FLG STATIC TERRAIN GUIDELINES

Last revised: 7/1/2024

Frontline Gaming Static Terrain Layouts have been implemented due to requests from the community and will be utilized for this event and any future ones (unless otherwise stated).

The layouts for the following sets will be implemented with the following guidelines:

- The FLG Static Terrain Layouts are split between 2 examples per deployment style for each terrain style FLG utilizes, an example photo and a measurement diagram. Use whichever layout matches the terrain set you are playing on and the corresponding mission deployment.
    - The example photo is a physical look at how you can expect the table to look like when set up using the measurement diagram.
    - The measurement diagram explains where each piece of terrain needs to be placed on the table and highlights important terrain function notes.

- Every terrain feature is considered to block line of sight as if it were an obscuring ruin. This includes Container and Area Terrain features.

- Walls or sections in the measurement diagrams can be highlighted in green or red. These designations mean the following:
    - Green: That section of wall (or any vertical portion of an area terrain base) is always considered to be 2in of height or less for the purposes of models moving over/through that section of terrain.
    - Red: Line of sight can never be drawn through that section of wall

- Even if the placement seems tight, consider each terrain feature to be at least 4 inches apart for movement purposes.

- The Karst Outpost and Da Skrap Yard terrain sets were designed to be utilized with Games Workshops suggested Layouts. The intended layout will be designated along with the mission for the round.
    - On both mentioned terrain sets, any blast doors, ventilation fans, windows, or any aesthetic battle damage are considered fully covered and no line of sight can be drawn through those holes or openings of any size. Ex. Small bullet holes, blast damage, or ventilation slits, etc.
    - Consider all terrain features on the small bases to be 2 inches or less in height (for the purposes of movement).
    - Terrain features that are placed on the medium bases should consider the shorter side of the walls to be 2 inches or less in height (for the purposes of movement).

- For ease of setting up the table, set up terrain features located in the center of the board first, after objective markers have been placed.

TERRAIN LAYOUTS

Step 1 – Reference your event specific player packet schedule for each mission's deployment

Step 2 - Click the links below for mission layouts and diagrams.

