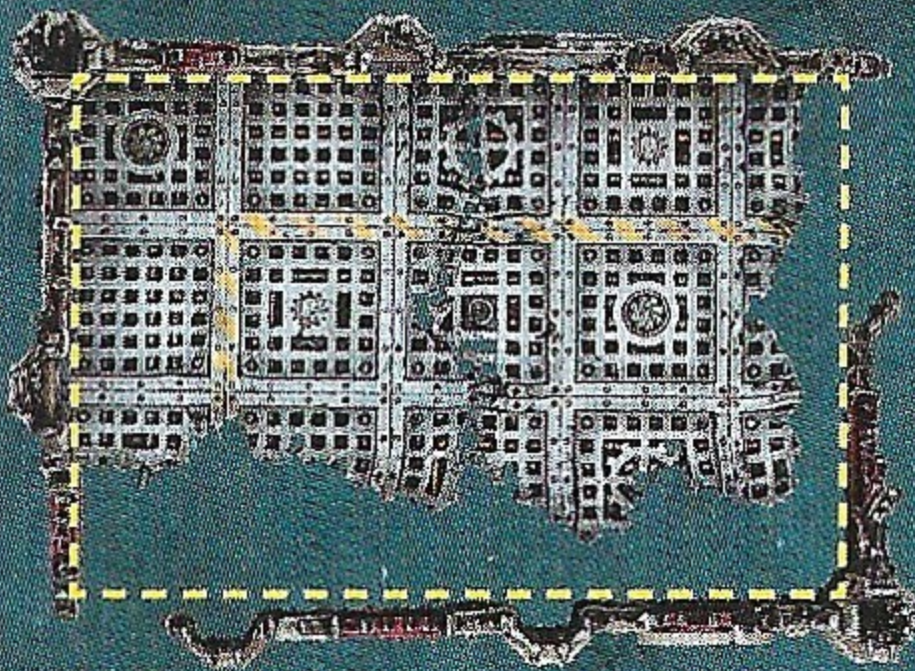


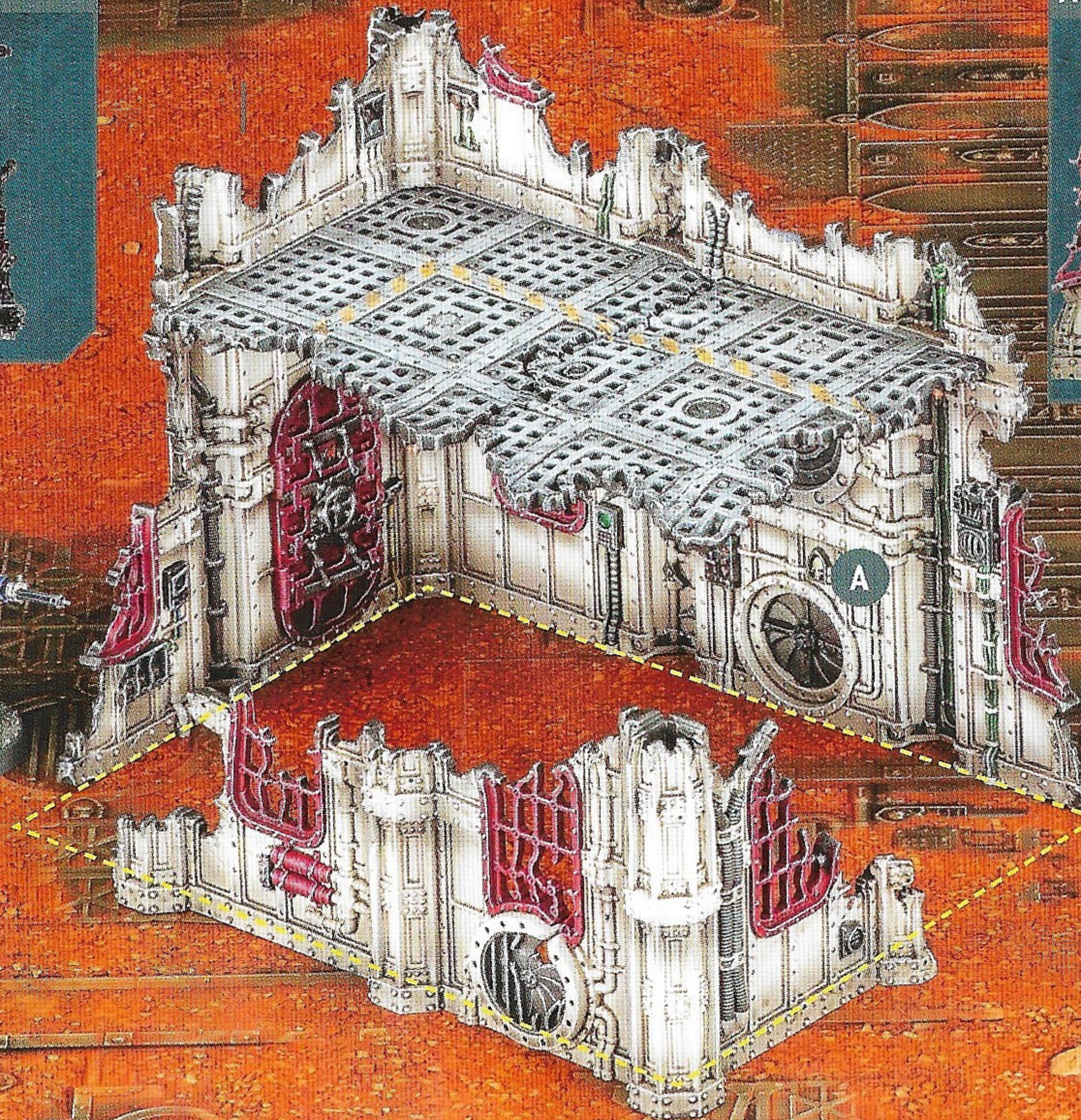
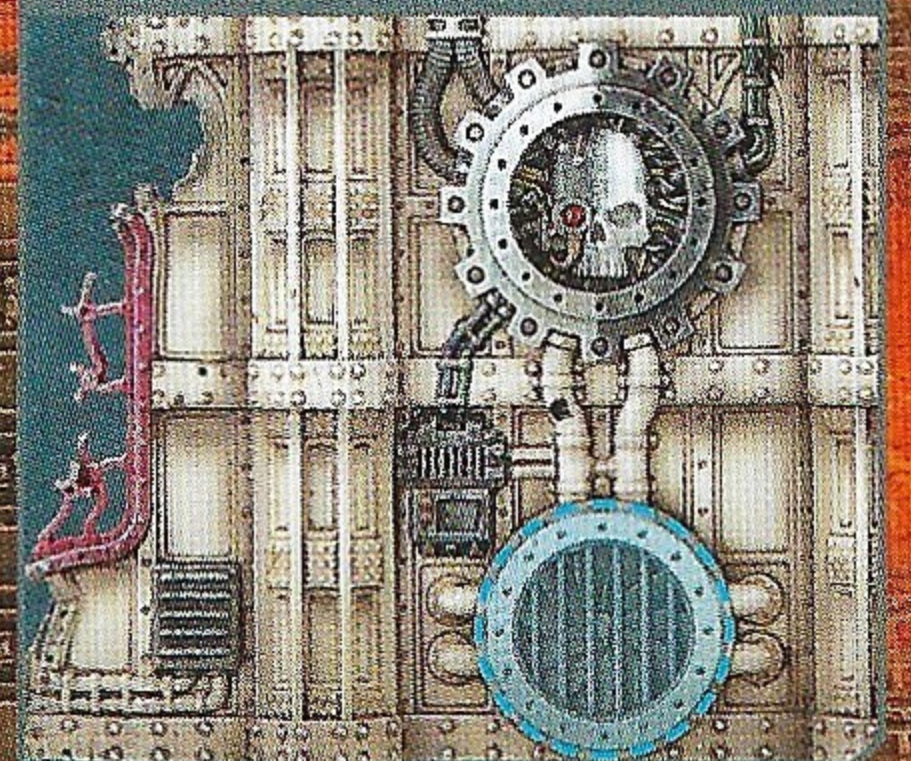
SUB-CLOISTER

50 TERRAIN POINTS

TOP-DOWN VIEW



A. PIPEWAY ACCESS POINT



SUB-CLOISTER

50 TERRAIN POINTS

DESCRIPTION

This Tactical 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.

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

TERRAIN ABILITIES

Hidden Basement: During deployment, you can set up one **INFANTRY** unit from your army that has 10 or fewer models in this terrain feature's Hidden 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 that unit wholly within this terrain feature.

BATTLEZONE KEYWORDS: **BATTLEZONE MANUFACTORUM**

OTHER KEYWORDS: **TERRAIN, AREA, RUINS, PIPEWAY, SUB-CLOISTER**