

Wild Terrain

1: Toxic Miasma

A thick fog of chemical fumes, radioactive dust or virulent spores hangs over this area. It offers concealment, but even a minor wound will prove deadly in such a polluted environment.

Any models in this terrain feature have the Shrouded special rule, but all attacks made against them have the Poisoned (3+) rule.

2: Lurking Killers

A group of dangerous animals (or possibly something altogether more alien) have made their home here. Anyone entering risks being attacked.

Each model in this terrain feature at the end of their movement phase must make a Weapon Skill test. Models charging into this terrain during the assault phase must also make a Weapon Skill test as soon as they enter the terrain. Any model failing the roll takes a S 3, AP 6 hit with the Shred rule.

3: Accumulative Coating

Anything in this area soon finds itself covered in a thick layer of alien slime, rapid-growing lichen or crystalline deposits. This offers an additional layer of ablative protection, but also clogs gun barrels and cooling systems.

Any model in this terrain feature must re-roll failed saving throws, but all their shooting attacks gain the Gets Hot rule.

4: Engulfing Undergrowth

The surface is covered in a thick mass of weeds, vines or alien tendrils. Anything that falls into it is quickly smothered.

Any model in this terrain feature has a 2+ Cover Save against weapons with the Blast rule (this does not apply to Large Blasts, Massive Blasts or Apocalyptic Blasts, which are powerful enough to rip through the choking vegetation). Any unit which Goes to Ground in this terrain gains an additional +1 to any cover saves it makes, but must make a Strength test at the end of the phase in which they did so. A failed test results in one randomly selected model in the unit being removed as a casualty.

5: Soothing Environment

This strangely pleasant patch of land brings comfort to anyone sheltering in it. Maybe it's a blessing from the Emperor, or possibly psychoactive pollen.

Any model in this terrain feature gains the Fearless rule while it remains there. Any unit with models in this terrain feature at the start of their movement phase must make a Leadership test if they wish to move. If they fail, they may not move away from the terrain feature.

6: Bizarre Phenomenon

Roll on the Strange Terrain Table instead.

Strange Terrain

1: Detonating Orbs

Rare mineral clusters or unusual plants which can explode in a deafening blast are found in this area.

All shooting attacks made against models in this terrain feature gain the Pinning rule. Any models with the Infantry unit type which starts their movement phase in this terrain count as being armed with Offensive and Defensive Grenades until the start of their next movement phase.

2: Gravitic Pulsator

Something buried below the surface of this area is emitting waves of strange energy, reducing the effects of gravity on objects above it.

All weapons with the Blast rule (or any variation, such as Large Blasts) fired by models in this terrain feature add 12" to their range. Any models which start their movement phase in this terrain feature may move as if they had the Jump type for the duration of their turn.

3: Surge Cloud

Beams or projectiles fired through this area attract deadly particles which can cause lethal shocks to both the shooter and their target.

Any shooting attacks made by models in this terrain feature or targeting a unit which has models in this terrain feature gain both the Gets Hot and Rending rules.

4: Regenerative Nimbus

Whether caused by medicinal herbs or organic energy fields, this location has healing properties. Unfortunately, it also saps the energy of those who shelter there and probably has other unpleasant long-term effects.

Models in this terrain feature gain the Feel No Pain (6+) rule and can re-roll failed Feel No Pain and It Will Not Die rolls. They also have their Weapon Skill, Ballistic Skill, Strength and Initiative reduced by one (to a minimum of one) while they remain in the terrain feature.

5: Luminescent Aura

An unearthly glow surrounds anyone who enters this area and imbues their weapons with dazzling corposant.

Models in this terrain feature gain no benefit from the Stealth rule. All shooting attacks made by models in this terrain feature gain the Blind rule.

6: Nullification Zone

Psychic energies seem to drain away in this location.

A unit with at least one model in this terrain feature adds +1 to all its Deny the Witch rolls. A

psyker attempting to use a psychic power from inside this terrain feature must increase the warp charge of their power by one, but never suffer Perils of the Warp.