IMPERIAL SANCTUARY

Crucible of Battle

Dawn of War

Hammer & Anvil

Search & Destroy

Sweeping Engagement

Tipping Point

URBAN CORRUPTION

Crucible of Battle

Dawn of War

Hammer & Anvil

Search & Destroy

Sweeping Engagement

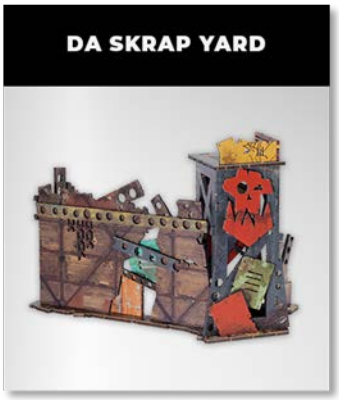
Tipping Point

KARST OUTPOST

Terrain Layout 1

Terrain Layout 6

DA SKRAP YARD

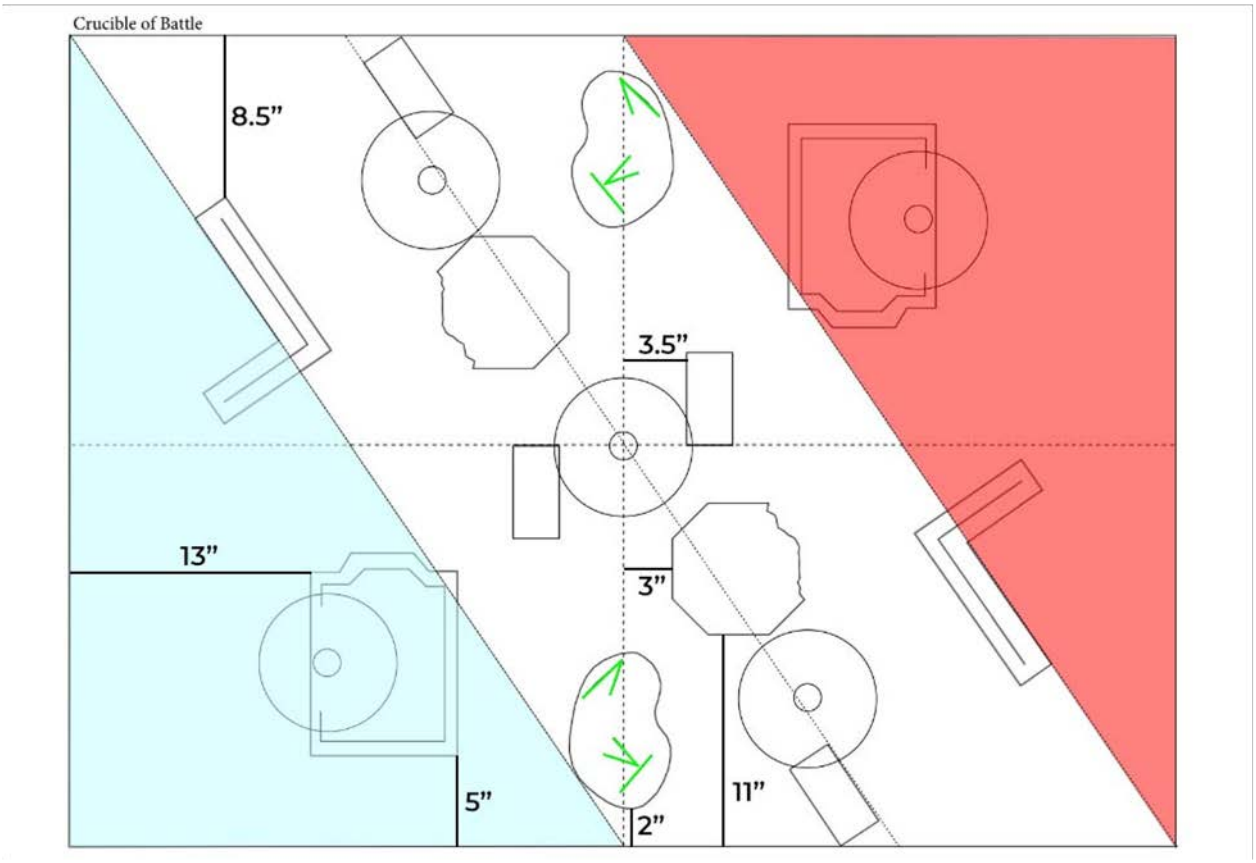


Terrain Layout 1

Terrain Layout 6

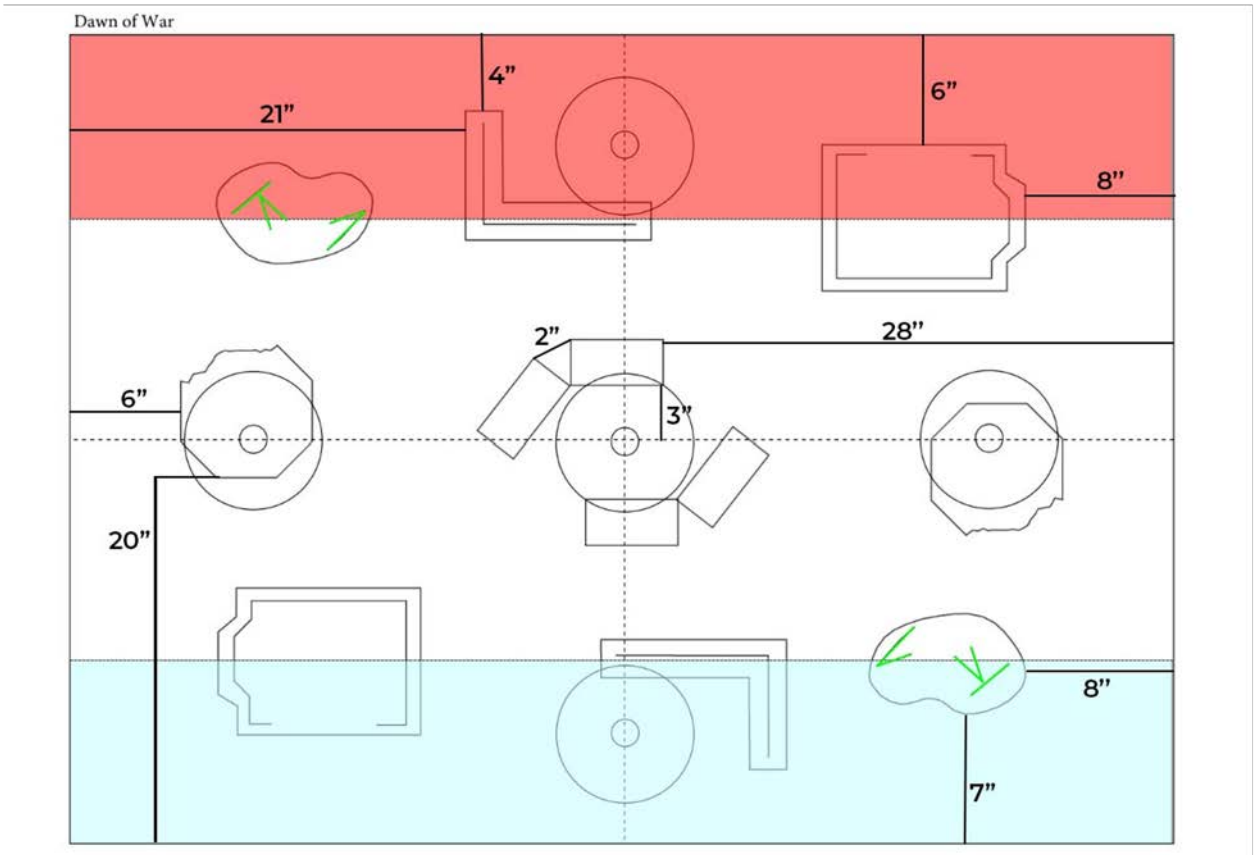
Imperial Sanctuary

Crucible of Battle



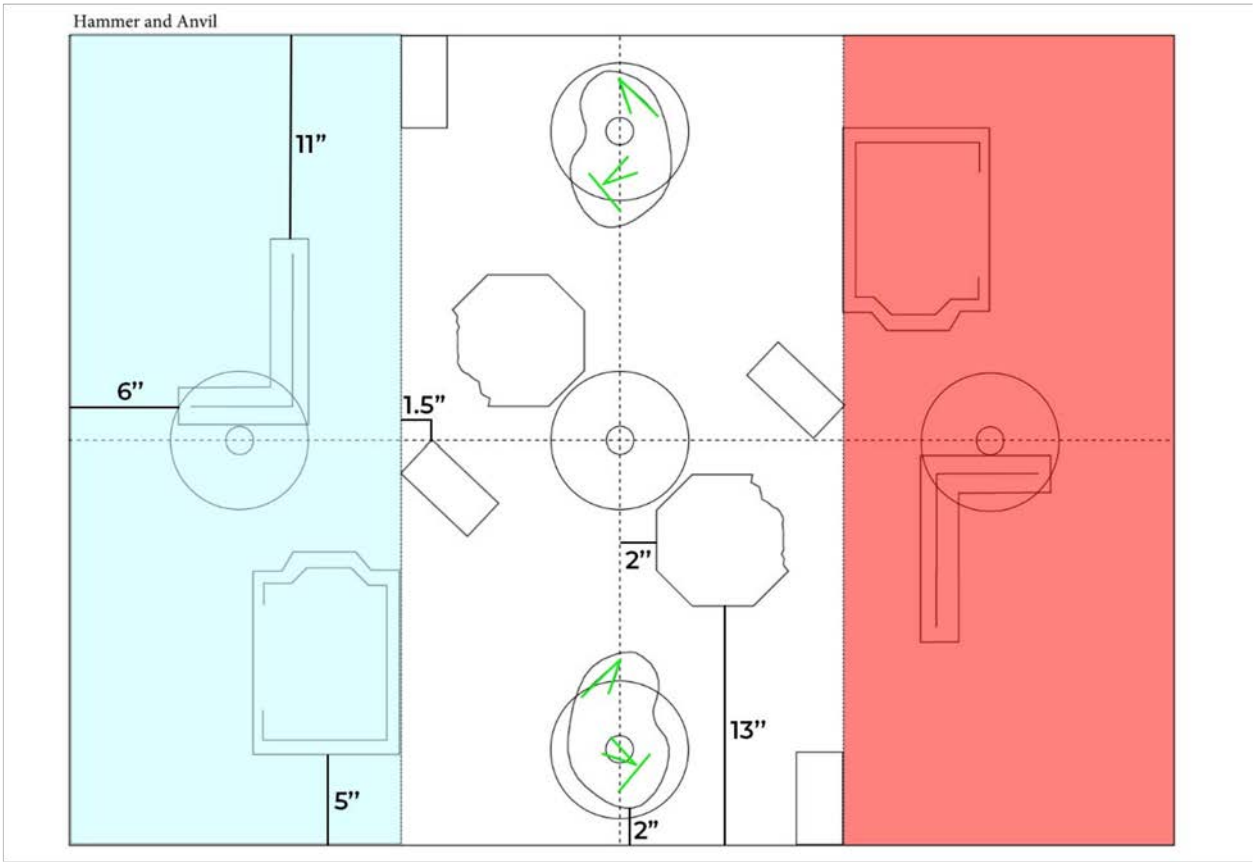
Imperial Sanctuary

Dawn of War



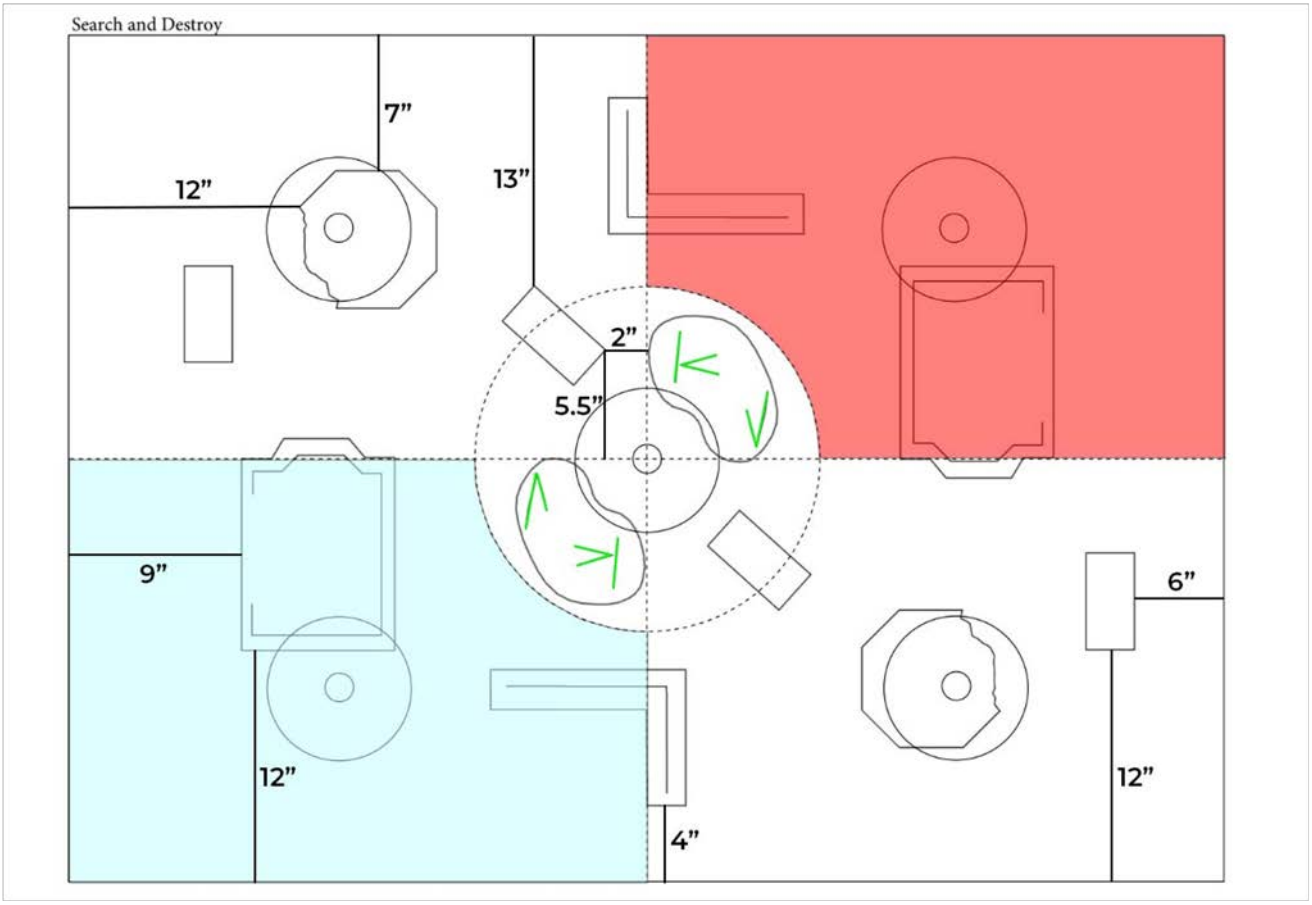
Imperial Sanctuary

Hammer & Anvil

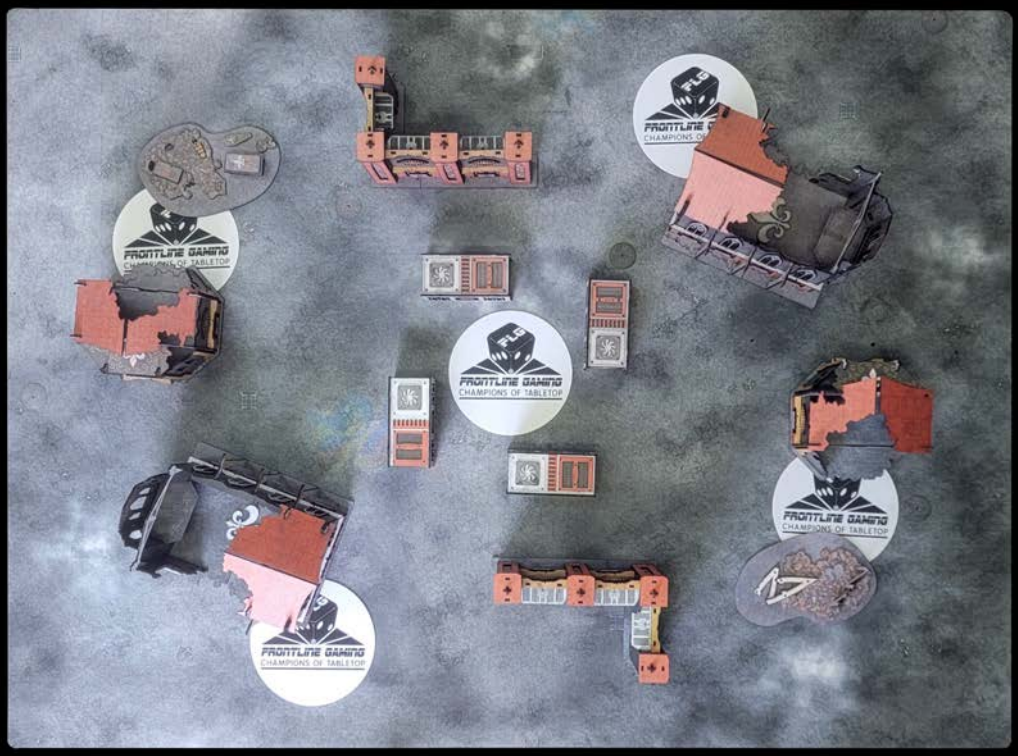


