

40k Terrain Generation Guidelines – Version 3.0

Introduction:

The terrain generation rules below have been written with a table of size of 6 foot (72 inches) by 4 foot (48 inches) in mind. You may want to consider adjusting the rules by increasing the number of terrain placements required to be generated by each player / the number of terrain placements allowed in each quarter if playing on a larger board size (and vice versa if playing on a smaller board size).

Also, if you and your opponent agree, feel free to adjust the categories of terrain as you see fit.

(A) Generating Terrain

- (1) Divide the table into four quarters.
- (2) The players each roll a D6 with the higher roll attempting to place terrain first.
- (3) When it is a player's turn to place terrain, he (A) selects a table quarter and (B) rolls a D6 and places the terrain generated in accordance with the chart below. Terrain may be placed to overlap table quarters, however the majority of each terrain placement generated must be contained in the table quarter selected.
- (4) Unless explicitly exempted in the rules below, sections of Terrain must be placed at least 4" away from other sections of Terrain.
- (5) In regards to determining Line of Sight of non-Area Terrain and the Size of Area Terrain, the WYSIWYG (What You See Is What You Get) principle will be in effect. In cases where the Size of Area Terrain may be unclear (and therefore a source of argument) come to an agreement with your opponent on the Size prior to starting the game.
- (6) In regards to cover saves, the rules found on page 25 of the Warhammer 40k (4th Edition) Rulebook are in effect. Note however, unless both parties agree prior to the game, terrain with a 3+ cover save may NOT be placed.
- (7) Each player must generate and place at least five terrain results.
- (8) No more than five terrain results may be placed in any one table quarter.
- (9) Once a player has generated and placed five terrain results, he may pass his next turn. Once a player passes his turn the other player may place one more terrain result (provided the board is not already full).
- (10) Terrain pieces should in general be no greater than 12" across at their widest point. So a section of area terrain can be 12" in diameter or 12"x6" for example.
- (11) If a terrain is generated which the players' do not have available, then re-roll on the chart.

Terrain Chart

1: Linear Obstacles. The player must place 12"-18" worth of WYSIWYG linear obstacles (Examples: walls, hedges, fences, etc.). The linear obstacles may be broken up into different sections and scattered about the quarter. Terrain in this category is exempt from the 4" apart rule.

2: Low-lying Terrain. The player must place a section of Size 1 Area Terrain or low-lying WYSIWYG terrain (non-impassable). (Examples: ponds, bushes / brush, swamps, low-lying rubble, low-lying craters, etc.) Appropriate sections (Examples: rubble piles, craters, etc.) of low-lying terrain may be broken into smaller pieces which are exempt from the 4" apart rule. If this alternative is chosen, the terrain placed may not exceed one square foot in size.

3: Medium Height Terrain. The player must place a section of Size 2 Area Terrain or medium height WYSIWYG terrain (non-impassable). (Examples: Ruins, medium height hills, vehicle wrecks, concentrated patches of Dragon's Teeth, etc.)

4: Tall Terrain. The player must place a section of Size 3 Area Terrain or tall WYSIWYG terrain (non-impassable). (Examples: Buildings, woods, tall hills, etc.)

5: Impassable Terrain. The player must place a section of WYSIWYG impassable terrain. Height is at the discretion of the player.

6: Wild Card. The player is allowed to select from categories 3-5 above for this terrain placement at his discretion.

NOTE: After all the terrain is placed, it is recommended that you discuss the effect (on LOS and movement) of each piece of terrain on the table which may cause questions later on - it is always better to sort out these things before the game starts than find out when the issue is critical during the game!

(B) Follow the "Choose a Mission" Rules found on page 80 of the Warhammer 40k (4th Edition) Rulebook.

(C) Get gaming and have fun!