

Animosity 4: Campaign Terrain Generator

Below is a list of the regions of Cathay being fought over during Animosity 4. Each region is keyed to the campaign map and terrain can be generated based on where you are fighting your games of Mordhiem or Warhammer. Simply find your region on the map and roll 2d6 to determine your terrain:

Regions One thru Three: The Great Steppe

This chart represents the barren lands of northern Cathay, including the wilderness of the Chaos Wastes. These lands are infested with Hobgoblins, Beastmen, Marauders and other hostile creatures, being sparsely inhabited by men, if at all. Much of the land is more than desolate steppe, broken areas of tangled scrub and rocky uplands. The overall color of the landscape is a near dirty brown, with pastures of golden grasses here and there. Most of the rocky outcroppings and highlands are of a deep blackish color, though the influence of Chaos to the north reveals some strange colored strata from time to time. Battles here are usually fought along the trade routes, near river crossings, and wherever the Hobgoblins find you! The vast desolation of the terrain favors fast moving mounted hordes, small moving armies of massed infantry often being surrounded and destroyed.

2D6

2 CRAG

A huge outcropping of black rock, the slopes are more or less sheer cliffs and impassable.

3 SHALLOW RIVER

A section of slow moving brownish water, counts as difficult ground. The river must enter and leave at a table edge and cannot extend over more than half of the length of the table. The river must have at least one ford. If the river extends over more than half of the table length it must include two crossing points. Creatures with aquatic special rule suffer movement no penalty.

4 PEAT BOG

The ground in this area is saturated with water from deep underground, making a slough mire of brackish water and wet grasses, the area should be represented by an area no bigger than 3" by 3" and counts as difficult ground.

5 BURIAL MOUND OR CAIRN

A huge pile of boulders and broken ground, covered in scrub grasses. Treat these areas as impassible terrain, and it should be no larger than 2" by 2".

6 THICK SCRUB GRASS

An area of tangled scrub, thorn bushes and cacti mingled across broken ground, this area is counted as difficult ground and also provides cover. The terrain piece should be no larger than a 3" by 3".

7 LOW HILL OR THICK SCRUB GRASS

Choose either a hill or thick scrub grass.

8 LOW HILL

A low rocky hill with gently sloping sides. The top is wind blown and flat, providing a good point of observation. One side may be boulders, loose rock and scrub making it count as difficult terrain on that side only. Low hills are common to this area.

9 RUINED TEMPLE OF SKULLS

A large temple to the Dark Gods once stood here but is long abandoned. The tumbled pillars and walls are covered in scrub grass and strewn with rocks and boulders. The entire area counts as difficult ground and provides cover. The temple also counts as Special Feature as per the Warhammer rulebook.

10 STEEP RAVINE

A section of ravine or flood gully. This feature has rocky edges and a rock strewn floor and counts as

difficult terrain.

11 RUINS

A ruined building or marker thrusting up out of the ground, tumbled down and rock strewn. The area is ringed by a crude stone wall that provides cover as well as counting as a Defended Obstacle as per the Warhammer rulebook. Note that the wall should have several gaps along its length.

12 ROCKY ESCARPMENT

A steep hill which is longer than it is wide and rises up to a definite craggy ridge. The slopes are steep and rocky, and strewn with crumbling rock, scree and scrub. Up to two of the sides may be sheer cliffs which count as impassible, while the rest of the escarpment counts as difficult ground.

REGIONS FOUR THRU SIX: UPPER CATHAY

This terrain generator represents the green lands of the interior of Grand Cathay. Large pasturelands inhabited and cultivated by men. Even larger areas are covered in forest of deciduous and bamboo trees, sparsely settled highlands and paved roadways. Battles here tend to be fought along major routes, near river crossings, towns and settlements. The open, cultivated nature of much of the terrain favors pitched battles between large armies.

2D6

2 FRESH WATER LAKE

A large natural lake of bright bluish water dominates a section of the battlefield here, which should be no smaller than a 6" by 6" area of terrain. The lake counts as impassible terrain and should be set up near a table edge. The edges around the lake are reed choked and count as both difficult terrain and cover. The edges should extend no further than 2" out from the lake's edge.

3 SMALL RIVER OR STREAM

Place a section of stream that must enter and leave at a table edge. The stream or river is counted as difficult terrain and may have single bridge or ford along its length.

4 MARSHLAND

An area of water and reeds, the terrain piece should be no bigger than a 3" by 3" piece and counts as difficult ground.

5 FIELD BOUNDARIES

Place up to three sections of fences or stone walls touching each other in a line or as three sides of a field. Any of these terrain pieces provide cover and count as a Defended Obstacle.

6 WOOD OR BAMBOO FOREST

An area no bigger than a 4" by 4" terrain piece. Woods and bamboo forests count as difficult ground and provide cover.

