember that a Breaking Garrisoning unit is destroyed), one of the Assaulting units may choose to enter the Building, provided it has the right Height, Type, and Unit Boundary, and it is not Engaged in Combat. If the Assaulting unit does not enter the Building, follow the rules for Assaulting units that stop fighting (see below).

If the Assaulting unit Breaks, it Flees as normal. The Garrisoning unit cannot Pursue. If there are still units left Engaged in the Combat, the winning side may choose what each Assaulting unit will do: continue, or stop fighting. Assaulting units Engaged in Combat with other units than the Garrisoning unit must continue fighting.

- An Assaulting unit that continues fighting will remain Engaged in Combat with the Garrisoning unit. Both units can Combat Reform as normal (remember that the Garrisoning unit's new formation must still fit fully inside the base of the Building).
- An Assaulting unit that stops fighting is nudged 1" directly away from the Building, perpendicular to the Building's edge and without changing the direction the unit is facing. If this is not possible (e.g. due to the unit breaking the Unit Spacing rule) the unit cannot choose to stop fighting. After being nudged, the unit may perform a Post-Combat Pivot or a Post-Combat Reform.

Roads

Roads gives units that start or end March Moves additional movement. Note that a unit that both starts and ends its March Move on a Road benefits from both effects. The amount of movement increase depends on the type of Road and the unit's Type (see the table below).

- Units that **start a March Move** with their Centre on a Road gain +X" to their March Rate during March Move.
- Units that **end a March Move** with their Centre on a Road may immediately perform a second March Move with their March Rate **always** equal to X". This second March Move does not require a March Test.

Units using Flying Movement and units in Line Formation do not benefit from either effect.

Road Type	All types except Constructs	Constructs
Sand, or Grass	X = 0.5"	X = 0.5"
Gravel	X = 0.5"	X = 1"
Paved or Stone	X = 1"	X = 1.5"
Flagged, Concrete, or Asphalt	X = 1"	X = 2"

Units consisting entirely of Constructs that start a Random Movement move with their Centre on a Road gain +X" to their Random Movement rolls during this Movement Phase (this is an exception to the Random Movement rules).

Units consisting entirely of Constructs that end a Random Movement move with their Centre on a Road may immediately extend the distance of their Random Movement move with + X".

Swamps

The following Terrain Features are all considered to be different types of Swamps.

Shared Rules for Swamps

All Swamps share the following rules unless specified otherwise:

- Types** Swamps are Covering Terrain for units inside them, Dangerous Terrain (2) for Standard Height, Dangerous Terrain (3) for Large Height, and Dangerous Terrain (4) for Gigantic Height.
- Cover** Swamps contribute to Soft Cover, except for models with Towering Presence.
- Sinking** At the end of step 15 of the Round of Combat Sequence (after Combat Reforms), models in contact with a Swamp must take a Dangerous Terrain Test.
Unengaged models that are in contact with a Swamp both at the start **and** at the end of the same Movement Phase must take a Dangerous Terrain Test after step 5 of the Movement Phase Sequence (End of the Movement Phase).
- Clunky Shoes** Units in contact with a Swamp at the start of the Movement Phase cannot perform March Moves.
In addition, units cannot end March Moves in contact with a Swamp.

Bog

The bog both slows you down and makes you uneasy, trust me! It feels alive, always seeking to ensnare you, haunting your dreams at night.

Quagmire

The ground is soft and wet, filled with scattered remains and clothing remnants. With every step farther into the quagmire, the remains of souls long forgotten gather en masse. One wonders if this was the site of some ancient battle, a mass grave, or something even more hideous.

- The Mire Hungers** If a unit is in contact with a Quagmire at the end of the Movement Phase, it must take a Discipline Test with a -2 modifier. If the test is failed it becomes Shaken until the start of its owner's next Player Turn.

Quicksand

At first it seemed just like normal sand, but someone in your ranks started to make a fuss. More and more of your men start to sink, and the more they battle the sand, the faster it swallows them.

- Loose Reins** At the end of each Magic Phase and each Shooting Phase, models with at least one model part with Harnessed that are in contact with Quicksand must take a Dangerous Terrain Test:
- Dangerous Terrain (2) for Standard Height.
 - Dangerous Terrain (3) for Large Height.
 - Dangerous Terrain (4) for Gigantic Height.

