

AGE OF SIGMAR 3.4 TERRAIN GUIDE

PLEASE CONSIDER SUPPORTING US AT:
[PATREON.COM/THEHONESTWARGAMER](https://patreon.com/thehonestwargamer)

INTRODUCTION

This document will outline how to set up and interact with the terrain on your table. These rules are intended to create a varied and interesting battlefield that provides benefits and difficulties for players to exploit or overcome. They are also intended to clarify and solve issues regarding terrain that may arise during a game, so that players spend as little time on these issues as possible.

Each terrain feature on the table will have keywords. Keywords give you the rules for interacting with a terrain feature during a game.

Tournament Organisers can use these keywords and associated rules to create interesting, aesthetic, and functional tables at their events.

Finally, here are a couple core principles to follow:

1. Do not use the terrain rules in the AoS Core rules unless directed to do so.
2. Nothing in this document removes the need for true line of sight between models.

Some keywords may have overlapping rules (such as garrison(x) and impassable both preventing models from ending a move on the terrain feature). This was intentionally done for the sake of providing clarity.

TERRAIN PIECES

The terrain layouts in this guide have been designed with 3 sizes of terrain specified. The base sizes for each piece are as follows:

Small (S) - 4.5" x 4.5"

Medium (M) - 8.5" x 5"

Large (L) - 8.5" x 8.5"

TERRAIN KEYWORDS + FAQs

We won't use the Mysterious Scenery Table. This creates an unfair and odd advantage in game but obviously feel free to add to your games.



Obscuring

Intent: Reduce the effectiveness of spells and shooting and create a more dynamic gaming experience that forces movement.

Visibility between 2 models is blocked if a straight line 1mm wide drawn between the closest points of the 2 models passes across or over obscuring terrain features.

As a clarification line of sight is drawn between two models not units.
If you are within obscuring terrain you can be seen.



Impassable

Intent: Create channels and fighting lanes that add some potential realism to scenarios by making some terrain pieces inaccessible.

You cannot move models over impassable terrain features unless the model can fly, and you cannot set up or move a model onto impassable terrain features (even if it can fly). Units with fly can move over impassable terrain but must complete the move



Garrison

Intent: Create interesting garrison options that make sense and are easy to use. Make buildings and forests, in which it is hard to place models, useful. Not to produce powerful positions for units to contest objectives.

Follow rules for defensible terrain features (17.1.2) and Garrisons (17.2) of the core rules, with the following replacement for the second sentence of rule 17.2:
Up to 20 models may garrison a garrison terrain feature.

Regardless of distance, models inside a garrison terrain feature are never considered to be contesting an objective.



Cover

Intent: Areas of terrain that do not block movement or visibility, but provide cover saves.

For cover terrain features follow the Cover rule (17.1.1) from the Core Rules.

Faction Terrain

Intent: To ensure faction terrain is functional but cant be used to create negative play experiences when combined with other rules.

Faction Terrain cannot be set up within 3" of an objective or another terrain feature.

Idoneth Boats, Ossiararch Statue, Lumineth Temple, Seraphon Ziggurat, loonshrine must replace an existing piece of terrain and follow other restrictions of their war scroll.

Either place your faction terrain piece wholly outside of 6.5" of all terrain features or replace a piece of existing terrain and place your faction terrain within 3" of the replaced terrain and 6.5" outside of any other terrain feature.

FAQ AND DESIGNERS NOTES

Smash To Rubble

If you use the *Smash To Rubble* monstrous action and it is succesful, remove the terrain piece from the board.

Line of Sight

As a clarification line of sight is drawn between two models not units.

Scenery Layout

Scenery will be laid out on tables in a standard pattern, with no table piece being within 3" of the table edge or 6.5" another terrain piece laid out by Organisers.

Garrison FAQ

Q: Can you contest objectives while garrisoned?

A: No

Q: Can you score desecrate or similar battle tactics while garrisoned? A: Yes

Q: Can you enter a garrison and enter into combat?

A: No

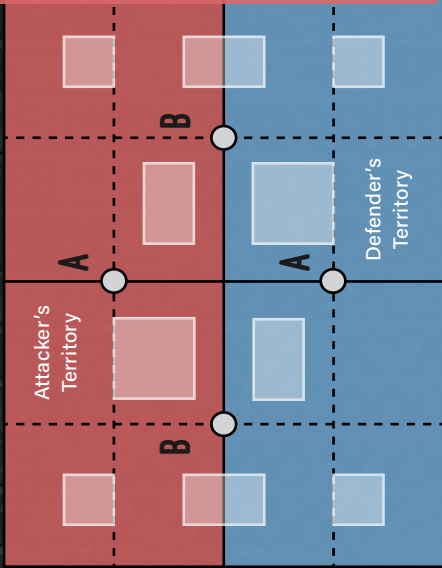
Q: Can you deepstrike into a garrison?

