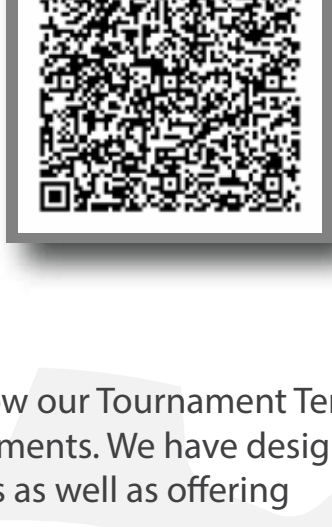




# Competitive TOURNAMENT PACK

## Terrain Pack



### Terrain Pack

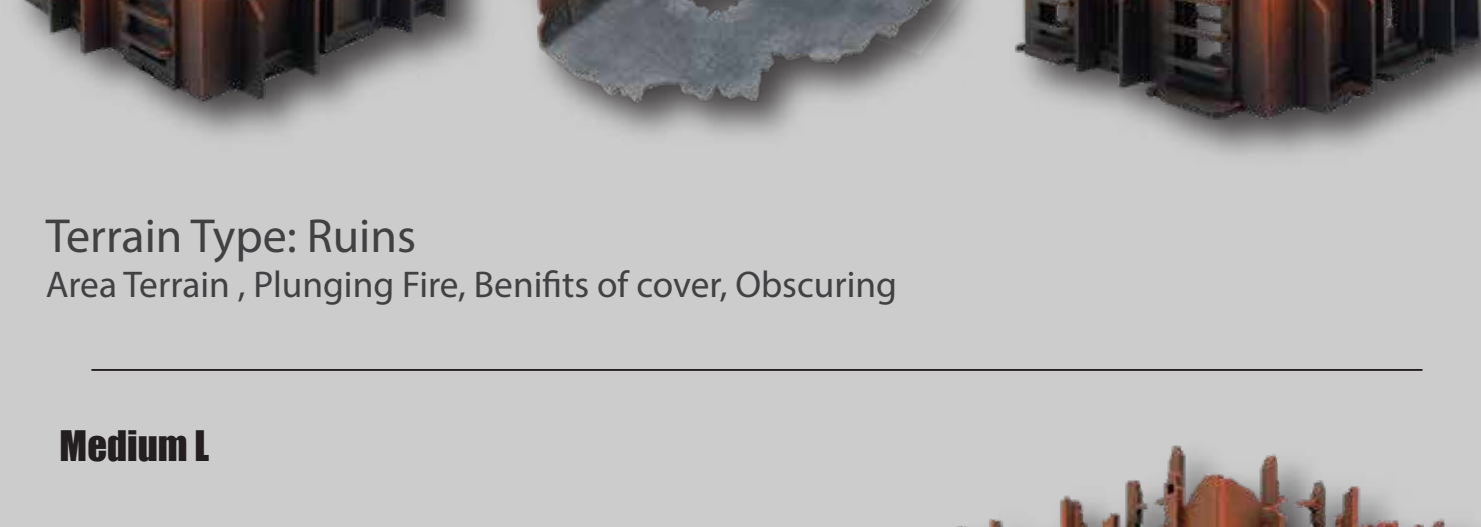
This pack has been designed to help give a better understanding of how our Tournament Terrain in used and interacts with our Warhammer 40000 competitive touneaments. We have designed specific terrain that uses the official and current Games Workshop rules as well as offering uniformity

### Terrain Rules

#### Large L



Open Windows



Terrain Type: Ruins

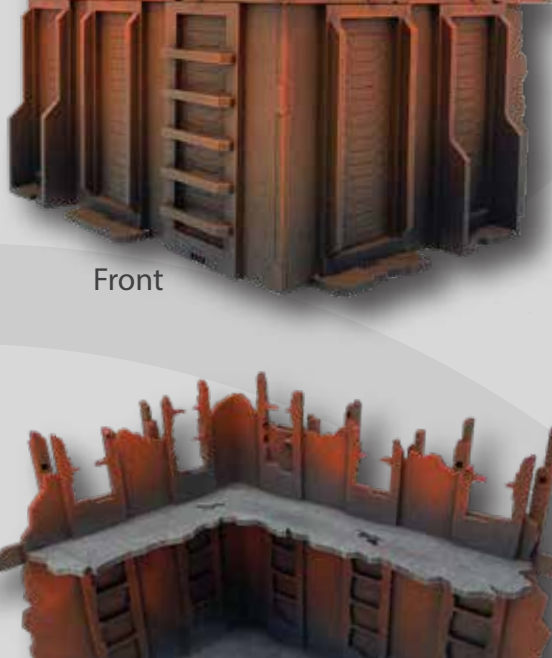
Area Terrain , Plunging Fire, Benefits of cover, Obscuring

