



SN TERRAIN HOUSE RULES



HH 3.0
V1.2

SNBATTLEREPORTS.COM

REASON FOR THE CHANGE

While here at SN we don't believe the terrain rules are completely unusable, we do feel that some aspects of terrain rules create opportunities within the game for some clunky and feel bad moments. So, to avoid not using certain types of terrain outright, we have decided to alter and change some aspects of the terrain rule set so that all types of terrain will see play.

NOTE: In the case of vehicles, they may only be granted the benefit of terrain rules if more than 50% of the model is on or within the terrain feature.

TERRAIN RULES

LIGHT TERRAIN:

- Models wholly within this terrain feature are granted a 6+ cover save.

MEDIUM TERRAIN:

- Models wholly within this terrain feature are granted a 5+ cover save.

HEAVY TERRAIN:

- Models wholly within this terrain feature are granted a 4+ cover save.
- A unit can only draw line of sight through this terrain feature if they have at least one model wholly within it.
- A unit cannot be seen through this terrain feature unless they have at least one model wholly within it.

DIFFICULT TERRAIN:

- Unchanged

DANGEROUS TERRAIN:

- Unchanged

TRUE LINE OF SIGHT:

- Walls in ruins are treated as true line of sight, example: if a model is behind a wall and cannot be seen from the model targeting that model, then it cannot be seen.

BARRICADE OR SCATTER TERRAIN:

- If a model is behind and in base contact with a barricade or scatter terrain across which line of sight is being drawn that model can claim a 6+ cover save.

NOTE: This is a 'living' document and subject to changes as the game grows and develops within the community, after numerous games in the SN studio, the combined team's thoughts and ideas are what this ruleset has been based upon.

If you have feedback, or any ideas of your own - we'd love to hear from you: team@snbattlereports.com



IDENTIFYING TERRAIN TYPES



An example of a typical Horus Heresy board played at the SN studio, with a variation of terrain features. Talk with your opponent on what terrain rules you would both agree upon for each terrain feature.

CHOSEN TERRAIN OPTIONS

L = light terrain **M** = medium terrain **H** = heavy terrain



Top Down View

Side View of the terrain options



IMPORTANT: This example shows how the SN team apply terrain rules when setting up a battlefield. You can create your own terrain layout and assign appropriate terrain types based on how you and your opponent interpret the battlefield — for instance, a cluster of trees could count as Medium Cover to represent a denser forest line.

HOME OR CLUB TERRAIN



The SN team typically plays with a dense terrain battlefield, which is why we removed the 3" obscuring rule from medium terrain - we want to note that on certain occasions such as home or club games where there might be less terrain (such as the example above) on the table, in those scenarios we would recommend keeping the 3" obscuring rule so that armies have more cover.

VISIBILITY AND TERRAIN

Terrain offers some obscurity as your troops battle through woods, craters and ruins that would naturally impede visibility. However we prefer a more realistic approach to which units would be visible or not on the battlefield - so we have designated light and medium terrain as normal visibility for units to draw line of sight to one another. Heavy terrain however (as the name suggests) can be dense ruins, colossal buildings or crashed vessels, so we have tweaked the rules to add thematic depth, while keeping the game simple to navigate.



Neither units here are within this 'Heavy' terrain piece, therefore **cannot** draw line of sight to one another



The Dreadnaught has moved into the 'Heavy' terrain feature, which means both units **can now 'see' one another** and are eligible to draw line of sight. In addition the Dreadnaught is **wholly within the terrain**, and therefore receives a 4+ cover save.



One unit is within the 'Heavy' terrain piece and therefore can 'see' out of the terrain and can be seen, so that unit can draw line of sight to the unit outside the ruins, and line of sight can be drawn to that unit within the terrain from that external unit. In addition the unit within the terrain is wholly within the terrain and is granted a 4+ cover save.



Both units are within the 'Heavy' terrain, therefore both units can draw line of sight to one another, in addition both units are wholly within the terrain and are granted a 4+ cover save.

BARRICADES & SCATTER TERRAIN

Among the larger terrain pieces there is often 'scatter terrain' that brings the battlefield to life and adds a more granular gameplay on the tabletop. Here are some examples of how models interact with barricades and scatter terrain:



If a model is behind and in base contact with a barricade or scatter terrain across which line of sight is being drawn that model can claim a 5+/6+ cover save (depending on type, i.e Aegis Defence Line).



Both units are **not** in base contact with the barricade/scatter terrain, therefore no cover save is awarded



The one unit in base contact with the barricade/scatter terrain, receives a 6+ cover save, the other unit is not eligible.



Although one of the units is in base contact with the barricade/scatter terrain, the line of sight drawn from the opposing unit does not cross over the barricade/scatter terrain so therefore no cover save is granted to the unit in base contact.

TERRAIN & VEHICLES

A vehicle that is **more than** 50% inside a terrain piece is eligible for a cover save, depending on the terrain type.



More than 50%
inside the terrain -
cover save granted



Less than 50%
inside the terrain -
no cover save granted

ELIGIBLE COVER SAVES

Models are required to be **wholly within** a terrain piece in order to benefit from the cover save attributed to that terrain (Light, Medium, Heavy) if a model is not wholly within - they do not receive a cover save.



The entire unit on the terrain piece is **wholly within**, so each model would receive a cover save



This unit moving through light cover has **only two models wholly within** the terrain piece, so only those two models would benefit from a cover save.



This dreadnought is not wholly within the terrain piece, so **would not benefit** from a cover save.