7 LOW HILL OR WOOD

Choose either a low hill or wood.

8 LOW HILL

A low grassy hill with gently sloping sides. The top is wind swept and flat, providing a good point of observation. One side may be boulders, loose rock and scrub making it count as difficult terrain on that side only.

9 PEASANT HOVEL

This is an area bordered on all sides by fences or low stone walls, with a peasant cottage in the middle or aligned along one edge, creating a model farmyard. There should be at least one gateway on one side, the entire area counting as difficult terrain, due to the walls, mud, rice patches and animals. The walls count as a Defended Obstacle.

10 VILLAGE

An area containing two or more buildings arranged in a group so it represents a Cathayan village. There

may be stone or bamboo walls between the buildings or around the edges of the terrain piece. There should be a road running through the village from one side to another. The road is open ground but the rest of the village counts as difficult ground. The walls count as a Defended Obstacle.

11 WATCH TOWER

A lone watch tower with warning bell, The tower counts as impassable terrain to forces but can be occupied as per the rules for occupying buildings in the Warhammer rulebook. The Watch Tower also counts as a Special feature as per the Warhammer rulebook.

12 ARMORY OR TEMPLE COMPLEX

A single structure such as a temple or armory is located here, surrounded by a stone wall marking the limits of the terrain piece. A gateway should be placed somewhere along the wall but that is the only point where the wall should be broken. Surrounding walls count as a Defended Obstacle and provide cover, while the ground between the walls and structure count as open ground. A single road may enter the compound from one side of the board, ending at the compound.

REGIONS EIGHT & THIRTEEN: MOUNTAINS OF HEAVEN

This terrain generator represents the high mountain ranges of the Mountains of Heaven, aka Mountains of Mourn. These regions are sparsely inhabited, and then only by Ogres, Trolls and Yhetee. There are isolated mining settlements, trading posts and other small working throughout the ranges, but these are few and far between. Often these settlements will have been abandoned, ruins of former glory. Most of the landscape is inhospitable mountain peaks and densely forested lower slopes, with most of this terrain being impassable in winter. Battles tend to be fought along major passes and lost trade routes, with the settlements being near these passes. The nature of the terrain tends to result in pitched battles or ambushes in the passes.

2D6

2 CHASM

The chasm is a deep sheer sided gorge. It cannot be crossed anywhere along its length except at a bridge. A chasm must be placed so that it enters the battlefield from one side. It can taper to an end in the battlefield if both players agree. A chasm may not extend more than half the length of the board unless both players agree, in which case it MUST have a bridge positioned somewhere along its length.

3 RAGING TORRENT OR WATERFALL

A section of fast moving mountain river cascading between boulders. The torrent must enter and leave at a table edge. It can only be crossed at narrow points where troops can jump across or step from one boulder to another, or by a bridge. It is impassible terrain except where it narrows where it counts as difficult terrain or open if crossing a bridge. There must be at least one way to cross the torrent, more can be added if both players agree. If a waterfall is included, it must be placed at one end of the torrent, bordering a table edge and connected to the torrent. Waterfalls count as impassible terrain.

4 LANDSLIDE

An area of terrain no larger than 4" by 4" comprised of boulders that have tumbled down from the peaks. This area counts as difficult ground and provides cover.

5 ROCKY OUTCROPPING

A very steep hill which rises up to a rocky peak. It may have sheer cliffs on one side which counts as impassible terrain while the outcropping counts as difficult ground.

6 PINE FOREST

A dense forest of fir trees. This terrain section can be on a hill if you wish, with rocky slopes and boulders. The entire piece counts as difficult ground and provides cover.

7 ROCKY OUTCROPPING OR PINE FOREST

Choose either a rocky outcropping or pine forest. Pine forest can be on a hill if you wish, with rocky slopes and boulders.

8 ROCKY RIDGE

A long, narrow steep sided hill with a jagged rocky ridge running along its summit. And of the sides may be impassible cliffs. The terrain area counts as difficult terrain.

9 SCREE

An area of loose rocks no larger than 4" by 4" that counts as difficult ground.

10 WATCH TOWER

A lone watch tower with warning bell, The tower counts as impassable terrain to forces but can be occupied as per the rules for occupying buildings in the Warhammer rulebook. The Watch Tower also counts as a Special feature as per the Warhammer rulebook.

11 ABANDONED MINING COMPLEX

This terrain piece should be at least 4" by 4" and can be as big as 10" by 10", made up of a mineshaft and some shacks, between two and four is enough. It can be surrounded by a rough stone wall, but must have at least two separate entrances. The walls count as Defended Obstacles while the open ground in between the buildings counts as open ground. There can be stacks of empty beer barrels or crates within the enclosure that count as impassible terrain if you both agree. Alternately this can be a row of cave dwellings with stone walls as outerworks, a tiny stronghold with boulder ramparts or a row of rock tombs.

