

# TERRAIN PACKET 2022

 **PRESENTED BY**  
**LUSTERS WORKSHOP**

**VERSION 1.1**  
**12/10/2022**

## 1.1 Board Layouts

These Layouts will be used at the following events:

- All Squad Games Tournaments
- The So Cal Open  
October 21-23
- The All Valley Team Tournament  
November 5th and 6th, Gameology Pasadena
- The Las Vegas Open  
January 27-29 2023, The Rio, Las Vegas

While each board may have a different aesthetic or theme, all boards will use the same layout in any given round of the event.

Each layout has been playtested to ensure competitive integrity. These layouts will continue to be tested until LVO. Any changes will be noted at the end of this document. If issues are found please reach out to me through email at:  
[DakotahLuster@gmail.com](mailto:DakotahLuster@gmail.com)

Each layout has been designed and tested for certain missions. See the next page for more details.

These layouts change during the tournament for two primary reasons:

1. To provide players with a varied experience throughout the event, as opposed to 4+ rounds spent playing on exactly the same terrain format.
2. To ensure the placement, orientation, and function of each terrain piece is balanced for a wide variety of army types during each particular mission.

## 1.2 Exact Board Layouts

See Page 3.

## 1.3 Terrain Key Words

See pages 4-6.

## 1.4 Terrain Used

Terrain may vary from mission to mission and set up to set up. For this reason a general amount of terrain is recommended

- x2 Containers L 6.75" x W 2.25" x H 2.75-3"
- x1 Towers L 4.5" x W 4.5" x H 3-4"
- x4 Long Barriers L 4" x W .875" x H 1.25"
- x4 Short Barriers L 2.5" x W .875" x H 1.25"
- x2 Modular Walls L 4.5" x W .875" x H 5"
- x4 Bastions L 4.5" x W 2.5" x H 3-4"
- x1 Set of Scatter Terrain

\*Not all layouts will use all of the terrain.

## 1.5 Where to get the Terrain

### LUSTERS WORKSHOP

Three fully themed sets of this terrain are sold on Etsy by LustersWorkshop. Lusters Workshop also sells fully painted terrain and game boards for quick and easy setup.

### Frontline Gaming ITC Terrain Series

One place to find terrain close to these dimensions would be FLG's ITC terrain. Below is a list of rough substitutions:

- Containers=Industrial Container
- Barriers=FLG Terrain: Field Base Barricades
- Towers=Large and Small Orc Watchtower

### GAMES WORKSHOP

Games Workshop plastic can be used in place for much of this terrain below is a list of rough substitutions:

- Containers=Imperial Containers, Ramshackle Wall
- Barriers=Industrial pipes, Ramshackle barricades.
- Towers=Ferratonic Furnace
- Tall Barriers=5 Inch walls
- Arena Scatter Terrain=Arena Terrain

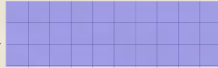
### HOBBY HERO

Don't be afraid to make terrain yourself! That is part of the hobby! Have fun and make some terrain!