Tarpit

Exhausted and starving, even the mighty mammoth struggles to escape the noxious grip.

- Spent** Single model units that are in contact with the same Tarpit at the end of the Movement Phase of two consecutive friendly Player Turns are removed as casualties.

Army-Specific Terrain Features

If using Army-Specific Terrain Features, immediately after determining Deployment Zones, the player who chooses their Deployment Zone may choose to establish **Home Turf** by replacing a Terrain Feature on the Battlefield with the Army-Specific Terrain Feature corresponding to their Army Book. To do so, the **Home Turf** player nominates two Terrain Features on the Battlefield, and the opponent chooses which of the two will be replaced. Mark the centre of the chosen Terrain Feature on the Battlefield, remove it, and place the Army-Specific Terrain Feature with its centre on the marked spot. If this option is used, a **Home Turf** General awards the opponent +300 Victory Points instead of the normal +200 if removed as a casualty, in light of the humiliating defeat on **Home Turf**, unless both players are fielding armies from the same Army Book.

Army-Specific Terrain Features follow the rules connected to the type of Terrain Feature they are defined as and additionally the unique rules specified below.

Beast Herds - Wildwood



Children wake from terrible nightmares after hearing stories of what lies in the wildwood.

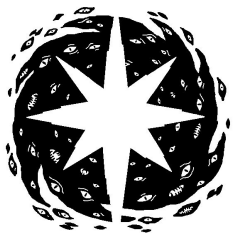
Terrain Type: **Deciduous Forest*** (Forest)

True Wilderness

Wildwoods are Dangerous Terrain (1). Units from the Beast Herds Army Book automatically pass Primal Fury tests if the Centre of their unit is inside the Wildwood

In addition, a single unit with Ambush from the Beast Herds Army Book that is no larger than 20 models may choose to follow the rules for Sleeper instead of the normal rules for Ambush, with the exception that the unit must enter from the Wildwood if the Sleeper rule is used.

Daemon Legions - Veilgate



When one plays with fire, one sometimes gets burnt. Foolish practitioners of magic, seeking power beyond their skills or those simply insane enough to wreak chaos in hopes it might garner the attention of the gods themselves, seek out areas where the veil is weakest. There they construct magical structures that in the simplest of terms attempt to harness the power of the Immortal Realm. Mortals rarely live long enough to relish in this ambient power however, as soon more than they bargained for finds its way through the Veil.

Terrain Type: **Monolith** (Impassable Terrain)

Thin Veil:

Dispelling rolls against spells cast by models within 6" of this Terrain Feature suffer a -1 modifier. Miscasts within 6" of the Veilgate suffer a +1 Miscast Modifier.

Dread Elves - Death Peak



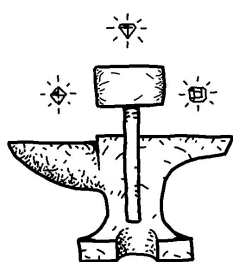
Elevated, so both mortals below and gods above may witness the ritual of sacrifice, lies a simple slab stained red with countless layers of blood. Beneath all the blood, however, is an ancient obsidian altar etched with arcane runes and devotions most would never dare read aloud.

Terrain Type: **Mesa*** (Hill)

Bloodlust:

A unit Declaring a Charge that will benefit from Charging Downhill may choose to remove D3 models as casualties (no saves of any kind allowed), before Charge Reaction is declared. If so, the unit gains Devastating Charge (Battle Focus, Frenzy). Any unit from the Dread Elves Army Book also gains Devastating Charge (+1 Agi).

Dwarven Holds - Rune-Warded Barricade



Dwarven attention to detail and pride in craftsmanship is like no other. When a runic smith and an engineer work together, there can be no sturdier stronghold.

