

# TERRAIN RULES

## RECOMMENDED TERRAIN RULES

The terrain of Rogue Majoris is both alien and familiar. We recommend using some of these terrain pieces in your games in addition to terrain you might normally use. These pieces of terrain allow you to replicate the abandoned and dangerous world of Rogue Majoris with special effects unique to it.

				MOVEMENT		
TERRAIN PIECE	SPECIAL EFFECTS	BIOME	COVER	TROOPER	GROUND VEHICLE	REPULSOR VEHICLE
Sand Dune	A trooper unit that has all its models in base contact with the sand dune on the same side gains Heavy Cover instead of Light.	Desert	Light	Difficult	Open	Open
Rogue Majoris Cactus	A trooper unit that starts its turn with any of its models in base contact with a Cactus gains a Poison token when it activates.	Desert	Light	Impassable	Impassable	Open
Unknown Ruins		Desert Forest Jungle	Heavy	Difficult	Difficult	Difficult
Sand Vortex	A Repulsor unit that moves through a Sand Vortex rolls on the vehicle damage chart and apply the roll. A unit that uses Jump X to move through a Sand Vortex must make a clamber check.	Desert	Light	Difficult	Open	Difficult
Quicksand		Desert	None	Impassable	Impassable	Open
Rogue Majoris Bushes		Desert Forest Jungle	Light	Difficult	Open	Open
Rogue Majoris Dense Tree		Forest Jungle	Heavy	Difficult	Difficult	Impassable
Rogue Majoris Sparse Tree		Forest Jungle	Light	Open	Open	Open
Ancient Roots	A trooper unit with a mini in base contact with an Ancient Root, rolls a white defense die when it activates, on a block or surge it gains 1 immobilize token.	Forest Jungle	Heavy	Difficult	Difficult	Open
Shallow Pool		Forest Jungle	None	Difficult	Difficult	Open
Deep Pool		Forest Jungle	None	Impassable	Impassable	Open

# TERRAIN GUIDELINES

				MOVEMENT		
TERRAIN PIECE	SPECIAL EFFECTS	BIOME	COVER	TROOPER	GROUND VEHICLE	REPULSOR VEHICLE
Tall Grass		Plains	Light	Open	Open	Open
Rocky Outcropping		Plains	Heavy	Difficult	Impassable	Open
Mud		Plains	None	Difficult	Difficult	Open
Stalactites	Units with Jump may not use the jump keyword while moving under Stalactites.	Subterranean	None	Open	Open	Open
Stalagmites		Subterranean	Heavy	Difficult	Impassable	Open
Chasm		Subterranean	None	Impassable	Impassable	Open
Mineral Deposit		Subterranean	Heavy	Impassable	Impassable	Impassable
Pit	A trooper unit that that moves within a speed 1 move of a Pit must roll a white defense die for each mini in the unit. For each block result, the unit takes 1 wound.	Subterranean	None	Impassable	Impassable	Open
Unknown Ruins		Forest Jungle Desert Plains Subterranean	Heavy	Difficult	Difficult	Difficult
Rogue Majoris Bushes		Forest Jungle Desert Plains Subterranean	Light	Difficult	Open	Open
Rogue Majoris Dense Trees		Forest Jungle Plains	Heavy	Difficult	Difficult	Impassable
Rogue Majoris Sparse Trees		Forest Jungle Plains	Light	Open	Open	Open
Ancient Roots	A trooper unit with a mini in base contact with an Ancient Root rolls a white defense die when it activates, on a block or surge it gains 1 immobilize token.	Forest Jungle Subterranean	Heavy	Difficult	Difficult	Open
Shallow Pool		Forest Jungle Plains Subterranean	None	Difficult	Difficult	Open
Deep Pool		Forest Jungle Plains Subterranean	None	Impassable	Impassable	Open