

The Oak of Ages Past

Not far from the Gates of Dawn stands the Oak of Ages Past protect by a force from the sundered world of long ago.

HOLY TERRAIN RULES

Oak of the Ages: Units within 12" of the Oak of the Ages can re-roll all armor saves of 1 and are immune to battleshock tests.

The Oak Strikes Back. In the hero phase roll a D6 on a 3+ all units friend and foe within 18" suffer a Holy Wound. These Holy Wounds do not count towards battleshock.

Table/Terrain Objective

Healers Folly: In the hero phase units within 6" must pray to the Lady who dwells in Healers Folly. Roll a dice for each unit on a 4+ she has deemed you worthy of her blessing the unit has a 5+ save against mortal wounds. On a roll of 1 or 2 you have angered the Lady and the unit suffers D3 Holy Wounds.

Rock Crag: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock Crags grant +1 to armor save if the model/unit is wholly within the Rock Crag.

Aelf Waystone: Arcane AoS Scenery Table Rules (see back for rules).

Bane Stone: +1 to wounds rolls against all units within 3"

Forest: Deadly AoS Scenery Table Rules (see back for rules).

HOLY WOUNDS

Holy Wounds cannot be negated by any means.



Each square is 6" x 6"



GENERAL TERRAIN RULES

All models must navigate Holy Havoc & Holy Wars terrain. Models may **NOT** pass through any terrain. Models will spend movement when moving over walls, fences and any terrain that requires upward movement to navigate, unless otherwise stated on the rules for that terrain. Some Holy Havoc & Holy Wars terrain have a base; use the base of terrain feature for determining if a model is touching the terrain feature. True line of sight must be used for all ranged attacks unless stated otherwise on the unit Warscroll.

BUILDINGS: Units can be sup as a garrison at the start of the battle if the terrain feature is wholly within the units territory.

FOREST: Trees contained on a forest footprint should not be removed or adjusted to accommodate a model. If the models base is too large to fit then the forest is too dense for that model to move through. All bases of the trees represent the volume of the tree and cannot be overlapped by a model's base. +1 to armor saves to model/unit that are wholly within the forest footprint.

FENCES & WALLS: When an enemy model targets a unit that is wholly within 1" of a fence or wall, then the target unit receives the benefit of cover if the attacking model is closer to the fence or wall than it is to the target unit.

HILLS: Grant +1 to armor saves if a rock crag is present. The rock crag must be taller than the model/unit to gain the +1 to armor save. If the hill doesn't have a rock crag they are considered to be part of the table top army terrain can be placed on these hills.

ROCK CRAGS: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock crags grant +1 to armor save if the model/unit is wholly within the rock crag.

ROCK SPIRES: When an enemy model targets a unit that is wholly within 1" of a rock spire, then the target unit receives the benefit of cover if the attacking model is closer to the rock spire than it is to the target unit. Rock spires block line of sight

RUINS: Grant cover saves if the unit is wholly within the ruin.

TREES, TREE CLUMPS: Block line of sight.

WATER FEATURE: All water features decrease movement -1 and do not grant cover.

MONSTERS & WAR MACHINES: Monsters and War Machines may not garrison buildings. Monsters and War Machines that have a Wounds characteristic of 8 or more do not add 1 to save rolls for being in cover.

SCENERY TABLE



Damned: At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.



Arcane: Add 1 to casting or unbinding rolls for Wizards while they are within 1" of any Arcane terrain features.



Inspiring: Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.



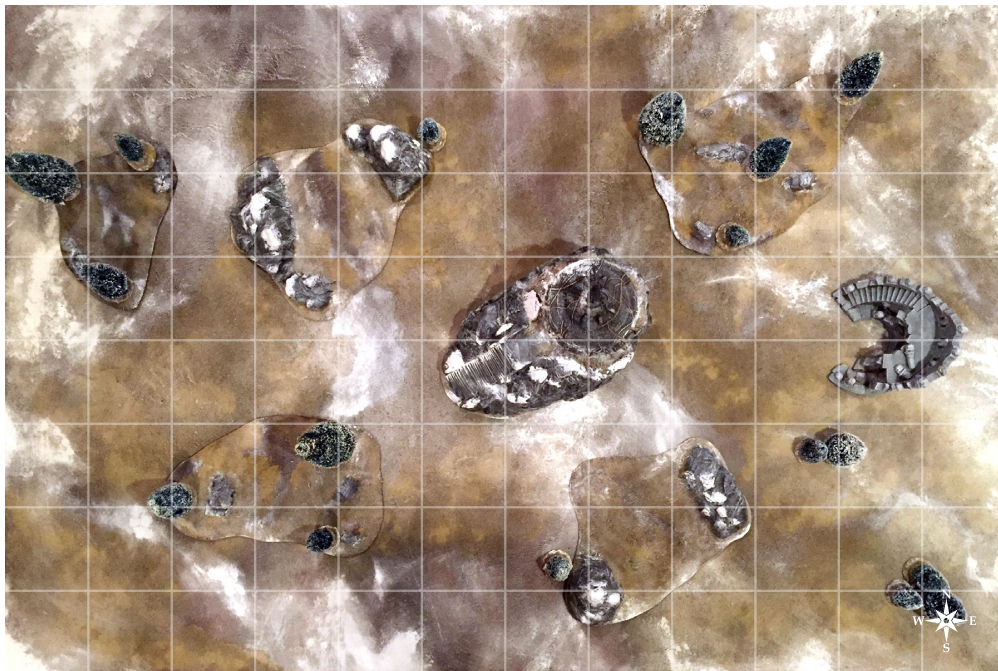
Deadly: Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.



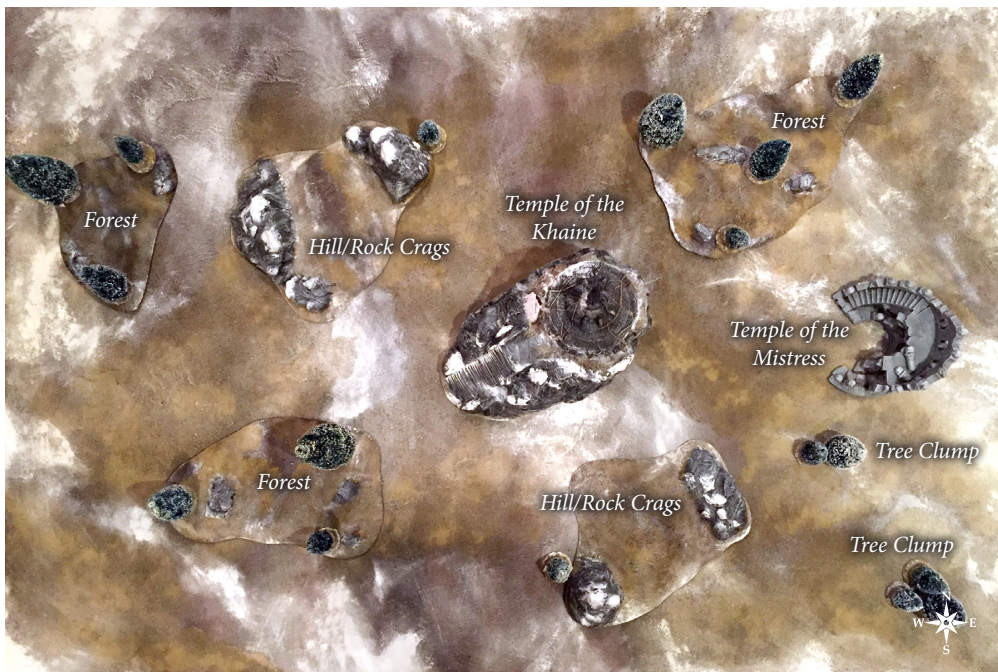
Mystical: Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.



Sinister: Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.



Each square is 6" x 6"



Khelt Nar

Morathi continues to manipulate her followers during her never ending quest for domination of those around her. The sect of Khelt Nar's hatred towards Chaos and devotion to Morathi transcends their rivals throughout the realm of Ulgu.