#### Medium L

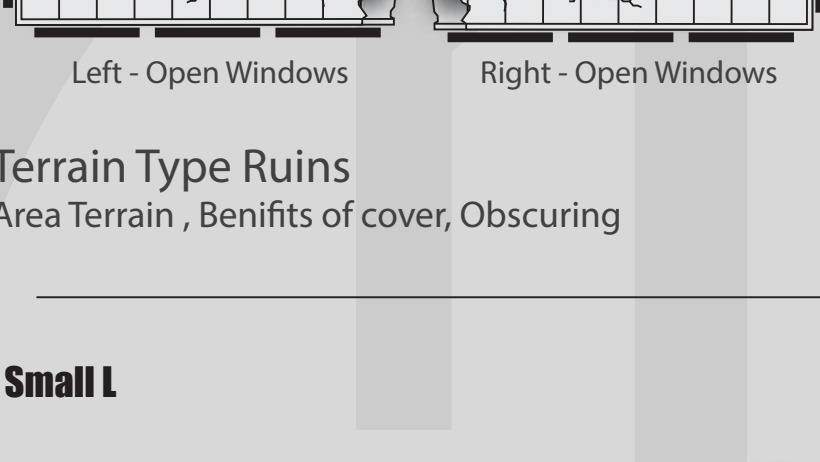


Left

Right



Front



Left - Open Windows

Right - Open Windows

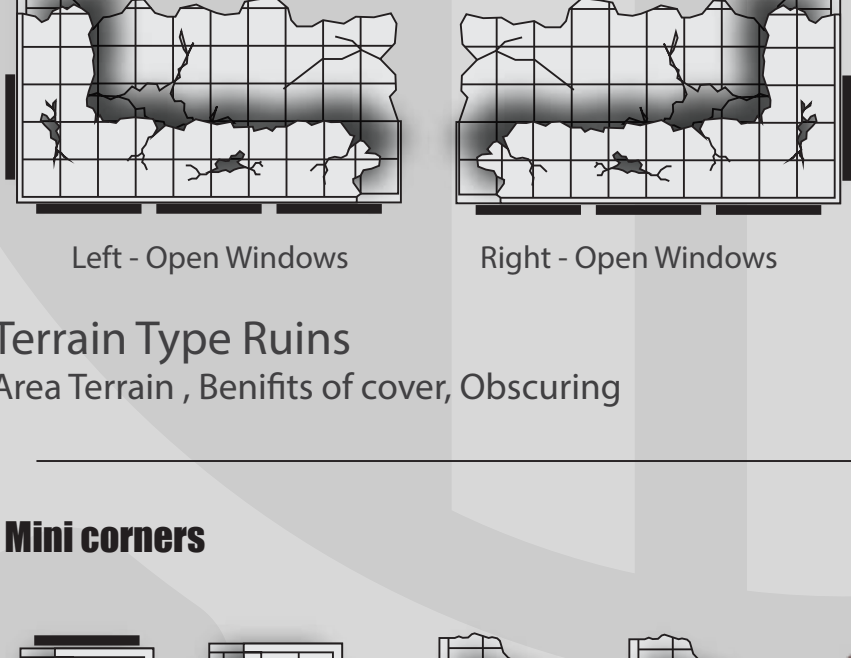


Back

Terrain Type Ruins

Area Terrain , Benefits of cover, Obscuring

#### Small L



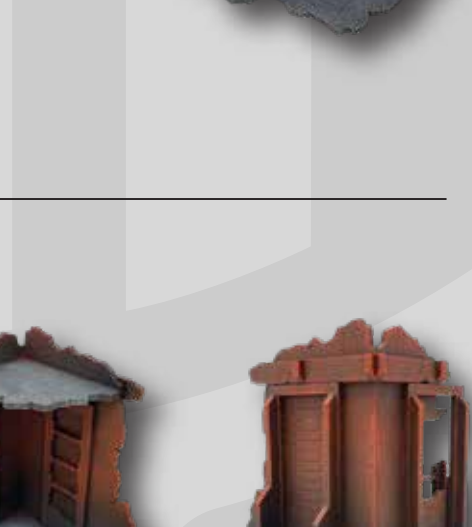
Left - Covered Windows