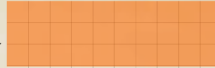
# 1.2 TERRAIN LAYOUTS

## MAP KEY

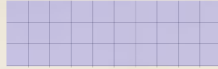
PLAYER A'S DROP ZONE & TERRITORY



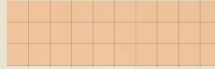
PLAYER B'S DROP ZONE & TERRITORY



PLAYER A'S TERRITORY



PLAYER B'S TERRITORY



PLAYER A'S KILL ZONE EDGE



PLAYER B'S KILL ZONE EDGE



CENTRE LINE

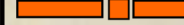


NEUTRAL KILL ZONE EDGE



## TERRAIN

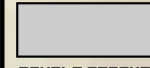
MODULAR WALLS



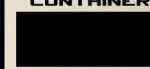
TOWER



CONTAINER



DOUBLE STACKED CONTAINER



HATCH



DOOR



BARRIERS



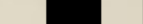
BASTION



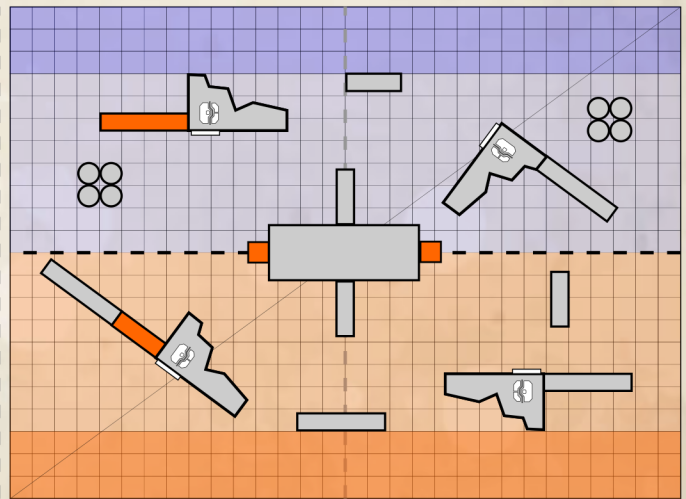
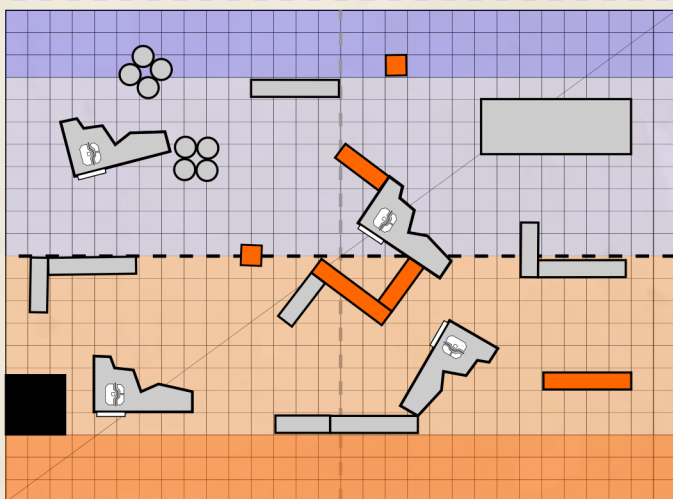
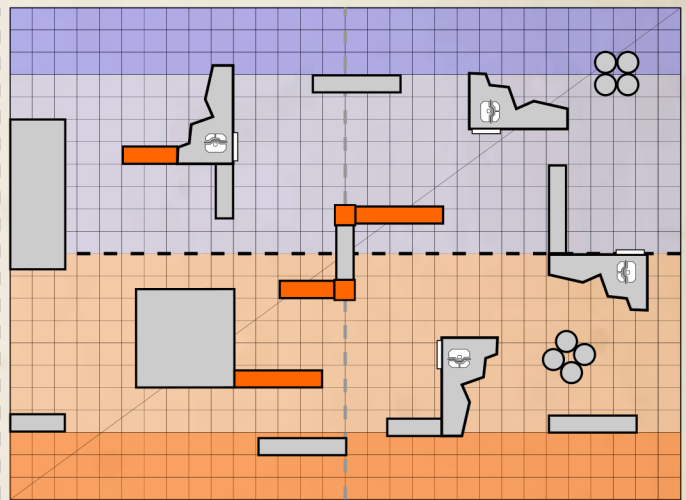
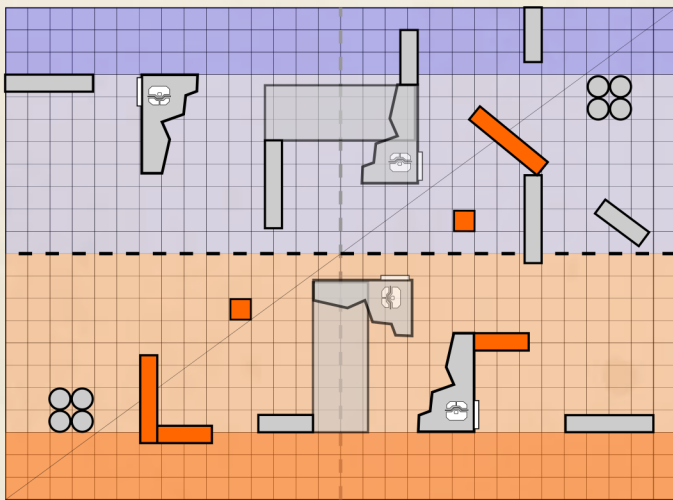
SCATTER



VERTICAL CONTAINER



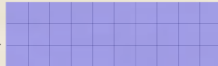
## BUILT FOR CRITICAL OPERATIONS CARD LAYOUTS 1, 2, 3