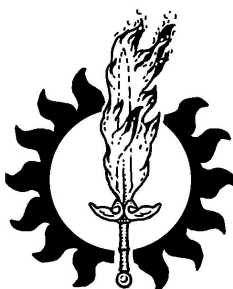
Terrain Type: **Stone Wall*** (Wall)

Runic Protection:

A unit Defending a Rune-Warded Barricade gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, that model's Magic Resistance value is increased by 1 instead. Units from the Dwarven Holds Army Book gain Magic Resistance (2) instead, or increase a model's Magic Resistance value by 2.

In addition, Charging units Engaged with the Front Facing of a unit Defending a Rune-Warded Barricade suffer a -1 to-wound modifier on their Impact Hits and Stomp Attacks.

Empire of Sonnstahl - Watchtower



The best marksmen drill often, and use predetermined range makers to guide their aim on watch duty.

Terrain Type: **Building**

Crenellation:

Units Garrisoning a Watchtower may declare Stand and Shoot Charge Reactions even if the Charging unit is within its Advance Rate, and they do not suffer the usual -1 to-hit modifier for Stand and Shoot Charge Reactions.

Support Units from the Empire of Sonnstahl Army Book Garrisoning a Watchtower may Stand and Shoot when a Parent Unit within 12" (instead of the normal 8") is Charged (otherwise follow the rules as detailed in the Empire of Sonnstahl Army Book).

Highborn Elves - Waystone



Mages of ages past sought to bolster the protections of Celeda Ablan. Giant monoliths etched with magical runes stand erect on the White Isles. As a seafaring nation, exploration has taken the Highborn beyond their shores. Evidence of their inroads are marked with waystones that dot the known world. If the curious were to ask the aloof masters of magic if their stones are there for protection they might receive a curt nod, however, the more cynical may speculate these stones are a means to control the lesser races.

Terrain Type: **Monolith*** (Impassable Terrain)

Becalming Presence:

During step 3 of the Magic Phase (Siphon the Veil), before converting Veil Tokens into Magic Dice, the Active Player must remove D3 Veil Tokens from their Veil Token pool if 1 or more non-Highborn Elf Wizards are within 12" of this Waystone. Units from the Highborn Elves Army Book ignore **Looming Gaze** (see Monolith).

Infernal Dwarves - Infernal Barricade



Mortals who value their lives dare not linger near these cursed walls.

Terrain Type: **Stone Wall*** (Wall)

Mental Fortitude:

Any unit in contact with a Daemonic Barricade at the end of the a Movement Phase must take a Discipline Test with a -2 modifier. A unit failing this test immediately suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks (even if Engaged in Combat). Fleeing units automatically fail this Discipline Test.

Bound Kadims:

Units from the Infernal Dwarves Army Book automatically pass Discipline Tests from Mental Fortitude.

In addition, models with Chosen of Ashuruk Defending a Daemonic Barricade gain Grind Attacks (1). These Grind Attacks can only be used in the First Round of Combat, cannot be used when Charging, are resolved at Agility 10 (regardless of the model's Agility), with Strength 4, Armour Penetration 1, and Magical Attacks.

Kingdom of Equitaine - Holy Sepulchre



The cursed dare not trespass! The pious pay respects in hope that the light may shine upon them.

Terrain Type: **Building**

Smite the Heretic:

Models with Undead or Supernal cannot Garrison this Building.

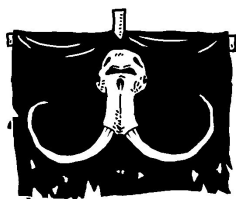
Pious Tithe:

At the end of Siphon the Veil, the Active Player may discard X Veil Tokens from their Veil Token pool and choose a single friendly unit within 6" of the Holy Sepulchre. The chosen unit gains the effects listed below according to the number of discarded Veil Tokens (the effects are cumulative, i.e. if 3 Veil Tokens were discarded, the unit gains all 3 effects):

- 1 or more: The unit automatically passes all Panic Tests.
- 2 or more: The unit is immune to the effects of Fear.
- 3 or more: Attacks against the unit suffer -1 Armour Penetration.

The effects last until the start of the Active Player's next Magic Phase.

Ogre Khans - Steppe



Harnessed animals are easy prey for the beasts that stalk these grounds.

