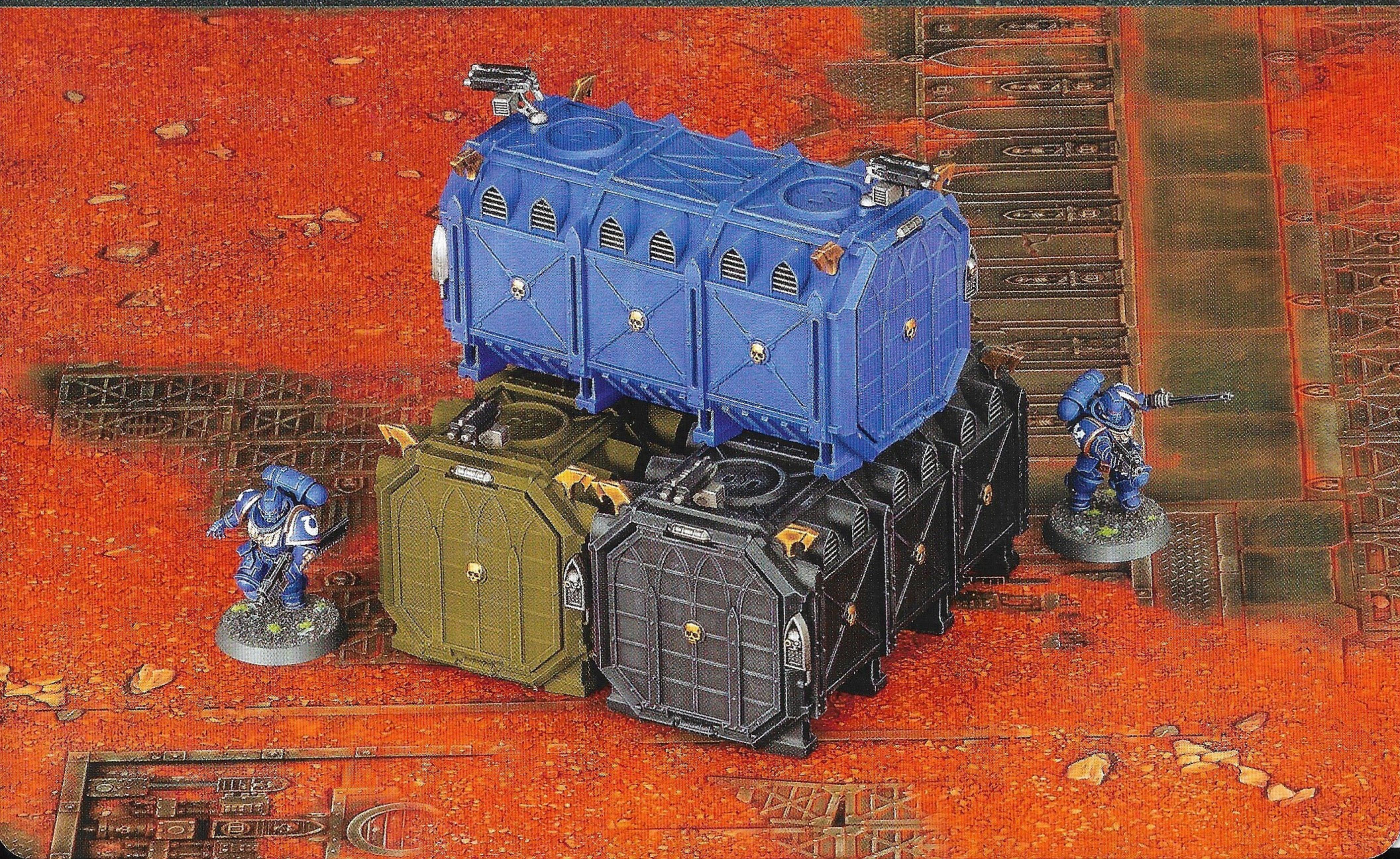


MUNITORUM ARMOURED CONTAINERS



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DESCRIPTION

This terrain datasheet consists of 3 Munitorum Armoured Container terrain features. When you set up this datasheet, you must set up all three terrain features. Each terrain feature from this datasheet can be set up within 3" of other terrain features from this datasheet. Each terrain feature 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

Armoured Containers have 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 an armoured container for each storm bolter that armoured container 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

Search Container (Action): In your Command phase, one **INFANTRY** unit from your army can perform this action if it is within 1" of any terrain features from this datasheet. The action is completed at the end of the

Psychic phase if the unit is still within 1" of any of those terrain features and there are no enemy units (excluding **AIRCRAFT** units) within Engagement Range of that feature. If this action is successfully completed, roll one D6 and consult the table below to see what that unit uncovers:

D6 RESULT

1	Dangerous Xenoform: That unit suffers D3 mortal wounds.
2	Munitorum Sinister-pattern Screwdrivers: No effect.
3-4	Alpha-grade Ration Packs: Until the end of the battle, add 2 to the Leadership characteristic of models in that unit.
5-6	Lucius-pattern Auto-targeters: Until the end of the battle, each time a model in this unit makes a ranged attack, add 1 to that attack's hit roll.

BATTLEZONE KEYWORDS: ALL BATTLEZONES

OTHER KEYWORDS: TERRAIN, OBSTACLE, MUNITORUM ARMOURED CONTAINERS