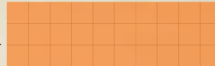
# 1.2 TERRAIN LAYOUTS

## MAP KEY

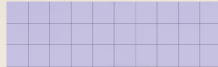
PLAYER A'S DROP ZONE & TERRITORY



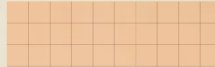
PLAYER B'S DROP ZONE & TERRITORY



PLAYER A'S TERRITORY



PLAYER B'S TERRITORY



PLAYER A'S KILL ZONE EDGE



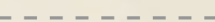
PLAYER B'S KILL ZONE EDGE



CENTRE LINE



NEUTRAL KILL ZONE EDGE

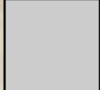


## TERRAIN

MODULAR WALLS



TOWER



CONTAINER



DOUBLE STACKED CONTAINER



HATCH



DOOR



BARRIERS



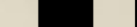
BASTION



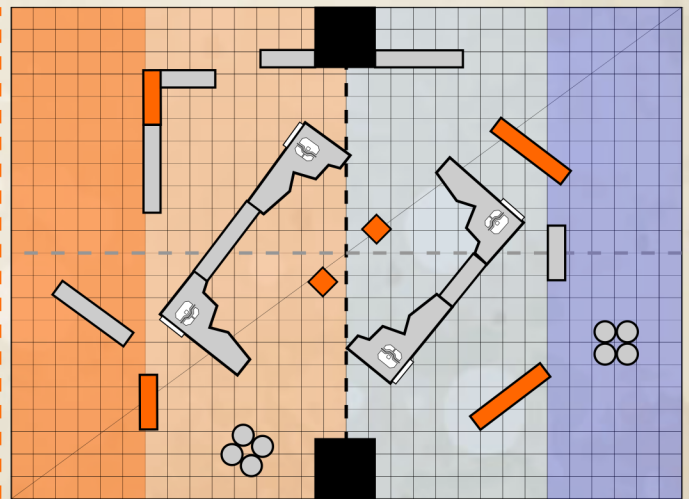
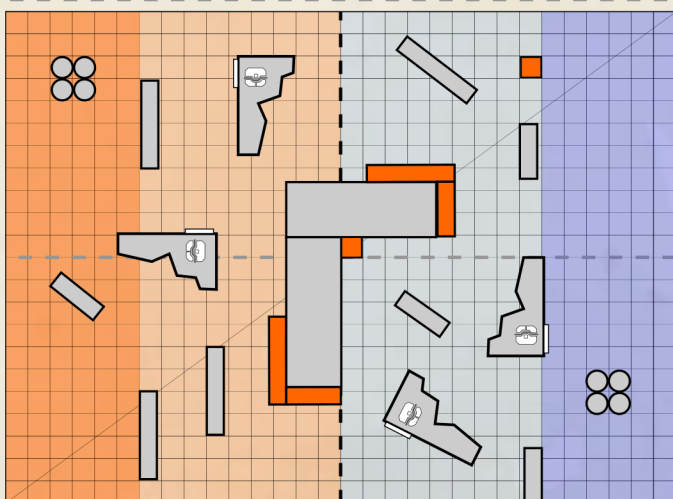
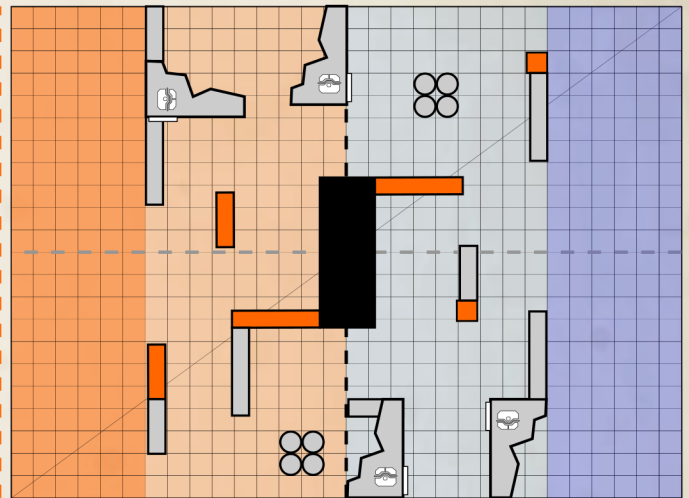
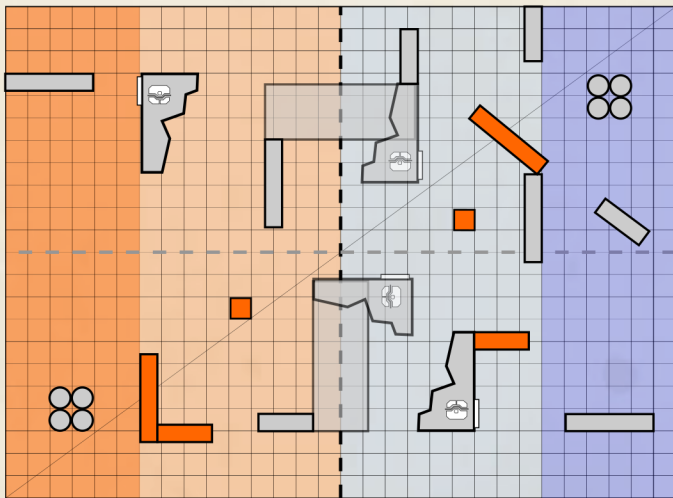
SCATTER