HOLY TERRAIN RULES

Temple of Khaine: During the hero phase, a Hero within 6" of the Temple of Khaine may choose to inflict D3 Holy Wounds to a friendly unit within 6" of the terrain piece. The selected unit is immune to all Battleshock test as long as it remains within 6" of the Temple of Khaine. (All measuring is done from the base of the mesa that the temple sits upon.)

Khaine's Gaze: When wounds are caused within 6" of the Temple of Khaine all models within 18" of Khaine's statue gain +1 to their melee attacks. Measure from the pedestal of the statue.

Table/Terrain Objective

Temple of the Mistress: Damned AoS Scenery Table Rules in addition it is a ruin (see back for rules).

Hill/Rock Crag: Grant +1 to armor saves when a rock crag is present. The rock crag must be taller than the model to gain the +1 to armor save. All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags.

Forests: Deadly AoS Scenery Table Rules (see back for rules).

HOLY WOUNDS

Holy Wounds cannot be negated by any means.

GENERAL TERRAIN RULES

All models must navigate Holy Havoc & Holy Wars terrain. Models may **NOT** pass through any terrain. Models will spend movement when moving over walls, fences and any terrain that requires upward movement to navigate, unless otherwise stated on the rules for that terrain. Some Holy Havoc & Holy Wars terrain have a base; use the base of terrain feature for determining if a model is touching the terrain feature. True line of sight must be used for all ranged attacks unless stated otherwise on the unit Warscroll.

BUILDINGS: Units can be sup as a garrison at the start of the battle if the terrain feature is wholly within the units territory.

FOREST: Trees contained on a forest footprint should not be removed or adjusted to accommodate a model. If the models base is too large to fit then the forest is too dense for that model to move through. All bases of the trees represent the volume of the tree and cannot be overlapped by a model's base. +1 to armor saves to model/unit that are wholly within the forest footprint.

FENCES & WALLS: When an enemy model targets a unit that is wholly within 1" of a fence or wall, then the target unit receives the benefit of cover if the attacking model is closer to the fence or wall than it is to the target unit.

HILLS: Grant +1 to armor saves if a rock crag is present. The rock crag must be taller than the model/unit to gain the +1 to armor save. If the hill doesn't have a rock crag they are considered to be part of the table top army terrain can be placed on these hills.

ROCK CRAGS: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock crags grant +1 to armor save if the model/unit is wholly within the rock crag.

ROCK SPIRES: When an enemy model targets a unit that is wholly within 1" of a rock spire, then the target unit receives the benefit of cover if the attacking model is closer to the rock spire than it is to the target unit. Rock spires block line of sight


RUINS: Grant cover saves if the unit is wholly within the ruin.


TREES, TREE CLUMPS: Block line of sight.


WATER FEATURE: All water features decrease movement -1 and do not grant cover.


MONSTERS & WAR MACHINES: Monsters and War Machines may not garrison buildings. Monsters and War Machines that have a Wounds characteristic of 8 or more do not add 1 to save rolls for being in cover.


SCENERY TABLE


 **Damned:** At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.

 **Arcane:** Add 1 to casting or unbinding rolls for Wizards while they are within 1" of any Arcane terrain features.

 **Inspiring:** Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.

 **Deadly:** Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.

 **Mystical:** Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.

 **Sinister:** Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.



Each square is 6" x 6"



Grymmpeaks

Between the Grymmpeaks in the Realm of Metal the legend of Bugman's Brew lives on in the new age fueling those who seek to gain power and knowledge from this legendary elixir.

HOLY TERRAIN RULES

Bugman's Brewery: All units wholly within 6" the building gain Bugman's Brew Buffs. At the start of your combat phase roll on the table below. These buffs last for this combat phase. These buffs stack with other abilities.

Bugmans Brew Buffs

1-2: Drunken Casualties, D3 models have passed out and are removed as casualties.

3: Brew Rage, +1 Attack to a single melee weapon.

4: Brew Muscles, +1 Rend to a single melee weapon.

5-6: Brew Goggles, -1 Rend to a single melee weapon

Table/Terrain Objective

Mountains: Instead of setting up units on the battlefield, you can place them to one side and say they are setup in the caverns of the mountains in your deployment zone. In any of your movement phases, they may emerge from the mountain they are deployed in. When you do so, set up the unit wholly within 6" of any edge of the mountain. This is their move for that movement phase.

Spelunking: You may declare your a unit(s) deployed in the mountain have decided to "spelunk" their way to the other mountain. In any of your movement phases, they emerge from the opposite mountain they are deployed in. When you do so, set up the unit wholly within 6" of any edge of the mountain. This is their move for that movement phase. After setting up the models the unit suffers D3+1 Holy Wounds. Any model with the keyword Hero suffers 1 Holy Wound. These Holy Wounds don't count towards Battleshock.

Forest: Deadly AoS Scenery Table Rules (see back for rules).

Walls: Models touching a wall gain +1 to their armor save

Tree Clump: Blocks line of sight.

HOLY WOUNDS

Holy Wounds cannot be negated by any means.

GENERAL TERRAIN RULES

All models must navigate Holy Havoc & Holy Wars terrain. Models may **NOT** pass through any terrain. Models will spend movement when moving over walls, fences and any terrain that requires upward movement to navigate, unless otherwise stated on the rules for that terrain. Some Holy Havoc & Holy Wars terrain have a base; use the base of terrain feature for determining if a model is touching the terrain feature. True line of sight must be used for all ranged attacks unless stated otherwise on the unit Warscroll.

BUILDINGS: Units can be sup as a garrison at the start of the battle if the terrain feature is wholly within the units territory.

FOREST: Trees contained on a forest footprint should not be removed or adjusted to accommodate a model. If the models base is too large to fit then the forest is too dense for that model to move through. All bases of the trees represent the volume of the tree and cannot be overlapped by a model's base. +1 to armor saves to model/unit that are wholly within the forest footprint.

FENCES & WALLS: When an enemy model targets a unit that is wholly within 1" of a fence or wall, then the target unit receives the benefit of cover if the attacking model is closer to the fence or wall than it is to the target unit.

HILLS: Grant +1 to armor saves if a rock crag is present. The rock crag must be taller than the model/unit to gain the +1 to armor save. If the hill doesn't have a rock crag they are considered to be part of the table top army terrain can be placed on these hills.

ROCK CRAGS: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock crags grant +1 to armor save if the model/unit is wholly within the rock crag.

ROCK SPIRES: When an enemy model targets a unit that is wholly within 1" of a rock spire, then the target unit receives the benefit of cover if the attacking model is closer to the rock spire than it is to the target unit. Rock spires block line of sight


RUINS: Grant cover saves if the unit is wholly within the ruin.


TREES, TREE CLUMPS: Block line of sight.


WATER FEATURE: All water features decrease movement -1 and do not grant cover.


MONSTERS & WAR MACHINES: Monsters and War Machines may not garrison buildings. Monsters and War Machines that have a Wounds characteristic of 8 or more do not add 1 to save rolls for being in cover.


SCENERY TABLE


 **Damned:** At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.

 **Arcane:** Add 1 to casting or unbinding rolls for Wizards while they are within 1" of any Arcane terrain features.

 **Inspiring:** Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.

 **Deadly:** Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.

 **Mystical:** Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.

 **Sinister:** Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.



Each square is 6" x 6"



Ten Paradises

The remains of the Ten Paradises still hold magical energy of Hysh as it travels the lands and skies as beams of pure yellow-white illumination.

HOLY TERRAIN RULES

Aelf, Shrine of the Phoenix: Discover the secrets of the Shrine of the Phoenix. Heroes that garrison the shrine have read the ancient tomes to learn the Power of the Phoenix. Only a single Hero may garrison the shrine. As soon as a Hero makes contact with the door to the shrine it has garrisoned the shrine. When enemy model(s)/units come in contact with the door to the shrine they are considered attacking the Hero inside the shrine in the combat phase. Only model/unit(s) in within melee range of the door may attack the Hero inside the temple.

The Phoenix Gaze: The Hero garrisoning the shrine may cast The Phoenix Gaze. The Phoenix Gaze, casting value 5: Choose an enemy unit within 18" of the Shrine of the Phoenix or the Aelf Beacons. The this unit suffers D6 Holy Wounds. This spell cannot be unbound. The player that has caused the most Holy Wounds by the end of round 5 has won the objective.