A: No

Q: Can deploy into a garrison?

A: yes if wholly within your territory, auras, abilities can all be used while in garrison.
The model counts as your base

POWER FLUX



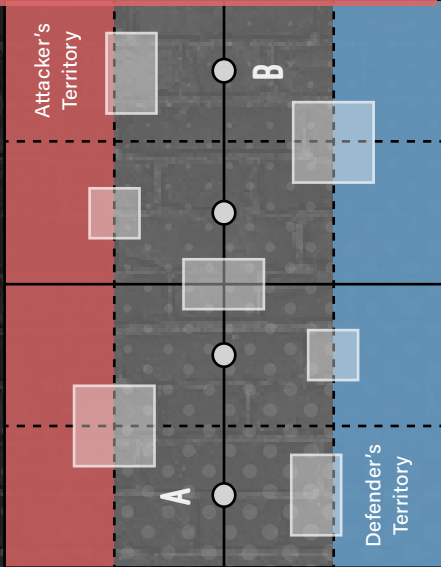
GEOMANTIC PULSE

Attacker's
Territory

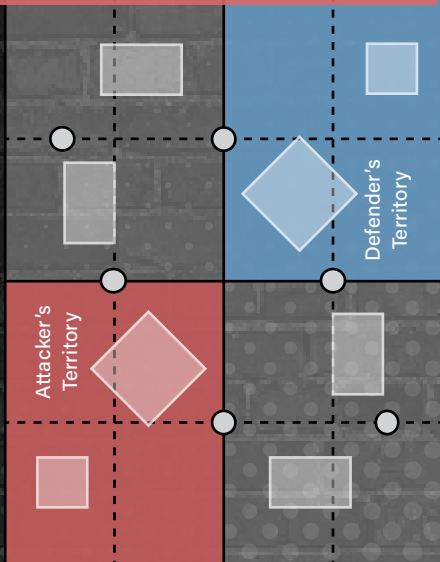
B

A

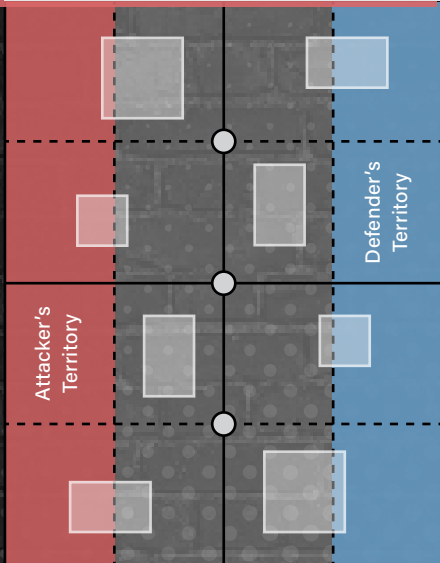
Defender's
Territory



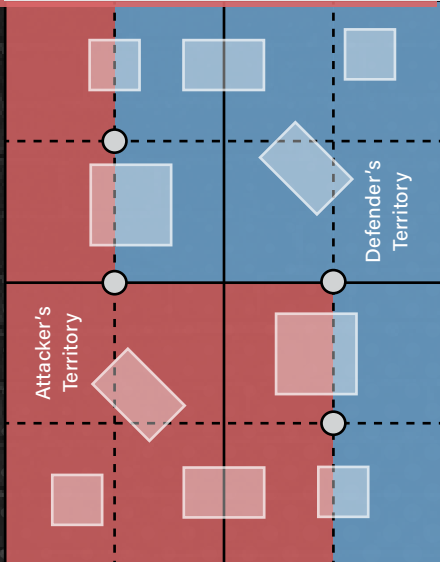
NEXUS COLLAPSE



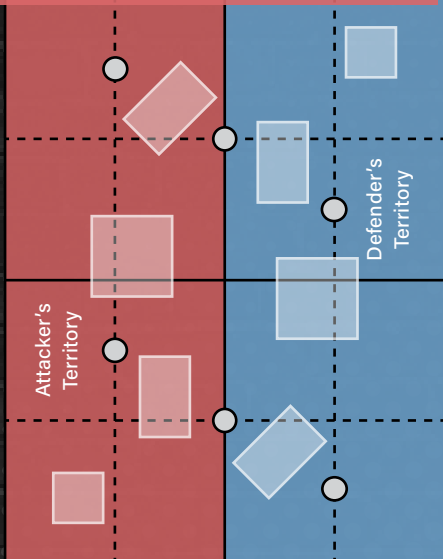