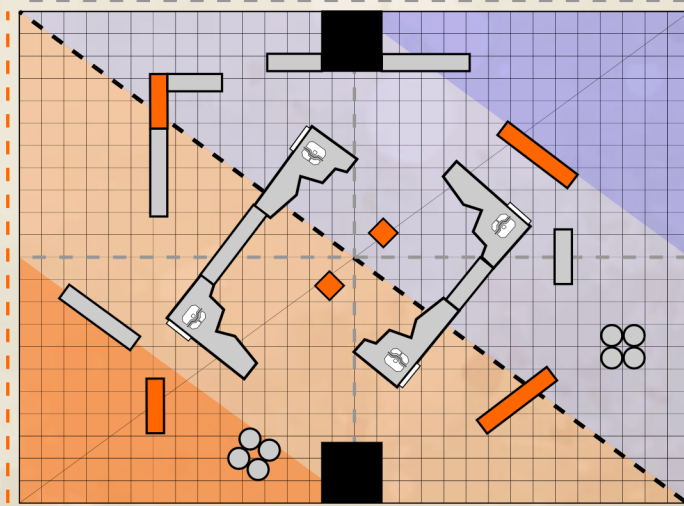
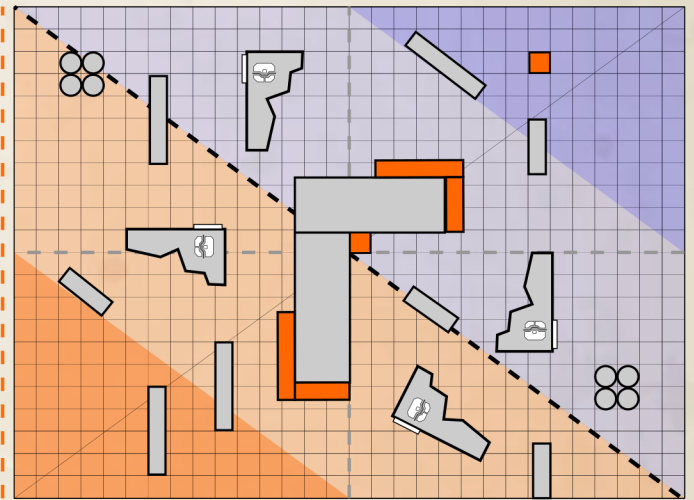
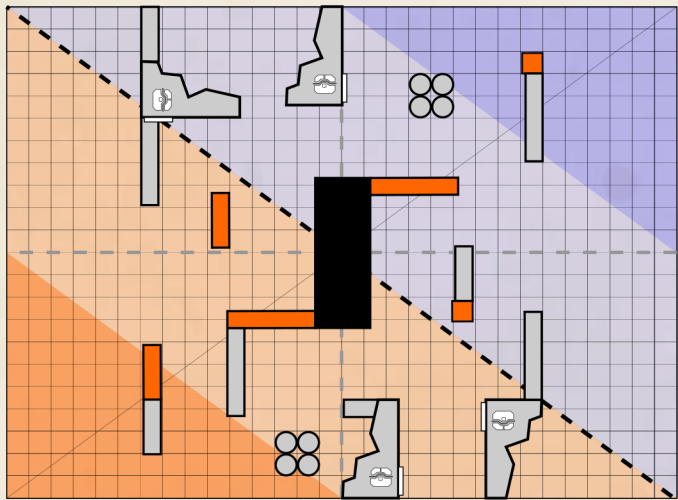
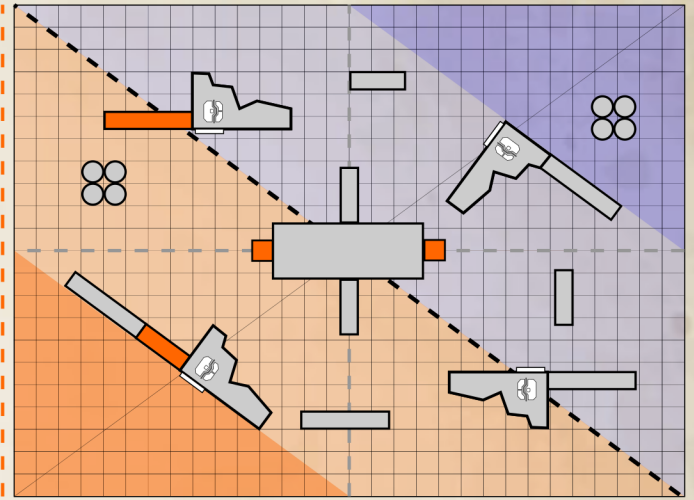
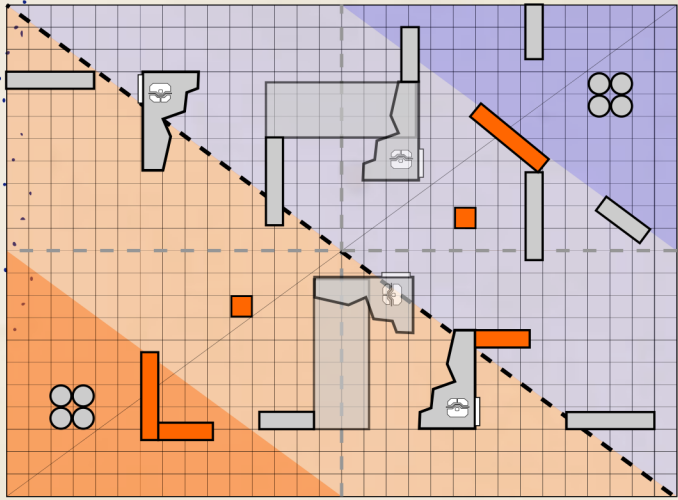
VERTICAL CONTAINER



