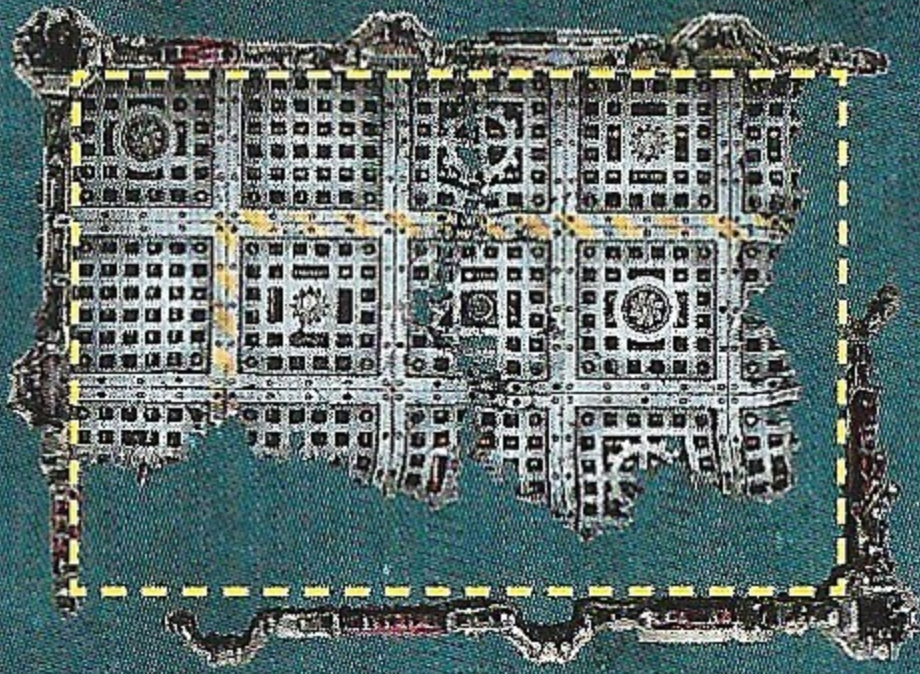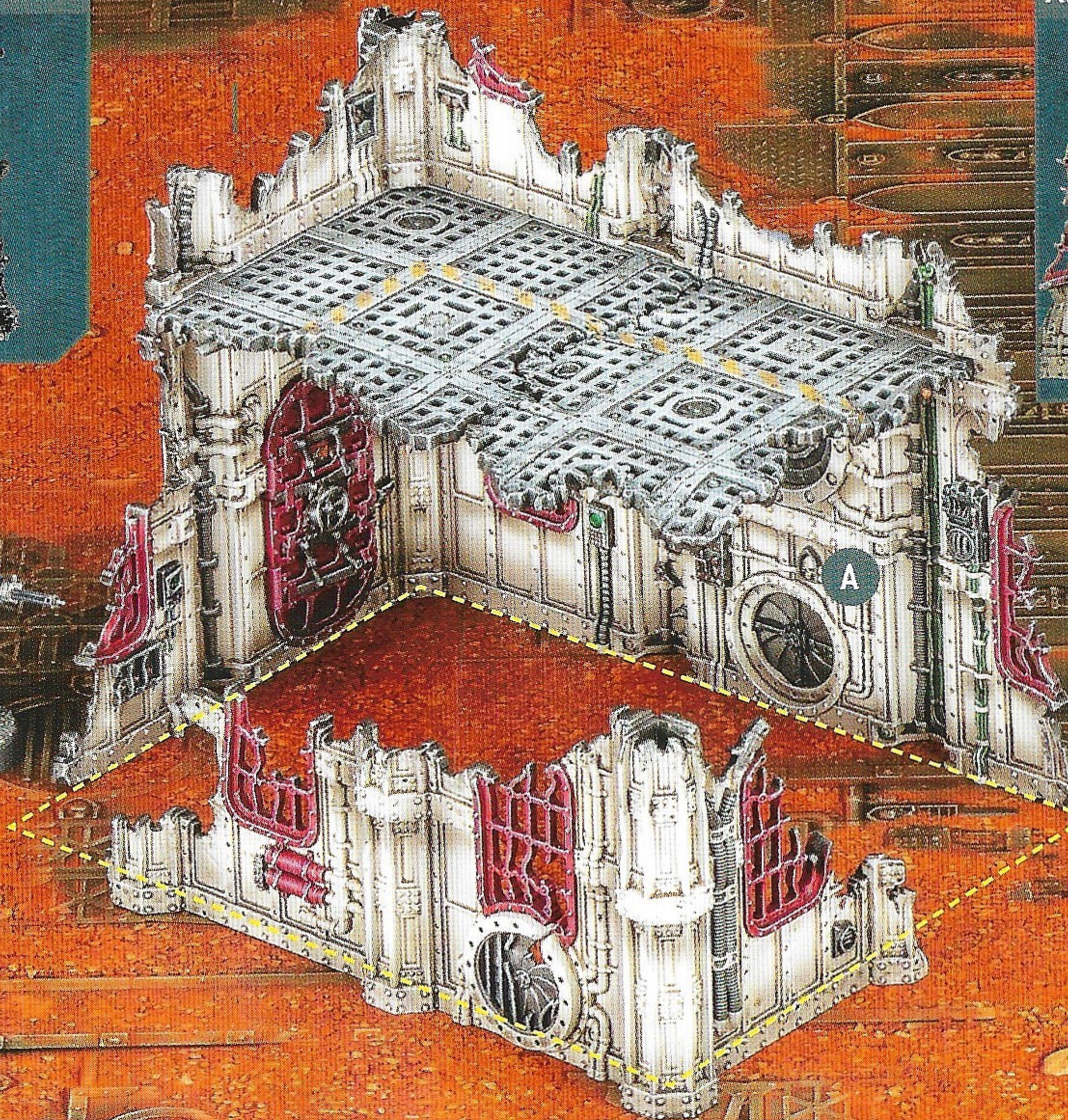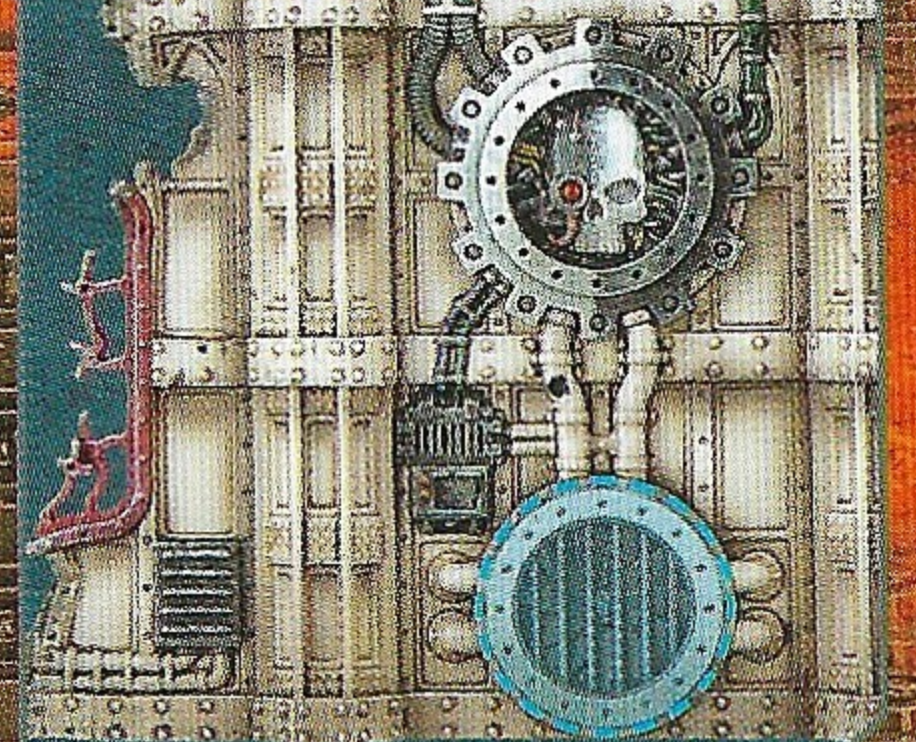# SUB-CLOISTER

TOP-DOWN VIEW

A. PIPEWAY ACCESS POINT

SUB-CLOISTER

DESCRIPTION

This terrain datasheet consists of 1 Sub-cloister terrain feature. A Sub-cloister 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 Sub-cloister is an Area Terrain feature. Its footprint is shown on the reverse of this card by the yellow keyline.

TERRAIN TRAITS

A Sub-cloister 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:

Crumbling Basement: During deployment, if this terrain feature is wholly within your deployment zone, you can set up one **INFANTRY** unit from your army that has 10 or fewer models in this terrain feature's Crumbling Basement instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit wholly within this terrain feature.

When you set up that unit, roll one D6 for each model you just set up on the battlefield. For each roll of 1, a model that was set up (your choice) is destroyed.

BATTLEZONE KEYWORDS: BATTLEZONE MANUFACTORUM
OTHER KEYWORDS: TERRAIN, AREA, RUINS, PIPEWAY, SUB-CLOISTER