Imperial Sanctuary

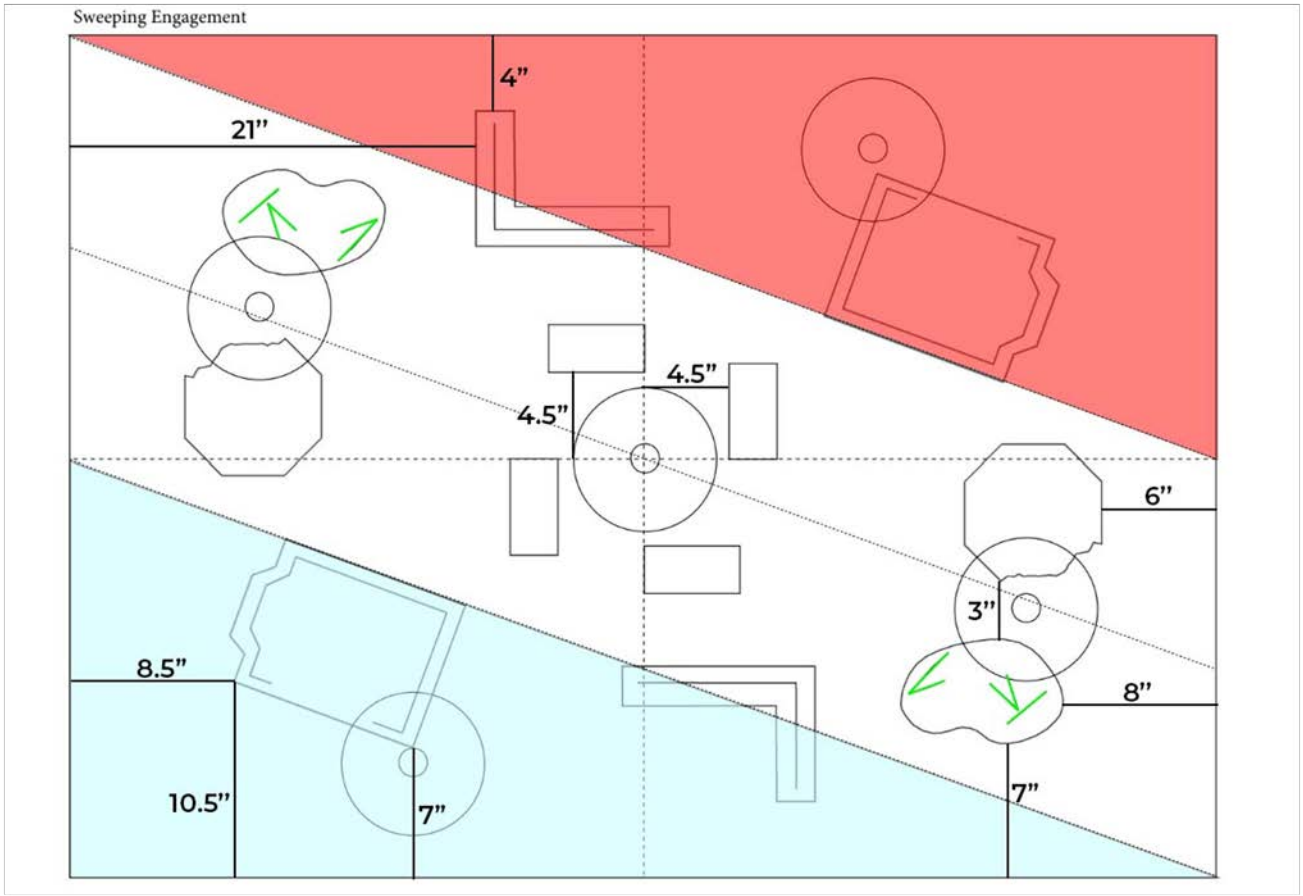
Search and Destroy



Imperial Sanctuary

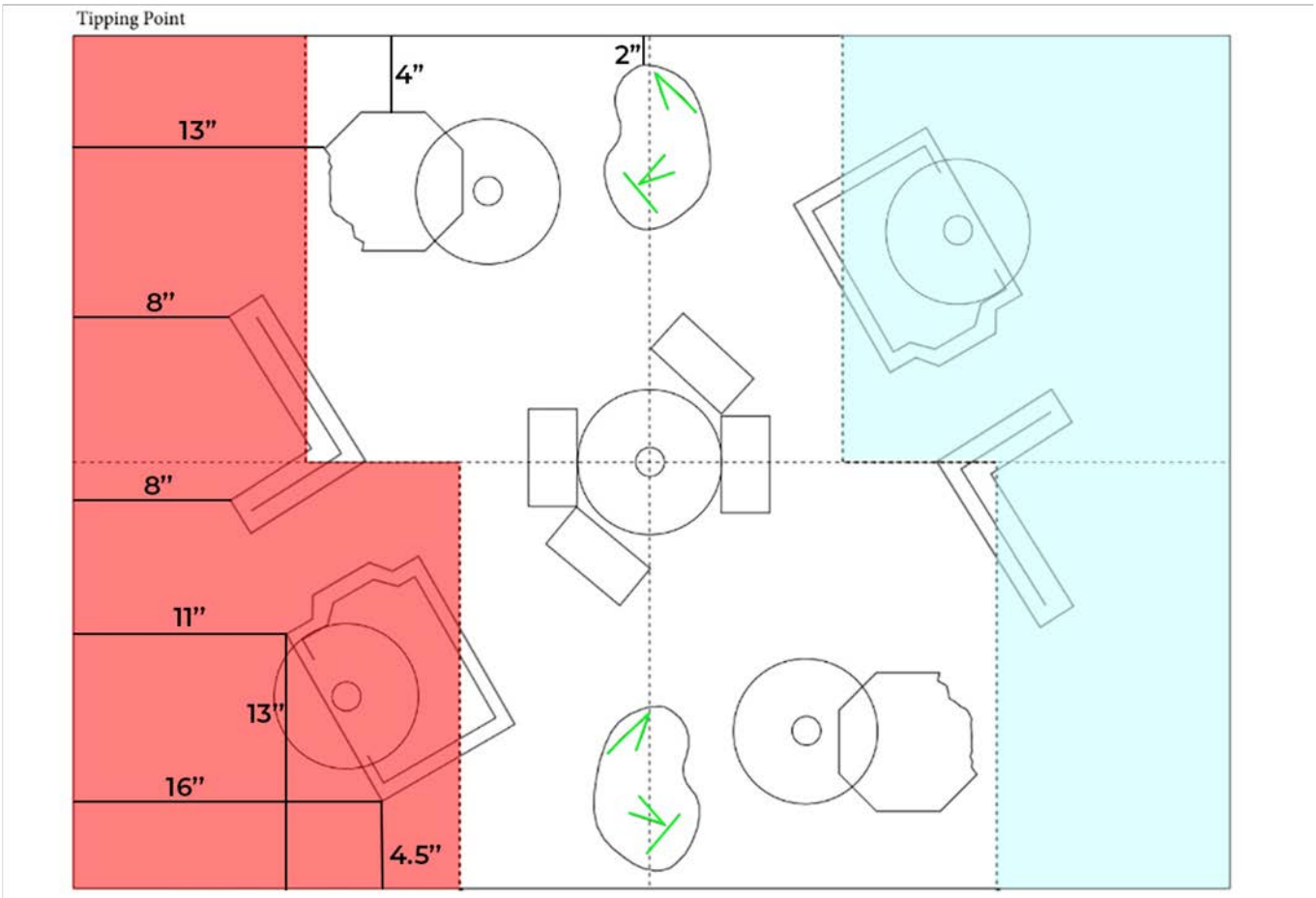


Sweeping Engagement

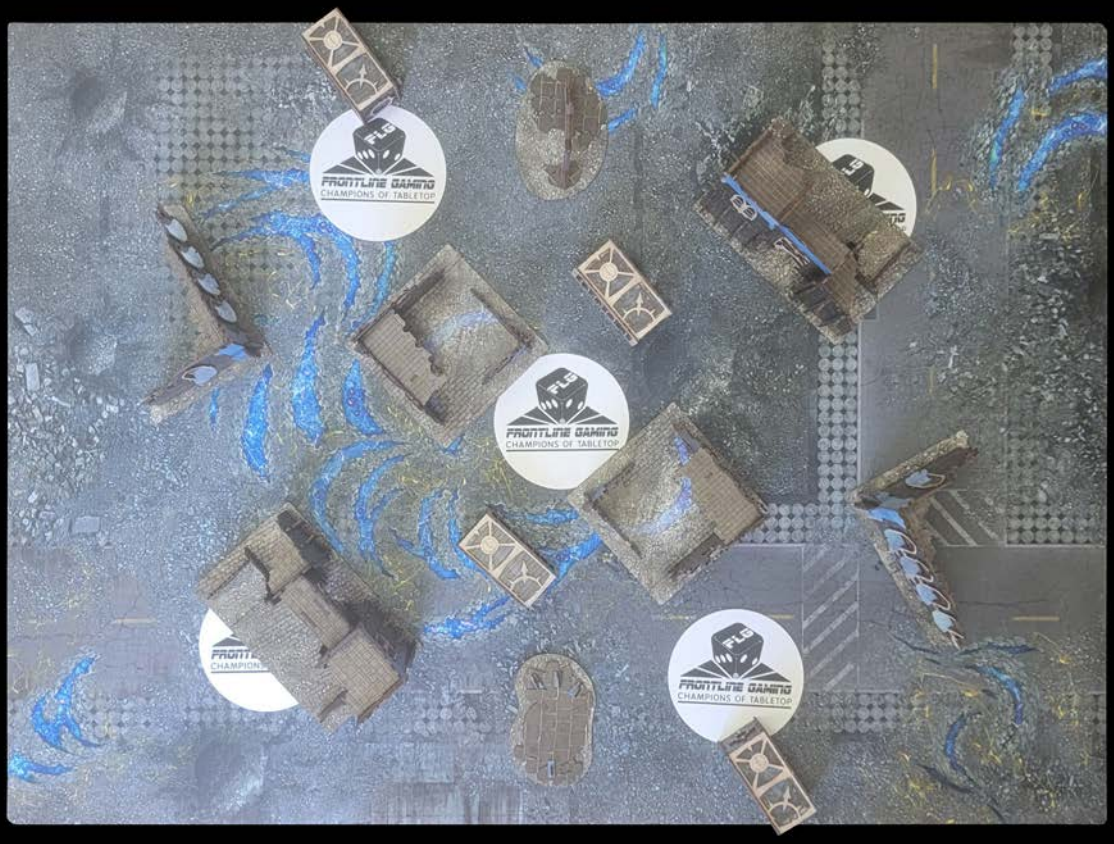


Imperial Sanctuary

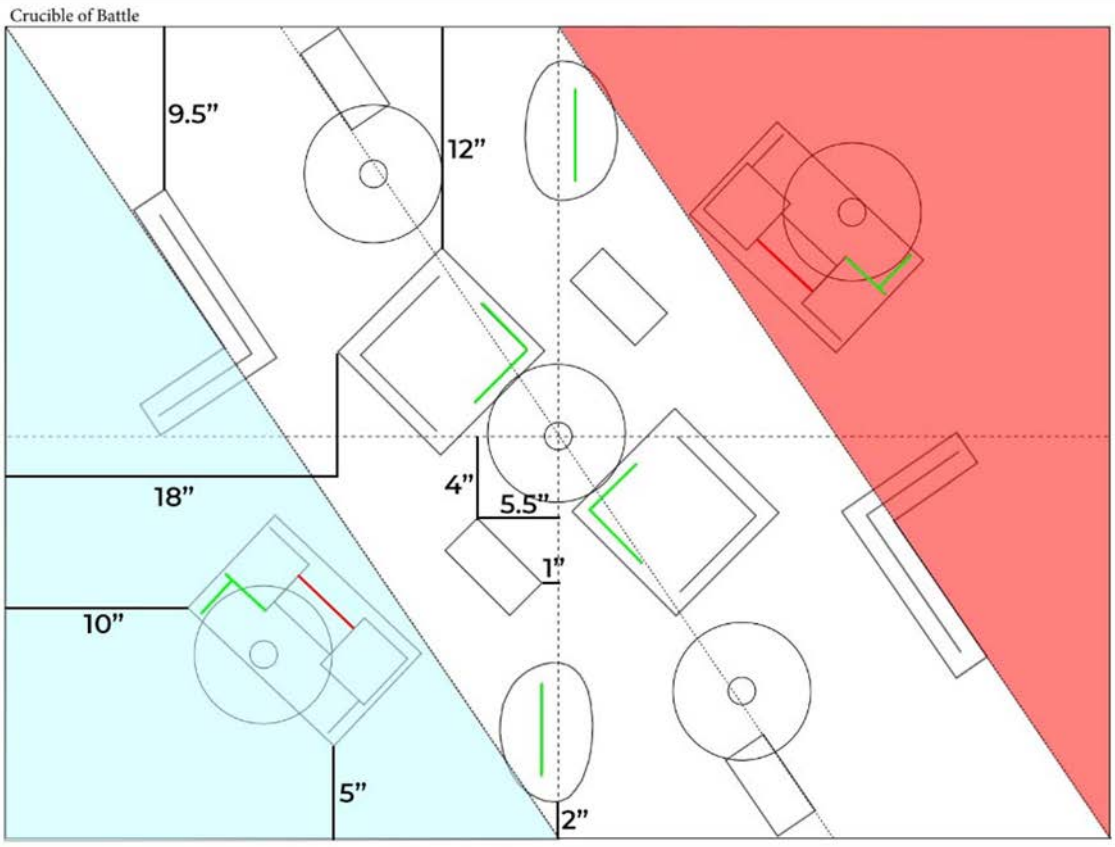
Tipping Point



Urban Corruption



Crucible of Battle



