



# Competitive TOURNAMENT PACK

## Terrain Pack



**Terrain Pack**  
This pack has been designed to help give a better understanding of how our Tournament Terrain is used and interacts with our Warhammer 40000 competitive tournaments. We have designed specific terrain that uses the official and current Games Workshop rules as well as offering uniformity

### Terrain Rules

#### Large L



Open Windows



#### Terrain Type: Ruins

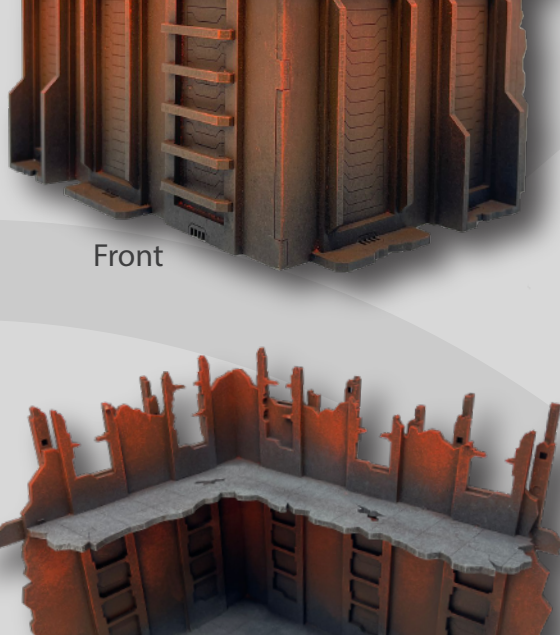
Area Terrain , The Footprint , Plunging Fire, Benefits of cover, Obscuring

#### Medium L



Left

Right

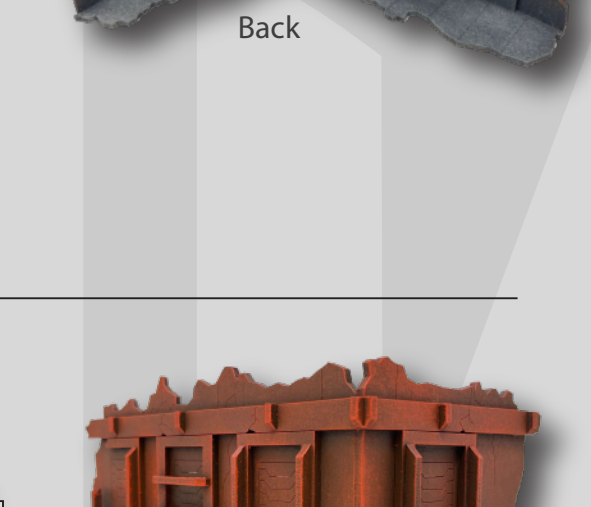


Front



Left - Open Windows

Right - Open Windows

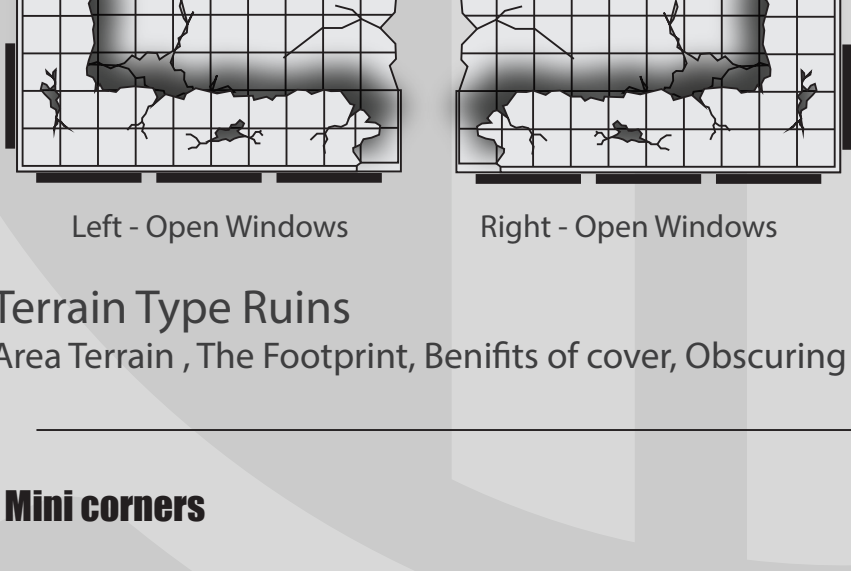


Back

#### Terrain Type Ruins

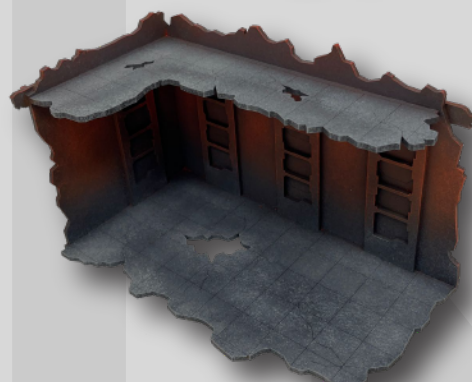
Area Terrain , The Footprint, Benefits of cover, Obscuring

