MASTERS OF THE FORGE

On Your Tabletop

Terrain and Environment Rules

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Alternative City Fight Rules

Large Models and Levels: Large models may assault units they can "reach" that are on higher levels without actually moving up levels. If a Monstrous Creature or Walker is tall enough that 25% of their height is above the level of an enemy unit, they are considered to be in base contact with that unit as long as the model (not just its base) is within 3" of a model in the target unit.

Transports and Ruins or Battlements: If a Transport is open-topped or its top hatch is at the same height as a level in a ruin or a battlement, and the vehicle is within 1" of the ruin level or battlement, then models may disembark onto that level without paying the vertical movement cost to access that level. To do this, the models must make a Move Through Cover roll. If the roll isn't significant enough to fit all the models on the level or battlement, simply deploy the rest of the models on the ground level.

Jump Limitations: Units with jump or jetbike movement may only jump on levels 12" vertically from their current level.

Scaling Buildings: You may scale tall building walls by adding all Move Through Cover and Run moves over the course of consecutive turns until you reach the top. You may not shoot while climbing.

Jumping Down: Non-jump units may jump from a height. Instead of moving as normal, units whose models are within 6" of the edge of a level may jump down. Each model takes a Dangerous Terrain check. The chance of causing a wound goes up by 1 and the AP of the wound goes down by 1 for every 3" the model jumps beyond the first 3". For the purposes of Instant Death, the wound's strength is equal to the number of inches the model jumps down (maximum 10). This means that if you fall 18", you automatically take the wound and that wound is resolved as if it were Strength 10 at AP 1, effectively suicide for any model with no Invulnerable Save and Toughness less than 6.

Objectives and Building Detonation: When an Objective Building Detonates, the building is still removed, but the Objective remains in the same location. The crater left behind is treated as the building only for mission rules purposes.

Units and Building Detonation: Models on the battlements of a building suffering a Detonation result that would have been otherwise destroyed instead take falling damage as if having jumped down. After the building is removed, place surviving models in the crater within unit coherency of any models which had already safely moved (if any).

Alternative Zone Mortalis Environments

Basic Zone Mortalis Themes

Starship interiors, space hulks, the Webway.

Catacombs

Catacombs are a catch-all for any low-tech subterranean network. There is often very little in the way of technology used to manipulate portals in Catacombs. Indeed, most doors would have rotted away long ago. Some doors could be made of strange metals or stone. In this case, there could be some kind of mechanism which operates them. It's up to you. Perhaps the denizens of the Catacombs know where the hidden levers are while the attackers do not, using the standard rules for doors in Zone Mortalis.

In these ancient places, collapses are quite common and dangerous. Add +1 to the Catastrophic Damage table in Catacombs.

Tainted Temple

In a Tainted Temple, you would use the Catacombs rules, but these are places where Dark Deeds have occurred. Add a roll of 13 to the Catastrophic Damage Table. In this event 2d6 Pink Horrors, Plague Bearers, Daemonettes, or Bloodletters are summoned on the battlefield without scattering. In an Assault mission, the Defender controls these models. In an Encounter mission, the controller is determined randomly before they are summoned.
You may also wish to use the Nightmare Realms rules from episode 51 for a battle within a Tainted Temple.

Trench

A Trench board is basically a Zone Mortalis with some stretches of Open Ground on the battlefield above. Units within the Trenches use any and all Zone Mortalis rules. Units on the ground above the Trenches are not subject to these rules. In order to get on the ground above the trenches, simply subtract 3" from the unit's movement as if they were climbing onto a level of a ruin, except that no difficult terrain roll is required.

Open Ground is incredibly dangerous. The reason the Trenches exist in the first place is to avoid dangerous enemy crossfire and avoid drawing the attention of off-board field guns. If any of your units standing on Open Ground rather than the trenches, at the end of your movement phase, then your opponent may choose one of the following for each exposed unit: either Suppressing Crossfire or Off-Board Barrage.

If targeted with Suppressing Fire, your exposed unit is struck with 2d6 str 5 ap 4 hits originating from any point along your opponent's board edge (their choice). Use a regular infantry model at the originating point to determine Line of Sight if any terrain questions come into play.

