

# BATTLEZONE MANUFACTORUM ABILITIES

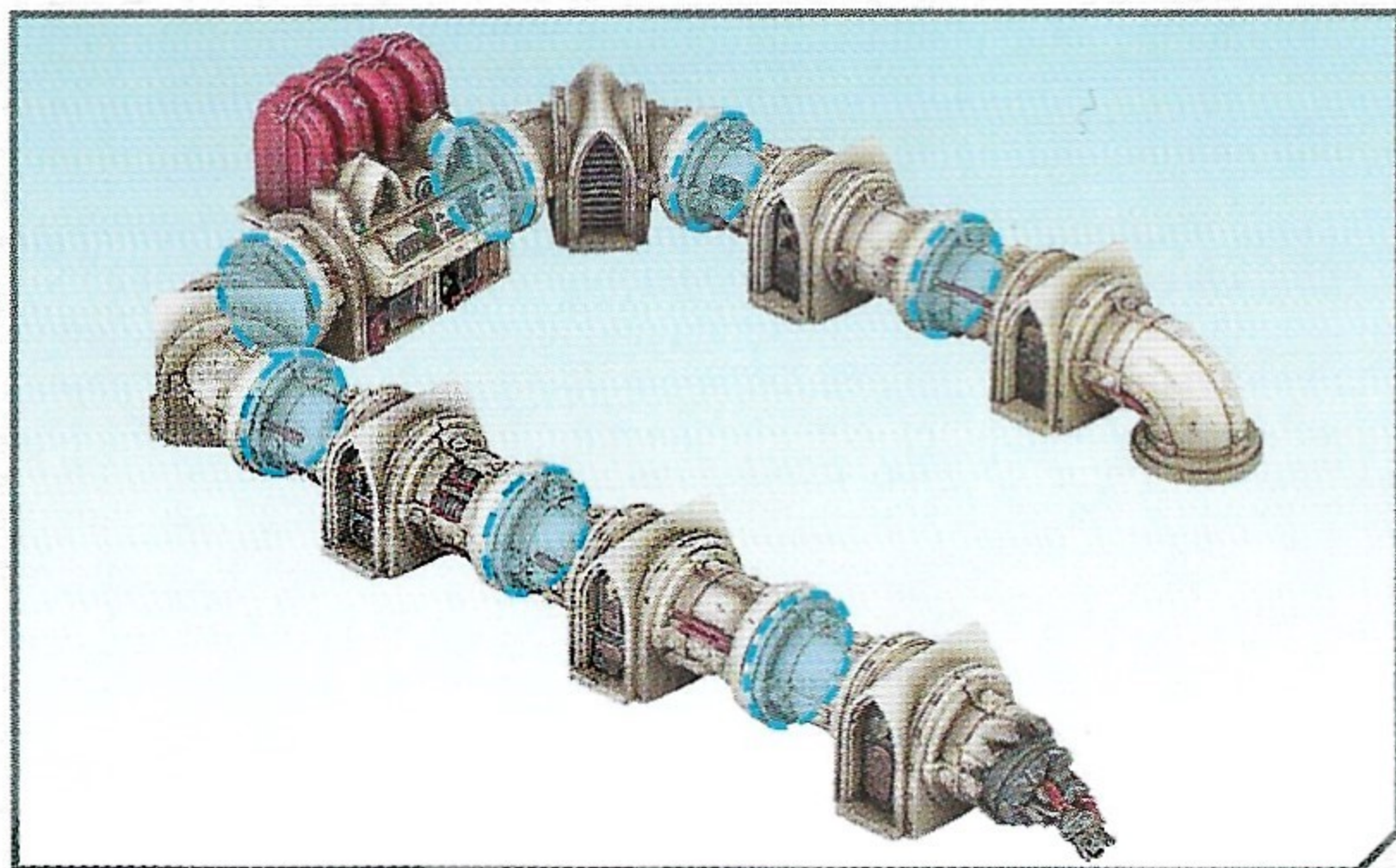
The following abilities are common to several **BATTLEZONE MANUFACTORUM** terrain features.

## SOLID CONSTRUCTION

Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model receiving the benefit of cover from a **BATTLEZONE MANUFACTORUM AREA** terrain feature, that attack has an Armour Penetration characteristic of 0 instead.

