

Not All Terrain is the Same...

The rules for terrain in Warmaster are simple and effective, but lumping all terrain types into one category is highly unrealistic. Different landscape has different qualities, advantages and disadvantages, and these rules set out to give you a more varied set of terrain. Feel free to pick and choose the terrain rules you would like to use, but be sure to be in agreement with your opponent as to which rules you are using! Players are also encouraged to combine these terrain types, or create their own as they see fit.

Defended and in the Open: – With these more advanced rules it is possible for a unit to enter a piece of terrain that it is not Defended in, yet the terrain would still have an effect on attacking units, taking away their charge bonus. So in the description for each terrain type below lists which units, if any, gain Defended Status in the terrain, and whether other units are considered in the Open or not. For example Cavalry do not gained Defended status behind a stone wall, but they are not considered in the Open when Charged, so the charging unit(s) do not gain their Charge bonus, or any Monster/Chariot bonus. The wall will not protect the cavalry from shooting attacks or gain them in protection in hand-to-hand, but it certainly will break up any attacker's charge against them.

Narrow Gaps: Fords, Bridges, Roads through Impassable Terrain, etc. – Units which pass through narrow gaps (defined as 2 cm or smaller) must pay a penalty for each stand that passed through the gap before it during the turn. A stand moving through a gap must pay a penalty of 2cm for each stand that has passed through the gap ahead of it THIS TURN. It is often useful to place a die in the gap marking how many stands have passed through thus far.

For example, a unit of cavalry is crossing a bridge that is 2cm wide. The first stand may move his usual 30cm, but the second stand may only move 28cm, and the last stand may only move 26cm total. A die is placed on the bridge with a 3 showing, indicating that three stands have passed over the bridge this turn. Later in the turn, an Infantry unit wishes to cross the bridge. Its first stand may only move 14cm, the next 12cm, and the last 10cm, and the bridge is now marked to show that 6 stands have crossed the bridge.

Quick Terrain Reference Chart

Terrain Type	Can Enter the Terrain	Are Defended in the Terrain	Blocks LOS?	Command Penalty?
Woods	Infantry	Infantry	Y	Y
Towns	Infantry, Artillery	Infantry, Artillery	Y	Y
Hills	All	All *	Y	N
Buildings	None	None	Y	N/A
Hedges/Walls	Infantry, Cavalry, Monsters	Infantry, Artillery	N	N
Swamp	None	None	N	N/A
River	Infantry	None	N	N
Fields	All	Infantry	Y	Y**
Rough	Infantry, Cavalry, Monsters	Infantry	N	Y
Bridge	All	None	Y	N
Ford	Infantry, Cavalry, Monsters	None	N	N

* Stands on Hills are not Defended. Instead, the downslope stand(s) are –1 die

** Only Infantry receive the Command Penalty

Forest – Forests are a common terrain feature, particularly in the Empire, and often are seen on the field of combat. Forests should be clearly delineated in some way, commonly as a created piece of terrain or by placing a piece of felt in the shape of the forest, then decorating with trees, lichen, etc.

Forests are the same as the Warmaster rules. All units can see and shoot into woods 1cm. Units in woods are not considered in the Open for combat purposes.

Only Infantry may enter Forest. Forests block LOS

Towns – A Town is a piece of terrain that predominately consists of buildings and other urban features. Small hamlets and villages all the way up to mighty cities are referred to as Towns. These also need to be delineated in some way, often as a terrain piece or by placing a piece of felt and then decorating it with buildings.

Towns normally contain road(s) running through them. This needs to be indicated in some way so units that cannot normally enter Towns may move through the town. Towns give the usual benefits of the Warmaster rules. All units can see and shoot into Towns 1cm. Units in towns are not considered in the Open for combat purposes.

Only Infantry and Artillery may enter Towns. Artillery is Defended in Towns, like Infantry. Towns block LOS

Buildings – Some buildings are not part of a Town, but are just obstacles, farmhouses, tombs, temples, etc.

These cannot be entered by units, and block LOS.

Swamp – Swamps are vast, sticky, wet expanses of worthless ground. It is impassable to all units.

Swamp does not normally block LOS, but they can be designated as blocking swamps (jungle, mangroves swamps, etc)

Hills – Hills terrain normally refers to gently sloping hills that can be traversed by all units (Note that hills may contain other terrain that does restrict movement. Hills can have wooded slopes, or impassable cliffs, etc). It is important that the terrain piece used for the hill have an obvious method of determining which stand is higher than the other. Attacking up a hillside is very difficult and tiring, whereas attacking down a hill can give the attacker powerful impetus. Stands that are below their opponent stands in combat are at a -1 per stand. Units on a hill are considered to be Open for combat purposes.

Hills block LOS

Hedges/Low Obstacles – Infantry and Artillery are Defended when behind them. Note that although artillery gains the defended bonus from hedges, walls, etc, they cannot move across them. Units being attacked across a Low Obstacle are not considered in the Open for combat purposes.