Table/Terrain Objective

Aelf Beacons: The occupier of the Shrine of the Phoenix may cast magic spells through the beacons measure spell range from the beacons.

Anvil of Fire: Arcane AoS Scenery Table Rules (see back for rules).

Forests: Deadly AoS Scenery Table Rules (see back for rules).

Hill/Rock Crag: Only grant +1 to armor saves when a rock crag is present. The rock crag must be taller than the model to gain the +1 to armor save. All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags.

HOLY WOUNDS

Holy Wounds cannot be negated by any means.

GENERAL TERRAIN RULES

All models must navigate Holy Havoc & Holy Wars terrain. Models may **NOT** pass through any terrain. Models will spend movement when moving over walls, fences and any terrain that requires upward movement to navigate, unless otherwise stated on the rules for that terrain. Some Holy Havoc & Holy Wars terrain have a base; use the base of terrain feature for determining if a model is touching the terrain feature. True line of sight must be used for all ranged attacks unless stated otherwise on the unit Warscroll.

BUILDINGS: Units can be sup as a garrison at the start of the battle if the terrain feature is wholly within the units territory.

FOREST: Trees contained on a forest footprint should not be removed or adjusted to accommodate a model. If the models base is too large to fit then the forest is too dense for that model to move through. All bases of the trees represent the volume of the tree and cannot be overlapped by a model's base. +1 to armor saves to model/unit that are wholly within the forest footprint.

FENCES & WALLS: When an enemy model targets a unit that is wholly within 1" of a fence or wall, then the target unit receives the benefit of cover if the attacking model is closer to the fence or wall than it is to the target unit.

HILLS: Grant +1 to armor saves if a rock crag is present. The rock crag must be taller than the model/unit to gain the +1 to armor save. If the hill doesn't have a rock crag they are considered to be part of the table top army terrain can be placed on these hills.

ROCK CRAGS: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock crags grant +1 to armor save if the model/unit is wholly within the rock crag.

ROCK SPIRES: When an enemy model targets a unit that is wholly within 1" of a rock spire, then the target unit receives the benefit of cover if the attacking model is closer to the rock spire than it is to the target unit. Rock spires block line of sight


RUINS: Grant cover saves if the unit is wholly within the ruin.


TREES, TREE CLUMPS: Block line of sight.


WATER FEATURE: All water features decrease movement -1 and do not grant cover.


MONSTERS & WAR MACHINES: Monsters and War Machines may not garrison buildings. Monsters and War Machines that have a Wounds characteristic of 8 or more do not add 1 to save rolls for being in cover.


SCENERY TABLE


 **Damned:** At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.

 **Arcane:** Add 1 to casting or unbinding rolls for Wizards while they are within 1" of any Arcane terrain features.

 **Inspiring:** Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.

 **Deadly:** Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.

 **Mystical:** Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.

 **Sinister:** Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.



Each square is 6" x 6"



Legend of the Sotek

Discovered in the vast unexplored territory of Ghur stands a shrine to the ancient God of War and Serpents, Sotek. A power that has existed since before the Age of Myth has been unleashed in the Age of Sigmar.

HOLY TERRAIN RULES

Shrine of Sotek: In your hero phase after command abilities and magic you may seek the favor of Sotek. If you have 5+ models within 6" of the Shrine of Sotek roll a D3, on a roll of 1 your Warhost suffers D3 Holy Wounds, on a 2 your Warhost suffers 1 Holy Wound, on the roll of a 3 you can teleport any unit of your choice anywhere on the battlefield. Remove the selected unit and place it anywhere on the battlefield more than 9" from enemy models.

Floating Waterfall: Model/units that move through the crystal pool below the waterfall during the movement phase may drink from the pool. Roll a dice on a 3+ the unit is teleported to the top of the waterfall. Any model/units on the top of the Floating Waterfall must take a Unstable Ground test. On a roll of 1 the model/unit suffers a Holy Wound. Enemy models/units may teleport to the top of waterfall units are immediately placed in combat with the occupying unit. If combat was fought on the Floating Waterfall, all models must take another Unstable Ground test after battleshock.

Table/Terrain Objective (models must be on top of the waterfall to claim the objective)

Forests: Deadly AoS Scenery Table Rules (see back for rules).

Statue of the Gor-Rok: Mystical AoS Scenery Table Rules (see back for rules).

Arcane Ruin: Arcane AoS Scenery Table Rules (see back for rules).

Temple of the Old Ones: Inspiring AoS Scenery Table Rules (see back for rules).

HOLY WOUNDS

Holy Wounds cannot be negated by any means.

GENERAL TERRAIN RULES

All models must navigate Holy Havoc & Holy Wars terrain. Models may **NOT** pass through any terrain. Models will spend movement when moving over walls, fences and any terrain that requires upward movement to navigate, unless otherwise stated on the rules for that terrain. Some Holy Havoc & Holy Wars terrain have a base; use the base of terrain feature for determining if a model is touching the terrain feature. True line of sight must be used for all ranged attacks unless stated otherwise on the unit Warscroll.

BUILDINGS: Units can be sup as a garrison at the start of the battle if the terrain feature is wholly within the units territory.

FOREST: Trees contained on a forest footprint should not be removed or adjusted to accommodate a model. If the models base is too large to fit then the forest is too dense for that model to move through. All bases of the trees represent the volume of the tree and cannot be overlapped by a model's base. +1 to armor saves to model/unit that are wholly within the forest footprint.

FENCES & WALLS: When an enemy model targets a unit that is wholly within 1" of a fence or wall, then the target unit receives the benefit of cover if the attacking model is closer to the fence or wall than it is to the target unit.

HILLS: Grant +1 to armor saves if a rock crag is present. The rock crag must be taller than the model/unit to gain the +1 to armor save. If the hill doesn't have a rock crag they are considered to be part of the table top army terrain can be placed on these hills.

ROCK CRAGS: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock crags grant +1 to armor save if the model/unit is wholly within the rock crag.

ROCK SPIRES: When an enemy model targets a unit that is wholly within 1" of a rock spire, then the target unit receives the benefit of cover if the attacking model is closer to the rock spire than it is to the target unit. Rock spires block line of sight


RUINS: Grant cover saves if the unit is wholly within the ruin.


TREES, TREE CLUMPS: Block line of sight.


WATER FEATURE: All water features decrease movement -1 and do not grant cover.


MONSTERS & WAR MACHINES: Monsters and War Machines may not garrison buildings. Monsters and War Machines that have a Wounds characteristic of 8 or more do not add 1 to save rolls for being in cover.


SCENERY TABLE


 **Damned:** At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.

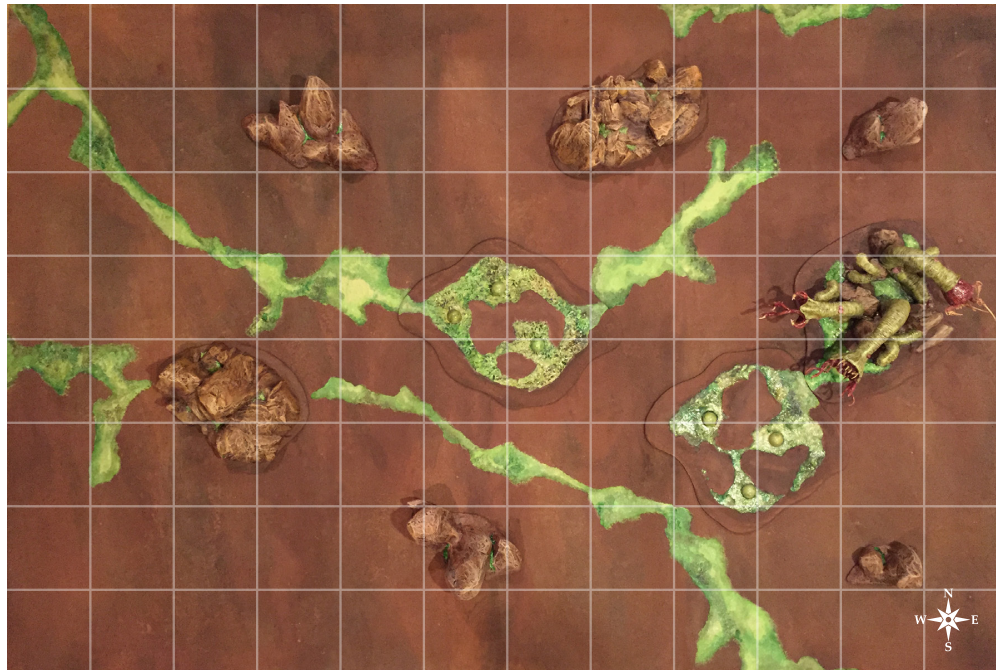
 **Arcane:** Add 1 to casting or unbinding rolls for Wizards while they are within 1" of any Arcane terrain features.

