

Badlands, Dark Lands, Border Princes, and similar wilderness regions

- 2 **Crag:** *A huge outcrop of craggy rock.* Level 3 hill. Impassable. Flying creatures may land on top.
- 3 **Shallow River:** *A section of shallow river.* Mysterious on 4+. Must enter and leave from a table edge, and have one crossing point.
- 4 **Fen:** *This is an area of water and reeds with the odd gnarled tree here and there.* Marshland. Mysterious on 4+.
- 5 **Cairn:** *A huge pile of boulders, probably marking the burial place of a formidable Orc warrior.* Roll d6:
 - 1-3 Idol of Mork
 - 4-6 Bane Stone
- 6 **Scrub:** *An area of tangled scrub, thorn bushes, and stunted trees mingled with boulders.* Forest, mysterious on 4+.
- 7 Choose Scrub or Hill.
- 8 **Hill:** *A long, low hill.* Level 1 hill.
- 9 **Boulders:** *Pile of rocks or standing stones.* Treat as non-mysterious forest, with hard cover.
- 10 **Sinister Structure:** roll on the chart:
 - 1 Altar of Khaine
 - 2 Charnel Pit
 - 3 Bane Stone
 - 4 Haunted Mansion
 - 5 Idol of Gork
 - 6 Tower of Blood
- 11 **Ravine:** *A ravine or gully with rocky edges.* Units with the majority in a ravine are out of Line of Sight for spells or shooting. Can't declare charge unless enemy is 2" from edge of ravine. Opponents gain charging downhill bonus against units in a ravine.
- 12 **Rocky Ridge:** *A steep hill which is longer than it is wide and rises up to a craggy edge.* Level 2 hill, scree slope.

Level 1 Hill - 2" high

Level 2 Hill - 4" high

Level 3 Hill - 6" high, impassable except for flyers.

If a terrain piece doesn't mention mysterious, it isn't.

The Chaos Wastes

- 2 **Fetid Mere:** *An area of stagnant water with gnarled trees, rotten floating corpses, and clouds of flies.*
Marshland. Mysterious on 4+. Roll a d6, see below.
- 1-2 Treat as necrotic river
 - 3-4 Treat as wyrding well
 - 5-6 Units mostly within 6" get soft cover bonus
- 3 **Lava Flow:** *A river of slow flowing lava descending from some distant volcano.*
River. Impassable. Dangerous terrain for all units on 1-3, flaming. Alternately, use river of blood.
- 4 **Heap of Bones:** *A vast heap of bones, among them may be skeletons of huge monsters.*
Roll a d6, see below:
- 1-3 Charnel Pit
 - 4-6 Haunted Mansion (unable to enter, treat as impassable).
- 5 **Rocky Ridge:** *A steep hill which is longer than it is wide, rising up to a craggy ridge. The slopes are steep and strewn with boulders, scree, or scrub. They may be caves where trolls or other creatures hide.*
Level 2 hill, scree slope.
- 6 **Gnarled Wood:** *A copse of old dead gnarled trees lacking any leaves.*
Roll a d6, see below:
- 1-2 Normal forest
 - 3-4 Abyssal Forest
 - 5-6 Blood Forest
- 7 Choose gnarled wood or plateau.
- 8 **Plateau:** *A low flat-topped hill of bare, weathered rock.* Level 1 Hill.
- 9 **Malignant Marsh:** *A vile, stagnant, foul-smelling marsh surrounded by tangled scrub.*
Marshland. Mysterious on 4+
- 10 **Chaos Monolith:** *A colossal standing stone on its own, decorated with skulls or other debris.*
- 1-3 Sinister Statue
 - 4-6 Sorcerous Portal
- 11 **Cairn:** *A huge mound of boulders or smaller cairns, the burial mound of a warrior or entire army.*
Roll d6, see below:
- 1-2 Altar of Khaine (hill)
 - 3-4 Tower of Blood (impassable)
 - 5-6 Temple of Skulls (hill)
- 12 **Sorcerer's Tower:** *A tall eerie stone tower.* Building. Roll d6, see below:
- 1-2 Magic Circle
 - 3-4 Arcane Ruins
 - 5-6 Wizard's Tower