In the case of an Off-Board Barrage, your opponent may target any location within 6" of the exposed unit with a Str 5 AP 6 Heavy 3 Blast Barrage.

Units with the ability to move over terrain (Jump Infantry, Jetbikes, etc.) may jump over walls in this game, but if they do, then they suffer the same dangers as a unit occupying Open Ground. In the case of Suppressing Fire, they are shot as they jump. For this reason, they take only d6 hits, but cover is ignored.
If a unit fires a Barrage weapon, they have also exposed their position and the enemy may call an Off-Board Barrage on them if they use such weapons.

Although the Catastrophic Damage table is appropriate for a Trench network, subtract 2 from the result. Some

Trench warfare involves the use of horrific biological weapons, so you may wish to use the Poisoned Air rules for units within the trenches.

Scrapyard

The Scrapyard uses the same rules as a Trench system except the Open Ground is also Dangerous Terrain and may be stacked high with debris. With a Scrapyard, you may wish to add a building or two to the maze of crushed vehicles and piles of refuse.

You can use the same rules for a ruined city or crashed starship board.

Sewers

Sewers can be applied in their entirety or in part to other Zone Mortalis boards such as starship interiors or catacombs. Although the dangers of a Sewer are not much worse than any other Zone Mortalis, they can be vile and uncomfortable for some combatants. Units without either a 3+ armor save or 5+ invulnerable save may not go to ground and are immune to pinning.

Sometimes, the flow of water can be a danger to units in a Sewer Zone Mortalis. Rather than using the regular Catastrophic Damage table (or in conjunction with it), players both roll a die at the start of every game turn and add the numbers together.

On a 6-9, a flood of water gushes through the Zone Mortalis. Players roll off to determine who controls the flood. That player picks a point from which the flood emanated. Tracing the lines of flow from that point, units must make a strength check or be moved 2d6 inches in the opposite direction. If any units end this movement against a board edge, they stop and take d6 str 3 ap - hits. A unit or room may not be affected by the flood more than once.

On a 10-11, a geyser shoots up from below, scattering a targeted unit. Players roll off to determine who gets to pick the unit affected by the blast. The unit takes d6 str 3 ap - hits with the Strikedown special rule.

On a 12+, the entire Zone Mortalis fills with filthy water from above, below, and all sides, then is just as suddenly drained. Every unit scatters 2d6 in a random direction. If a unit hits a bulkhead or board edge, it takes d6 str 4 ap-hits. Units must make a str test to move this turn, and even then as if through difficult terrain. Bikes and vehicles may not move at all. Weapons except for Templates may be fired during this turn, but their range is halved. If a 12 is rolled again, treat this as having no effect.

Hive

A Hive is unlikely to have many (if any) doors or other mechanical devices. Of course, it isn't hard to imagine a sphincter or throat of some kind barring the entry of any attackers. In these cases, treat them as locked doors for any Attacker.

Hives are, however, likely to boast some levels of biological defenses other than the denizens, of course. Dangers such as pools of dangerous liquids, grasping tentacles, emplaced weapons, and other bio-traps should be considered for a game on a Hive Zone Mortalis. If the game features a Defender, they should likely be immune to any of these effects.

Liquid Pools: These pools of gene-altering or acidic liquid are considered Dangerous Terrain, and dangerous on a 1 or a 2 for models with a 5+ or worse armor save. Models with a 2+ armor or any invulnerable save are immune to its effects.

Emplaced Weapons: pick any weapon from the Defender's Codex and create an emplaced weapon of it

(Toughness 7, 2 wounds, BS 2). A good rule of thumb is to charge a number of points equal to the upgraded weapon's cost plus 10 points.

Grasping Tentacles: Designate a single 4" square as an area of Grasping Tentacles. Units must make a Strength check to move beyond it.

Mine

Mines can be treated like any other Zone Mortalis, but they are not traditionally safe places. Mines always use the Catastrophic Damage Table and they increase the number rolled by +1 and Ordnance increases the roll by +2 rather than +1 (for a total of +3).

Jungle Deathworld

The Jungle Deathworld terrain using these rules is assumed to be measured by 2" squares and 2' boards. Each board will have two large trees, each taking up the space of 2 squares by 2 squares and as tall as you like. Then, each Board will feature 16 Vegetation features, each one taking up 1 square. Players may wish to take turns filling terrain or a Game Master can do it. Vegetation may be placed on Objectives and you may wish to set up Objectives before placing the Vegetation.