 **Inspiring:** Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.

 **Deadly:** Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.

 **Mystical:** Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.

 **Sinister:** Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.



Each square is 6" x 6"



Glott Marsh

Ethrac Glott's touch has forever tainted Ghyran with the stain of Glott Marsh.

HOLY TERRAIN RULES

Wyrmid Reaches: At the beginning of both players combat phase all units within 8" of the Wyrmid Reaches suffer from the Wyrmid Rage Chart.

The Wyrmid Rage Chart

Battle Round 1: D3 Holy Wounds

Battle Round 2: D3+1 Holy Wounds

Battle Round 3: D3+2 Holy Wounds

Battle Round 4: D6+1 Holy Wounds

Battle Round 5: D6+2 Holy Wounds

Table/Terrain Objective

Necrotic Ooze: Holy Deadly, when models run, charge or finish on the Necrotic Ooze roll a D6 for each model on a 1 the model dies. For models that have the keywords Hero or Monster they suffer one Holy Wound.

Necrotic Streams: Deadly AoS Scenery Table Rules (see back for rules).

Rock Crag: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock crags grant +1 to armor saves if the model/unit is wholly within the rock crag.

HOLY WOUNDS

Holy Wounds cannot be negated by any means.

GENERAL TERRAIN RULES

All models must navigate Holy Havoc & Holy Wars terrain. Models may **NOT** pass through any terrain. Models will spend movement when moving over walls, fences and any terrain that requires upward movement to navigate, unless otherwise stated on the rules for that terrain. Some Holy Havoc & Holy Wars terrain have a base; use the base of terrain feature for determining if a model is touching the terrain feature. True line of sight must be used for all ranged attacks unless stated otherwise on the unit Warscroll.

BUILDINGS: Units can be sup as a garrison at the start of the battle if the terrain feature is wholly within the units territory.

FOREST: Trees contained on a forest footprint should not be removed or adjusted to accommodate a model. If the models base is too large to fit then the forest is too dense for that model to move through. All bases of the trees represent the volume of the tree and cannot be overlapped by a model's base. +1 to armor saves to model/unit that are wholly within the forest footprint.

FENCES & WALLS: When an enemy model targets a unit that is wholly within 1" of a fence or wall, then the target unit receives the benefit of cover if the attacking model is closer to the fence or wall than it is to the target unit.

HILLS: Grant +1 to armor saves if a rock crag is present. The rock crag must be taller than the model/unit to gain the +1 to armor save. If the hill doesn't have a rock crag they are considered to be part of the table top army terrain can be placed on these hills.

ROCK CRAGS: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock crags grant +1 to armor save if the model/unit is wholly within the rock crag.

ROCK SPIRES: When an enemy model targets a unit that is wholly within 1" of a rock spire, then the target unit receives the benefit of cover if the attacking model is closer to the rock spire than it is to the target unit. Rock spires block line of sight


RUINS: Grant cover saves if the unit is wholly within the ruin.


TREES, TREE CLUMPS: Block line of sight.


WATER FEATURE: All water features decrease movement -1 and do not grant cover.


MONSTERS & WAR MACHINES: Monsters and War Machines may not garrison buildings. Monsters and War Machines that have a Wounds characteristic of 8 or more do not add 1 to save rolls for being in cover.


SCENERY TABLE


 **Damned:** At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.

 **Arcane:** Add 1 to casting or unbinding rolls for Wizards while they are within 1" of any Arcane terrain features.

 **Inspiring:** Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.

 **Deadly:** Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.

 **Mystical:** Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.

 **Sinister:** Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.



Each square is 6" x 6"



The Tribal Heartlands

Deep in the Tribal Heartlands stands the Challenge Stone where vast tribes of Ogors gather to prove their worth and satisfy their great hunger for blood and combat.

HOLY TERRAIN RULES

The Challenge Stone: The tradition of the Great Challenge Stone continues in the Age of Sigmar. All units within 3" of the Challenge Stone hears the call of Great Maw and receives +1 to all combat attacks. At the end of each battle round the radius of the Challenge Stone expands by 3".

Table/Terrain Objective

Ogor Hut: Units within 6" of the Ogor Hut can re-roll dice rolls of 6 when taking Battleshock tests for a unit.

Scree Slope: Deadly AoS Scenery Table Rules (see back for rules).

Bonfires: At the end of your movement phase if a unit is within 6" of the bonfire the unit suffers D3 Holy Wounds.

Hill/Rock Crag: Grant +1 to armor saves when a rock crag is present. The rock crag must be taller than the model to gain the +1 to armor save. All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags.

HOLY WOUNDS

Holy Wounds cannot be negated by any means.

GENERAL TERRAIN RULES

All models must navigate Holy Havoc & Holy Wars terrain. Models may **NOT** pass through any terrain. Models will spend movement when moving over walls, fences and any terrain that requires upward movement to navigate, unless otherwise stated on the rules for that terrain. Some Holy Havoc & Holy Wars terrain have a base; use the base of terrain feature for determining if a model is touching the terrain feature. True line of sight must be used for all ranged attacks unless stated otherwise on the unit Warscroll.

BUILDINGS: Units can be sup as a garrison at the start of the battle if the terrain feature is wholly within the units territory.

FOREST: Trees contained on a forest footprint should not be removed or adjusted to accommodate a model. If the models base is too large to fit then the forest is too dense for that model to move through. All bases of the trees represent the volume of the tree and cannot be overlapped by a model's base. +1 to armor saves to model/unit that are wholly within the forest footprint.

FENCES & WALLS: When an enemy model targets a unit that is wholly within 1" of a fence or wall, then the target unit receives the benefit of cover if the attacking model is closer to the fence or wall than it is to the target unit.

HILLS: Grant +1 to armor saves if a rock crag is present. The rock crag must be taller than the model/unit to gain the +1 to armor save. If the hill doesn't have a rock crag they are considered to be part of the table top army terrain can be placed on these hills.

ROCK CRAGS: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock crags grant +1 to armor save if the model/unit is wholly within the rock crag.

ROCK SPIRES: When an enemy model targets a unit that is wholly within 1" of a rock spire, then the target unit receives the benefit of cover if the attacking model is closer to the rock spire than it is to the target unit. Rock spires block line of sight


RUINS: Grant cover saves if the unit is wholly within the ruin.


TREES, TREE CLUMPS: Block line of sight.


WATER FEATURE: All water features decrease movement -1 and do not grant cover.


MONSTERS & WAR MACHINES: Monsters and War Machines may not garrison buildings. Monsters and War Machines that have a Wounds characteristic of 8 or more do not add 1 to save rolls for being in cover.


SCENERY TABLE


 **Damned:** At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.

 **Arcane:** Add 1 to casting or unbinding rolls for Wizards while they are within 1" of any Arcane terrain features.

 **Inspiring:** Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.

 **Deadly:** Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.

 **Mystical:** Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.

 **Sinister:** Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.



Each square is 6" x 6"



Mourn's Drift

Invested with nests of arachnarok's Mourn's Drift is a place of violence and death. Many have fallen into the clutches of the great spiders that rule this land.

HOLY TERRAIN RULES

Idol of Mork/Gork: The Idol of Mork/Gork may or may not shine upon your fortunes. The player that has 5+ models within 6" controls the idol. In your Hero phase you may choose to call upon Mork or Gork. Roll a D6 on a 2+ they hear your call. If the roll is an even number Gork sends down his foot upon a unit of your choosing. On an odd number Mork gazes at a unit of your choosing.