Dwarf Realms: the World's Edge Mts, Grey Mts, and similar Mountainous Regions

- 2 **Chasm:** *A deep, steep sided gorge. Must enter battle field from table edge, can taper to an end. Impassable. Has a bridge. Units fleeing through chasm die unless they can fly or hover.*
- 3 **Raging Torrent:** *A section of fast flowing mountain stream, cascading between boulders. River. On 4+ use raging torrent.*
- 4 **Boulders:** *An area of big boulder which have tumbled down the mountain. Forest, not mysterious, hard cover.*
- 5 **Rocky Peak:** *A very steep hill which rises up to a rocky peak. Level three hill. Impassable. Flyers may land on it.*
- 6 **Pine Forest:** *A dense forest of fir trees. Roll a d6, see below:*
 - 1-3 Normal forest
 - 4-6 Wildwood
- 7 Choose pine forest or rocky ridge
- 8 **Rocky Ridge:** *A long, narrow steep sided hill with a jagged ridge a top it. Level 2 hill.*
- 9 **Scree:** *Area of loose rocks. Level 1 hill, scree slope.*
- 10 **Watchtower:** *A stone watchtower. Building + d3-1 walls.*
- 11 **Ancestral Hall:** *A dwarven building. Roll d6, see below:*
 - 1-3 Acropolis of Heroes
 - 4-6 Dwarf Brewhouse
- 12 **Tarn:** *A small, round mountain lake. Monsters probably lurk within it. Roll d6, see below:*
 - 1-3 Impassable
 - 4-6 Mist Wreathed Swamp

Level 1 Hill - 2" high

Level 2 Hill - 4" high

Level 3 Hill - 6" high, impassable except for flyers.

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The Deserts of Khemri and Araby

- 2 **A deep ravine:** Must enter from table edge, can taper to an end. Has bridge for crossing. Dangerous terrain test to cross for all units.
- 3 **A wadi:** *A dry riverbed filled with sand instead of water.* Treat as river for movement only, no bridge.
- 4 **Boulders:** *A scattering of boulders and loose rocks, fallen statues, or rubble from tombs.* Treat as forest with hard cover.
- 5 **Jebel:** *A rugged desert hill of bare weathered rock.* Level 1 hill.
- 6 **Sand Dune:** *Gently sloping hills made of wind blown sand.* level 1 hill, can't march on it.
- 7 Choose jebel or sand dune.
- 8 **Palm Grove or Scrub:** *can also be thorn bushes or cacti.* Roll d6, see below:
 - 1-2 Normal Forest
 - 3-4 Venom Thicket
 - 5-6 Wildwood
- 9 **Desert Ruins:** may choose the Sphynx or roll d6:
 - 1 Acropolis of Heroes
 - 2 Arcane Ruins
 - 3 Haunted Crypt (as haunted mansion)
 - 4 Nehekharan Sphynx
 - 5 Wyrdling Well
 - 6 Obelisk of Light (as river of light except affects one unit within 6" at start of each player turn. Randomize which unit.
- 10 **Group of Buildings:** 1-2 buildings and 0-2 walls. Ghost walls on 5-6.
- 11 **Oasis:** *A roughly circular pool of water, surrounded by palm trees and boulders.* Treat as river
On 4+ unit mostly within has 6+ regeneration.
- 12 **Quicksand:** as Khemri quicksand.

Level 1 Hill - 2" high

Level 2 Hill - 4" high

Level 3 Hill - 6" high, impassable except for flyers.

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Lustria and the Southlands (all mysterious forest options available)