In some cases, you may wish to forego this setup and place a manufactured complex of some kind at the center of the battlefield and fill only the outside with vegetation. You may even wish for the Vegetation to be present inside the complex. It's all up to your imagination.

Players may remove Vegetation in any phase in the game by destroying it. A Vegetation feature is treated as a model with Toughness 4 and a 4+ armor save. Treat all the Vegetation on the Battlefield as if it were a single unit for the purposes of wound allocation except for Template weapons. Always fire any Template weapons your unit has first and, when they wound, only remove the Vegetation under the Template. Your units may even assault the Vegetation. When they do so, pick a direction your unit is assaulting in before rolling for charge distance. Any model which is adjacent to a Vegetation feature when it is destroyed automatically takes a single Str 2 AP - hit.
At the beginning of every player turn, you must add 1d3+3 Vegetation features to the battlefield as they grow back! You may not add a Vegetation feature in a square adjacent to one of your opponent's models. If Vegetation features cannot be added, they are discarded.

You may wish to use the Poisoned Air rules for missions set in a Jungle Deathworld, though the Enemy Unknown rule could be extremely difficult without a Game Master. Catastrophic Damage may be used to represent the flora and fauna of the Death World wreaking havoc on the combatants. You may also wish for any Defender force to be unaffected by either the Catastrophic Damage or the Poisoned Air to represent their acclimation to the environment. Of course, in these cases you may also want to provide some kind of boon to the attacker in order to balance this out.

Death World Environmental Rules

Obscured Vision

Sometimes difficult optics go beyond simple darkness. Often, on Deathworlds, combatants can face rolling clouds of steam, toxic fogs, or powerful haboubs which can blast sand or other particulates at incredible speeds. In these cases, nightvision is useless. Apply the usual Night Fight modifiers, but rules which provide succor from these modifiers do not work. You may also wish to increase the cover save at certain distances or even provide total concealment out to a certain distance.

- **Light fog or wind storm:** +1 Cover Save
- **Heavy fog or moderate wind storm:** +2 Cover Save, no Line of Sight beyond 24"
- **Haboub with silicate suspension:** +2 Cover Save, no Line of Sight beyond 12"

Overheat

In extreme temperatures, equipment tends to malfunction. Weapons, particularly energy weapons, have a tendency to overtax built-in heatsinks in the event of hot temperatures. All energy weapons have the Gets Hot special rule. Energy Weapons which already have the Gets Hot special rule will Get Hot on a 1 or a 2 instead of a 1. Since there is no descriptor for Energy Weapons, you will have to use your better judgement. In the event of strange weapons such as Ork Lootaz, simply look at the models. Models which appear to have energy weapons will suffer from this rule, those without shall not.

Lockup

In the event of extreme cold, equipment doesn't always work properly, sometimes due to freezing condensation or even gasses becoming liquid. Vehicles, Jetbikes, Bikes, Jump Packs, and Jetpacks are forced to move at half their normal speed and if they move flat out, they must make Dangerous Terrain Checks, even if they have the Move Through Cover Special Rule. Weapons which have the Gets Hot special rule do not have this rule anymore.

Hull Breach

Sometimes the world boasts a corrosive or otherwise deadly atmosphere. When armor is breached, the atmosphere can further damage a unit. If a vehicle suffers a penetrating hit, on a 4+, it suffers an additional damage effect, but without any modifiers for armor penetration. In extreme cases, you may want all wounds suffered in these environments to have the Instant Death special rule on a 4+ as well.

Faction-Themed Terrain

Dark Eldar Pain Spire

80pts

The Dark Eldar Pain Spire is a place of great anguish and deprivation. Untold horrors befall the captives of the Dark Eldar in these places taking the shape of unspeakable tortures and horrific desires. Some Pain Spires reach deep into the earth, boasting rows and rows of dungeon cells filled with slaves. Others are able to harness or transmit the Pain Energies the Dark Eldar need to survive.