LINES OF COMMUNICATION



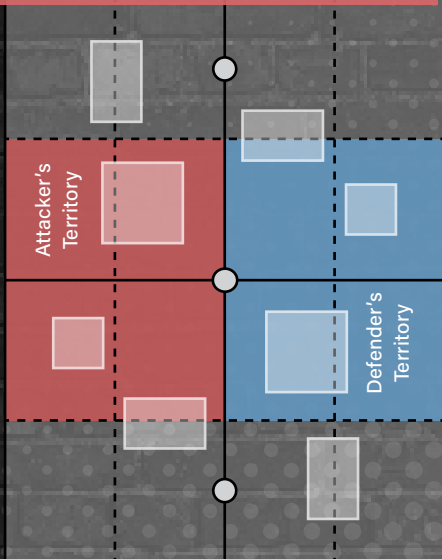
EVERY STEP IS FORWARD



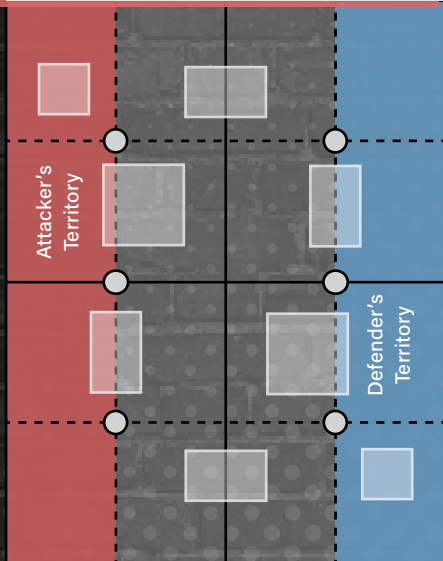
LIMITED RESOURCES



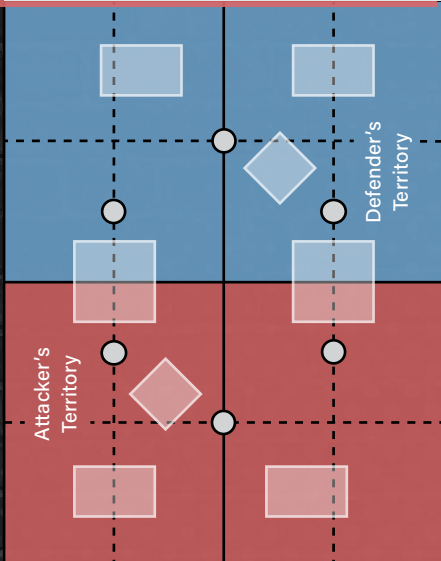
SPRING THE TRAP



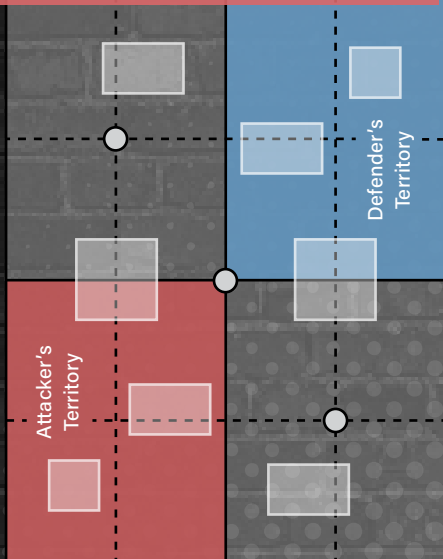
FOUNTAINS OF FROST



THE ICEFIELDS



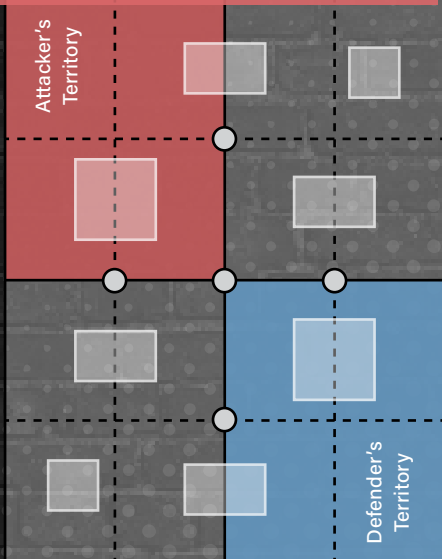
THE FRIGID ZEPHYR



NO REWARD WITHOUT RISK

Attacker's
Territory

Defender's
Territory



TOWERS IN THE TUNDRA

