

MYSTERIOUS LANDSCAPES

MYSTERIOUS TERRAIN

The landscapes of the Mortal Realms can both aid and hind your warriors. Unless stated otherwise, a model can be moved across scenery but not through it (so you can't move through a solid wall, pass through a tree, but can choose to have a model climb up over them). In addition, once you have set up all the scenery, either roll a dice on the following table or pick a rule from it for each terrain feature:

THE SCENERY TABLE

Roll	Scenery
1	Damned: If any of your units are within 3" of this terrain feature in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase
2	Arcane: Add 1 to the result of any casting or unbinding rolls made for a wizard within 3" of this terrain feature
3	Inspiring: Add 1 to the Bravery of all units within 3" of this terrain feature
4	Deadly: Roll a dice for any model that makes a run or charge move across, or nishing on, this terrain feature. On a roll of 1 the model is slain.
5	Mystical: Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On a roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.
6	Sinister: Any of your units that are within 3" of this terrain feature in your hero phase cause fear until your next hero phase. Subtract 1 from the Bravery of any enemy units that are within 3" of one or more units that cause fear

TYPES OF TERRAIN

There are many different types of terrain within the mortal realms. Some terrain is so fantastical that they will have their own Terrain Warscrolls which dictate how you use them in game. Other types of terrain fit into various different terrain types. Discuss with your opponent before the game what types of terrain are suitable for the different pieces presented on the battlefield.

Area Terrain: Within the mortal realms there are many areas upon which a unit can use for protection, whether they be lush forests or mysterious ruins. A unit which is wholly within Area Terrain gains the benefits of Cover.

Difficult Terrain: Many types of Area Terrain are difficult to navigate through. Stinking fetid swamps, raging rapids, scree slopes just to name a few. A unit which is wholly within Difficult Terrain gains the benefits of Cover. Any unit that cannot Fly, and starts, ends, or moves through Difficult Terrain during the movement phase or charge phase must halve the distance they move.

Defendable Terrain: A defended position can turn the tide of any battle, letting a unit fight on well after they should've been routed due to holding a mighty Ophidian Archway or a common wall. If all of the models from a unit are within 3" of a piece of Defendable Terrain, and are on the same side of it, then the unit receives the benefits of Cover against attacks made from models that are on the other side of the Defendable Terrain.

Buildings: There are all manner of buildings within the mortal realms, from the Sigmarite Chapel to the mighty Khornate Skull Forts. A unit can garrison a Building if all of the models in the unit are within 6" of it at the start of their movement phase, or if they could be set up within 6" of the building when deploying for battle. Remove the unit from the battlefield and place it to one side.

A unit garrisoning a building can attack and be attacked as normal, except that the range and visibility for the models in the building is measured from the building model. The garrison counts as being in cover if it is attacked.

One HERO and one other unit can garrison a Building. Models cannot enter a building garrisoned by the enemy.

A Garrisoning unit can exit a Building as its move in a future movement phase. To do so, set it up so that all models from the unit are within 6" of the building and more than 3" from any enemy models.

Other Terrain: There are many different types of terrain in the mortal realms, and not all fall into the former categories. These follow the rules as laid out earlier. Discuss with your opponent what sections of the terrain makes sense to travel over. A great chasm or a lava field may not allow regular models to pass over them, but a unit that flies can avoid the hazards below.

