

### 3D Terrain Rules

**Elevation:** A model is considered elevated above another model if it is standing at least 2" higher than the elevation of the other model. As most of our terrain is built from 1" thick styrofoam, this can be measured in most cases by counting the number of tiers various models are standing on.

**Volume and Arcs:** A model has a volume extending to the outer edge of its base, and rising a distance that depends on its base size:

- Small base: 1.75"
- Medium base: 2.25"
- Large base: 2.75"

A model's front arc extends through the entire front half of its volume, from top to bottom. When measuring from a model, you may measure from anywhere within its volume.

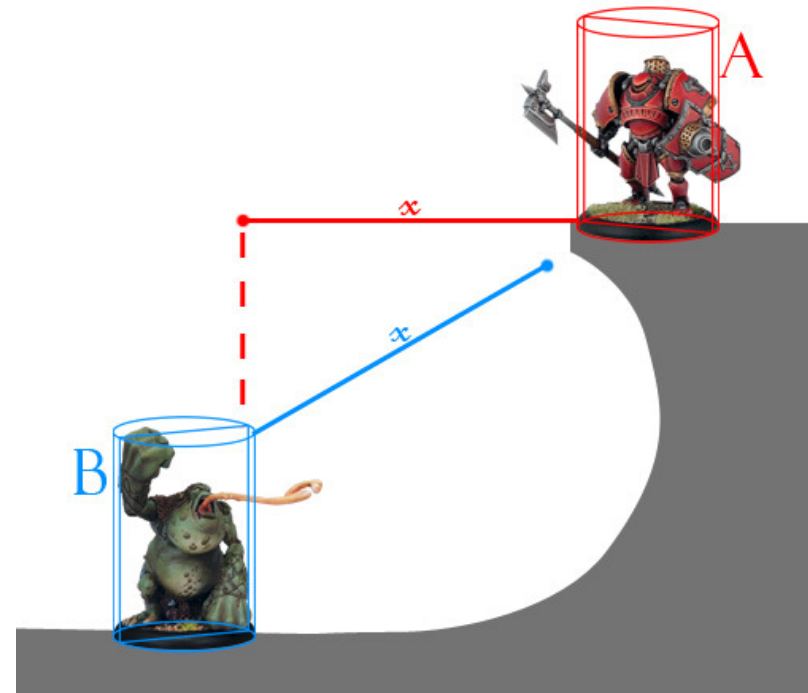


**Flight, Teleport, and Glide:** Models with special movement modes that let them ignore terrain can use this to jump up and down from elevated terrain. However, there is a limitation on this: a model cannot jump both onto and off of an elevated obstacle (ie, a building) in the same movement, so a flying model can't skip completely over it in one turn. Also, if a flying/gliding model runs out of movement before reaching the ground, it falls the rest of the way.

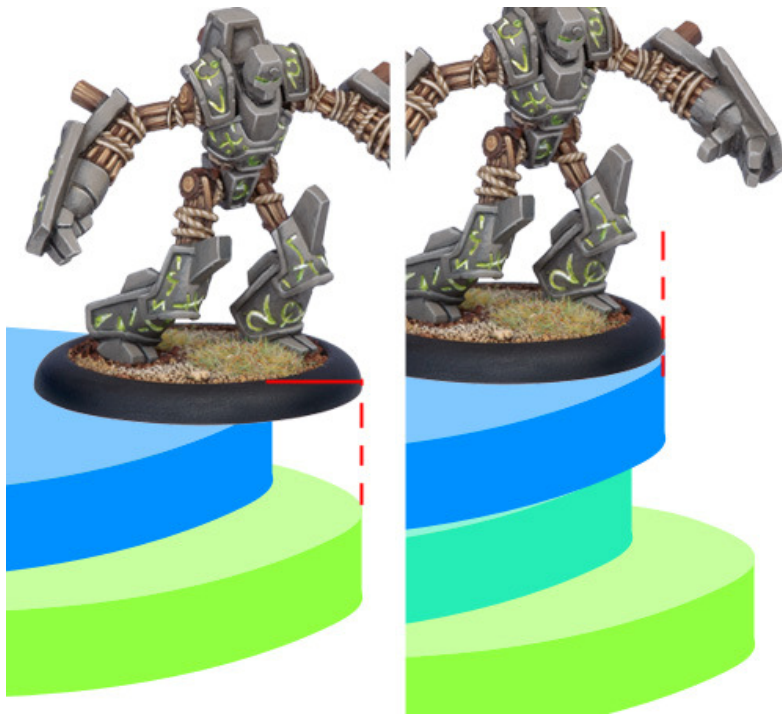
**Measuring Distances:** Models on higher ground have a range advantage against lower models.

- A model attacking a model lower than itself measures the distance from overhead-- extend the measuring device directly outward, and if its tip is over the target, the target is in range.
- A model attacking a model higher than itself measures directly from its own volume to the target's volume, at an angle.

This will give a slight range advantage to the higher models. Note that this applies only to attacks-- **all other measurements, whether they be non-offensive spells, control areas, or ranged skill checks, always measure in a straight line**, having a "bubble" of range. Downward attacks are the only game action that may measure from overhead.



**Overhang:** There are two types of "hard edge" on the terrain boards. If a hard edge has a standable surface within 1" below the edge, then the "sharp jump" is just a representation of a **slope**. If the drop from the sharp edge goes more than 1" downward before another standable surface, that is an **edge**. When moving voluntarily, a model may overhang its base on a slope and use hill bits for support; on an **edge**, the model's base must stop at the edge and can't overhang at all.



Models being forced to move by an opponent's effects *can* be forced to overhang an edge with no tier beneath it. If a model is ever overhanging in this way such that more than half of its base is unsupported by the terrain, it falls to the next tier of level terrain. See Falling, below.

**Moving Over Tiers:** When moving over a series of tiers, a model must be able to physically come to a rest on each tier it passes without support. This is not a contradiction with the Overhang rule-- models may use a hill bit for support at the end of a movement, but while in transit there must be enough land under their base to actually support them, or else they need to take another route. This rule is meant to avoid players sliding up a 1mm sliver of a tier, or other clearly "unintended" shortcuts.

**Falling:** When a model has half or more of its base overhanging an edge (not a slope), it falls to the next tier of level terrain. A model falling 1" or less lands without effect; a model falling more than that suffers fall damage.

Measure the distance between the surface the model fell from and the surface it fell to. The model takes a POW10 damage roll for the first 4" or less of any fall, with an additional damage die added for every 4", or part thereof, after the first 4". So, falling 6" would be POW10 with one additional die, and falling 9" would be POW10 with two additional dice. At the end of a fall from any height, the falling model is knocked down.

**Being Fallen Upon:** When a model falls, it may land on top of other models below it. These models are Fallen Upon.

1. First, determine which models are in the falling model's way, and push them aside using the Path of Least Resistance.
2. Next, each model Fallen Upon take a damage roll. The POW of this damage roll is equal to the STR of the falling model, and uses the same number of dice rolled for the falling model's fall damage. So, a Centurion with STR12 falling 8" onto a Warpwolf would cause a POW12 damage roll to the Warpwolf with one additional damage die.
3. Finally, each model Fallen Upon by a model of equal or larger base size than its own is knocked down.