## BUILT FOR CRITICAL OPERATIONS CARD LAYOUTS 4,5,6

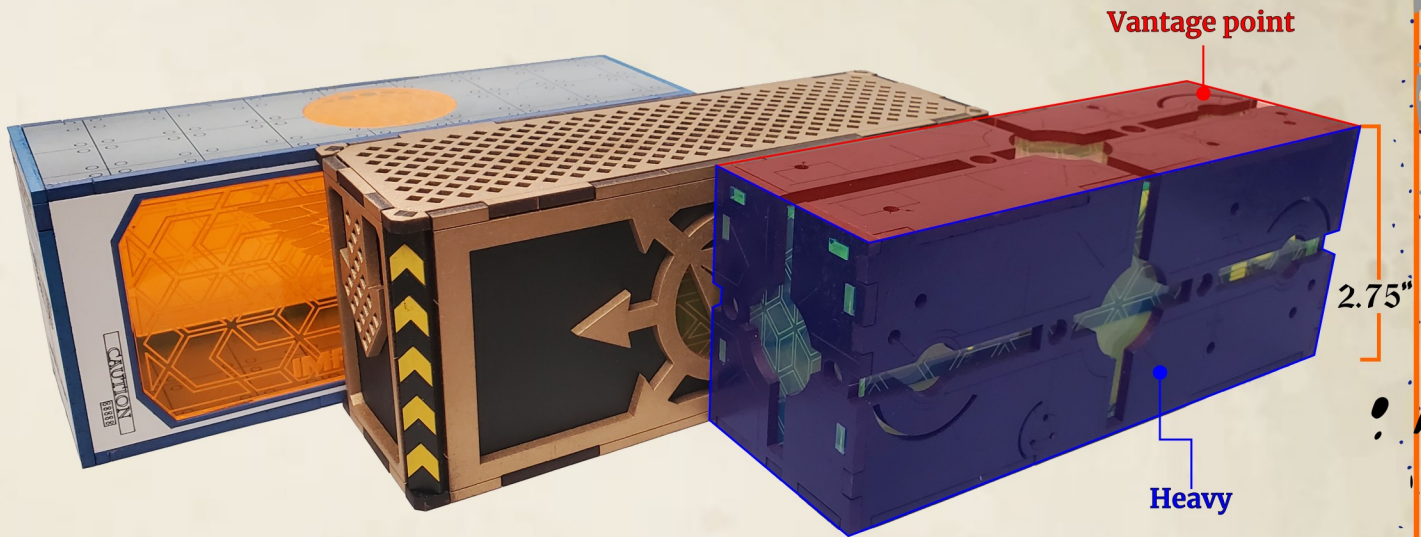


## BUILT FOR CRITICAL OPERATIONS CARD LAYOUTS 7,8,9



## 1.3 CONTAINERS

The platform atop the containers has the Vantage Point trait. All other parts of it have the Heavy trait.



### VERTICAL CONTAINER & DOUBLE STACKED CONTAINERS

**Heavy:** Heavy terrain provides Cover and is Obscuring

**Impassable:** Operatives cannot be set up on this terrain feature. They cannot move over or through it.

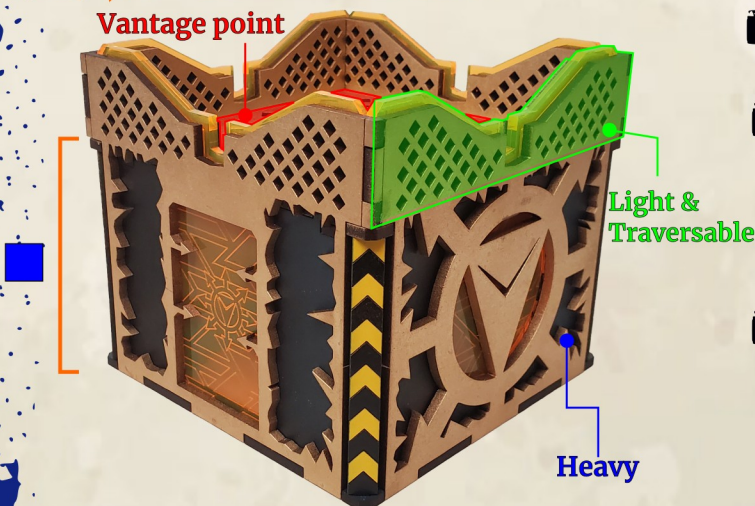
### CONTAINER

**Heavy:** Heavy terrain provides Cover and is Obscuring

**Vantage point:** Pg. 72 of the core rules

## TOWERS

The platform atop the Tower has the Vantage Point trait. The ramparts around the platform have the Light and Traversable traits. The lower walls have the Heavy trait. If there is a second story roof to the tower no model may stand atop it.