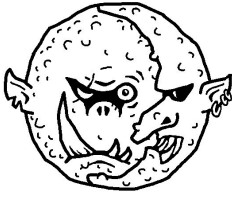
Terrain Type: **Meadow** (Field)

Mark Territory:

Steppes are Dangerous Terrain (2) for Cavalry and Constructs. Units from the Ogre Khans Army Book ignore Uneven Ground and Dangerous Terrain Tests caused by the Steppe.

In addition, units from the Ogre Khans Army Book gain Grind Attacks (1), provided the unit's Centre is inside the Steppe. These Grind Attacks can only be used in the First Round of Combat, cannot be used when Charging, are resolved at Agility 10 (regardless of the model's Agility), with Strength 4, and Armour Penetration 1. Only a single Ogre Khans unit may gain these Grind Attacks per Round of Combat; if more than one unit is eligible, declare which at the beginning of the Combat Phase. The total number of Grind Attacks gained may not exceed 6.

Orcs and Goblins - Warmound



Warborn on top of the World!

Terrain Type: **Mesa*** (Hill)

Uphill Battle:

Units that have less than half of their models Elevated and which are Engaged in Combat with a unit that has more than half of its models Elevated on a Warmound, cannot benefit from Charging Momentum.

Elevated Pride:

The General and the Battle Standard Bearer of an Orcs and Goblins army has the range of its Commanding Presence or Rally Around the Flag **set 18"** when the centre of its base is on a Warmound.

Saurian Ancients - Vital Pool



Tattered books, recounting tales of survivors of the First Age, describe pools with a magical glow, rife with life, while slaves toiled day and night with hardly a drop of water to quench their thirst.

Terrain Type: **Pond*** (Water Terrain)

Rejuvenation:

Standard Height units from the Saurian Ancients Army Book with their Centre in contact with a Vital Pool may raise D3 Health Points at the start of their owner's Magic Phase.

Standard Height units gain + 1 Agility if more than half of their models have the centre of their bases inside a Vital Pool.

Sylvan Elves - Sacred Grove



Very few outsiders have lived to describe the tranquility of these pristine groves unless invited to enter.

Terrain Type: **Deciduous Forest*** (Forest)

Empowered Caretaker:

Attacks that are Flaming Attacks suffer -1 to wound against units with more than half of their models with the centre of their base inside a Sacred Grove.

Undying Dynasties - Desert Quicksand



The more you struggle in it, the faster you will sink!

Terrain Type: **Quicksand** (Swamp)

Underworld:

Any unit from the Undying Dynasties Army Book with Underground Ambush may voluntarily withdraw by ending an Advance or March Move with its Centre in contact with Quicksand. Remove the withdrawing unit from the Battlefield. It may not retreat during Game Turn 6.

The withdrawn unit is considered to be using the Underground Ambush rules (i.e. roll a D6 during the Movement Phase, on a roll of 3+ it enters the Battlefield and is placed using the rules for Underground Ambush). Units that have withdrawn and fail to return to the Battlefield before the end of the game are worth an additional 200 Victory Points to the opponent (on top of the unit's Point Cost).

Vampire Covenant - Overgrown Graveyard



"I used to think a graveyard was the end of a journey. Unfortunately, for some, it's just the beginning..."

Terrain Type: **Meadow** (Field)

Unholy Ground:

At the start of each Player Turn, units from the Vampire Covenant Army Book that have their Centre inside the Overgrown Graveyard gain Fear. The effect lasts until the end of the Player Turn. Units within 6" of a Corn Field suffer -2 Discipline when taking Panic Tests.

The Vermin Swarm - Vermin Pit



A den of stinking vermin,. Cover your nose! The smell hangs in the air like a death fog.

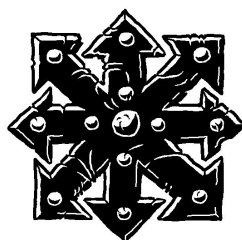
Terrain Type: **Catacomb Entrance** (Ruins)

Immediately after placing a Vermin Pit, place an additional Vermin Pit using the random direction 6+2D6" range of the Catacomb Entrance rules (this second Vermin Pit does not replace any Terrain Feature). Do not roll to see if an additional Catacomb Entrance is placed for either Vermin Pit. A single unit from The Vermin Swarm Army Book with no more than 30 models consisting entirely of Standard Height models may gain Ambush. When the unit enters the Battlefield, it must be placed touching a Vermin Pit instead of having its Rear Facing touch the Board Edge. If the unit cannot be placed, it cannot enter the Battlefield this turn.