Faction: Dark Eldar
Composition: 1 Pain Spire
Terrain type: Building (Armour Value 14) about the size of a Bastion with a capacity of 20 models
Weapons: 4 Splinter Cannons
Fire Points: 4

Options:

- Pain Relay - 5pts
- Splinter Racks - 10pts
- Red Room of Pain - 30pts
- Emplaced Darklance Battery - 30pts

Pain Relays: Pain Relays allow the controlling player to, at the end of their turn, move any number of Pain Tokens from one unit within 24 inches of the Pain Spire to another within 24 inches of the Pain Spire.

Splinter Racks: As per Codex: Dark Eldar except that models on the battlements of the Pain Spire also benefit from the Splinter Racks.

The Red Room of Pain: The Pain Spire boasts a torture chamber equipped with implements capable of inflicting unspeakably horrific acts of depravity upon those within. When it has a unit embarked, it gains the ability to generate one pain token at the end of the controlling player's turn, placed on any unit within 24". Whenever a pain token is generated, roll a die; on a 6+, one model in the unit is removed as a casualty.

Tau Force Field Relay Network

110 points

A number of pillbox-like, automated force field emitters projecting man-high protective beams of energy. Can be comfortably deployed during civil security operations or military campaigns from orbit, aircraft or by infantry in battlesuits as a reinforcement to a defense line, a makeshift fortification, or even to secure the rear during offensive operations.

Faction: Tau
Composition: 3 Relays
Terrain type: Impassable Building (Armour Value 12), each about 60 mm in diameter, with a clearly marked center in the middle
Weapons: none

Options:

- May take items from Stronghold Assault's Obstacles lists.
- May add up to 2 additional Relays for 35 points each, bringing the total up to 5

Special rules:

Force Field: The controlling player may choose to draw a man-high invisible Line between the centers of each Relay at the beginning of their turn to represent a Force Field. You may only have one forcefield connecting two Relays. If a relay is destroyed during the enemy turn, the owning player may immediately re-draw the broken connections. Links can be drawn to a maximum range of 36". Friendly units being shot at through one Force Field gain a 5+ invulnerable save or a 4+ save when shot at through two Force Fields. Enemy units moving through one or more Force Fields treat it as dangerous terrain, except for skimmers, jump infantry using their jump packs, and their likes.

Trees of Pain

35 points

Faction: Dark Eldar, Chaos Space Marines, or Chaos Daemons
Composition: One forest of similar composition and basing to a Citadel Wood
Terrain type: Dangerous Terrain
Weapons: None

As a special form of scare tactics, some of the galaxy's vilest warlords capture civilians or enemy combatants before or during battle, littering the battlefield with still-living beings close or dear to their enemies, hung up on elaborate or primitive tree-like torture devices... Providing pleasure and cover for their own forces while driving the fear of their friend's fates, soon to be their own, into the heart of weaker-souled opposing forces, sowing terror and reluctance. Although sometimes, this tactic has a habit of backfiring.

Special Rules:

Cries of Agony: Any enemy unit within 12 inches of this terrain piece suffer the effects of the fear special rule.

A horrible view: When targeting a unit partly or fully in cover behind or within Trees of Pain during the shooting phase, an enemy unit must perform a morale check. If failed, the targeted unit receives a +1 to their cover save.

Get 'em down and give 'em peace: An enemy unit which fully enters the Trees of Pain terrain may decide to go to ground to the spot, representing the horrified warriors making an effort to release their comrades or protectees from their agonizing struggle. As soon as the unit gets back to their feet during the next turn as per the Go to Ground rule, all three special rules of the terrain are ignored for the remainder of the game. The opposing player receives one victory point for performing this action on all enemy Trees of Pain at the end of the game.

Snotling Infestation

65 points

Terrain type: As per infested terrain
Weapons: None

Ferocious teeny tiny tribes of Snotlings have conquered one or several terrain features ahead of an Ork force, crawling around the place, breaking down machinery and the structure itself, 'decorating' the vicinity, playing games with each other and any trespassers, or just trying to eat them and failing.

Seasoned warriors will treat those little creatures as a mere annoyance, until getting bitten, barfed at, or swarmed by packs of the jumpy little greenlings, and it's close to impossible to effectively get rid of those little buggers.

Faction: Orks. Note that, although you place no specific terrain for this fortification, it does still take up your Fortification slot in your Detachment.