### TOWER BASE

**Heavy:** Heavy terrain provides Cover and is Obscuring

### TOWER RAMPARTS

**Light:** Provides Cover unless otherwise specified (e.g. Vantage Point) Pg. 72

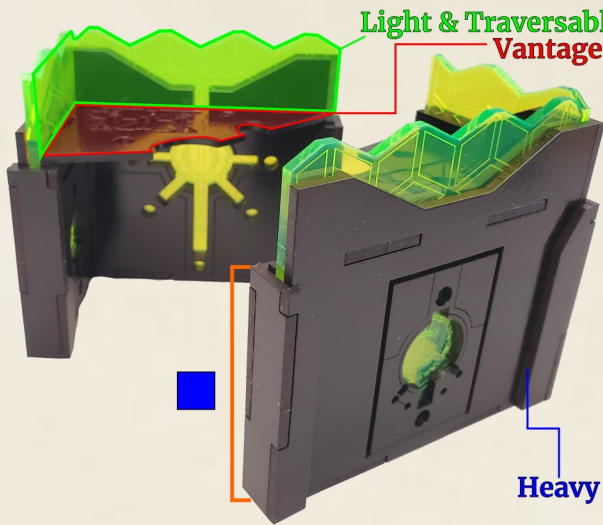
**Traversable:** Traversable Terrain can be traversed Pg. 73

### TOWER PLATFORM

**Vantage point:** Pg. 72 of the core rules

# BASTION

The platform atop the Bastion has the Vantage Point trait. The ramparts around the platform have the Light and Transversable traits. All other parts have the Heavy trait.



## BASTION BASE

**Heavy:** Heavy terrain provides Cover and is Obscuring

## BASTION RAMPARTS

**Light:** Provides Cover unless otherwise specified (e.g. Vantage Point) Pg. 72

**Traversable:** Traversable Terrain can be traversed Pg. 73

## BASTION PLATFORM

**Vantage point:** Pg. 72 of the core rules

## BASTION DOOR AND HATCH

**Note:** While each door or hatch may look different depending on the terrain being used, they will always be clearly marked or clearly identifiable.

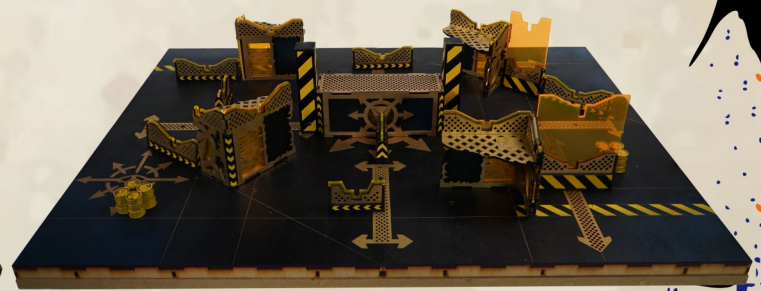
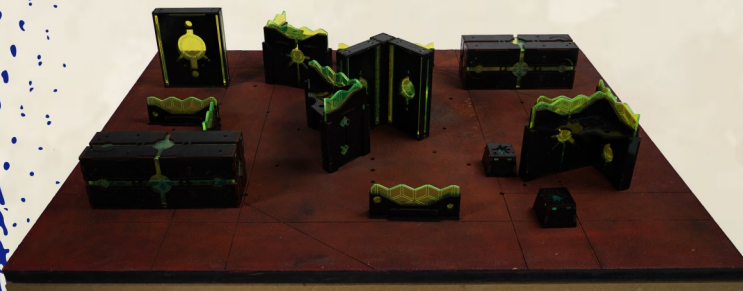
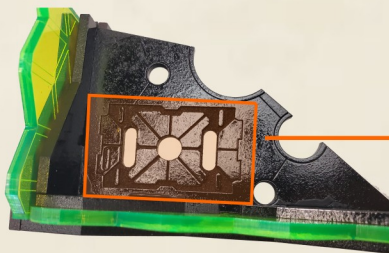
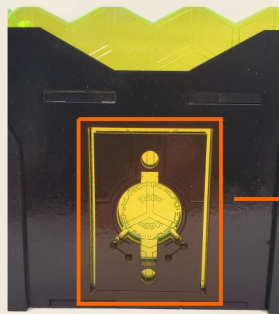
\*There is only one door and one hatch on each Bastion.

## DOOR

An operative can move through this part of the terrain feature as if it were not there, and can do so even if its base is too large to fit through this part of the terrain feature. Remember that an operative must finish a move in a location it can be placed, therefore it must finish the move wholly on one side of the door or the other.

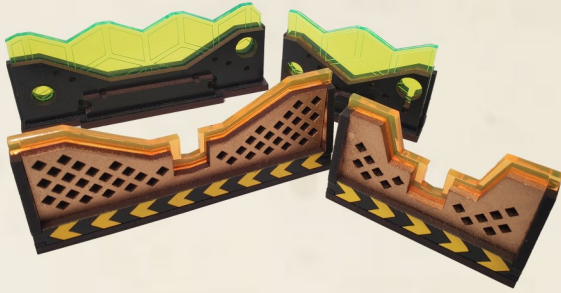
## HATCH

An Operative can move vertically through this part of the terrain feature as if it were not there. Note that this will be done with a Climb (unless they can Fly) or with a Drop.



