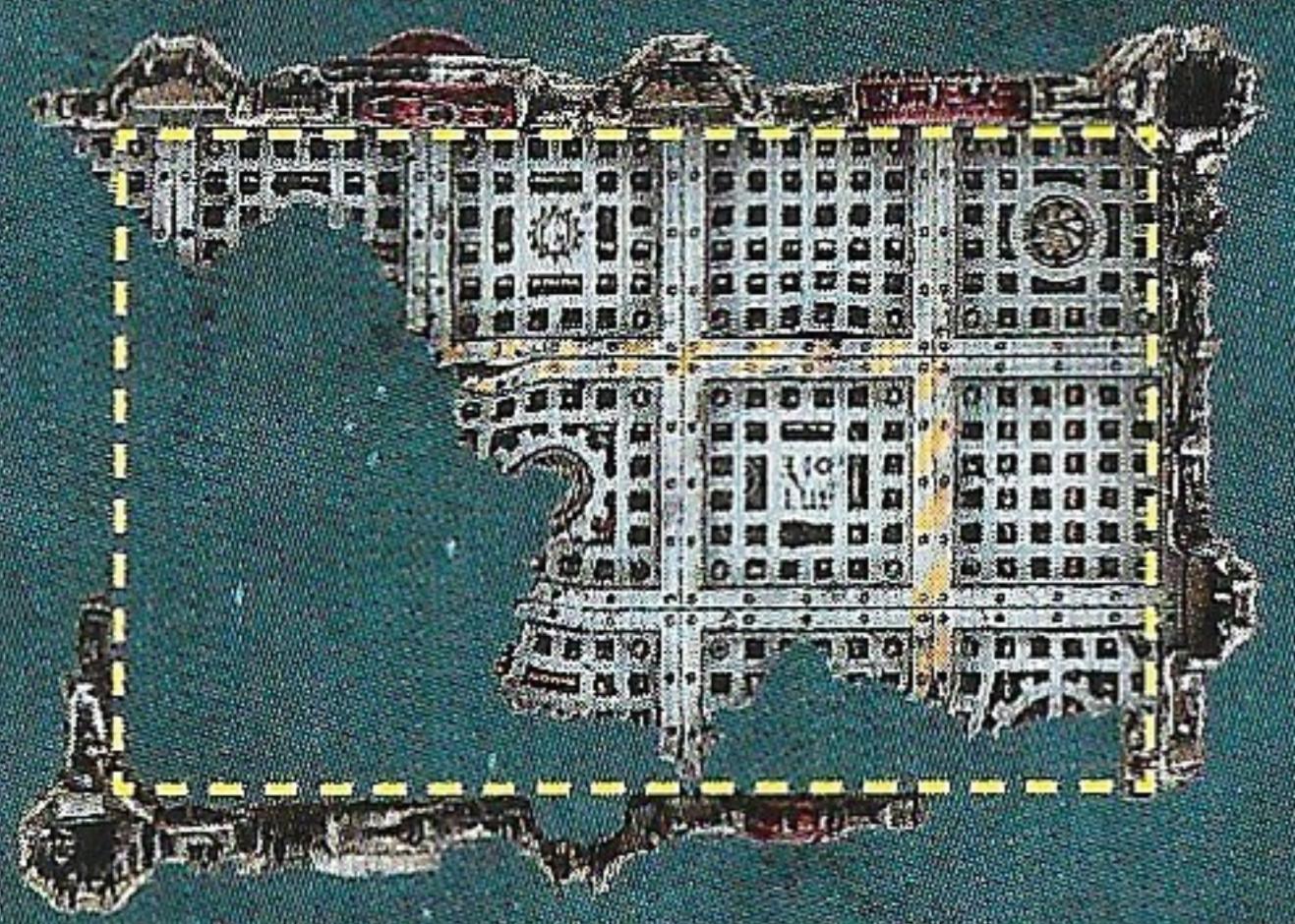
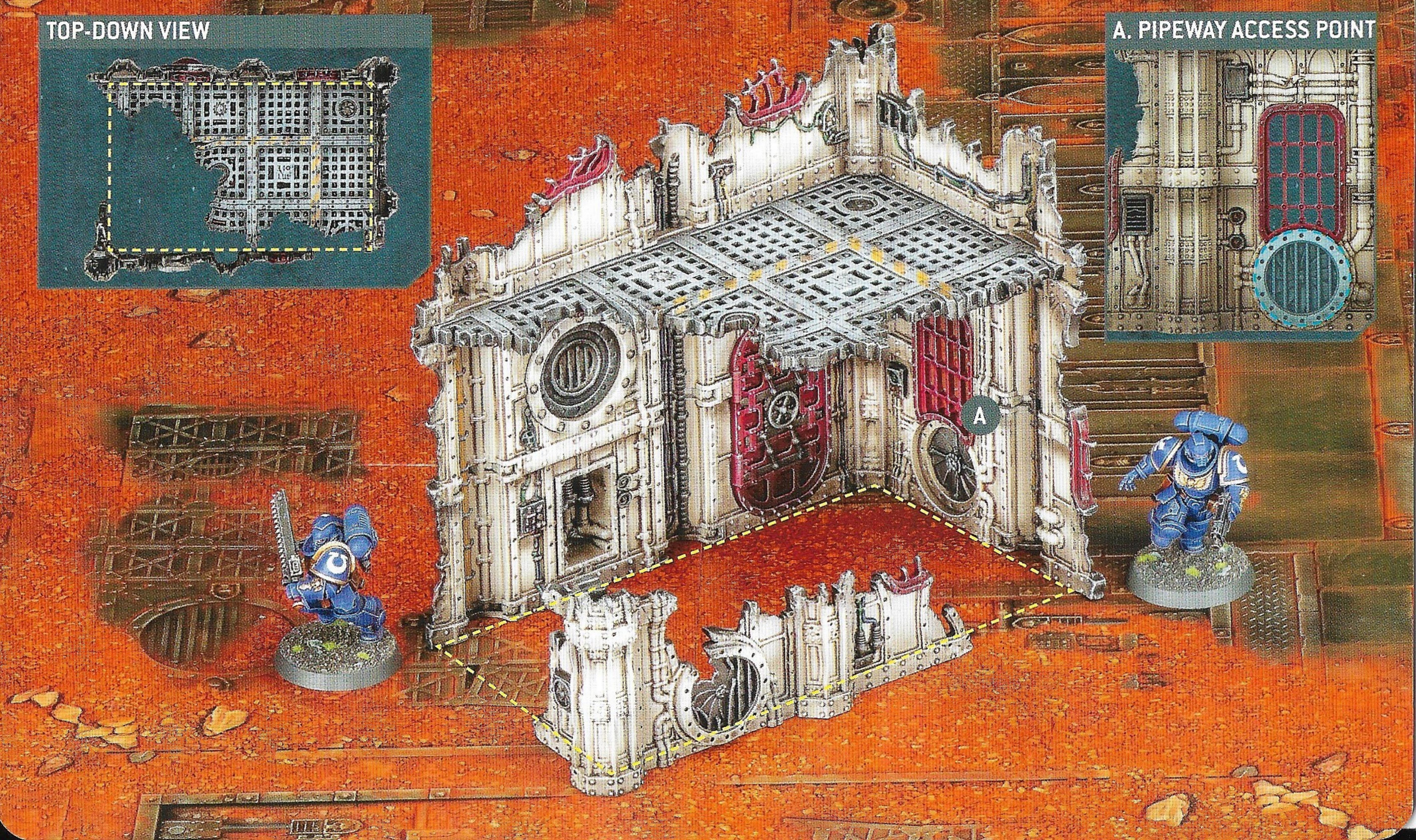