Right - Covered Windows



Left - Open Windows

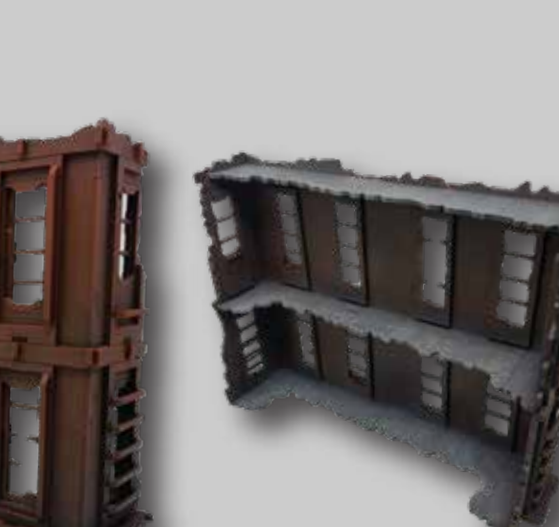
Right - Open Windows



Terrain Type Ruins

Area Terrain , Benefits of cover, Obscuring

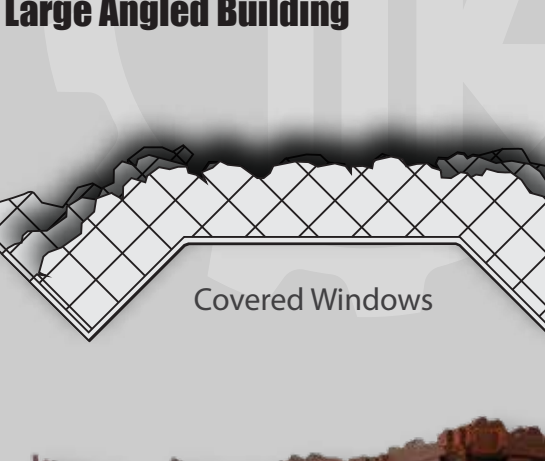
#### Mini corners



Terrain Type Ruins

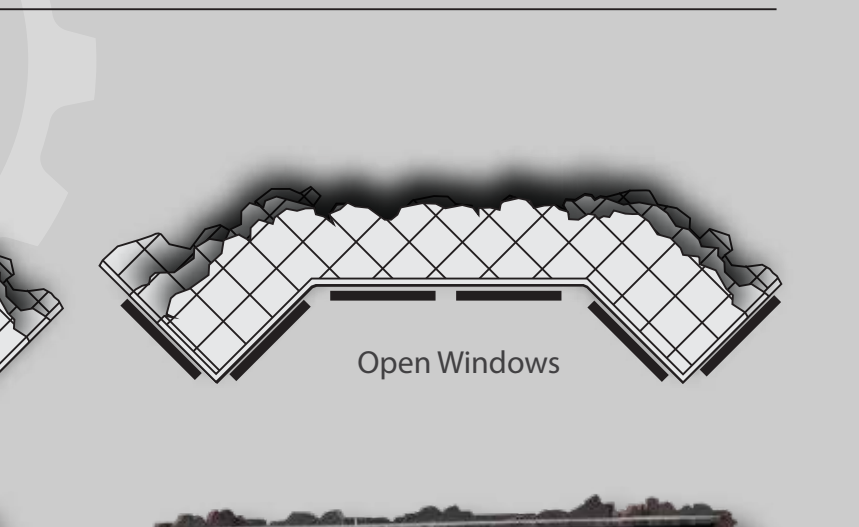
Area Terrain , Benefits of cover, Obscuring