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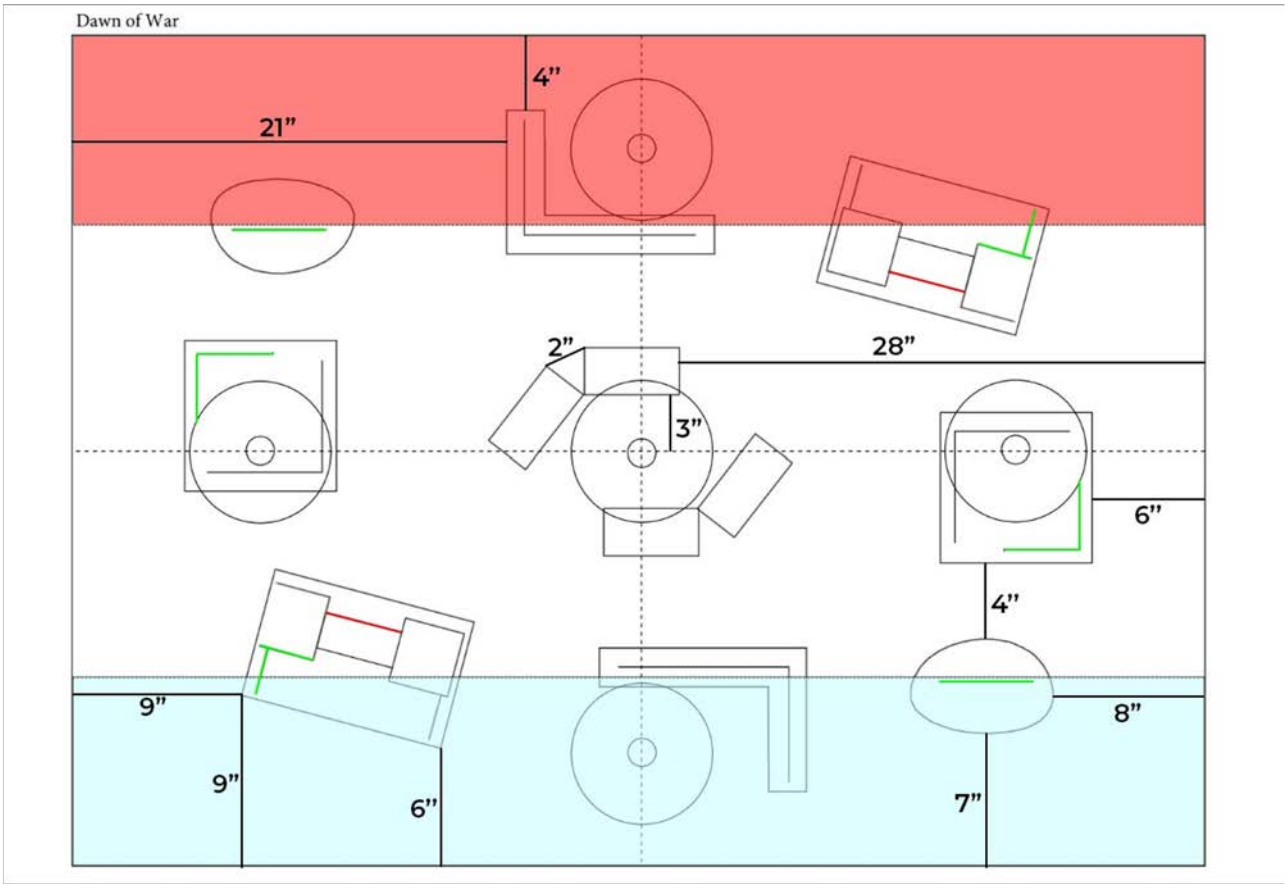
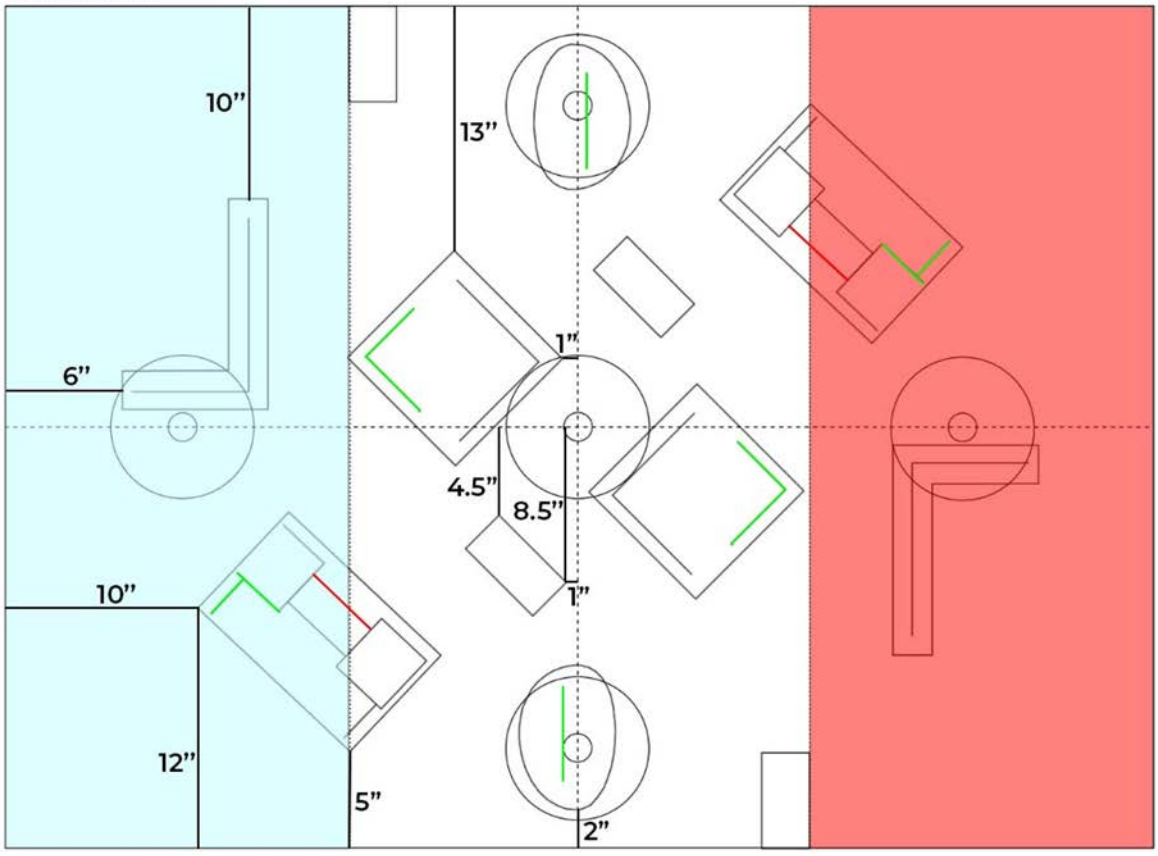
Dawn of War



Urban Corruption

Hammer & Anvil

Hammer and Anvil



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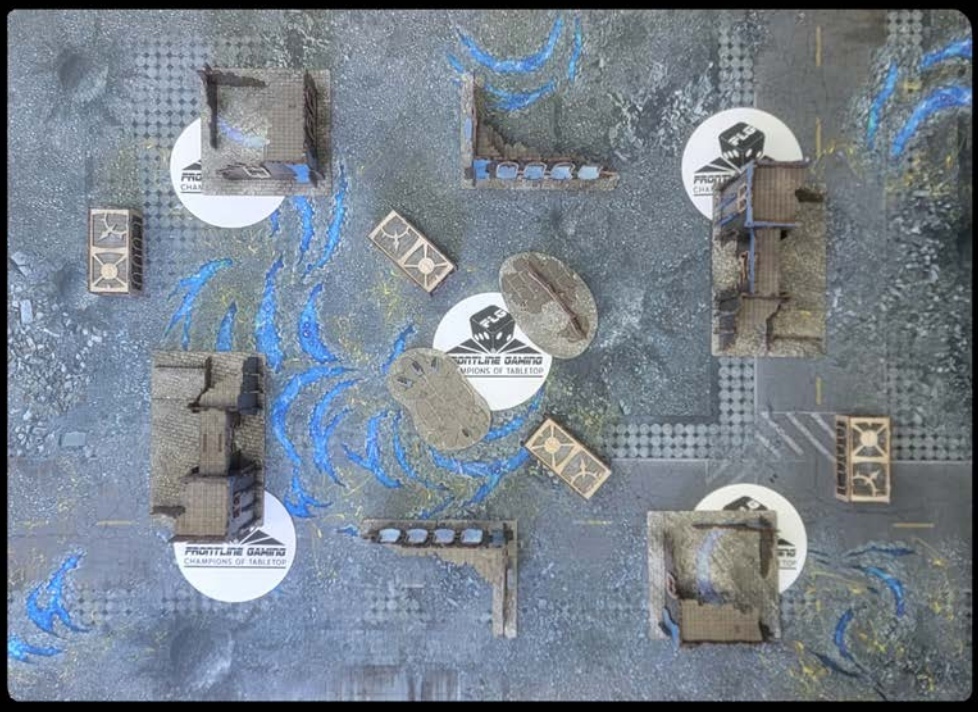
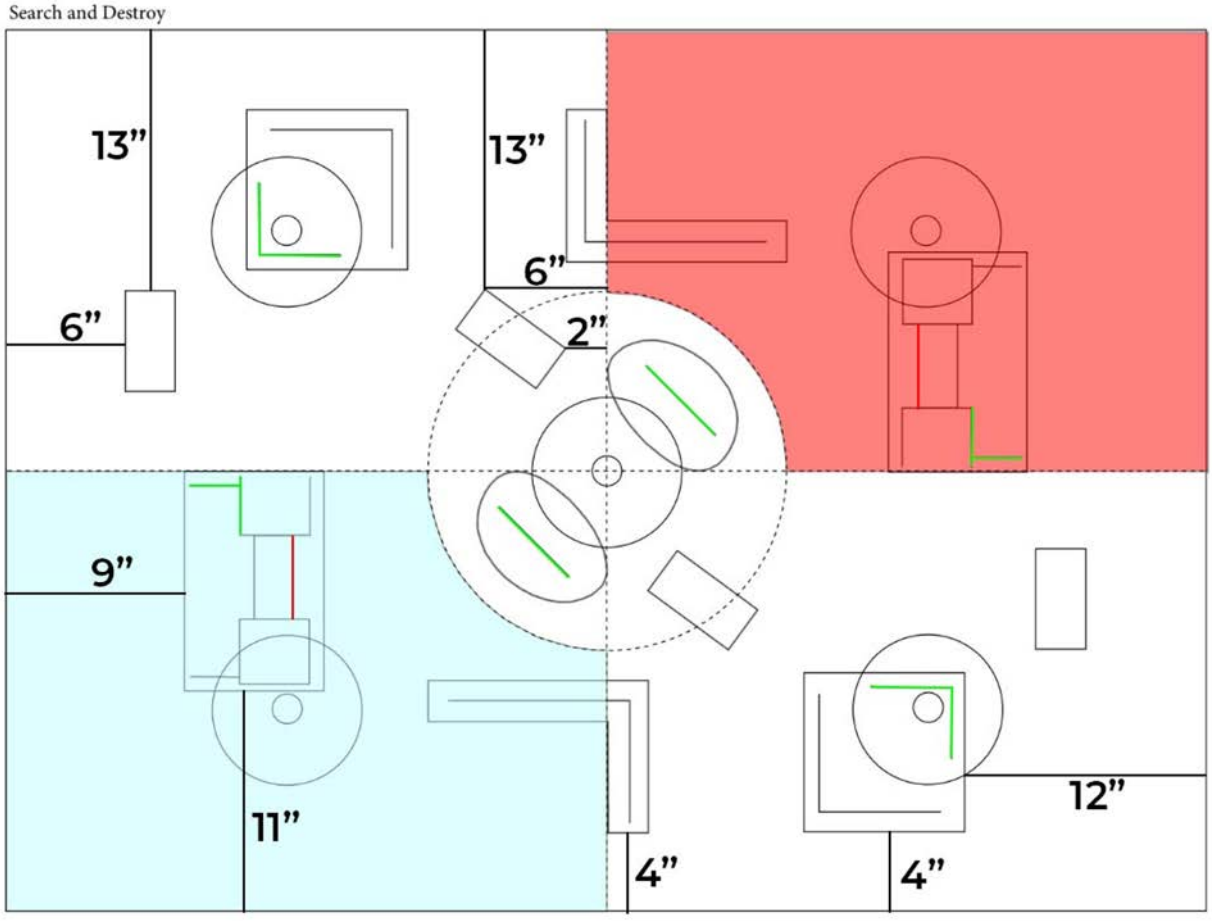