Horrid Stench:

Vermin Pits are Dangerous Terrain (1) for models that perform a Flying Movement over them. All models from The Vermin Swarm Army Book automatically pass Dangerous Terrain Tests caused by a Vermin Pit.

Warriors of the Dark Gods - Ancient Gateway



Many have walked the path of temptations, and given in to the lure of the Dark Gods' power. Fewer have crossed their wake unaffected.

Terrain Type: **Rubble*** (Ruins)

Ancient Gateway:

A Warriors of the Dark Gods army with one or more Hellmaws gains an additional Ominous Gateway (for free, this can exceed the normal 0-2 per Army restriction). The corresponding Gateway Marker must be placed on the centre of the Ancient Gateway.

A Warriors of the Dark Gods army without any Hellmaws places a Gateway Marker on the centre of the Ancient Gateway. At the end of any friendly Magic Phase, you may choose to apply the rules for "Close a Gateway" (ignore the rules for Line of Sight and distance from Hellmaws) Note that if both players are fielding Warriors of the Dark Gods armies, each player gains the effects detailed above.

Attention Seeker:

Any Character and Champion from the Warriors of the Dark Gods Army Book with the centre of its base inside an Ancient Gateway when it kills its opponent in a Duel gains +1 Discipline for the rest of the game and recovers 1 Health Point.

Weather

The following rules for Weather simulate Weather effects on the Battlefield. We recommend Players use markers or cards for different Weather Conditions to help players keep track of the Weather. Place such markers or cards so they're clearly visible on the Battlefield.

One of the key features of the Weather rules is the Water Saturation Pool. This pool tracks how much rain water has accumulated that cannot drain off quickly. A heavy rain the night before may see the Battlefield start a muddy mess, only to dry as the day goes on, or an ongoing heavy rain may turn the Battlefield into a swamp or even cause extensive flooding. The players will need tokens to monitor the Water Saturation Pool.

To keep things simple, the Weather rules assume that the battle occurs between late spring and early autumn in a temperate climate. Players should feel free to agree on appropriate Weather Conditions instead of determining them randomly, to better suit the narrative of their game.

Section I: Start of Game

At the end of step 3 of the Pre-Game Sequence (immediately before determining the Deployment Type), the Weather Conditions that will apply at the start of the game, as well as the initial Water Saturation Pool, are determined by performing the following 3 steps. The effects of all Weather and Water Saturation Conditions are specified in Section III below.

Step 1: Determine the Weather

Roll 2D6 and consult the table below.

2D6 roll	Weather and Water Saturation Conditions
2	Snap Freeze
3	Fog; add 3 Water Saturation tokens
4	Rain (1), Scattered Showers
5	Hot
6	Sunny, Hot; add 5 Water Saturation tokens
7	Sunny
8	Rain (1)
9-10	Rain (2)
11	Rain (2), Thunderstorm
12	Overcast, Add 5 Water Saturation tokens

Step 2: Determine the Initial Water Saturation

Create a Water Saturation Pool next to the Battlefield containing D6 tokens, and add any additional tokens from Step 1 to the pool if applicable.

Step 3: Apply Effects

Apply all Weather Conditions and Water Saturation Conditions.

Section II: Weather Bookkeeping

At the end of each Game Turn, perform the following actions in order, starting with 1. Details on how to perform actions are given under the rules for the different Weather Condition and Water Saturation Condition in Section III. If a condition is not present in the game, that step may be skipped.

1. End Fog (and replace with Sunny)
2. Check Scattered Showers
3. Check Thunderstorm
4. Adjust the Water Saturation Pool (see below)
5. Adjust Water Saturation effects, if necessary.

Adjusting the Water Saturation Pool

Certain Weather Conditions alter the Water Saturation Pool during the game. These effects are also listed for the respective Weather Conditions in Section III.