#### Large Angled Building



Covered Windows

Open Windows

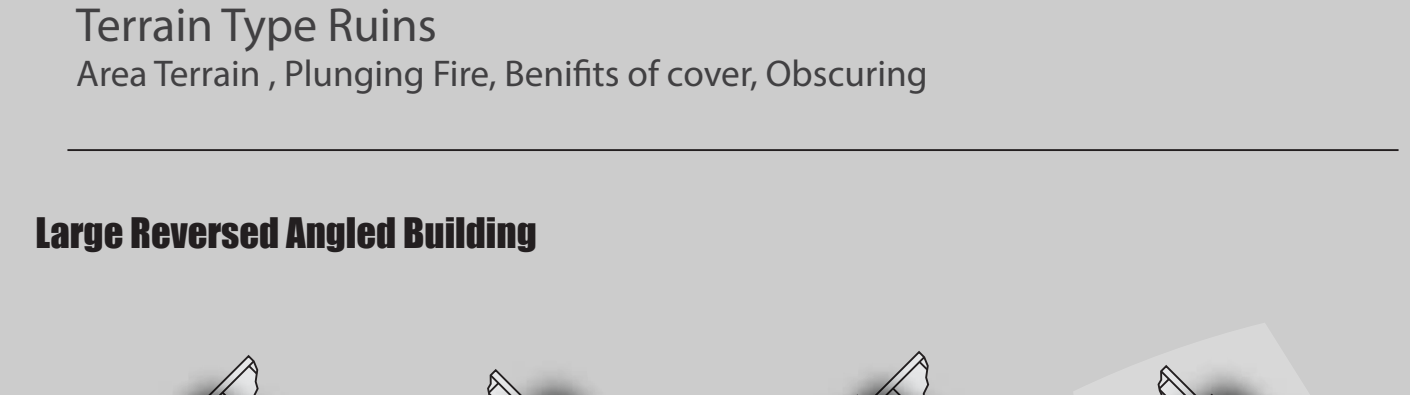


Example shows Open Windows

Terrain Type Ruins

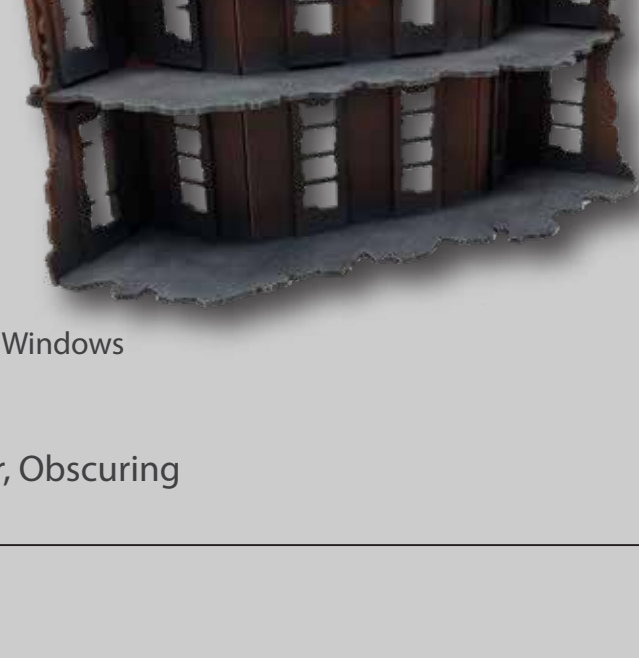
Area Terrain, Plunging Fire, Benefits of cover, Obscuring

#### Large Angled Building



Covered Windows

Open Windows



Example shows Open Windows

Terrain Type Ruins

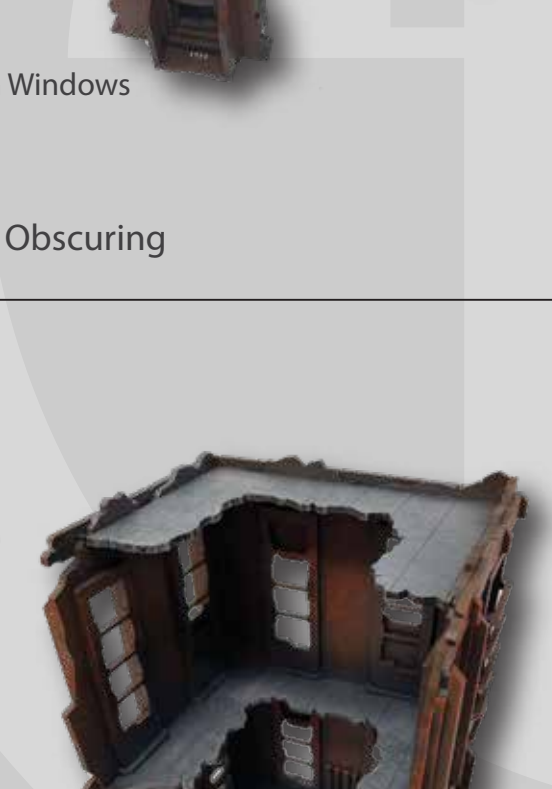
Area Terrain , Plunging Fire, Benefits of cover, Obscuring