#### Small L



Left - Covered Windows

Right - Covered Windows



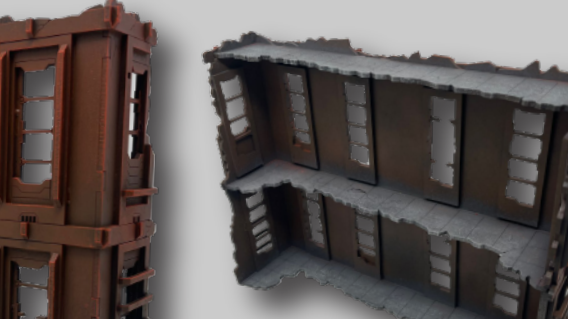
Left - Open Windows

Right - Open Windows

#### Terrain Type Ruins

Area Terrain , The Footprint, Benefits of cover, Obscuring

#### Mini corners



#### Terrain Type Ruins

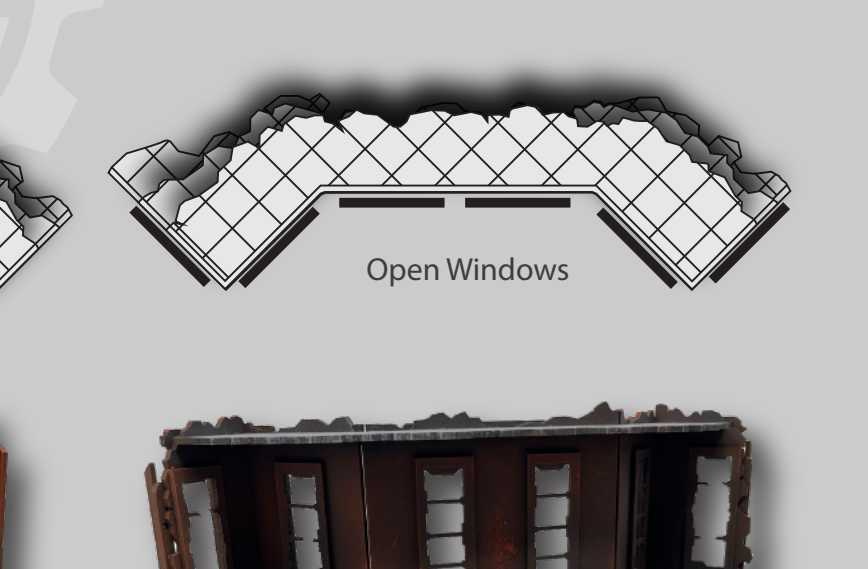
Area Terrain , The Footprint, Benefits of cover, Obscuring