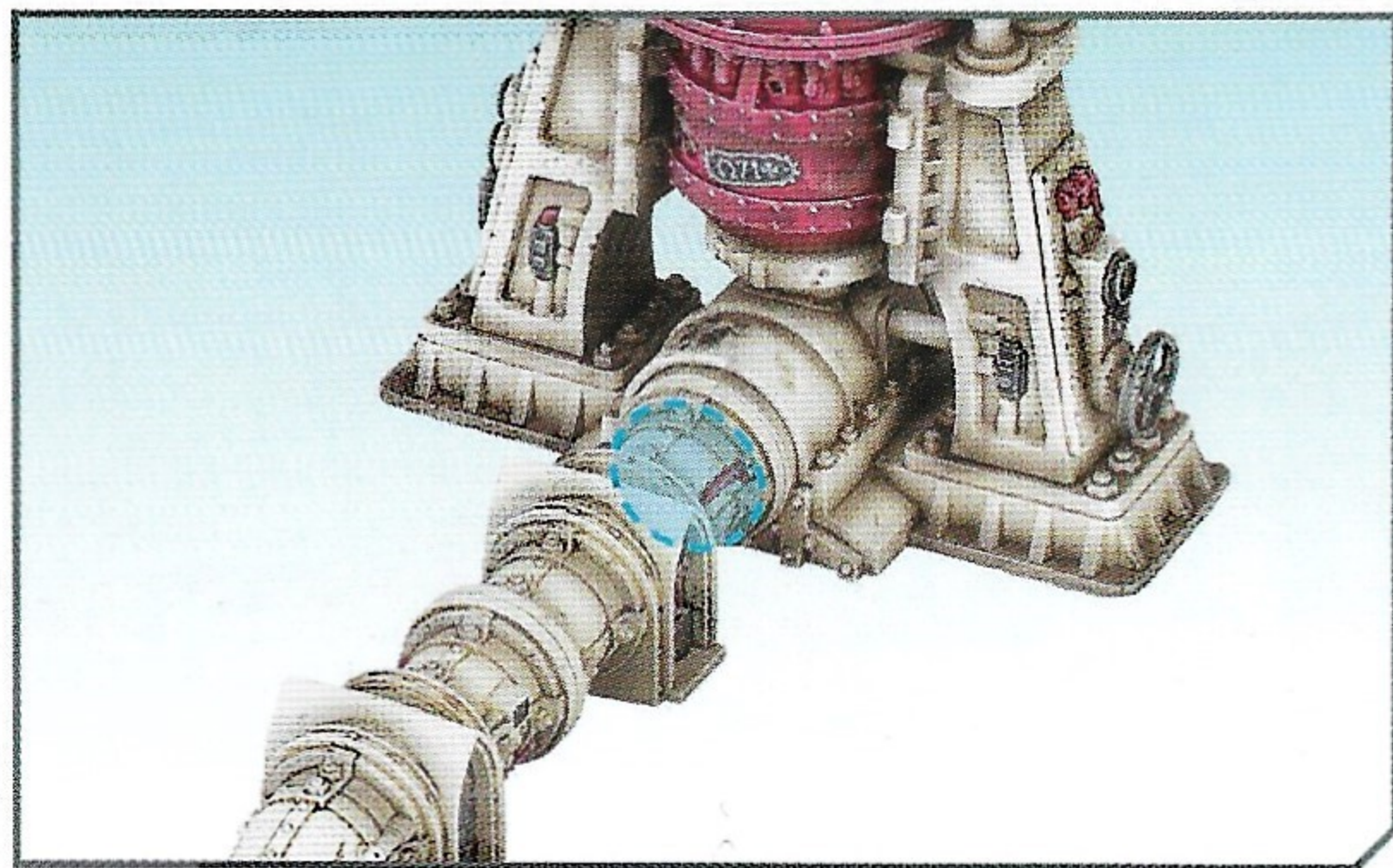
## PIPEWAYS

Several Battlezone Manufactorum terrain features have pipeway access points, shown in the diagram to the right by the **blue** keyline. These can connect to **BATTLEZONE MANUFACTORUM PIPEWAY** terrain features, as described below.



## BATTLEZONE MANUFACTORUM THERMO PIPES

These can be set up within 3" of **BATTLEZONE MANUFACTORUM PIPEWAY** terrain features, and **BATTLEZONE MANUFACTORUM PIPEWAY** terrain features can be set up within 3" of **BATTLEZONE MANUFACTORUM THERMO PIPES**, but only if the pipeway access points (shown by blue keylines) of the two terrain features adjoin completely. If set up like this, these two terrain features are said to be connected. An example is shown right.



## CHANNELLED POWER

If two **BATTLEZONE MANUFACTORUM PIPEWAY** terrain features are connected to the same **BATTLEZONE MANUFACTORUM THERMO PIPES** terrain feature, they are also considered to be connected.