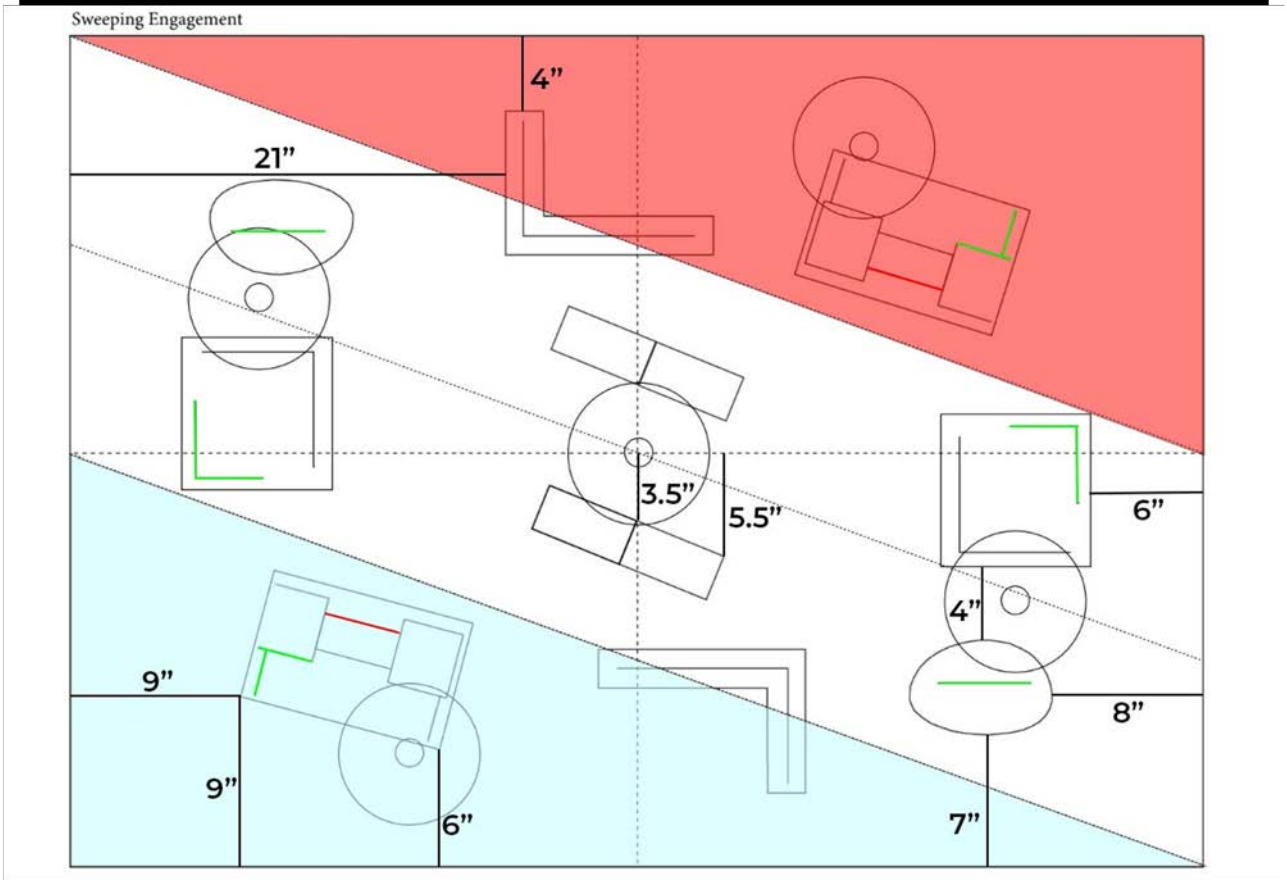
Search & Destroy

Search and Destroy



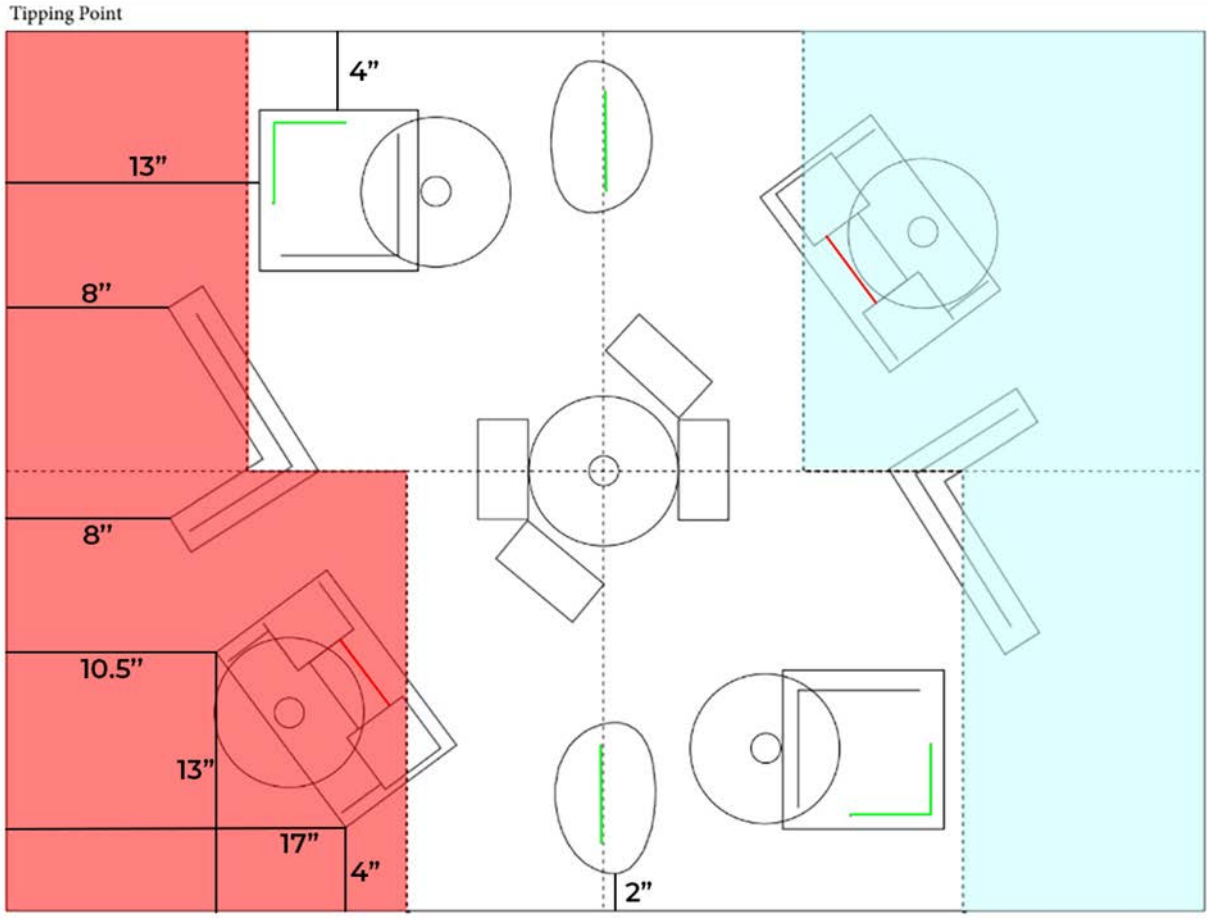
Urban Corruption

Sweeping Engagement



Urban Corruption

Tipping Point



MATCHED PLAY TERRAIN

- If you are playing on a table featuring our Karst Outpost or Da Skrap Yard matched play terrain set, follow the current GW Warhammer 40k Pariah Nexus Tournament Companion terrain layout rules accordingly. Follow the link for full details.

- Utilize the following example photos of which terrain features go on each base. Use the terrain layout references from the Leviathan Tournament Companion as a placement diagram for each appropriate layout.

- For specific terrain building placements, follow each depicted example photo which indicates the correct placement for each building accordingly. FLG Terrain Set buildings have been balanced for matched play but may not be identical to GW's building placement within each diagram.