- Rain (X): Add a number of tokens to the Water Saturation Pool equal to X.
- Sunny: Remove 1 token from the Water Saturation Pool.
- Hot: Remove 1 token from the Water Saturation Pool.

Section III: Weather Conditions and Water Saturation Conditions

Scraps of a personal journal found alongside the remains of Imperial Guardsmen of the great Empire of Sonnstahl, near the shore of the Sea of Storms:

"I have no regrets. I live for the thrill of battle and glory of Sunna. Still, the long march to war leaves a man with time alone, lost in his thoughts. I wonder if, in some other life I might have been a baker, a blacksmith, or even a scholar studying the cosmos and ancient books to predict the weather. Spending warm summer days staring into the heavens, squirrels bounding from tree to tree. My thoughts stray, and I wonder, what if a squirrel was afraid of heights? I wake from my daydream with my unit commander screaming to get back in formation, and my unit comrades bursting at the seams, as I drag myself up out of the muddy ruts in the road."

Sunny

A pleasant day, warmth on my back. Despite the sweat at my brow, my armour remains mostly dry.

Remove 1 token from the Water Saturation Pool during Bookkeeping.

Hot

Not the best day for a forced march in plate armour. Water skins ran dry rather quickly.

All units suffer -2" March Rate. Remove 1 token from the Water Saturation Pool during Bookkeeping.

Rain (X)

Today's storm was a steady light rain, but the wind that accompanied this persistent downpour whipped droplets about, at times stinging my eyes. Much to my unit's dismay, the storm doesn't seem to be letting up, and only grows in intensity. Despite this short respite, while they dig the powder wagon out of the mud, I can sense the growing unease and fear that the enemy lies beyond the next hill. A battle in this would certainly rely on us to carry the day, with at best unpredictable supporting fire, and at worst misfires. Battle or not, the prospect of a dry night's sleep looks to be a fool's hope.

Rain has an Intensity Level, given in brackets. Rain adds its Intensity Level to the Water Saturation Pool during Bookkeeping. All units gain **Sight Limit** (36"), and all Ranged Weapons have their Aim worsened by 1.

Fog

We awoke to a thick soup of fog, here among the lowlands so near the Bog of the Beasts. Packing up camp today, we lost eight men before we could even see the scouting party harassing us, seemingly from all directions, then disappearing out of sight.

All units gain **Sight Limit** (12"). Replace Fog with Sunny after one Game Turn.

Sight Limit (X")

They could smell what we had for breakfast, still, no one could see them until it was too late.

Models cannot draw Line of Sight to targets that are farther away than X".

Overcast

A grey day indeed. Having spent the night tossing and turning, wondering why I wasn't among the dead from yesterday's skirmishes, I awake to find the day no less grey than my disposition. I pray to Sunna to stoke the sun's fire, to dry out this land's constant humidity and standing waters filled with all manner of nuisance.

This has no in-game effect.

Scattered Showers

Despite worsening swampfoot ailments plaguing the battalion, and my own irritating chafing in my groin, today's scattered showers have the men hopeful, placing wagers that relief is near, an end to this crusade against dryness and siege on the senses.

This storm is likely to end. During Bookkeeping, roll a D6. On a roll of 4+, end all Rain (1), then apply the Sunny condition and the Rainbow condition.

Rainbow

Max won today's bet, and earned himself enough ration portions from the rest of us to feel sated for once. The men's spirits finally got a small boost, as we enjoyed the array of colours shining brightly in the midday sun.

Rainbows provide hope to units on the Battlefield. All units gain +1 Discipline when taking Discipline Tests.

Thunderstorm

The season is getting late, and the weather grows more volatile as we march north. The storm gathered quickly, with great malice, as if to blot out the memory of the dazzling display of colour the day before. Bolts of lightning frightened the horses, and truth be told, even I gave a startled jump at the loudest clap that seemed mere feet away.

During Bookkeeping, roll a D6 for each unit within 2" of a Hill, Forest, or Water Terrain Feature that is not Garrisoning a Building. Units in contact with any of these Terrain Features add +1 to the roll. On a 6+, the unit suffers D3 hits with Strength 4 and Armour Penetration 10.

