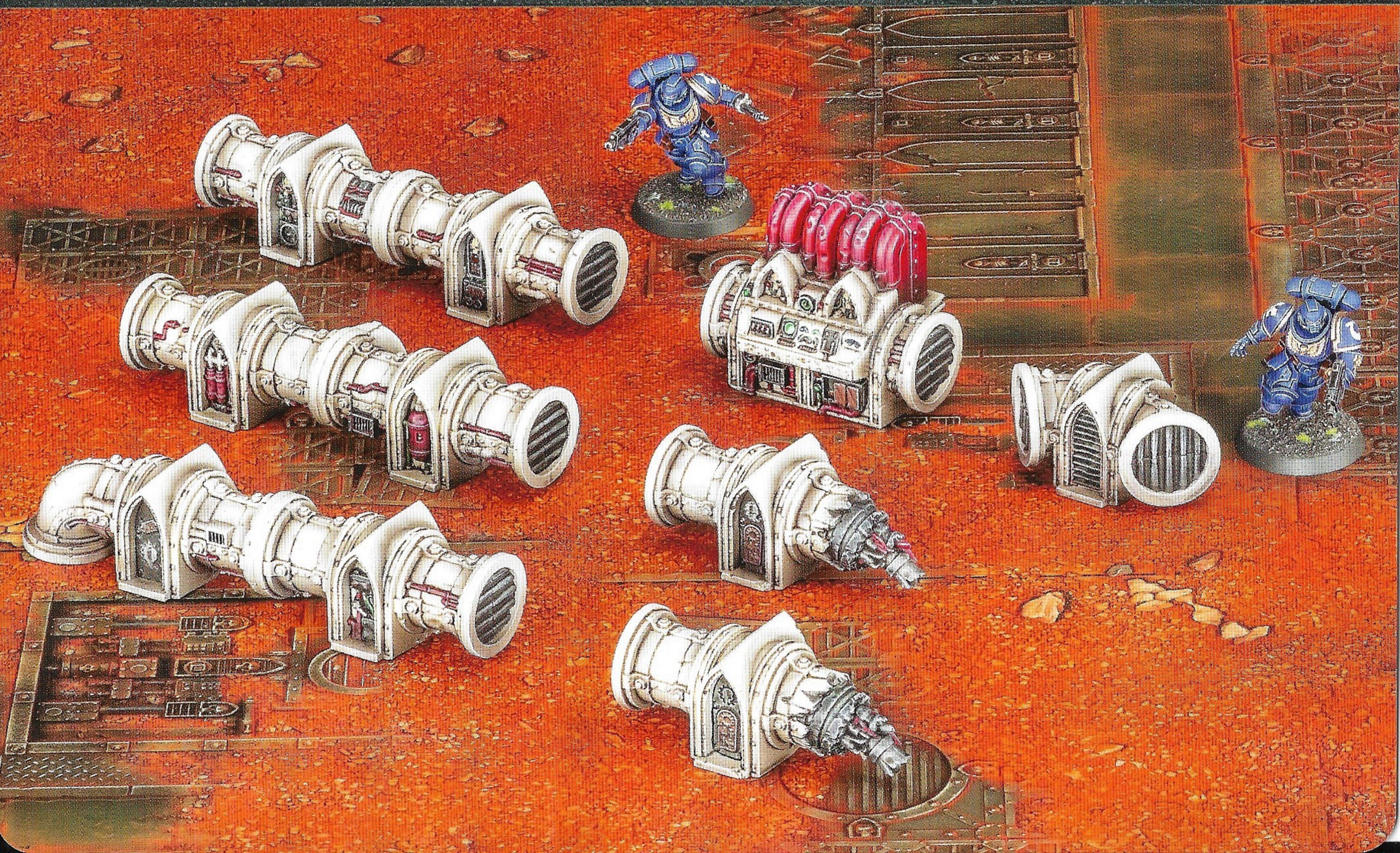


THERMO PIPES



THERMO PIPES

DESCRIPTION

This terrain datasheet consists of the following pipe sections: 1 Grounded Thermo Pipe; 2 Thermo Pipes; 2 Damaged Thermo Pipe Ends; 1 Thermo Coil Regulator; 1 Thermo Pipe Bend. Before you set up this datasheet, you must first create two Thermo Pipe terrain features by connecting pipe sections end-to-end as shown under the Pipeways rule (see the Battlezone Manufactorum abilities card). Any pipe sections that are not used are not set up. 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

Thermo Pipes are an Obstacle terrain feature.

TERRAIN TRAITS

Thermo Pipes have the following terrain traits:

- Defensible
- Defence Line
- Difficult Ground
- Heavy Cover
- Light Cover
- Unstable Position

NARRATIVE PLAY TERRAIN ABILITIES

In narrative play games, these terrain features have the following additional abilities:

Overheated Regulator: Each time an enemy unit ends a charge move touching the Thermo Coil Regulator pipe section and within 2" of a unit from your army, roll one D6; on a 4+, that enemy unit suffers D3 mortal wounds.

BATTLEZONE KEYWORDS: BATTLEZONE MANUFACTORUM

OTHER KEYWORDS: TERRAIN, OBSTACLE, PIPEWAY, THERMO PIPES