TERRAIN LAYOUTS

The following battlefield recommendations are intended primarily for newer organisers and those looking for a steer in building up a terrain collection for regular tournament play. These layouts will be seen at most Games Workshop matched play events, and reflect the type of terrain density that creates risk-and-reward decisions that a wide variety of army types can engage with. They are by no means the only way to set up a battlefield for balanced play, but represent a reliable starting point when in doubt.

These are the terrain layouts we use for balance and internal testing within the Warhammer Design Studio. We feel they reflect how a battlefield should look for balanced play in the current edition of Warhammer 40,000.

They are by no means the only way to set up a battlefield for balanced play, but represent a reliable starting point when in doubt. These layouts were designed with a few key principles in mind:

RECOMMENDED MEASUREMENTS

For all of the battlefield recommendations we use a combination of three different sizes of area terrain outlines:

AREA TERRAIN SIZE	QUANTITY
6" x 4"	4
10" x 5"	2
12" x 6"	6

Using the area terrain outlines detailed above, all of the battlefield recommendations have preset measurements provided. This allows for organisers to easily set up the tables, or allow the players themselves to set up their own tables at the beginning of each round.

OBJECTIVE MARKERS

Objective markers can and sometimes will be either hidden within terrain or placed in the open.

USE OF RUINS

The following layouts primarily use the Ruins terrain feature. This efficiently achieves a good amount of line-of-sight blockage and cover appropriate for balanced games, thanks to the natural abstraction of line of sight within the rules for Ruins. Remember that a variety of terrain heights not only adds to the immersive nature of the battlefield, but is also important for line of sight and rules such as Plunging Fire. For organisers and players with a more robust terrain collection (especially elements that block true line of sight), incorporating features such as Woods, Barricades and Hills into your chosen layouts is perfectly acceptable.

TERRAIN KEY – SUGGESTED TERRAIN HEIGHT

For model mobility purposes, we have shaded the area terrain outlines in the above colours to show our recommendations for how tall the terrain should be in each section.

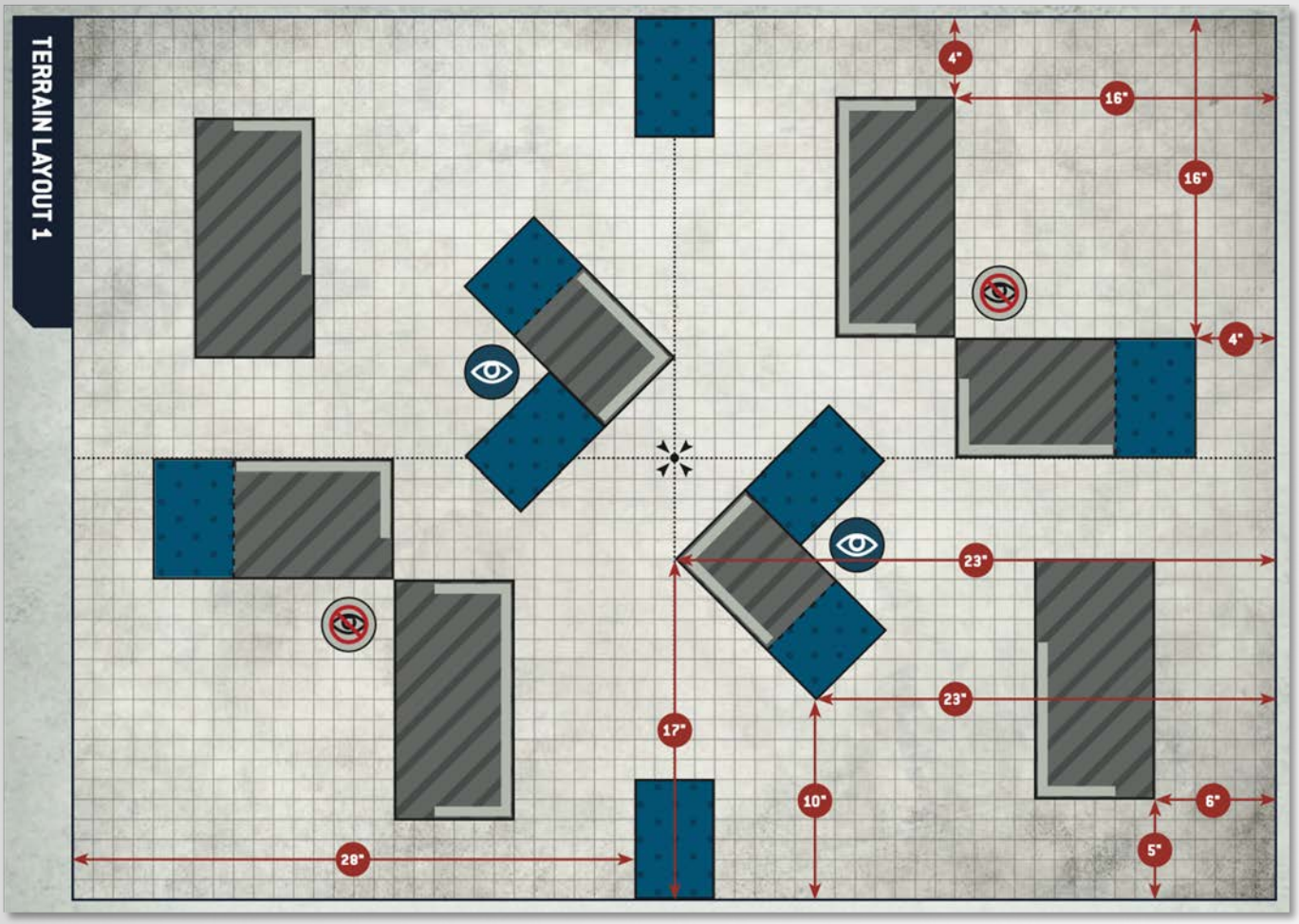
Below are examples of Ruins terrain placements within area terrain sections, as well as icons that denote if connected area terrain outlines are a single area terrain section or separate area terrain sections when determining line of sight.

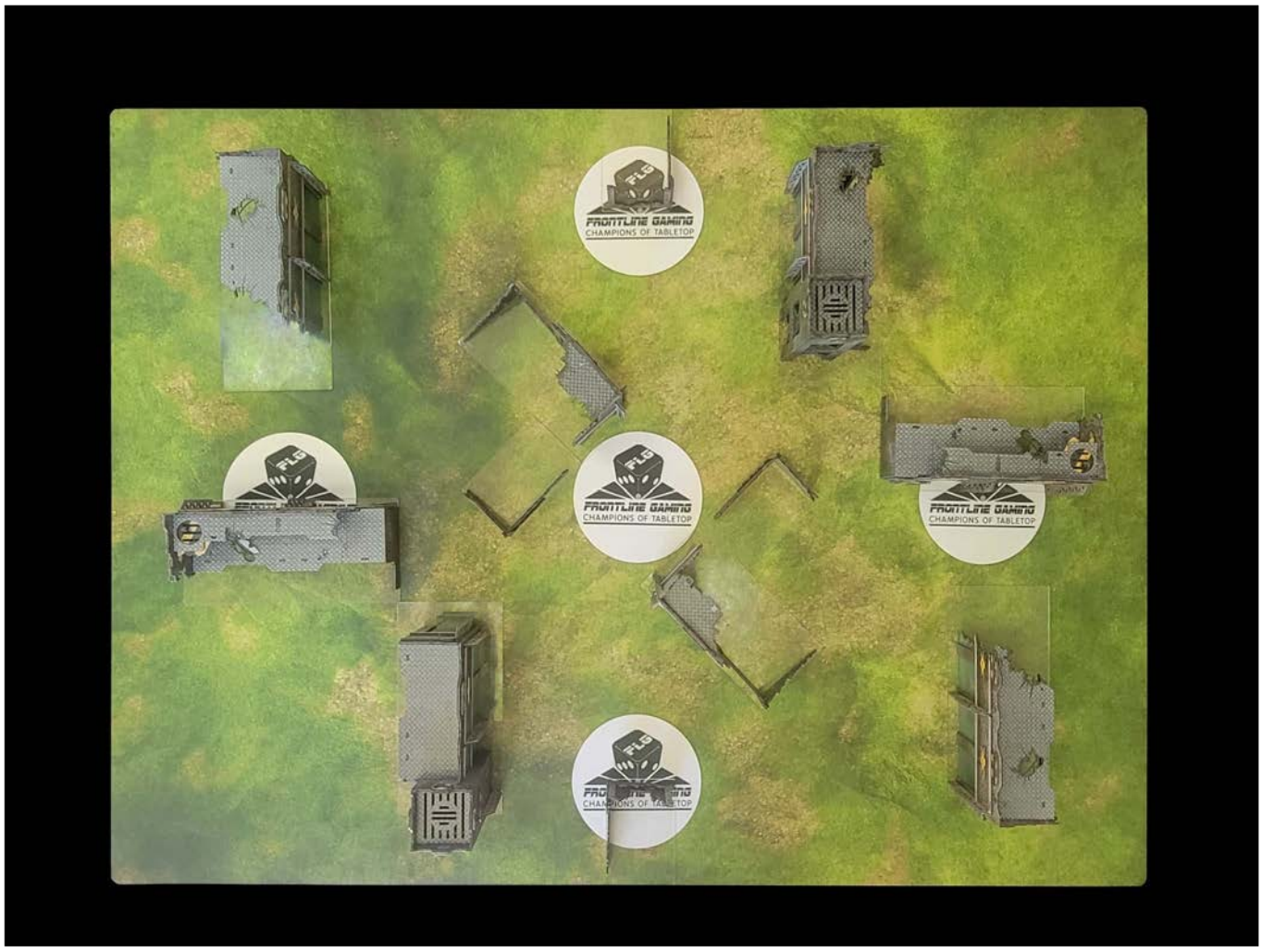
These height and Ruin placement guidelines help provide a balanced tournament experience; as organisers you are free to adjust this to suit your terrain collection.