#### Large Angled Building



Covered Windows

Open Windows



Example shows Open Windows

#### Terrain Type Ruins

Area Terrain , The Footprint , Plunging Fire, Benefits of cover, Obscuring

#### Large Angled Building



Covered Windows

Open Windows

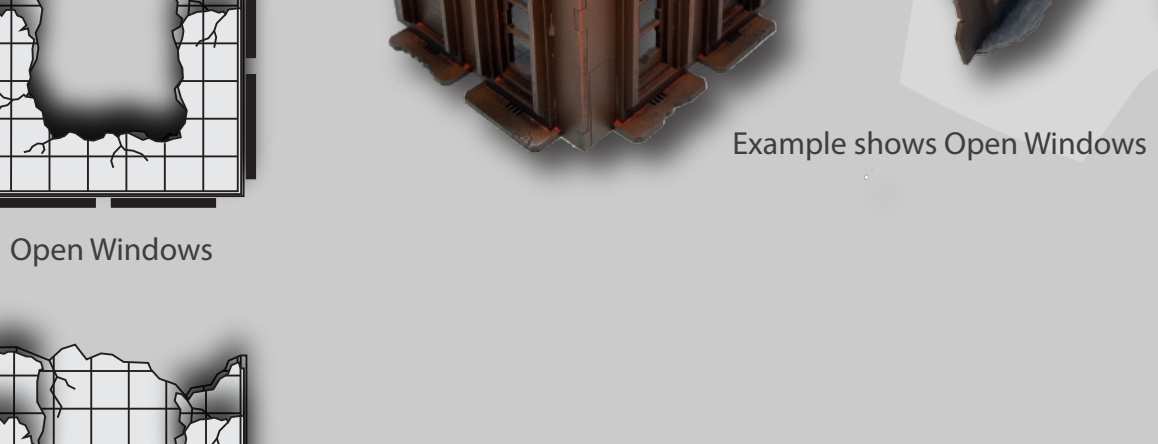


Example shows Open Windows

#### Terrain Type Ruins

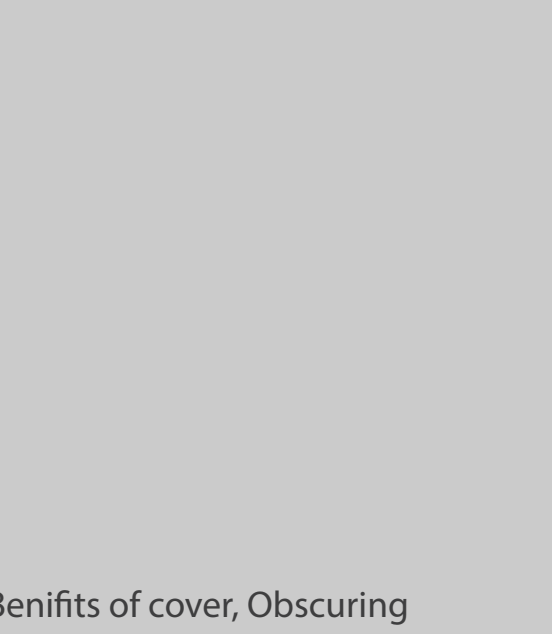
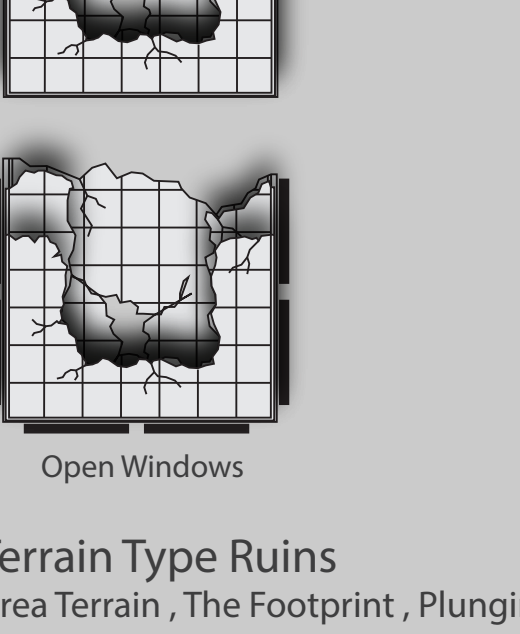
Area Terrain , The Footprint , Plunging Fire, Benefits of cover, Obscuring

#### Large Reversed Angled Building



Covered Windows

Open Windows

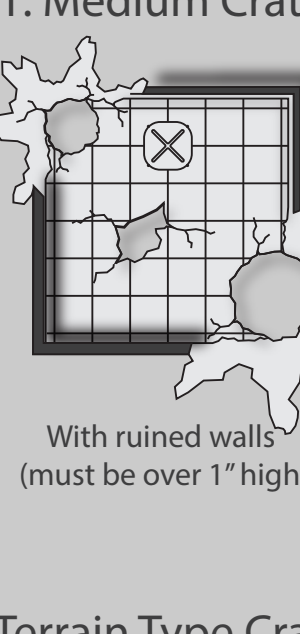


Example shows Open Windows

#### Terrain Type Ruins

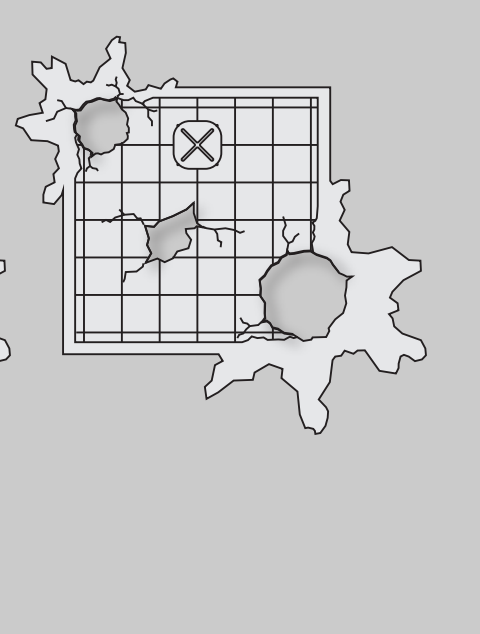
Area Terrain , The Footprint , Plunging Fire, Benefits of cover, Obscuring

#### Large U Ruined Building



Covered Windows

Open Windows



Example shows Open Windows

#### Terrain Type Ruins

Area Terrain , The Footprint , Plunging Fire, Benefits of cover, Obscuring

#### Craters

##### 1: Small Crater



With ruined walls (must be over 1" high)

##### 1: Medium Crater



With ruined walls (must be over 1" high)

#### Terrain Type Craters

Area Terrain, Benefits of cover

#### Craters with Ruined Walls

Area Terrain, Benefits of cover, Woods

#### Note:

##### The Obscuring rule

If any unit is targeted by an enemy unit that has to draw a line of sight through any Ruin with the Obscuring rule, then irrespective of whether you can see the targeted unit or not it can NOT be target by the attack.

##### Area Terrain

You have to be wholly within the area terrain base to claim the cover NOT Partially or touching