- 2 **Crag:** *A rocky with steep sides and a flat plateau.* Level 2 hill.
- 3 **Shallow River:** *The edges are lined with mangroves and thickets of reeds.* Roll d6 and see below:
1-2 Normal river
3-4 Boiling River (piranha!)
5-6 Necrotic
- 4 **Boulders:** *An are of large boulders embedded in vegetation.* As forest, hard cover.
- 5 **Tangled Scrub:** *An area covered in bushes and small stunted thorn trees; possibly tall cactus, bamboo, or pampas grass.* Mysterious forest.
- 6 **Swamp:** *An area of shallow water full of mangrove trees or similar tropical plants.*
Marshland, impassable to war machines (can't deploy here)
- 7 **Dense Jungle:** *An area of dense, tangled jungle.* Mysterious forest, impassable to chariots, cavalry, and monstrous cavalry. Monsters may not march through it. Terradons are fine.
- 8 **Tall rainforest trees:** Mysterious. Blocks line of sight through it, can see in and out.
- 9 **Hill:** *A low hill with gentle slopes, entirely covered in scrub vegetation.* Level 1 hill, provides soft cover.
- 10 **Overgrown Temple or Shrine:** Roll d6 and see below:
1 Temple of Sotek (Altar of Khaine)
2 Temple of Tlazcotl (Charnel Pit, lizardmen get 6+ regeneration instead of undead)
3 Temple of Tepok (Arcane Ruins)
4 Temple of Quetzel (Magic Circle)
5 Temple of Chotec (Idol of Mork)
6 Temple of the Old Ones (Wizard's Tower)
Lizardmen hate non lizardmen units within 6" of temple.
- 11 **Grass Huts:** 1-2 single story buildings, 0-2 fences.
- 12 **Lagoon:** *Open shallow water remaining after a torrential monsoon or seasonal floods. It is probably infested with alligators or piranha fish.* Roll d6 and see below:
1-2 Mist wreathed swamp
3-4 Earthblood mere
5-6 Wyrding well (impassable)

Level 1 Hill - 2" high

Level 2 Hill - 4" high

Level 3 Hill - 6" high, impassable except for flyers.

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The Realms of Men: Brettonia, the Empire, and Tilea

2 **River or Lake:** Lakes are impassable, rives are normal. Mysterious on 4+.

3 **Stream:** Treat as river.

4 **Marshland:** Treat as marshland. Mysterious on 4+.

5 **Field boundaries:** Roll d6 , see below:

1-2	Fence	1-2	Blazing Barricade
3-4	Wall	3-4	Blessed Bulwark
5-6	See right	5-6	Ghost Fence

6 **Woods:** Treat as forests. Mysterious on 4+.

7 Choose low hill or woods

8 **Low Hill:** level one hill.

9 **Building:** regular building, 1-3 stories.

10 **Village:** 2 buildings, 0-2 fences.

11 **Steadfast Sanctum:** roll d6, see below

- 1 Grail Chapel
- 2 Acropolis of Heroes
- 3 Wizard's Tower
- 4 Sigmarite Shrine
- 5 Elven Waystone
- 6 Dwarf Brewhouse

12 **Fortified Building:** Place a low hill, with a building on it, and 3 walls within 6".

Level 1 Hill - 2" high

Level 2 Hill - 4" high

Level 3 Hill - 6" high, impassable except for flyers.

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Ulthuan and Naggaroth

- 2 **Inlet of the Sea:** Treat as river.
- 3 **Chasm:** *A deep, steep sided gorge.* Must enter battle field from table edge, can taper to an end. Impassable. Has a bridge. Units fleeing through chasm die unless they can fly or hover.
- 4 **Rocky Peak:** *A steep hill rising to a rocky peak.* Level 2 hill.
- 5 **Ancient Wall: Roll d6, see below:**
 - 1-2 Fence
 - 3-4 Wall
 - 5 Blazing Barricade (Ulthuan) or Ghost Fence (Naggaroth)
 - 6 Blessed Bulwark (Ulthuan) or Cursed Bulwark (Naggaroth)
Cursed is just like blessed but impairs Forces of Order
- 6 **Deep Forest:** roll d6, see below:
 - 1 Normal forest
 - 2 Abyssal wood (normal in Ulthuan)
 - 3 Blood Forest
 - 4 Earthblood forest (as mere, normal in Naggaroth)
 - 5 Venom Thicket (normal in Ulthuan)
 - 6 Wildwood
- 7 Choose hill or deep forest.
- 8 **Hill:** Level 1 hill.
- 9 **Elven Waystone:** Pg. 125 in the 8th ed. Rulebook.
- 10 **Watchtower:** Three story building.
- 11 **Secluded Shrine:** *A shrine to one of the ancient Elven deities.* Roll a d6 and see below:

Naggaroth		Ulthuan
1-2 Altar of Khaine		Anvil of Vault
3-4 Magic Circle		Magic Circle
5-6 Tower of Blood		Asur Chapel (as grail chapel but for High/Wood Elves)
- 12 **Elven Hall:** Building, two sections.

Level 1 Hill - 2" high
Level 2 Hill - 4" high
Level 3 Hill - 6" high, impassable except for flyers.

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