Foot of Gork select a any unit on the battlefield; inflict D3 Holy Wounds on that unit. Then roll a dice – on a 4 or more Gork stomps again! Inflict another D3 Holy Wounds on that unit.

Gaze of Mork select D3 enemy units visible to the idols eyes. Roll a dice for each unit chosen; on a 1 it escapes unharmed, on a 2-5 it suffers D3 Holy wound, and on a 6 it suffers D6 Holy Wounds.

Table/Terrain Objective

Nest of Arachnarok: Before each player's movement phase, roll 3D6 to determine the range of the spider's wrath. If any unit is within this range (measure from the edge of the terrain piece) roll a D6 on a roll of 1-3 the unit suffers D3 Holy Wounds.

Hill/Rock Crag: Grant +1 to armor saves when a rock crag is present. The rock crag must be taller than the model to gain the +1 to armor save. All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags.

Mystical Shroom Forests: Mystical: AoS Scenery Table Rule (see back for rules).

Mystical Shrooms: Mystical: AoS Scenery Table Rules (see back for rules).

HOLY WOUNDS

Holy Wounds cannot be negated by any means.

GENERAL TERRAIN RULES

All models must navigate Holy Havoc & Holy Wars terrain. Models may **NOT** pass through any terrain. Models will spend movement when moving over walls, fences and any terrain that requires upward movement to navigate, unless otherwise stated on the rules for that terrain. Some Holy Havoc & Holy Wars terrain have a base; use the base of terrain feature for determining if a model is touching the terrain feature. True line of sight must be used for all ranged attacks unless stated otherwise on the unit Warscroll.

BUILDINGS: Units can be sup as a garrison at the start of the battle if the terrain feature is wholly within the units territory.

FOREST: Trees contained on a forest footprint should not be removed or adjusted to accommodate a model. If the models base is too large to fit then the forest is too dense for that model to move through. All bases of the trees represent the volume of the tree and cannot be overlapped by a model's base. +1 to armor saves to model/unit that are wholly within the forest footprint.

FENCES & WALLS: When an enemy model targets a unit that is wholly within 1" of a fence or wall, then the target unit receives the benefit of cover if the attacking model is closer to the fence or wall than it is to the target unit.

HILLS: Grant +1 to armor saves if a rock crag is present. The rock crag must be taller than the model/unit to gain the +1 to armor save. If the hill doesn't have a rock crag they are considered to be part of the table top army terrain can be placed on these hills.

ROCK CRAGS: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock crags grant +1 to armor save if the model/unit is wholly within the rock crag.

ROCK SPIRES: When an enemy model targets a unit that is wholly within 1" of a rock spire, then the target unit receives the benefit of cover if the attacking model is closer to the rock spire than it is to the target unit. Rock spires block line of sight


RUINS: Grant cover saves if the unit is wholly within the ruin.


TREES, TREE CLUMPS: Block line of sight.


WATER FEATURE: All water features decrease movement -1 and do not grant cover.


MONSTERS & WAR MACHINES: Monsters and War Machines may not garrison buildings. Monsters and War Machines that have a Wounds characteristic of 8 or more do not add 1 to save rolls for being in cover.


SCENERY TABLE


 **Damned:** At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.

 **Arcane:** Add 1 to casting or unbinding rolls for Wizards while they are within 1" of any Arcane terrain features.

 **Inspiring:** Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.

 **Deadly:** Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.

 **Mystical:** Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.

 **Sinister:** Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.



Each square is 6" x 6"



Lair of the Astromancer

Hysh's cities founded by human architects and scholars were for a time the greatest in all the Mortal Realms. Deep in the Lair of the Astromancer stands the Vault of Knowledge that contains mind expanding arithmantic lore.

HOLY TERRAIN RULES

Celestial College: The College is made consists of the Dreadstone Blight & Skullvane Manse. The Celestial College maybe be occupied by two units (one per tower). Each team may only occupy one tower at any given time. If both towers are occupied the units in the towers are considered to be in combat, units don't suffer from Battle Shock.

SKULLVANE MANSE

Astral Fate: A Wizard that is garrisoning a Skullvane Manse knows the Astral Fate spell in addition to any others they know and they may add 1 to any casting or unbinding attempts.

ASTRAL FATE

A skilled practitioner of the mystic arts can use the arcane instruments within the astromancer's lair to predict, and even change, the future. Astral Fate has a casting value of 5. If the spell is successfully cast, roll a D3; you can re-roll that many dice before your next hero phase.

DREADSTONE BLIGHT Table/Terrain Objective.

Accursed Bolt: If a Wizard casts Arcane Bolt within 3" of the Dreadstone Blight with a casting roll of 7 or more, the spell inflicts D6 mortal wounds on the target instead of D3. If the casting roll was 9 or more, the spell inflicts 6 Holy Wounds instead.

Damned: If any of your units are within 3" of a Dreadstone Blight 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.

Watchtower: All units that within 6" re-roll 1's to wound.

Sigmarrite Chapel: All units with the keyword Order that are within 6" of the chapel ignore battleshock tests. Units with the keyword Chaos suffer a -1 to their bravery.

Mansion: All units within 6" +1 to the units armor save.

Muddy Road: Subtract 1 from a run rolls for units running across the muddy road.

Guard Post: All units that within 6" the guard post re-roll 1's to hit.

HOLY WOUNDS

Holy Wounds cannot be negated by any means.

GENERAL TERRAIN RULES

All models must navigate Holy Havoc & Holy Wars terrain. Models may **NOT** pass through any terrain. Models will spend movement when moving over walls, fences and any terrain that requires upward movement to navigate, unless otherwise stated on the rules for that terrain. Some Holy Havoc & Holy Wars terrain have a base; use the base of terrain feature for determining if a model is touching the terrain feature. True line of sight must be used for all ranged attacks unless stated otherwise on the unit Warscroll.

BUILDINGS: Units can be sup as a garrison at the start of the battle if the terrain feature is wholly within the units territory.

FOREST: Trees contained on a forest footprint should not be removed or adjusted to accommodate a model. If the models base is too large to fit then the forest is too dense for that model to move through. All bases of the trees represent the volume of the tree and cannot be overlapped by a model's base. +1 to armor saves to model/unit that are wholly within the forest footprint.

FENCES & WALLS: When an enemy model targets a unit that is wholly within 1" of a fence or wall, then the target unit receives the benefit of cover if the attacking model is closer to the fence or wall than it is to the target unit.

HILLS: Grant +1 to armor saves if a rock crag is present. The rock crag must be taller than the model/unit to gain the +1 to armor save. If the hill doesn't have a rock crag they are considered to be part of the table top army terrain can be placed on these hills.

ROCK CRAGS: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock crags grant +1 to armor save if the model/unit is wholly within the rock crag.

ROCK SPIRES: When an enemy model targets a unit that is wholly within 1" of a rock spire, then the target unit receives the benefit of cover if the attacking model is closer to the rock spire than it is to the target unit. Rock spires block line of sight


RUINS: Grant cover saves if the unit is wholly within the ruin.


TREES, TREE CLUMPS: Block line of sight.


WATER FEATURE: All water features decrease movement -1 and do not grant cover.


MONSTERS & WAR MACHINES: Monsters and War Machines may not garrison buildings. Monsters and War Machines that have a Wounds characteristic of 8 or more do not add 1 to save rolls for being in cover.


SCENERY TABLE


 **Damned:** At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.

 **Arcane:** Add 1 to casting or unbinding rolls for Wizards while they are within 1" of any Arcane terrain features.

 **Inspiring:** Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.

 **Deadly:** Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.

 **Mystical:** Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.

 **Sinister:** Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.



Each square is 6" x 6"



The Shifting Sands in the Desert of Bones

Nagash master of the undead infuses the sands in the Desert of Bones with his magical touch. The Shifting Sands torment and bewilders all who dare to venture through the expanse.

HOLY TERRAIN RULES

Shifting Sands: As soon as a model from a unit is within 6" of the Shifting Sands roll a D3 on of 3 remove the model(s) and place it within 6" of any board edge at least 6" from enemy models. These models now form a new unit. On a roll of 2 the Shifting Sands have deemed the models unworthy and they are safe. On a roll of 1 the model(s) are consumed by the sands and are removed from play. Models consumed by the sands don't count towards Battleshock.

