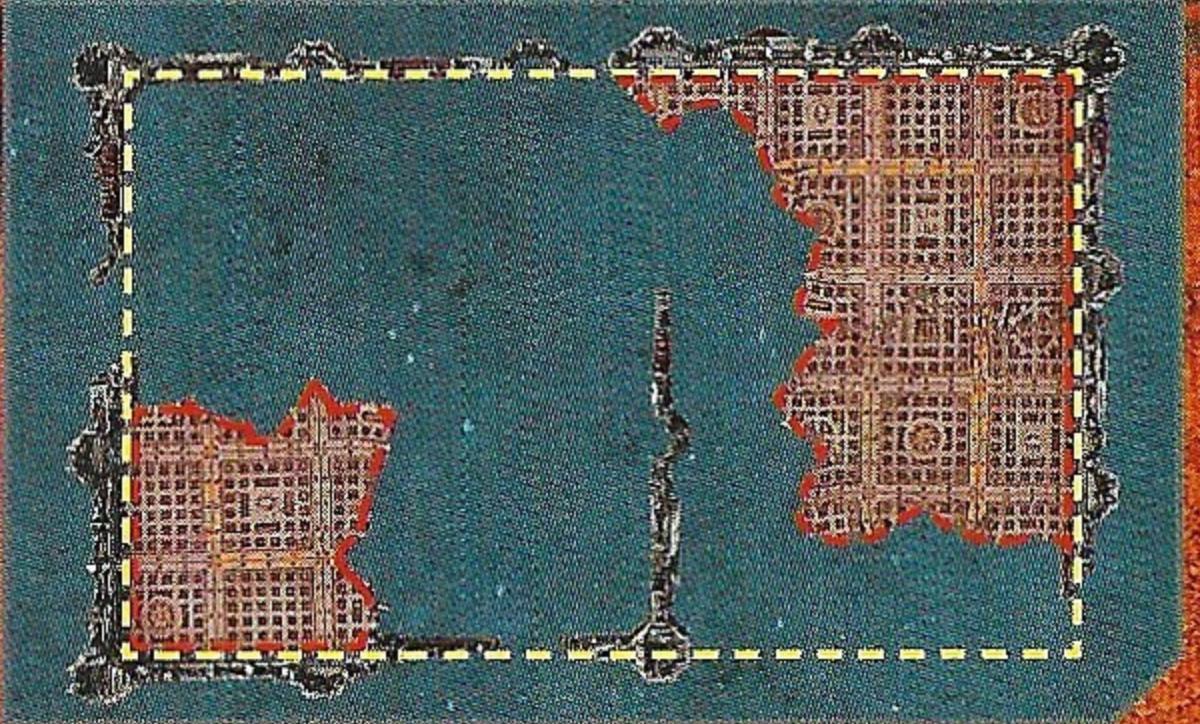
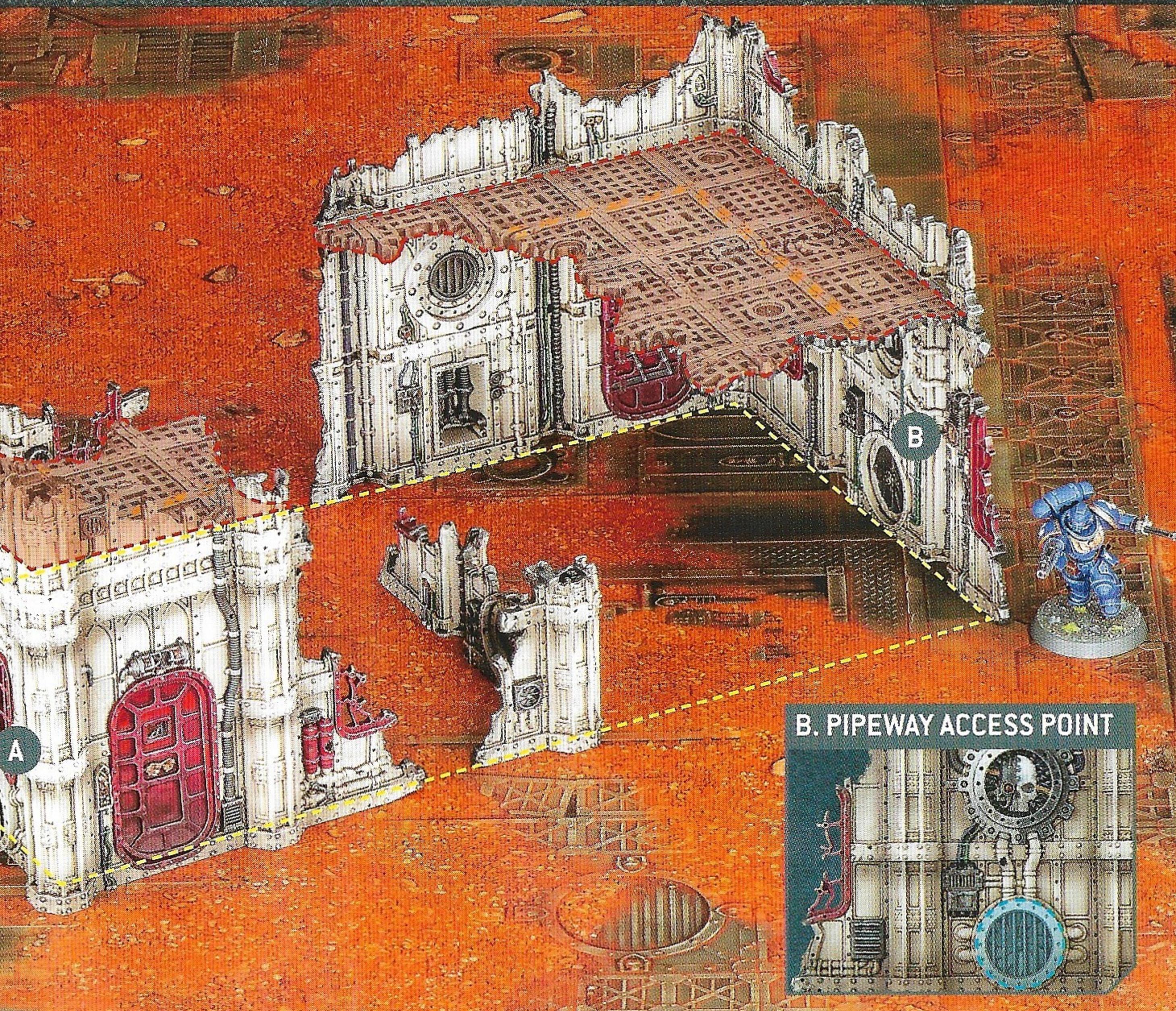
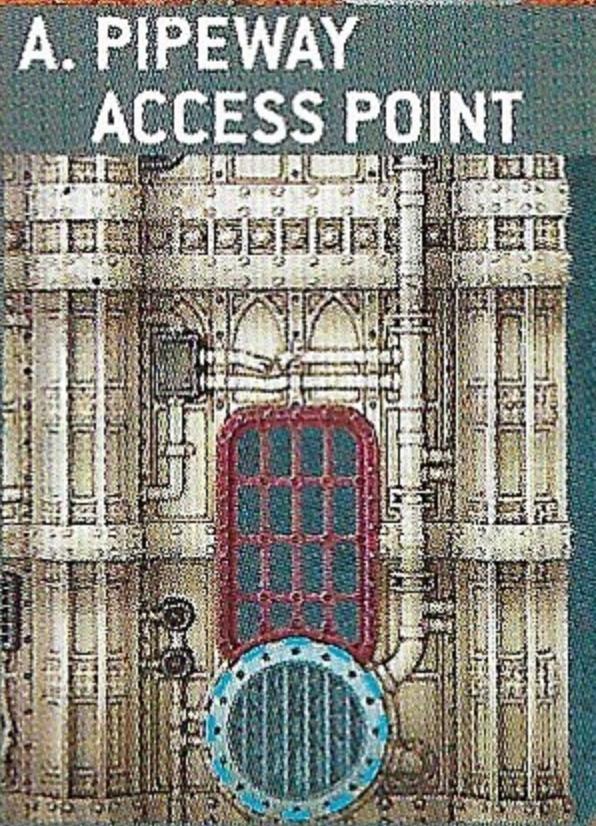


