

# CONSERVATORS



# CONSERVATORS

## DESCRIPTION

This terrain datasheet consists of the following: 1 Servo-hauler; 1 Servo-welder; 1 Haulage Trailer. When you set up this datasheet, you must set up all three terrain features. A Servo-hauler can be set up towing the Haulage Trailer, with the Haulage Trailer connected to the Servo-hauler as shown overleaf. In addition, the Haulage Trailer can be equipped with up to 2 storm bolters. If these terrain features are on your battlefield, use the terrain category and terrain traits shown below for them. These terrain features otherwise follow all the rules for terrain features as described in the Warhammer 40,000 Core Book.

## TERRAIN CATEGORY

Each terrain feature on this datasheet is an Obstacle terrain feature.

## TERRAIN TRAITS

The Servo-hauler and Servo-welder have the following terrain traits:

- Heavy Cover
- Light Cover
- Unstable Position

The Haulage Trailer has the following terrain traits:

- Exposed Position
- Light Cover
- Scaleable

## NARRATIVE PLAY TERRAIN ABILITIES

In narrative play games, these terrain features have the following additional abilities:

**Storm Bolters:** In your Shooting phase, you can select one model from your army that is on top of the Haulage Trailer for each storm bolter that terrain feature is equipped with. Until the end of the phase, the selected models are considered to be equipped with 1 storm bolter in addition to their other weapons. A storm bolter has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Storm bolter	24"	Rapid Fire 2	4	0	1

**Movable Cover:** Units (excluding **VEHICLE** units) can attempt the following action, as described in the Warhammer 40,000 Core Book: **'Activate Hauler (Action):** At the start of your Movement phase, one unit from your army that is within 1" of the Servo-hauler terrain feature can perform this action. Roll one D6. On a 1-2, the Action is completed at the end of the Movement phase. On a 3+, the action is completed immediately. Once completed, You can make a Normal Move of up to 6" with this terrain feature, as if it was a **VEHICLE** unit from your army. If the Servo-hauler is towing the Haulage Trailer, treat these as a single model when it moves.'

BATTLEZONE KEYWORDS: **BATTLEZONE MANUFACTORUM**

OTHER KEYWORDS: **TERRAIN, OBSTACLE, CONSERVATORS**