Table/Terrain Objective

Magewrath Ruin: If a model from your army is within 3" of the Magewrath Ruin in the Hero phase, roll a dice. On a roll of 2 or more, they gaze imperiously at an enemy unit within 15", unleashing the throne's dread power. That unit suffers D3 Holy Wounds as warriors collapse to the ground, their ears bleeding and their limbs shuddering. On a roll of 1, the model is judged unworthy and is wracked with the same agonizing spasms, suffering D3 mortal wounds.

Arcane Ruined Temple: Arcane AoS Scenery Table Rules (see back for rules).

Arcane Ruined: Arcane AoS Scenery Table Rules (see back for rules).

Tomb of the Unnamed: If a Totem in your army is standing atop a Tomb of the Unnamed, double the range of all its abilities. If your general is standing atop a Temple of Skulls, double the range of his Inspiring Presence command ability.

Obelisks of the Dead: Mystical AoS Scenery Table Rules (see back for rules).

Ruins: Grant +1 to armor saves when model/unit is wholly within the terrain feature. All ruins considered Deadly Terrain and players must account for movement up and down when moving over ruins.

Hill

HOLY WOUNDS

Holy Wounds cannot be negated by any means.

GENERAL TERRAIN RULES

All models must navigate Holy Havoc & Holy Wars terrain. Models may **NOT** pass through any terrain. Models will spend movement when moving over walls, fences and any terrain that requires upward movement to navigate, unless otherwise stated on the rules for that terrain. Some Holy Havoc & Holy Wars terrain have a base; use the base of terrain feature for determining if a model is touching the terrain feature. True line of sight must be used for all ranged attacks unless stated otherwise on the unit Warscroll.

BUILDINGS: Units can be sup as a garrison at the start of the battle if the terrain feature is wholly within the units territory.

FOREST: Trees contained on a forest footprint should not be removed or adjusted to accommodate a model. If the models base is too large to fit then the forest is too dense for that model to move through. All bases of the trees represent the volume of the tree and cannot be overlapped by a model's base. +1 to armor saves to model/unit that are wholly within the forest footprint.

FENCES & WALLS: When an enemy model targets a unit that is wholly within 1" of a fence or wall, then the target unit receives the benefit of cover if the attacking model is closer to the fence or wall than it is to the target unit.

HILLS: Grant +1 to armor saves if a rock crag is present. The rock crag must be taller than the model/unit to gain the +1 to armor save. If the hill doesn't have a rock crag they are considered to be part of the table top army terrain can be placed on these hills.

ROCK CRAGS: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock crags grant +1 to armor save if the model/unit is wholly within the rock crag.

ROCK SPIRES: When an enemy model targets a unit that is wholly within 1" of a rock spire, then the target unit receives the benefit of cover if the attacking model is closer to the rock spire than it is to the target unit. Rock spires block line of sight


RUINS: Grant cover saves if the unit is wholly within the ruin.


TREES, TREE CLUMPS: Block line of sight.


WATER FEATURE: All water features decrease movement -1 and do not grant cover.


MONSTERS & WAR MACHINES: Monsters and War Machines may not garrison buildings. Monsters and War Machines that have a Wounds characteristic of 8 or more do not add 1 to save rolls for being in cover.


SCENERY TABLE


 **Damned:** At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.

 **Arcane:** Add 1 to casting or unbinding rolls for Wizards while they are within 1" of any Arcane terrain features.

 **Inspiring:** Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.

 **Deadly:** Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.

 **Mystical:** Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.

 **Sinister:** Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.



Each square is 6" x 6"



The Thirteen Dominions

Ulgu, the Realm of Shadow, secrets and whispers proved alluring in the extreme to Tzeentch. Schemes and hidden societies entangle the Thirteen Dominions and the Changer of Ways has found his way in.

HOLY TERRAIN RULES

Black Pit: The Black Pit of Tzeentch is cloaked by twisting magic any model/unit ending it's movement under the Black Pit immediately suffers D3 Holy Wounds. Then roll a single dice on a roll of 3+ the model/unit is teleported anywhere on the board more than 9" from enemy models.

Pink Pillars of Tzeentch: If a unit is in contact with a Pink Pillar at the end of the movement phase roll a D6 on a 3+ the unit heals back D3 wounds. Models lost may be returned to this unit.

Pillars of Tzeentch: Unit's wholly within 6" of a Pillar of Tzeentch are immune to battleshock+

The Eye of Tzeentch: In the hero phase each unit (friend/foe) within 6" of the Eye of Tzeentch suffer D3 Holy Wounds.

Terrain Objective.

Sands of Tzeentch: Deadly: AoS Scenery Table Rules (see back for rules).

Hill/Rock Crag: Grant +1 to armor saves when a rock crag is present. The rock crag must be taller than the model to gain the +1 to armor save. All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags.

HOLY WOUNDS

Holy Wounds cannot be negated by any means.

GENERAL TERRAIN RULES

All models must navigate Holy Havoc & Holy Wars terrain. Models may **NOT** pass through any terrain. Models will spend movement when moving over walls, fences and any terrain that requires upward movement to navigate, unless otherwise stated on the rules for that terrain. Some Holy Havoc & Holy Wars terrain have a base; use the base of terrain feature for determining if a model is touching the terrain feature. True line of sight must be used for all ranged attacks unless stated otherwise on the unit Warscroll.

BUILDINGS: Units can be sup as a garrison at the start of the battle if the terrain feature is wholly within the units territory.

FOREST: Trees contained on a forest footprint should not be removed or adjusted to accommodate a model. If the models base is too large to fit then the forest is too dense for that model to move through. All bases of the trees represent the volume of the tree and cannot be overlapped by a model's base. +1 to armor saves to model/unit that are wholly within the forest footprint.

FENCES & WALLS: When an enemy model targets a unit that is wholly within 1" of a fence or wall, then the target unit receives the benefit of cover if the attacking model is closer to the fence or wall than it is to the target unit.

HILLS: Grant +1 to armor saves if a rock crag is present. The rock crag must be taller than the model/unit to gain the +1 to armor save. If the hill doesn't have a rock crag they are considered to be part of the table top army terrain can be placed on these hills.

ROCK CRAGS: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock crags grant +1 to armor save if the model/unit is wholly within the rock crag.

ROCK SPIRES: When an enemy model targets a unit that is wholly within 1" of a rock spire, then the target unit receives the benefit of cover if the attacking model is closer to the rock spire than it is to the target unit. Rock spires block line of sight


RUINS: Grant cover saves if the unit is wholly within the ruin.


TREES, TREE CLUMPS: Block line of sight.


WATER FEATURE: All water features decrease movement -1 and do not grant cover.


MONSTERS & WAR MACHINES: Monsters and War Machines may not garrison buildings. Monsters and War Machines that have a Wounds characteristic of 8 or more do not add 1 to save rolls for being in cover.


SCENERY TABLE


 **Damned:** At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.

 **Arcane:** Add 1 to casting or unbinding rolls for Wizards while they are within 1" of any Arcane terrain features.

 **Inspiring:** Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.

 **Deadly:** Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.

 **Mystical:** Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.

 **Sinister:** Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.



Each square is 6" x 6"



Land of the Forgotten Gods

Deep in Stygxx the Land of the Forgotten Gods echos of the past fill the dense air with despair.

HOLY TERRAIN RULES

Tower of Vlad: At the start of your hero phase select a hero within 6" of the tower of Vlad they may call on the power of Vlad roll D6, on a 1-3 choose an enemy unit within 18" of the Tower it suffers D3 Holy Wounds. On a roll of 4-6 choose a friendly unit within 18" it heals D3 wounds.

Table/Terrain Objective

Garden of Vlad: In your hero phase, each model/unit from your Warhost that is within 3" of a Garden of Morr heals 1 wound. Units may bring back a single wound model that has died.

Zombie Chapel: All units within 6" of the Zombie Chapel (measure from the Chapel) have +1 to all melee attacks and are immune to Battleshock.

Haunted Fence: Units within 3" of the haunted fence are immune to Battleshock and units fighting against these units have -1 Bravery.