Composition: After deployment of all terrain on the table, roll one d6 for every terrain piece on the board, in a sequence you can freely choose. On a result of 6, mark the terrain as Infested by Snotlings, preferably by means of a few little Snotling models or counters . If you get to the last terrain piece without having rolled a 6, it automatically becomes infested!

Special rules:

Infested by Snotlings: Any cover save influenced by an infested terrain piece is worsened by 1 for all units after all other modifiers. If a unit goes to ground within an infested terrain piece, all models in the terrain piece immediately take a dangerous terrain test due to Snotlings having a field day with any combatant focusing on keeping his head down. Barf! Bite! Shenanigans!

Fog Bank

The Fog Bank is a transparent, 6" long and 2" tall piece of flat terrain. Models which are partially obscured by three or more Fog Banks **can only be hit by ranged attacks with Snap Shots**. Models which are partially obscured by just two Fog Banks instead have the **shrouded** special rule. Models partially obscured by only one Fog Bank instead have the **stealth** special rule. Models which are partially obscured by a Fog Bank do not need to be obscured 25% to receive the bonus.

Fog Banks are deployed in groups of 4 as a single terrain selection during terrain setup. All four pieces must be placed within 4" of each other at the beginning of the game.

At the end of each game turn, the players roll off. The player who wins will scatter all of the Fog Banks. Roll a scatter die and a single regular die in the midst of the Fog Banks and scatter each one that number of inches. If a HIT is rolled, then the player may change the orientation of the Fog Banks before they scatter (use the built-in arrow on the HIT symbol to determine which direction they scatter). Fog Banks may overlap other pieces of terrain or each other. If a Fog Bank scatters to a point where it cannot be placed evenly on the table or a terrain piece, then reduce the amount scattered) until it can be placed evenly on the table or a terrain piece.

If a Fog Bank scatters off the table, it is removed from play.

Look to future On Your Tabletop supplements for rules on weapons which generate Fog Banks of differing varieties.

"Mysterious" Fog Banks

You may also choose to use mysterious terrain for your fog banks, or simply choose to use alternatives for the narrative terrain setup you've got planned.

For any Fog Bank which causes a negative effect when passing through it or the Fog Bank passing over it, the effect is imposed for each token passing over it. This is to represent a thicker fog being more dangerous than one which has spread out.

1-2	-	Whew! Normal Fog Bank!
3	-	Smoke
4	-	Incapacitating Gas
5	-	Poisoned Gas
6	-	Corrosive Gas

Smoke: Where there's smoke, there's fire. Do not scatter Smoke terrain. Instead, place a 30mm base in its midst to represent the source of the fire. This base is Dangerous Terrain. Otherwise, treat this as a normal Fog Bank.

Incapacitating Gas: This is a gas which is often used by planetary police forces for crowd control. If a non-vehicle model passes through Incapacitating Gas or is passed over by a scattered bank of Incapacitating Gas, the model's movement is reduced by 3" for the duration of the turn, including the shooting and assault phases. Models with a 3+ or better armor save are immune to this effect. Otherwise, treat this as a normal Fog Bank.

Poisoned Gas: This terrain feature represents a billowing mass of gas which can render casualties in a unit of infantry. If a model passes through Poisoned Gas or is passed over by a scattered bank of Poisoned Gas, it must make a Dangerous Terrain check. Abilities which grant a model protection from Dangerous Terrain (such as move through cover) do not work against Poisoned Gas. Models with a 3+ or better armor save are immune to this effect, as are models with the Mark of Nurgle or otherwise have Nurgle in their unit name. Otherwise, treat this as a normal Fog Bank.

Corrosive Gas: Corrosive Gas is a deadly mélange of substances designed to affect a myriad of materials. Any model passing through or passed over by a bank of Corrosive Gas must make a dangerous terrain check. Abilities which grant a model protection from Dangerous Terrain (such as **move through cover** and a **dozer blade**) do not work against Corrosive Gas. Otherwise, treat this as a normal Fog Bank.

Modeling Fog Banks:

An acrylic fog bank terrain piece is in development in partnership with Burn In Designs (easily found with Google). However, these are easily represented with a good, fluffy, multi-ply bathroom tissue or paper towel cut into 6" long billowy-cloud shapes. It's just important to remember anything beyond the Fog Bank which is partially obscured by it receives the bonus regardless of whether it is obscured 25%, unless it's a flyer.

