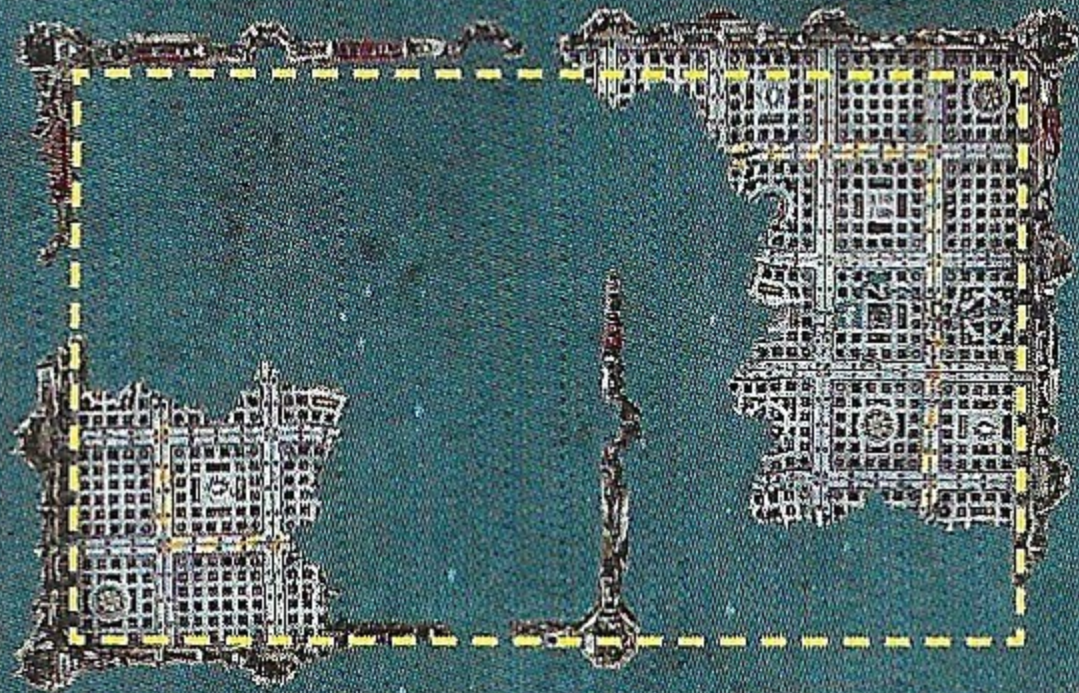


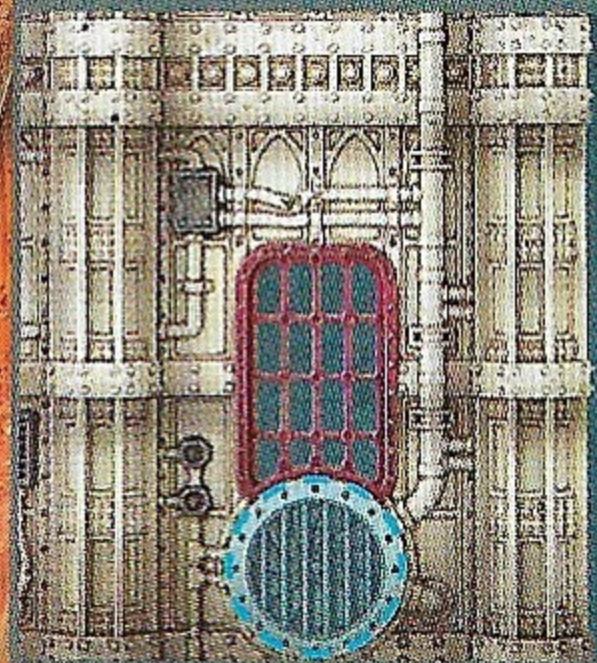
ENGINE SHED

60 TERRAIN POINTS

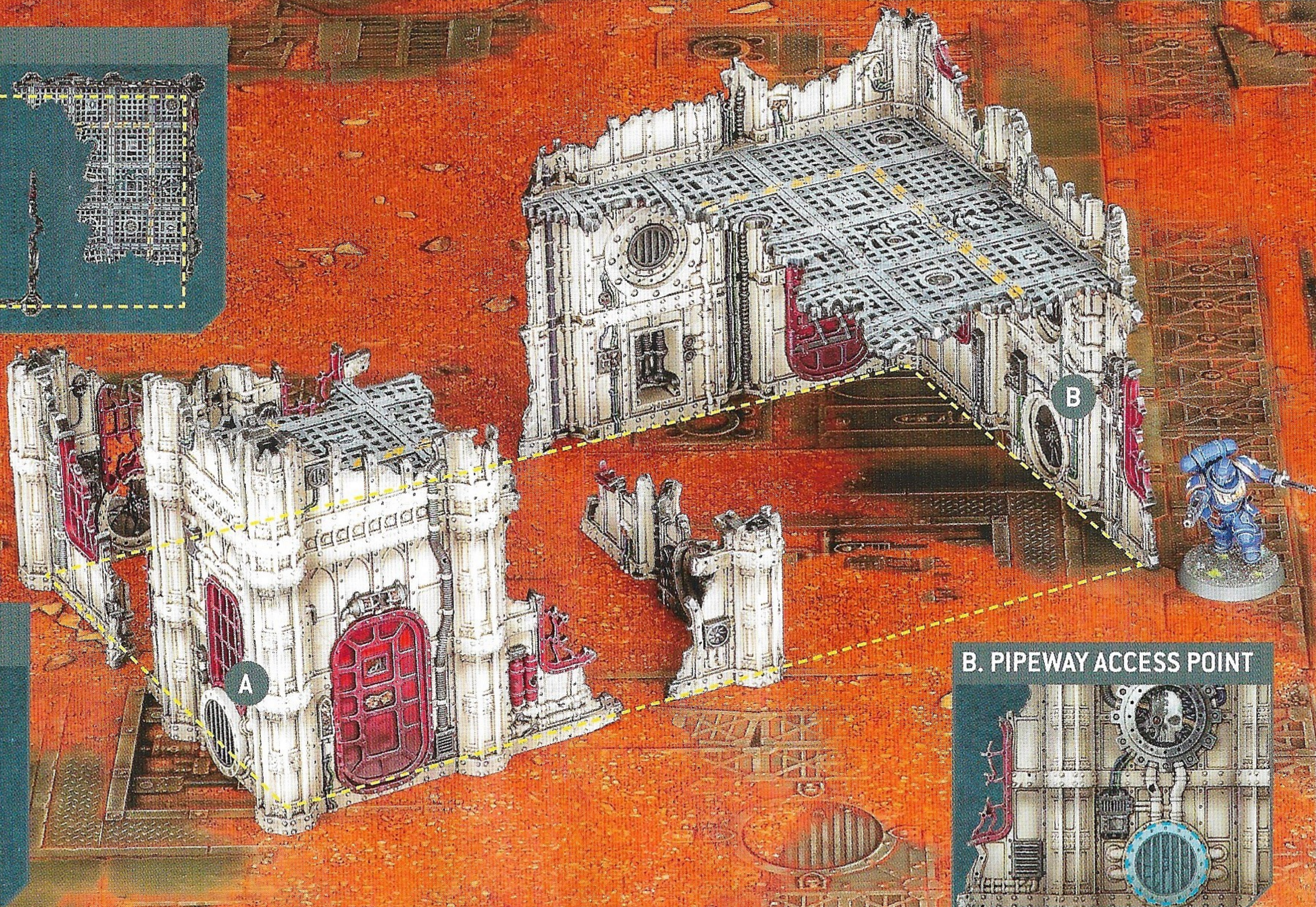
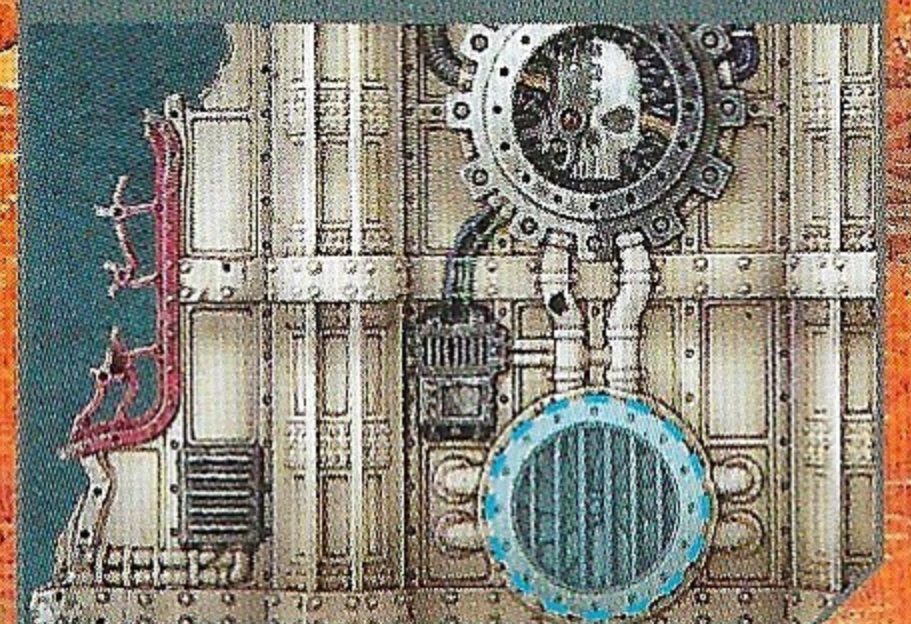
TOP-DOWN VIEW



A. PIPEWAY ACCESS POINT



B. PIPEWAY ACCESS POINT



ENGINE SHED

60 TERRAIN POINTS

DESCRIPTION

This Tactical 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.

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

TERRAIN 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.

BATTLEZONE KEYWORDS: **BATTLEZONE MANUFACTURUM**

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