## BARRIERS AND SCATTER

All parts of the Barriers and Scatter terrain feature have the Light and Traversable traits.



### BARRIERS

**Light:** Provides Cover unless otherwise specified (e.g. Vantage Point) Pg. 72

**Traversable:** Traversable Terrain can be traversed Pg. 73

### SCATTER

**Light:** Provides Cover unless otherwise specified (e.g. Vantage Point) Pg. 72

**Traversable:** Traversable Terrain can be traversed Pg. 73

## MODULAR WALLS

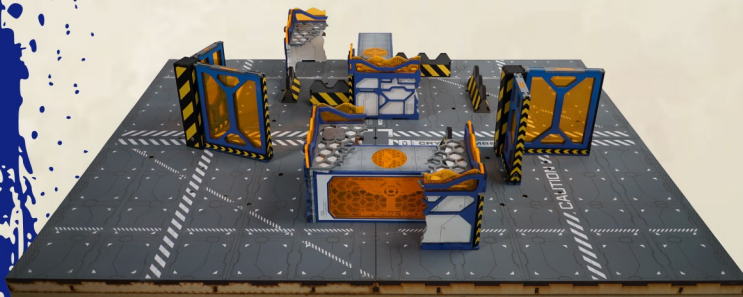
All parts of the Barriers terrain feature have the Heavy and Inaccessible traits.



### WALLS

**Heavy:** Heavy terrain provides Cover and is Obscuring

**Inaccessible (WD 478 pg.30):** Operatives cannot be set up on this terrain feature. They cannot move over or through it unless they can FLY.

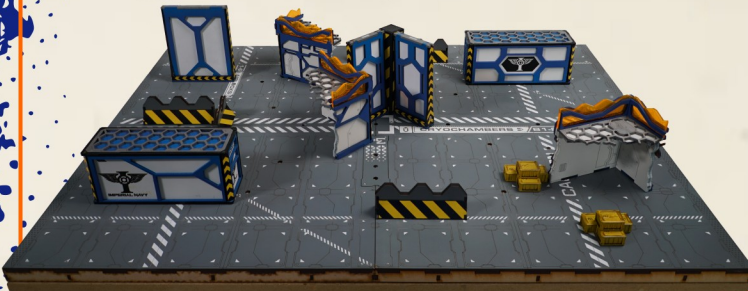


## 1.6 WHAT IS THE TERRAIN?

### Layout 1

The following pictures are examples of the terrain that will be used at the All Valley Team Tournament, SoCal Open and the Las Vegas Open. The Lore behind each terrain set is indicated here for those who play narrative.

### REPENTANT OUTPOST

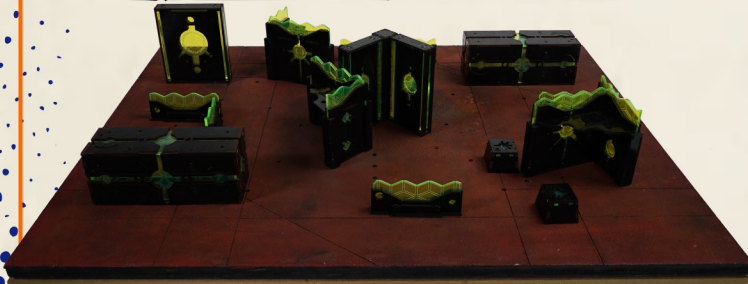


### REPENTANT OUTPOST



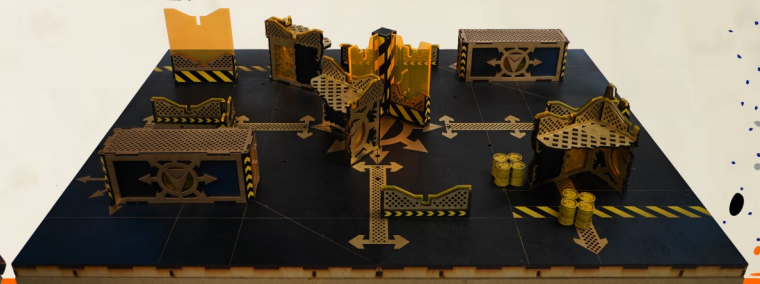
The first colony in Sector Aeternum was on the Planet Balfeth IV, a penal colony deemed the Repentant Outpost by the Imperial Navy. The outpost has grown significantly and has been labeled as one of the most lucrative operations in the sector. Many standard imperial citizens travel far and wide to this outpost for trade and to repent their own sins. It has recently come to the attention of local citizens that a tomb of the Nekro Machina has started to awaken on the planet. The citizens of the outpost and the Sector will fight to keep the outpost safe and lucrative.