Hill/Rock Crag: Grant +1 to armor saves when a rock crag is present. The rock crag must be taller than the model to gain the +1 to armor save. All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags.

Forests: Arcane: AoS Scenery Table Rules (see back for rules).

HOLY WOUNDS

Holy Wounds cannot be negated by any means.

GENERAL TERRAIN RULES

All models must navigate Holy Havoc & Holy Wars terrain. Models may **NOT** pass through any terrain. Models will spend movement when moving over walls, fences and any terrain that requires upward movement to navigate, unless otherwise stated on the rules for that terrain. Some Holy Havoc & Holy Wars terrain have a base; use the base of terrain feature for determining if a model is touching the terrain feature. True line of sight must be used for all ranged attacks unless stated otherwise on the unit Warscroll.

BUILDINGS: Units can be sup as a garrison at the start of the battle if the terrain feature is wholly within the units territory.

FOREST: Trees contained on a forest footprint should not be removed or adjusted to accommodate a model. If the models base is too large to fit then the forest is too dense for that model to move through. All bases of the trees represent the volume of the tree and cannot be overlapped by a model's base. +1 to armor saves to model/unit that are wholly within the forest footprint.

FENCES & WALLS: When an enemy model targets a unit that is wholly within 1" of a fence or wall, then the target unit receives the benefit of cover if the attacking model is closer to the fence or wall than it is to the target unit.

HILLS: Grant +1 to armor saves if a rock crag is present. The rock crag must be taller than the model/unit to gain the +1 to armor save. If the hill doesn't have a rock crag they are considered to be part of the table top army terrain can be placed on these hills.

ROCK CRAGS: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock crags grant +1 to armor save if the model/unit is wholly within the rock crag.

ROCK SPIRES: When an enemy model targets a unit that is wholly within 1" of a rock spire, then the target unit receives the benefit of cover if the attacking model is closer to the rock spire than it is to the target unit. Rock spires block line of sight


RUINS: Grant cover saves if the unit is wholly within the ruin.


TREES, TREE CLUMPS: Block line of sight.


WATER FEATURE: All water features decrease movement -1 and do not grant cover.


MONSTERS & WAR MACHINES: Monsters and War Machines may not garrison buildings. Monsters and War Machines that have a Wounds characteristic of 8 or more do not add 1 to save rolls for being in cover.


SCENERY TABLE


 **Damned:** At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.

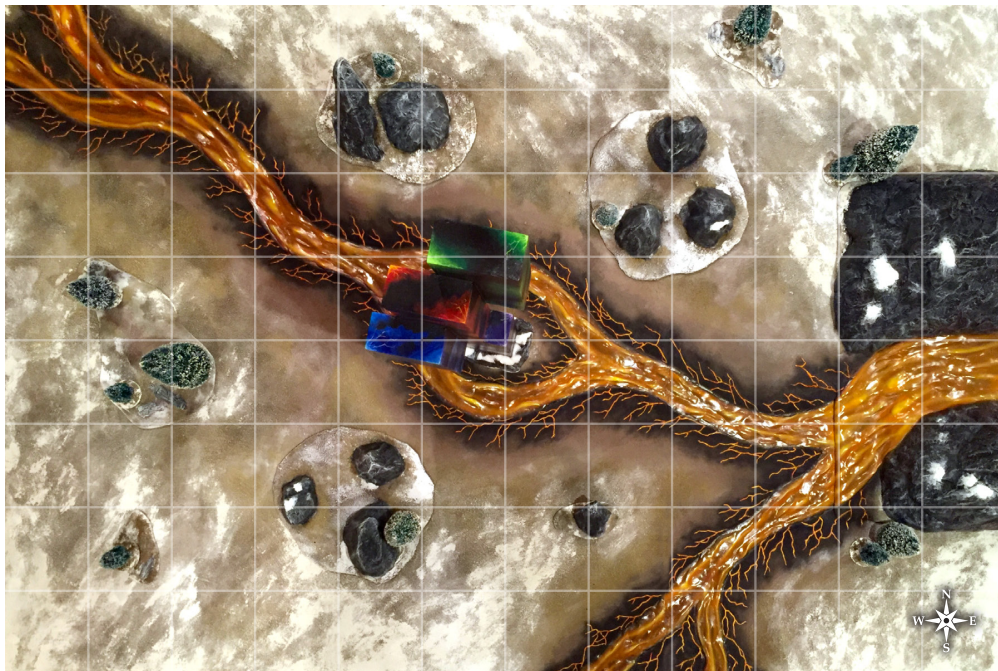
 **Arcane:** Add 1 to casting or unbinding rolls for Wizards while they are within 1" of any Arcane terrain features.

 **Inspiring:** Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.

 **Deadly:** Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.

 **Mystical:** Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.

 **Sinister:** Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.



Each square is 6" x 6"



Reaver Wastes

The power of the the gods of chaos has manifested in the Shifting Monolith cursing the lands in Aqshy, Realm of Fire. The Monolith shall bless or curse those brave or foolish to pass through the Reaver Wastes.

HOLY TERRAIN RULES

Shifting Monolith: In the beginning of the each player Movement phase the player must call upon the Chaos Gods to control the Shifting Monolith. Nominated the direction the Monolith will move then roll 3D6. The Monolith moves in a straight line in that direction. If the Monolith would end its movement on terrain or a unit continue to move the Monolith to clear the unit or terrain. The edge of the board is treated as impassable terrain. The Monolith is considered impassable when it stops moving. Any unit passed over the by the Monolith takes D3 Holy Wounds friend or foe. Holy Wounds caused by the Monolith do not count towards Battleshock. The Monolith provides +1 armor save to units within 2" of the base.

Table/Terrain Objective

Blessing's of Chaos: After the Monolith's movement roll for each unit the monolith has passed over roll a D6 on the table below.

Blessing's of Chaos

- 1, Nurgle's Favor:** All units the Monolith has moved over increase Rend by 1 for all Attacks.
 - 2, Khorne's Favor:** All units the Monolith has moved over have +1 to all Attacks.
 - 3, Tzeentch's Favor:** All units the Monolith has moved over are immune to Battleshock.
 - 4, Slaanesh's Favor:** All units the Monolith has moved over have +2 Movement.
 - 5-6, Chaos Wrath:** All units the Monolith suffer another Holy Wounds.
- These Blessings of Chaos end after each Battle Round.

Lava River: Deadly, AoS Scenery Table Rules (see back for rules).

Forests: Deadly, AoS Scenery Table Rules (see back for rules).

Rock Crag: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock crags grant +1 to armor saves if the model/unit is wholly within the rock crag.

HOLY WOUNDS

Holy Wounds cannot be negated by any means.

GENERAL TERRAIN RULES

All models must navigate Holy Havoc & Holy Wars terrain. Models may **NOT** pass through any terrain. Models will spend movement when moving over walls, fences and any terrain that requires upward movement to navigate, unless otherwise stated on the rules for that terrain. Some Holy Havoc & Holy Wars terrain have a base; use the base of terrain feature for determining if a model is touching the terrain feature. True line of sight must be used for all ranged attacks unless stated otherwise on the unit Warscroll.

BUILDINGS: Units can be sup as a garrison at the start of the battle if the terrain feature is wholly within the units territory.

FOREST: Trees contained on a forest footprint should not be removed or adjusted to accommodate a model. If the models base is too large to fit then the forest is too dense for that model to move through. All bases of the trees represent the volume of the tree and cannot be overlapped by a model's base. +1 to armor saves to model/unit that are wholly within the forest footprint.

FENCES & WALLS: When an enemy model targets a unit that is wholly within 1" of a fence or wall, then the target unit receives the benefit of cover if the attacking model is closer to the fence or wall than it is to the target unit.

HILLS: Grant +1 to armor saves if a rock crag is present. The rock crag must be taller than the model/unit to gain the +1 to armor save. If the hill doesn't have a rock crag they are considered to be part of the table top army terrain can be placed on these hills.

ROCK CRAGS: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock crags grant +1 to armor save if the model/unit is wholly within the rock crag.