# ENGINE SHED

TOP-DOWN VIEW



A. PIPEWAY ACCESS POINT



B. PIPEWAY ACCESS POINT

# ENGINE SHED

## DESCRIPTION

This terrain datasheet consists of 1 Engine Shed terrain feature. An Engine Shed has two pipeway access points, shown on the reverse of this card by the **blue** keyline. If this terrain feature is on your battlefield, use the terrain category and terrain traits shown below for it. This terrain feature otherwise follows all the rules for terrain features as described in the Warhammer 40,000 Core Book.

## TERRAIN CATEGORY

An Engine Shed is an Area Terrain feature. Its footprint is shown on the reverse of this card by the **yellow** keyline.

## TERRAIN TRAITS

An Engine Shed has the following terrain traits:

- Breachable
- Defensible
- Light Cover
- Scalable

## NARRATIVE PLAY TERRAIN ABILITIES

In narrative play games, this terrain feature has the following additional abilities:

**Engine Maintenance:** At the start of your Command phase, if any friendly **INFANTRY** units are within this terrain feature, you can select one **VEHICLE** model from your army that is wholly within this terrain feature to be repaired. That **VEHICLE** model regains up to D3 lost wounds. Each model can only be repaired once per turn.

**Elevated Fighting Position:** This terrain feature has an upper floor (marked by a **red** keyline on the reverse of this card). Each time a model that is on the upper floor makes a melee attack against a unit that is not on the upper floor, re-roll a wound roll of 1.

BATTLEZONE KEYWORDS: **BATTLEZONE MANUFACTORUM**

OTHER KEYWORDS: **TERRAIN, CRITICAL FEATURE, AREA, RUINS, PIPEWAY, ENGINE SHED**