### NEKRO MACHINA



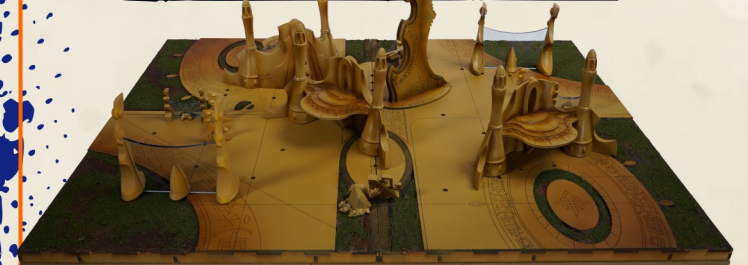
The Imperial navy first encountered the Nekro Machina in Sector: Aeternum on the planet of Balfeth IV, while drilling for water beneath the planet's crust. It is widely believed that it was this very action that awakened the Immortal Dynasty. Upon discovering this dire threat, a warning was sent to the nearby Sector: Imperator, for reinforcements to quell the threat.

### DARK STAR FORTRESS



The Dark Star Fortress is a massive, mostly abandoned ship. It is currently floating haphazardly throughout Sector Aeternum. The Ruinous powers are attempting to reaffirm their hold upon the massive fortress. The Dark powers have their eyes aimed upon Sector Vatalis. They plan to conquer Sector Aeternum with the Dark Star Fortress and then move to capture the hive world Vatalis. The Far Worlds have plans to destroy the Dark Star so that it can never be used to dominate the sector.

### THE FAR WORLDS



Design choice: Far Worlds is an entirely different aesthetic with different shaped terrain. While a lot of the elements are similar to the other terrain sets, this set is still unique. Only 2 of the 30+ boards at LVO will be from this set. It is unique and fun in its appearance and how it plays.

The Far Worlds have entered Sector Aeternum, and with its arrival comes a dire prophecy: "If this sector falls and the Dark Star rises, a new crusade will be born. This will cause untold devastation upon the material realm." The Far Worlds also must stop the Nekro Machina from reawakening by any means necessary.

### SECTOR VATALIS



Sector Imperator is home to an imperial civilized world called Vatalis. The Vatalis Sector is the jewel of the current Lord Sovereign, High Lord Nitril. The world is vast, but it can no longer support life as it once did. Vatalis has three moons; Imperator, Gravis and Fallock. All three moons have already been inhabited. These moons were originally stripped of most of their natural resources to keep Vatalis running. These moons now function as dystopian outward hives trying to keep Vatalis alive. Vatalis has been sending expeditions to nearby sectors looking to colonize and use those world's resources to return Vatalis back to its former glory. Much of Vatalis lies uninhabited and in ruin. Beyond the hive walls some fallen cities are still inhabited by gangers and cults. Vatalis is still very powerful but it has many enemies, patiently awaiting for their opportunity to strike.

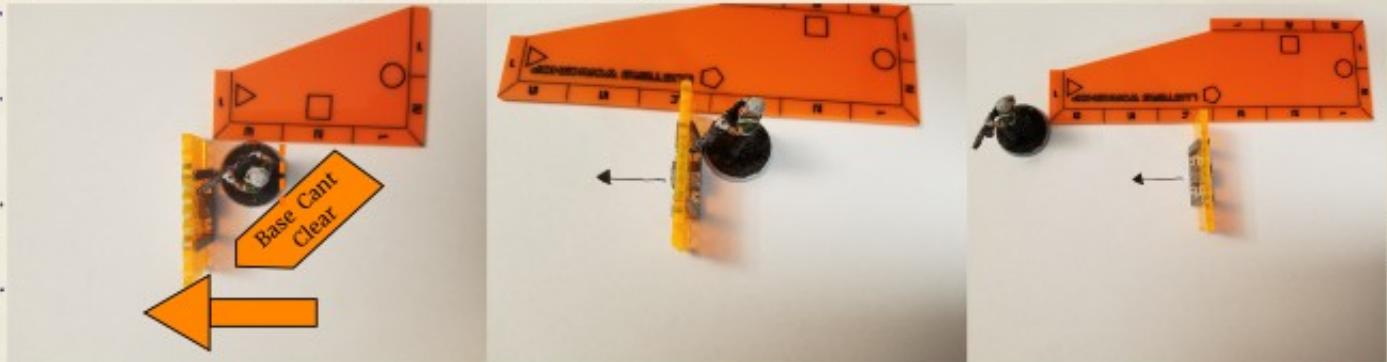
## 1.7 TERRAIN FAQ

**1. Tac Op: Sieze Ground:** Modular walls count as a single terrain feature when connected to each other or to other pieces of terrain with the heavy trait. **EX. 1.A**

**2. Acrylic is for Aesthetics:** Transparent panels should be treated as opaque on Heavy sections of terrain for all gameplay purposes. Note that this means Visibility can not be established through these sections.

**3. Dashes.** A three inch dash can not alone move an operatives over a piece of transversable terrain. As the base would land on the terrain. This only affects models who don't ignore transversable terrain.

**Pro tip:** When a model is traversing, transversable terrain start your measurement from the back of your base with 2 inches already subtracted from your movement.



## 1.8 CHANGES LOG

1. Went Live 8/25/22
2. Critical operations Cards and layouts change. 12/10/22
3. Vertical Contianers and Double stacked containers added. 12/10/22

# TERRAIN LAYOUTS