They do not block LOS

Stakes/Man Made Obstacles – These are often stakes driven into the ground or other small obstacles. These act just like hedges and walls, and render the target Defended. However, they must be placed during deployment, and are removed if the unit they are protecting moves in any way. Units being attacked across a Low Obstacle are not considered in the Open for combat purposes.

They do not block LOS

Fields – These are fields of tall grass or crops. Any unit may enter, but only Infantry are Defended. However only Infantry receive the –1 Command for being in Difficult terrain. Infantry are not considered to be in the Open for combat purposes, but all other units are in the Open.

Fields block LOS

Rough – This can be fields of rocks, folds in the ground, low dunes, etc. Infantry, Cavalry and Monsters may enter, but only Infantry are Defended. Units in rough are not considered in the Open for combat purposes.

Rough does not block LOS

Rivers – The Empire is crossed by many mighty rivers, and these waterways are the backbone of its economy. As such, they are often the focal point of a campaign and fighting over them and along their banks is commonplace.

Only infantry may enter. A unit that enters a river may finish its move, but may not 1) leave the river and 2) may not receive any additional commands this turn. A unit that begins the turn in a river may leave the river. If, however, this first move does not get them out of the river, then they may not receive additional commands, just like they just entered the river.

Note that units can be driven out or retreat out of rivers. If a unit completely leaves a river, then it must move back into the river next turn and pay the penalty again.

Units in rivers are not considered in the Open for combat purposes.

They do not block LOS

Fords – Fords are shallow places in a river, where the lower water allows easier crossings. Infantry, Cavalry, and Monsters may cross.

They do not block LOS

Bridges – All units may enter. Any units on a bridge engaged in combat with units not on the bridge do so at a –1 per stand.

They do not block LOS

Roads – Roads are seen throughout the civilized lands of the Warhammer world, linking together key populations centers. These centers often become focal points of Warmaster battles, and thus should appear on most battlefields. Roads are 20mm wide paths that allow units to traverse terrain they could not normally enter, but in a column formation. Infantry march on roads using a 20mm wide frontage (This is best shown by turning the stands sideways. Note that this changes your front facing to the short, 20mm side, and your Flanks are the long 40mm side, just like cavalry).

Optional: Roads also aid in commanding troops, both by helping messengers move quickly to units and by making those units easier to find. When measuring distance minuses for command you may trace a path down a road and count 2cm of road distance as 1 cm of real distance. The command path may not be traced through Enemy units on the road.

Roads create a clear LOS through terrain that normally blocks LOS, but only along the defined road area

Terrain Hierarchy

If you are using a terrain deployment system, such as the March and Countermarch Card system, players may be allowed to place terrain on top of other terrain, or it might randomly move onto existing terrain. To determine what effect these two intersecting terrains have, think of it as a hierarchy. Terrain is dominated by the terrain above it, and dominates the terrain below it. The general hierarchy is:

Elevations
Water features
Man-made features
All other features

Hills and other large elevation-changing terrain (Large rocky outcrops, mountains, etc) are at the top. Rivers have to flow around the hill. Portions of Lakes and swamps that are covered are eliminated by the hill. However, hills can co-exist with some terrain. Forest can be on a hill, as can a farm or a village. Fields are never on hills, as farmers will not plant crops on steep slopes if at all possible.

Rivers and other water features dominate woods and villages and such. If a river is placed over a woods, then it cuts the woods in half. Same with a village, but if the village has a road that is cut by the river there is an automatic, free bridge crossing there. Within water features Swamps are the most dominant, then Lakes, then Rivers. Thus if a lake is placed over a river the lake portion is impassable, but the rest of the river is treated normally.

Man-made features include villages, farms and fields. They dominate woods, rocky fields, etc. If you place a village over a woods, the portion of the woods covered by the village is cleared and is village. Within Man-made features Villages are the most dominant, then farms (which includes fences, hedges, walls, etc), then fields (and orchards, etc.).

Roads have the special effect of making a narrow, 20mm corridor of clear terrain through a piece of terrain, so they are unaffected by the above rules. Even swamps and lakes can have a road passing through them (on a causeway or such). Roads that pass over rivers create bridges there.

Weather:

If you have scenario that has bad weather, there are two effects: Decreasing the Command Modifier distance, and imposing a maximum distance on LOS.

The lesser Command Modifier distance decreases the distance needed to receive a –1 Command modifier, i.e. a 15cm Command Modifier Distance means that for every 15cm a unit is from the commanding figure, a –1 penalty is applied, not 20cm as usual.

A Maximum LOS distance is the furthest a units has LOS to something. Note that you must have LOS to Shoot at units, and you must have LOS to Charge a unit, so this maximum affects both Shooting and Charging.

Condition	Command Modifier Distance	Maximum LOS Distance
Light Mist, or Drizzle, or Light Snow	20cm	40cm
Heavy Fog, Rain, or Heavy Snow	15cm	20cm
Downpour or Blizzard	10cm	10cm