

Bokur Brawl 2024

Terrain Guide



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| | <p style="text-align: center;">Crater</p> <ul style="list-style-type: none"> -Rough terrain. -Models completely within gain: --Cover against models not touching terrain feature = +2 defense against Melee attacks, +4 against Ranged and Arcane attack rolls. ---80mm+ based models never gain cover. --Resistance: Blast = remove 1 die from blast damage rolls. -LoS = Ignore models completely within when determining LoS. |
| | <p style="text-align: center;">Fog*</p> <ul style="list-style-type: none"> -Cloud effect. -Models completely within gain: --Concealment = +2 against Ranged and Arcane attack rolls. -Los = Models can see in & out, but not through. --Does not block LoS to 120mm based models. -Tip: In SR '24 you do not roll for cloud effects to disappear. |
| | <p style="text-align: center;">Dust Devil*</p> <ul style="list-style-type: none"> -Within = Ranged attacks made by or targeting models completely or partially within suffer -3 range. -Tip: Not a cloud effect (does not block LoS). |
| | <p style="text-align: center;">Forest*</p> <ul style="list-style-type: none"> -Rough Terrain. -LoS = 3 inches in or out, never completely through regardless of base size. --Does not block LoS to 120mm based models. -Models completely within gain: --Concealment = +2 against Ranged and Arcane attack rolls. -Tip: A model cannot be hit by a ranged attack, including sprays, if the attacker's line of sight is completely blocked to a model. |



Hill

- Large and smaller based models completely within gain:
- Elevation = +2 against Ranged and Arcane attacks from models without Elevation.
- 80mm+ based models never gain Elevation bonus.
- LoS = These hills Do not block LoS.



House, Large Stump, Large Rock, Tent

- Obstruction.
- Cover = +2 defense against Melee attacks, +4 against Ranged and Arcane attack rolls.
- 80mm+ based models never gain cover.
- LoS = blocked except to 120mm based models.
- Houses are non-habitable.



Walls

- Obstacle.
- 0.5 inches wide and less than 1 inch tall.
- Cover = +2 defense against Melee, +4 against Ranged and Arcane attack rolls.
- 80mm+ based models never gain cover.
- Requires pathfinder or flight to charge over.



Rubble*

- Rough terrain.
- Models completely within gain:
- Cover = +2 defense against Melee attacks, +4 against Ranged and Arcane attack rolls.
- 80mm+ based models never gain cover.



Shallow water

- Rough terrain.
- Models with Amphibious treat as open terrain.
- Models with Amphibious completely within gain:
- Concealment = +2 against Ranged and Arcane attack rolls.
- LoS = Ignore amphibious models completely within when determining LoS.



Storm*

- Models with Flight treat storms as rough terrain.
- Storm can be a token to make another feature a storm + feature (ie: storm rubble)
- Storm can also be a separate 3-inch template (not pictured).
- Tip: Not a cloud effect (does not block LoS).



Tall grass*

- Rough terrain.
- Small and medium based models completely within gain:
- Concealment = +2 against Ranged and Arcane attack rolls.



Trench

- Models completely within gain:
- Cover against models not touching terrain feature = +2 defense against Melee attacks, +4 against Ranged and Arcane attack rolls.
- 80mm+ based models never gain cover.
- Resistance: Blast = remove 1 die from blast damage rolls.
- LoS = Ignore models completely within when determining LoS.
- Tip: Trenches are not rough terrain.



Acid Bath

- Hazard
- Same rules as Shallow Water
- Models without Flight entering = Corrosion continuous effect.
- Models with flight are unaffected unless knocked down while within = Corrosion continuous effect.



Burning Earth*

- Hazard
- Cloud effect.
- Can be a token marking a piece of terrain as burning or it can be a 3 inch cloud on a table.
- Models without flight entering = Fire continuous effect.
- Models with Flight are unaffected unless knocked down while within = Fire continuous effect.
- Tip: In SR '24 you do not roll for cloud effects to disappear.



Quicksand

- Hazard.
- Rough terrain for all models without Flight, even models with pathfinder.
- When a model touching quicksand is knocked down it suffers 1 damage point.



Scatter Terrain

- Removed if touched by 80mm+ based model.
- Small logs & rock piles
- Concealment = +2 against Ranged and Arcane attack rolls.
- 80mm+ models never get concealment.
- Broken columns & Statues
- Obstruction
- Cover = +2 defense against Melee attacks, +4 against Ranged and Arcane attack rolls.
- 80mm+ based models never gain cover.
- Open Graves
- Same rules as Trench.



The Ridge

- This terrain feature combines a Hill with a Ridgeline.
- Hill portion
- Large and smaller based models completely within gain:
- Elevation = +2 against Ranged and Arcane attacks from models without Elevation.
- 80mm+ based models never gain Elevation bonus.
- Los = Does not block LoS.
- Ridgeline portion
- Obstacle.
- Cover = +2 defense against melee, +4 against ranged and arcane attack rolls.
- 80mm+ based models never gain cover.
- Requires pathfinder or flight to charge over.
- Models within the perimeter of the hill portion do not gain the cover bonus from the ridgeline.

*Remove 3D elements (trees, cloud fluff, etc.) if necessary and replace when done.