RECOMMENDED RUINS TERRAIN PLACEMENT

SINGLE AREA TERRAIN SECTION

SEPARATE AREA TERRAIN SECTIONS


TERRAIN LAYOUT 1
4"
16"
16"
4"
23"
23"
17"
10"
6"
5"
28"


FRONTLINE GAMING
CHAMPIONS OF TABLETOP

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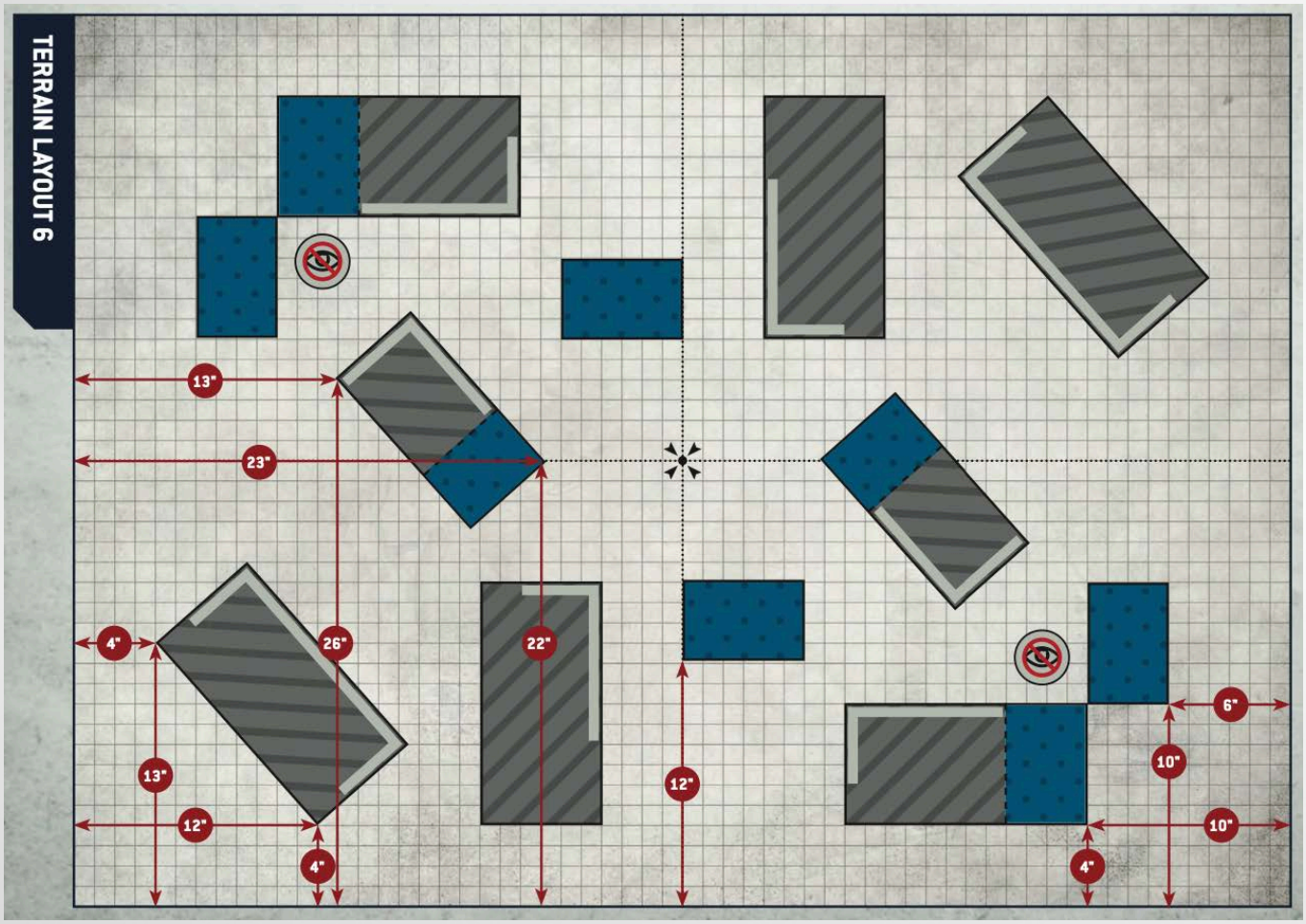
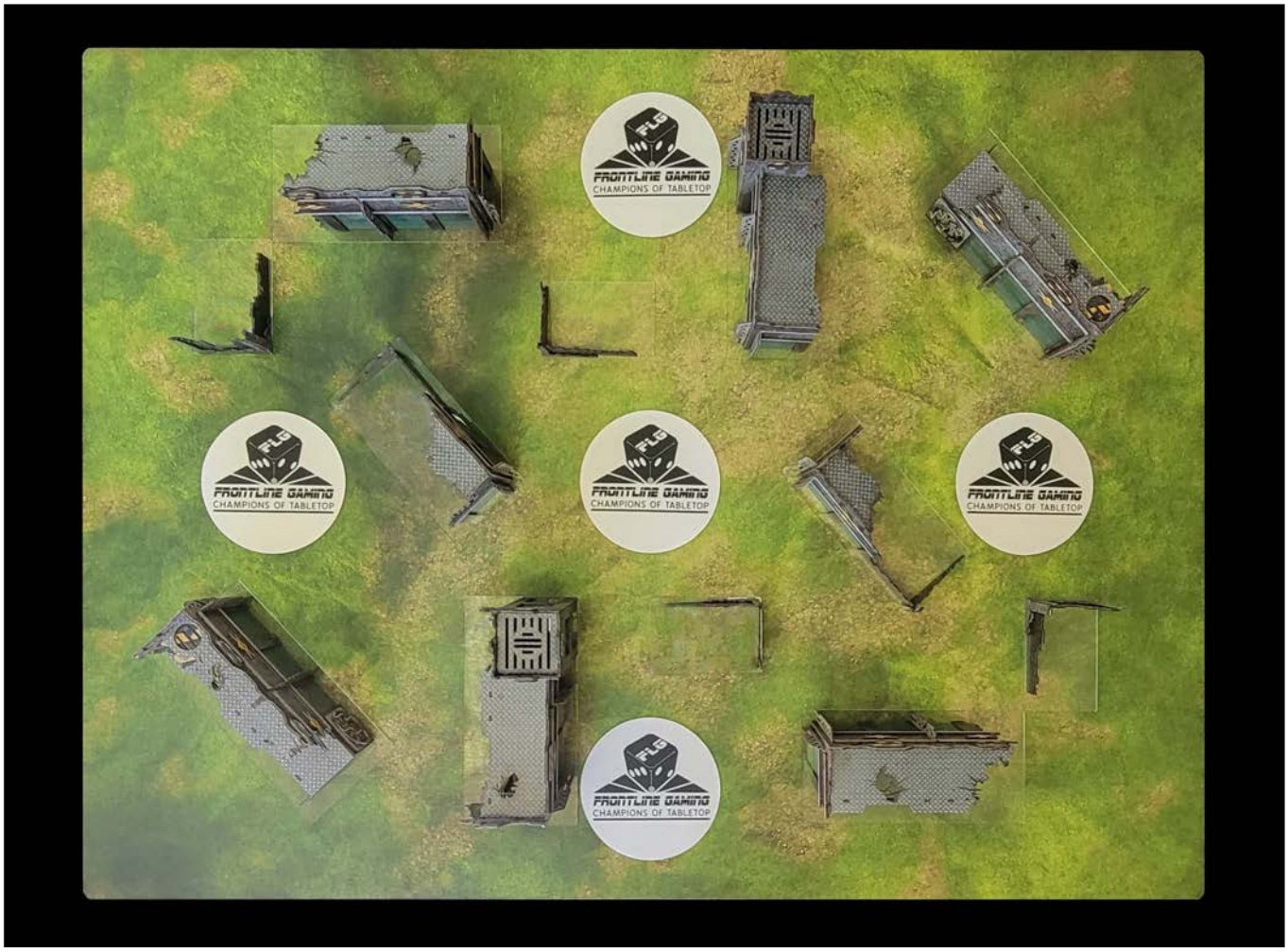

TERRAIN LAYOUT 6
13"
23"
4"
26"
22"
13"
12"
4"
12"
6"
10"
10"
4"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