ROCK SPIRES: When an enemy model targets a unit that is wholly within 1" of a rock spire, then the target unit receives the benefit of cover if the attacking model is closer to the rock spire than it is to the target unit. Rock spires block line of sight


RUINS: Grant cover saves if the unit is wholly within the ruin.


TREES, TREE CLUMPS: Block line of sight.


WATER FEATURE: All water features decrease movement -1 and do not grant cover.


MONSTERS & WAR MACHINES: Monsters and War Machines may not garrison buildings. Monsters and War Machines that have a Wounds characteristic of 8 or more do not add 1 to save rolls for being in cover.


SCENERY TABLE


 **Damned:** At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.

 **Arcane:** Add 1 to casting or unbinding rolls for Wizards while they are within 1" of any Arcane terrain features.

 **Inspiring:** Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.

 **Deadly:** Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.

 **Mystical:** Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.

 **Sinister:** Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.



Each square is 6" x 6"



The Fight of Hysh

Hysh was once a land of logic and order now in the Age of Sigmar it is a wilderness of broken dreams and shattered statues. Rumors of the great reconquest spread throughout the land but salvation has not come.

HOLY TERRAIN RULES

Sigmar's Lightning: During the Hero phase, pick one of your units standing on the Island of Sigmar's Oculus they may call upon Sigmar. Sigmar's Lightning. Pick any enemy unit then rolls 2d6, on 6+ Sigmar has heard the call and strikes with Holy Lighting the unit suffers D3 Holy Wounds.

Table/Terrain Objective

Azyr Stairs: During the Movement phase if a unit makes contact with the Azyr Stairs it may be placed upon the top of the floating island attached Steps of Azyr.

Azyr Realmgates: Units within 6" of an Azyr Realmgate at the start of the Movement phase may choose to teleport to another Azyr Realmgate. Roll a dice for each model in the unit. On a roll of 1 the model becomes lost and never returns. The surviving models from the unit are then set up within 6" of any other Azyr Realmgate, or within 6" of any edge of the battlefield table top surface. This counts as the unit's move for that Movement phase.

Steps of Azyr: When units/models cross the steps roll a dice on a 1 they have suffered a Holy Wound.

Dragonfate Dais: Damned, AoS Scenery Table Rules (see back for rules).

Magewrath Throne: AoS Warscroll Rules (see back for rules).

Floating Islands: At the end of the movement phase any models are standing on the base under the floating island roll a dice on a 1 they suffer a Holy Wound. Model/units must be wholly within the base of the floating island have a +1 to the armor save.

HOLY WOUNDS

Holy Wounds cannot be negated by any means.

GENERAL TERRAIN RULES

All models must navigate Holy Havoc & Holy Wars terrain. Models may **NOT** pass through any terrain. Models will spend movement when moving over walls, fences and any terrain that requires upward movement to navigate, unless otherwise stated on the rules for that terrain. Some Holy Havoc & Holy Wars terrain have a base; use the base of terrain feature for determining if a model is touching the terrain feature. True line of sight must be used for all ranged attacks unless stated otherwise on the unit Warscroll.

BUILDINGS: Units can be sup as a garrison at the start of the battle if the terrain feature is wholly within the units territory.

FOREST: Trees contained on a forest footprint should not be removed or adjusted to accommodate a model. If the models base is too large to fit then the forest is too dense for that model to move through. All bases of the trees represent the volume of the tree and cannot be overlapped by a model's base. +1 to armor saves to model/unit that are wholly within the forest footprint.

FENCES & WALLS: When an enemy model targets a unit that is wholly within 1" of a fence or wall, then the target unit receives the benefit of cover if the attacking model is closer to the fence or wall than it is to the target unit.

HILLS: Grant +1 to armor saves if a rock crag is present. The rock crag must be taller than the model/unit to gain the +1 to armor save. If the hill doesn't have a rock crag they are considered to be part of the table top army terrain can be placed on these hills.

ROCK CRAGS: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock crags grant +1 to armor save if the model/unit is wholly within the rock crag.

ROCK SPIRES: When an enemy model targets a unit that is wholly within 1" of a rock spire, then the target unit receives the benefit of cover if the attacking model is closer to the rock spire than it is to the target unit. Rock spires block line of sight


RUINS: Grant cover saves if the unit is wholly within the ruin.


TREES, TREE CLUMPS: Block line of sight.


WATER FEATURE: All water features decrease movement -1 and do not grant cover.


MONSTERS & WAR MACHINES: Monsters and War Machines may not garrison buildings. Monsters and War Machines that have a Wounds characteristic of 8 or more do not add 1 to save rolls for being in cover.


SCENERY TABLE


 **Damned:** At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.

 **Arcane:** Add 1 to casting or unbinding rolls for Wizards while they are within 1" of any Arcane terrain features.

 **Inspiring:** Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.

 **Deadly:** Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.

 **Mystical:** Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.

 **Sinister:** Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.



Each square is 6" x 6"



Clan Skryre Warpstone Processor

Clan Skryre's pursuit of Warpstone continues throughout the mortal realms. The rat man unhealthy diet of warpstone fuels their madness and empowers them to victory.

HOLY TERRAIN RULES

Cooling Towers, Core Processor (Table/Terrain Objective), Crystal Essence Extractor:

(Measure from the plateau foot print) During the Hero phase, roll a D6 on a 3+ each unit within 6" of one of these terrain features has become Warp Frenzied. Until next your hero phase each time a model from that unit is slain in the combat phase, you can make a pile in move and then attack with it before removing it. On a roll of 1 the unit suffers one Holy Wound.

Warpstone Crystal Spires: Units wholly within 6" are immune to battleshock. In the your hero phase if your General is wholly within 6" immediately earn another command point.

Ladders: When a unit makes contact with the ladders they may continue that movement at the top of the ladder without counting the vertical movement. For the purposes of unit coherency if a model is in contact ladder at top and bottom they are considered to be in coherency.

HOLY WOUNDS

Holy Wounds cannot be negated by any means.

GENERAL TERRAIN RULES

All models must navigate Holy Havoc & Holy Wars terrain. Models may **NOT** pass through any terrain. Models will spend movement when moving over walls, fences and any terrain that requires upward movement to navigate, unless otherwise stated on the rules for that terrain. Some Holy Havoc & Holy Wars terrain have a base; use the base of terrain feature for determining if a model is touching the terrain feature. True line of sight must be used for all ranged attacks unless stated otherwise on the unit Warscroll.

BUILDINGS: Units can be sup as a garrison at the start of the battle if the terrain feature is wholly within the units territory.

FOREST: Trees contained on a forest footprint should not be removed or adjusted to accommodate a model. If the models base is too large to fit then the forest is too dense for that model to move through. All bases of the trees represent the volume of the tree and cannot be overlapped by a model's base. +1 to armor saves to model/unit that are wholly within the forest footprint.

FENCES & WALLS: When an enemy model targets a unit that is wholly within 1" of a fence or wall, then the target unit receives the benefit of cover if the attacking model is closer to the fence or wall than it is to the target unit.

HILLS: Grant +1 to armor saves if a rock crag is present. The rock crag must be taller than the model/unit to gain the +1 to armor save. If the hill doesn't have a rock crag they are considered to be part of the table top army terrain can be placed on these hills.

ROCK CRAGS: All rock crags are considered Deadly Terrain and players must account for movement up and down when moving over rock crags. Rock crags grant +1 to armor save if the model/unit is wholly within the rock crag.

ROCK SPIRES: When an enemy model targets a unit that is wholly within 1" of a rock spire, then the target unit receives the benefit of cover if the attacking model is closer to the rock spire than it is to the target unit. Rock spires block line of sight


RUINS: Grant cover saves if the unit is wholly within the ruin.


TREES, TREE CLUMPS: Block line of sight.


WATER FEATURE: All water features decrease movement -1 and do not grant cover.


MONSTERS & WAR MACHINES: Monsters and War Machines may not garrison buildings. Monsters and War Machines that have a Wounds characteristic of 8 or more do not add 1 to save rolls for being in cover.


SCENERY TABLE


 **Damned:** At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.

 **Arcane:** Add 1 to casting or unbinding rolls for Wizards while they are within 1" of any Arcane terrain features.

 **Inspiring:** Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.

 **Deadly:** Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.

 **Mystical:** Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.

 **Sinister:** Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.