#### Large Reversed Angled Building



Covered Windows

Open Windows

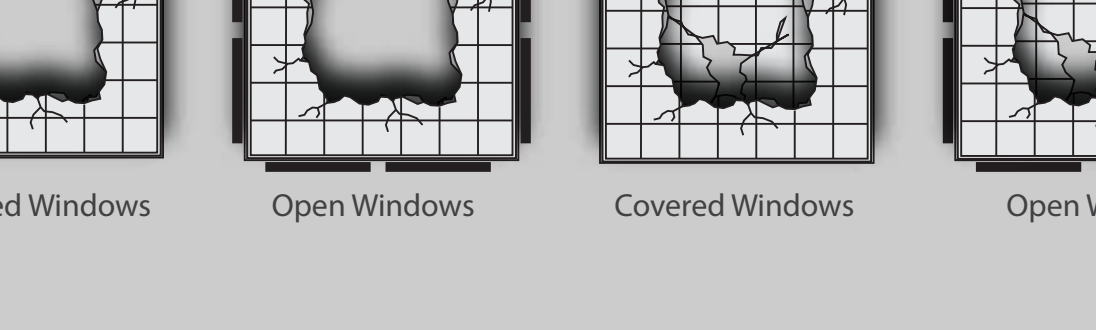


Example shows Open Windows

Terrain Type Ruins

Area Terrain, Plunging Fire, Benefits of cover, Obscuring

#### Large U Ruined Building



Example shows Open Windows



Covered Windows

Open Windows

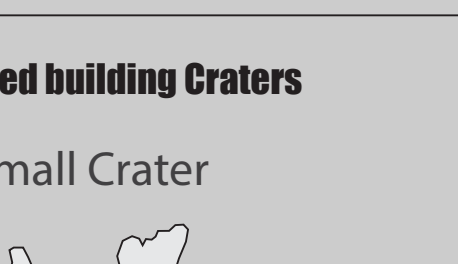
Covered Windows

Open Windows

Terrain Type Ruins

Area Terrain, Plunging Fire, Benefits of cover, Obscuring

#### Long Ruined Building



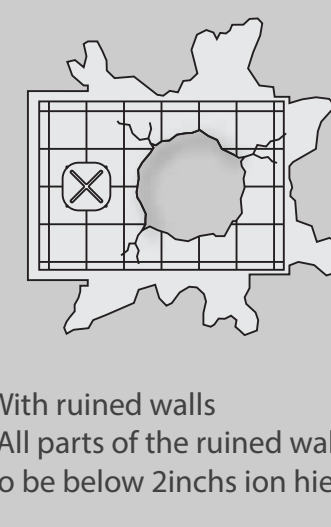
With ruined walls  
(Any part of the ruin walls must be over 2" high)

Terrain Type Ruins

Area Terrain, Benefits of cover, Obscuring

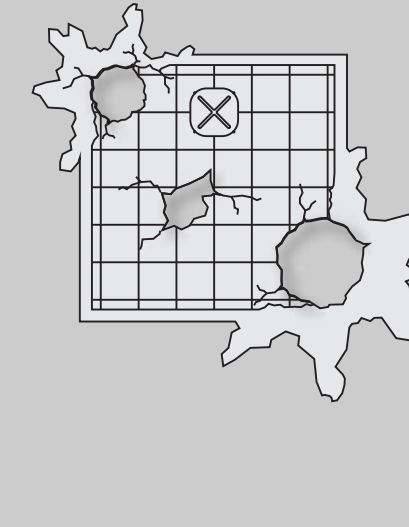
#### Ruined building Craters

##### 1: Small Crater



With ruined walls  
(Any part of the ruined walls must be over 2" high)

##### 1: Medium Crater



Craters with Ruined Walls  
Area Terrain, Benefits of cover, Obscuring

##### Craters

##### 1: Small Crater



With ruined walls  
(All parts of the ruined wall need to be below 2inchs ion hieght)

##### 1: Medium Crater



Craters with Ruined Walls  
Area Terrain, Benefits of cover, Woods

#### Note:

##### The Obscuring rule

If any of your units target 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 your attack.

##### Area Terrain

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