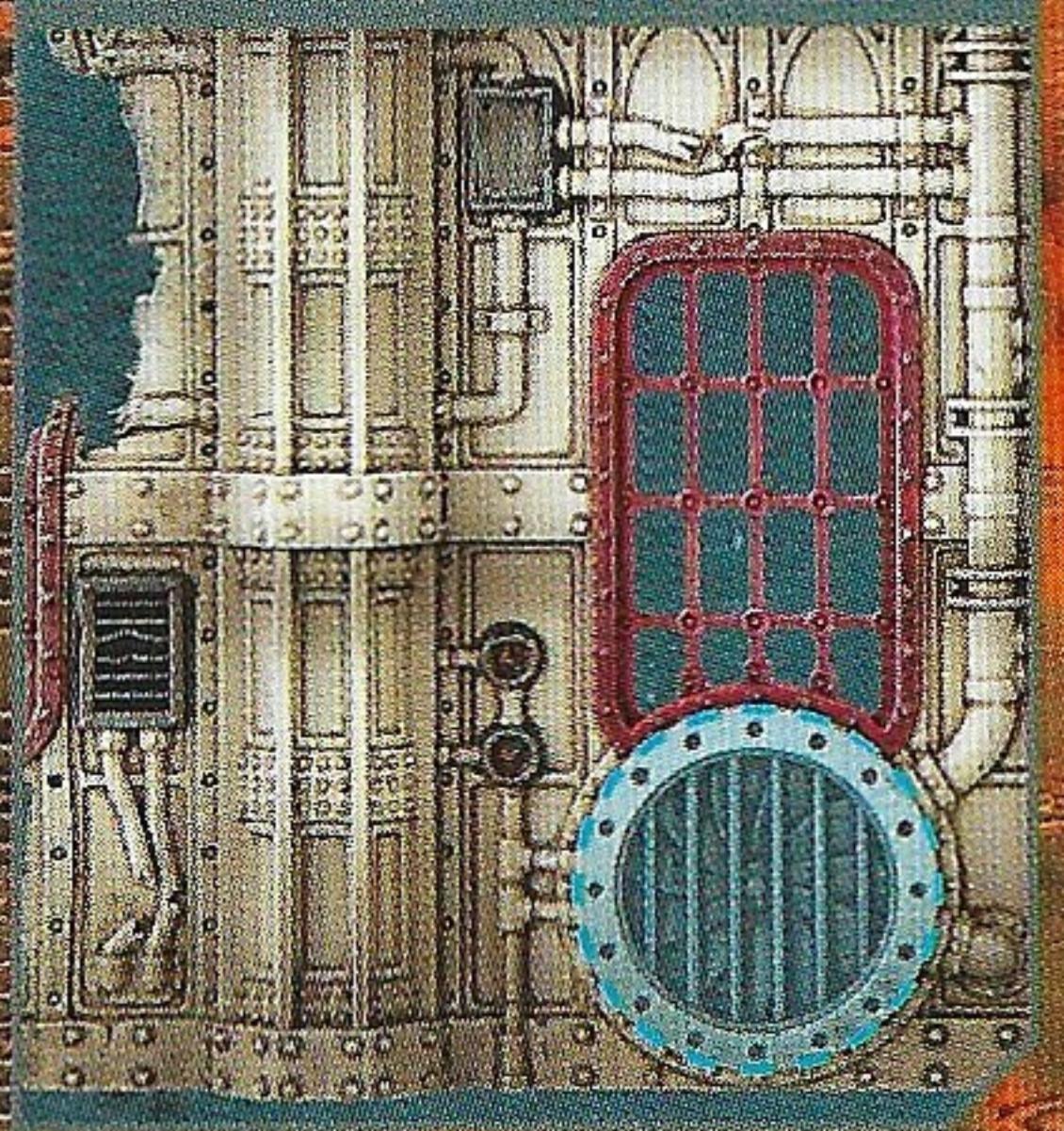


