

Random Terrain Chart

This is something I originally used for Mordheim Leagues at my store. Sometimes, you just can't get a good looking table by tossing terrain around. The other advantage is that you know what sort of terrain you need, and at least have some more ideas to search out around the house/craft store. Modified for *Lustria*, here is my terrain table:

Divide the table into square feet (1' x 1') zones. On a normal 4 x 4 playing surface, there will be 16 sections to dice for. Roll 2D6 for each section. Players may setup the rolled item any way within the 1 x 1 area. 2D6 result:

2 Hazardous Area—Lava Flow, Sulfur Pit, Carnivorous plant or other Dangerous terrain. Count as impassable in addition to other special rules (e.g. carnivorous plant).

3 Tall Grass—Represented by a suitable patch 6" to 12" in diameter, otherwise, any model in this area counts as "In Cover". Chargers may not double their movement in the grass. Shooters on a higher elevation can see models in the field without penalty.

4 D6 Pieces of Cover—Fences, bushes, hedges, walls, signposts, crates or wagons. Each piece should be no more than 1" x 4" x 1" high.

5 Swamp, Spawning Pool, Lake or Bog—8" in Diameter. Difficult ground except for aquatic models. Swimming in a swamp or bog is done at 1/2 the normal swim move.

6 Lizardmen Temple—Up to 4 levels tall (12") or D3 Skink Barrios up to two levels tall (6").

7 Three individual Trees or one patch of Jungle—About 6-8" in diameter.

8 Lizardman Temple—Up to 4 levels tall (12") or D3 Skink Barrios up to two levels tall (6").

9 A section of River—The river must go from this section to any table edge. The other player may then opt to continue the river off another table edge, or place a source or bog at the other end of the river. Decide how fast the river is flowing (See main rules). Fast flowing rivers have at least 1 bridge to cross on.

10 Open Field—The area is void of cover or exceptional features (unless already a hill).

11 Hill—Up to 3" high. Roll again, and ignore results of 2, 5, 9, 11, 12.

12 Hazardous Area—Lava Flow, Sulfur Pit, Carnivorous plant or other Dangerous terrain. Count as impassable in addition to other special rules (e.g. carnivorous plant).