Fog Bank Node

A Fog Bank Node is a terrain feature which generates fog. This could be something as simple as a river, something slightly exotic like a geyser, or even a steaming vat full of corrosives.

The Fog Bank Node starts with two Fog Banks of the appropriate type touching it. Throughout the game, the player whose turn it is to move Fog Banks rolls a die for each Fog Bank Node after existing Fog Banks have been moved. If a 4+ is rolled, generate a new Fog Bank, placing it in contact with the Fog Bank Node.

Nightmare Realms Special Rules

When fighting on a Daemon World, you are constantly harangued by your own senses. It can slowly degrade your willpower. Because of this, we have created a system for sanity that you can use when facing such horrors.

Corruption Tokens

During a game set in the Nightmare Realms, there are many ways in which you can lose your mind. This is represented with **Corruption Tokens**. When the rules would indicate that a unit is awarded a Corruption Token, place a small, recognizable bauble near the unit. A single poker chip with the number of tokens written on it will also work very well. **Independent Characters** gain Corruption Tokens simultaneously and separately from the units to which they are attached. For example, if an Independent Character is joined to a unit which has contracted 5 Corruption Tokens, then moves out of that unit, both that Character and the unit will have 5 Corruption Tokens each.

Spreading Corruption

Disturbed Characters can **spread corruption**. If a Character moves into a unit with less Corruption Tokens than themself, then that unit instantly **gains 1 Corruption Token**. For example, if a Character with 3 Corruption Tokens joins a unit with 0 Corruption Tokens, then they automatically increase their Token count to 1.

Effects of Corruption

Being plagued with Corruption Tokens is both a blessing and a curse. The **number of Tokens** a unit suffers from determines the **specific effects** inflicted upon that unit. If the unit is joined by an Independent Character with a different number of Corruption Tokens, then **the larger of the numbers is used**. For example if a unit has 3 Corruption Tokens and an attached Character has 1 Corruption Token, then refer to the effects for 3 Tokens. Effects are NOT cumulative.

> **1 Corruption Token**: -1 Leadership
> **2 Corruption Tokens**: -2 Leadership
> **3 Corruption Tokens**: -3 Leadership
> **4 Corruption Tokens**: -4 Leadership
> **5 Corruption Tokens**: Fearless.
> **6 Corruption Tokens**: Fearless, Feel No Pain 4+
> **7 Corruption Tokens**: Fearless, All Close Combat attacks are Poisoned 4+, It Will Not Die
> **8 Corruption Tokens**: Fearless, Rage
> **9 Corruption Tokens**: Fearless, Gain +1 Invulnerable Save and Roll a d3 at the start of the controller's player turn to gain one of the following:
> > 1 Smash
> > 2 +2 attacks
> > 3 +6" movement
>
> **10 Corruption Tokens**: The unit is removed from play as a casualty and a Chaos Daemons unit of the same Force Organization slot as the destroyed unit is summoned in its place using the standard summoning rules. This unit is chosen and under the control of the opposing player and must have the same number of models the unit had when it was removed.

Additional Caveats

- Units containing models with the **Daemon** special rule do not gain Corruption Tokens.
- Units containing a model with the **Adamantium Will** Special Rule roll a die when they are called upon to add a Corruption Token. On a 4+, no token is added.

- Units containing a model with the **Psyker** Special Rule gain d2 Corruption Tokens when called upon to gain 1.

Cleansing Corruption

Units with the **Fearless** Special Rule may choose to take no voluntary action during their turn in order to focus themselves and remove Corruption Tokens. They may not move in the movement phase, manifest psychic powers, shoot, or initiate a charge. At the end of the Turn, they may roll a d6 and remove that many Corruption Tokens.

Nightmare Realms Terrain Features

At the start of the game, before you roll for deployment, check each piece of terrain to learn what kind of unusual effect it has. Roll a d6 for each.