STORAGE FANE

TOP-DOWN VIEW



A. PIPEWAY ACCESS POINT



STORAGE FANE

DESCRIPTION

This terrain datasheet consists of 1 Storage Fane terrain feature. A Storage Fane has one pipeway access point, 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

A Storage Fane is an Area Terrain feature. Its footprint is shown on the reverse of this card by the **yellow** keyline.

TERRAIN TRAITS

A Storage Fane 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:

Ammunition Storage: At the start of your Shooting phase, you can select one unit that is wholly within this terrain feature. Until the end of the phase, up to half of the models (rounding down) in the unit that are equipped with Grenades can resolve attacks with them instead of just one. In addition, each time a model that is wholly within this terrain feature makes a ranged attack, re-roll a hit roll of 1.

Resupply: At the end of your Movement phase, if an **INFANTRY** unit from your army is within this terrain feature, you can select one friendly **VEHICLE** model that is within 3" of this terrain feature and equipped with any weapons that can only be shot with once per battle. Select one of those weapons; if that weapon has already been shot with this battle, it can be shot with one additional time. Each **VEHICLE** model can only be affected by this ability once per battle.

BATTLEZONE KEYWORDS: BATTLEZONE MANUFACTORUM

OTHER KEYWORDS: TERRAIN, AREA, RUINS, PIPEWAY, STORAGE FANE