Snap Freeze

Disaster has struck this frigid morning and caught even the commanders by surprise. I can only hope the enemy battles the same problem of desertion in their ranks. What I wouldn't give for Sunna's "entry ends"

Do not generate Water Saturation tokens in step 2. Instead, Water Terrain becomes Dangerous Terrain (1) for all models, and is otherwise treated as Open Terrain. Models that treat Hills and Ruins as Dangerous Terrain add +1 to the value of any Dangerous Terrain Tests. All other models treat Hills and Ruins as Dangerous Terrain (1) instead. In addition, Charge Range rolls are subject to Minimised Roll.

Water Saturation Conditions

When applying Water Saturation Conditions during Bookkeeping, determine the number of tokens in the Water Saturation Pool. Apply all effects that are triggered (these are cumulative) as detailed in the table below:

Water Saturation Tokens	Condition	Effect
0-5	-	No effect.
6-10	Mud	Charging units do not benefit from Charging Momentum and instead suffer -1 Agility.
11-14	Swamp	Charge Range rolls are subject to Minimised Roll for all units, unless the unit is subject to the rules for Charging Downhill.
15 or more	Flooding	Open Terrain and Fields count as Water Terrain Features in addition to their normal rules.

Special Items

If using these Special Items, consider them as an extension of the list of Common Special Items in the Arcane Compendium.

Weapon Enchantments

Mokki's Axe of Hewing 40 pts
Great Weapon enchantment.
Attacks made with this enchanted weapon gain +1 Strength and +1 Armour Penetration. At the end of step 4 of the Round of Combat Sequence (immediately after Issue and accept Duels), if the wielder is inside a Forest Terrain Feature, it may choose to not perform any Close Combat Attacks during this Round of Combat. If so, at the Initiative Step corresponding to the wielder's Agility, the Forest Terrain Feature loses all the rules associated with the Terrain Feature and is instead treated as Rubble until the end of the game.

Artefacts

Dastardly Traps 35 pts
0-5 per Army.
After determining Deployment Zones (at the end of step 6 of the Pre-Game Sequence), secretly choose a Field, Forest, or Ruins Terrain Feature on the Battlefield (note which on a piece of paper).
One use only. May be activated at the end of any Movement Phase. Show the opponent which Terrain Feature was chosen. All models in contact with that Terrain Feature must immediately take a Dangerous Terrain (2) Test.

Pendant of Arcane Resonance 30 pts
0-2 per Army.
One use only. May be activated at the start of your Player Turn. Choose any Wall Terrain Feature on the Battlefield. This Wall counts as Impassable Terrain until the start of your next Player Turn.

Kangmi's Lost Tooth 25 pts
0-2 per Army.
The bearer's unit gains Strider (Water Terrain). As long as the bearer is in contact with a Water Terrain Feature, this Water Terrain Feature becomes Dangerous Terrain (2).

Armour Enchantments

Ethereal Cloak 40 pts
0-2 per Army.
Suit of Armour enchantment.
The wearer gains Ghost Step and Strider, and its Armour is **set** to 3 and cannot be improved beyond this.

Robes of Transcendence 65 pts
Models on foot only.
Light Armour enchantment.
If at the start of its Movement Phase, the bearer is unengaged and fully inside a Forest, Ruins, Water, or Field Terrain Feature that is not in contact with any enemy models, the bearer may perform a special March Move, for which the following rules apply:

- The move must end with the bearer fully inside another Terrain Feature of the same type as the one the move started in.
- The bearer can move an unlimited distance.
- The bearer ignores all obstructions and the Unit Spacing rule during the move, but must follow the Unit Spacing Rule at the end of the move.
- The bearer automatically passes all Dangerous Terrain Tests.
- The bearer cannot perform any actions or affect the game in any way during this move (e.g. by performing Sweeping Attacks).

Banner Enchantments

Guerilla Ensign 45 pts
0-3 per Army
As long as the bearer's unit has more than half of its models with the centre of their base inside one of the following Terrain Features, it gains the listed effect:

- Forest: +1 Offensive Skill
- Hill: +1" Advance Rate
- Ruins: Parry
- Water Terrain: Fortitude (6+)
- Building: Attacks against the bearer's unit suffer -1 Armour Penetration