1. **Screaming:** The cacophony of misery permeating this terrain feature can penetrate even the most cunningly-wrought soundproofing. Such a thing can drive even the most strong of will mad. Every turn a unit spends inside this terrain feature, place a Corruption Token on this unit.
2. **Visceral**: This terrain feature is represented by the flowing of blood or offal. Examples include a river of human remains, a building with blood dripping from the walls, or a wood thick with hanged men. If a unit has at least 1 model in this terrain feature at the start of their assault phase, roll a die for that unit. On a result of 1, one random model in the unit attacks the other models in the unit as if they were enemy models. The controlling player's opponent makes these attacks as if the model were their own.
3. **Shifting:** Scatter the terrain 3d6" at the start of every game turn. If all models in a unit are completely within the terrain, then the models move with it. If they are not, they take 2d6 Str 6 AP 4 hits and stay where they are. If the Terrain moves over any other units, they also take this damage. If the Terrain ends its movement over any models, they are placed in the Terrain exactly where they were before it moved.
4. **Haunted:** The spirits of the damned haunt this terrain feature. If a player has units even partially within this terrain feature at the end of their turn, the unit must make a Leadership check. On a failed roll, the unit must move d6" out of the terrain. If some models are still within the terrain feature, then the unit gains a Corruption token and takes d6 Str 4 AP - hits, originating from the center of the terrain feature.
5. **Forge or Garden:** A unit within this terrain feature can be enticed by the Warp Spirits within. At the end of the controlling player's turn, they may gain a Corruption Token and roll a die. On a 4+, the unit either regains a fallen warrior, a wound, or a hull point. Players may do this any number of times. Daemons and Daemon Engines make this roll on a 3+. You may wish to limit the type of unit capable of being restored by this terrain based on its physical features; for example a Woods might be a Garden which can only restore Infantry or a Ruin might be a Forge which can only restore Vehicles.
6. **Hypnotic:** Units within this terrain feature are treated as if under the effects of the Hallucination psychic power.

Nightmare Realms Narrative Objectives

1. **Spirit of Chaos:** This malevolent spirit is bound within some kind of vessel, but it can still lash out and cause serious harm. If a unit is holding this Objective at the end of the controlling player's turn, roll a die. On a 1, the unit suffers a single Str 8 AP 1 hit.
2. **Fount of Power:** A blessing of one of the chaos gods promises power beyond imagining. If a unit is holding this objective at the end of the turn, it may choose to increase or decrease its number of Corruption tokens to 6, 7, 8, or 9.
3. **Icon of Purity:** A talisman to ward against the fel powers of chaos has been installed here. A unit holding this Objective may remove d6 Corruption Tokens at the end of their controlling player's turn. Re-roll this Objective if it is located within a Forge or Garden Terrain Feature.
4. **Coveted Relic:** This ghastly yet dear icon to the Chaos gods fills all who gaze upon it with greed. All units gain Hatred against a unit holding or contesting this Objective.

5. **Innervating Eye:** A unit holding this Objective may, during their shooting phase, make a single ranged attack against any other unit (friend or foe) instead of shooting normally. If the attack hits, that unit gains 1 Corruption Token.
6. **Beacon of Ruin:** If a unit holds this Objective, any units in the controlling player's army which deepstrike within 6" of it, do so without scattering. In addition, any friendly units moving directly towards the Objective during their movement phase add d6" to their movement.

Nightmare Realms Atmospheric Effects

Moaning Fog: This counts as a Fog terrain feature except that when a unit passes through it (or it passes through a unit) roll a die. On a 4+, the unit gains a Corruption Token

Blood Mist: This counts as a Fog terrain feature except that when a unit passes through it (or it passes through a unit), they add +1 to their Attacks characteristic for that player turn. Also, roll a die. On a 5+, the unit gains a Corruption Token.

Plague Fog: This counts as a Fog terrain feature except that it deals d3 Str 1 AP - Poison 4+ hits against any unit it passes over or that pass through it. Also, roll a die. On a 5+, the unit gains a Corruption Token.

Pheromone Cloud: This counts as a Fog terrain feature except that when a unit passes through it (or it passes through a unit), they add a +1 to their Feel no Pain for the turn. Also, roll a die. On a 5+, the unit gains a Corruption Token.

Blood Rain: All units gain +1 to their Attacks Characteristic while the rain falls.

Malaise of Change: Night Fighting is in effect while the Malaise is active. In addition, at the end of every player turn, that player may move any and all terrain features up to 2" each.