12 MOUNTAIN TARN

A small, rounded mountain lake that counts as impassible terrain. The terrain piece should be no larger than 5" by 5".

REGIONS NINE THRU TWELVE: LOWER CATHAYAN DELTA

This terrain generator represents the rich farmlands and rice paddies of lower Cathay. Rolling hills of emerald green pasturelands make up over more than half of the kingdom of Cathay, the rest of the southern country comprised of deep rice paddies, marshland and flood plains. The lower deltas form the breadbasket of Cathay, providing the enormous foodstuffs required to feed the populace. Battles here tend to be fought along major routes, near river crossings, towns and settlements. The open, cultivated nature of much of the terrain favors pitched battles between large armies. The oft flooded plains hinder battle during the monsoons seasons, turning much of the land into a muddy morass that are detrimental to battles.

2D6

2 FRESH WATER LAKE

A large natural lake of bright bluish water dominates a section of the battlefield here, which should be no smaller than a 6" by 6" area of terrain. The lake counts as impassible terrain and should be set up near a table edge. The edges around the lake are reed choked and count as both difficult terrain and cover. The edges should extend no further than 2" out from the lake's edge.

3 SMALL RIVER OR STREAM

Place a section of stream that must enter and leave at a table edge. The stream or river is counted as difficult terrain and may have single bridge or ford along its length. It may be crossed by a single bridge if both players agree.

4 MARSHLAND

An area of water and reeds, the terrain piece should be no bigger than a 3" by 3" piece and counts as difficult ground.

5 WOOD OR BAMBOO FOREST

An area no bigger than a 4" by 4" terrain piece. Woods and bamboo forests count as difficult ground and provide cover.

6 LOW HILL

A low grassy hill with gently sloping sides. The top is wind swept and flat, providing a good point of observation. One side may be loose rock, tangle vines and scrub making it count as difficult terrain on that side only.

7 GRAZING HERD

Represented by a herd of animals mounted on large round bases, the herds count as impassible and provide cover. At the beginning of each turn roll 3d6 and a Scatter die, moving the herd the amount of inches rolled and in the direction indicated by the arrow. The herd can be panicked if a unit of at least US10 declares a charge against them, at which point the herd will move 6d6 inches directly away from the charging unit. A single model or unit(s) touched by the stampeding herd suffers 2d6 S3 hits distributed as casualties are in the Shooting Phase. Units taking 25% casualties in this way must make a Panic check as normal. If the herd leaves the battlefield it will return as per units re-entering the board after Pursuit.

8 PEASANT HOVEL

This is an area bordered on all sides by fences or low stone walls, with a peasant cottage in the middle or aligned along one edge, creating a model farmyard. There should be at least one gateway on one side, the entire area counting as difficult terrain, due to the walls, mud, rice patches and animals. The walls count as a Defended Obstacle.

9 RICE PADDIE FIELDS

The terrain piece here represents a series of rice paddies. Players should place up to 4 pieces of terrain representing the rice paddies, each no larger than 3" by 3" and placed in rows. The rice paddies count as difficult terrain and count as impassible during the monsoon season.

10 WATCH TOWER

A lone watch tower with warning bell, The tower counts as impassable terrain to forces but can be occupied as per the rules for occupying buildings in the Warhammer rulebook. The Watch Tower also counts as a Special feature as per the Warhammer rulebook.

11 VILLAGE

An area containing two or more buildings arranged in a group so it represents a Cathayan village. There may be stone or bamboo walls between the buildings or around the edges of the terrain piece. There should be a road running through the village from one side to another. The road is open ground but the rest of the village counts as difficult ground. The walls count as a Defended Obstacle.

12 FLOOD PLAINS

This terrain piece should be at least 18" by 18" and placed somewhere along the length of one table edge. Movement across this terrain section counts as difficult terrain. Troops moving across the flood plains must also roll a D6. On a roll of "1" the unit or model must make an armor save for each model. Units PASSING their armor save are removed from play as they are sucked into the muddy ground, lost forever in the mire.

REGION SEVEN: THE YINFENG, THE SILVER PEAKS

This terrain generator represents the volcanic mountain range of the Silver Peaks, aka Mountains of Mourn. These regions are sparsely inhabited, and then only by Ogres, Trolls and Hobgoblins. There are isolated mining settlements, trading posts and other small working throughout the ranges, but these are few and far between. Often these settlements will have been abandoned, ruins of former glory. Most of the landscape is inhospitable mountain peaks and volcanic slopes, with most of this terrain being impassable in summer due to extreme heat and gases. Battles tend to be fought along major passes and lost trade routes, with the settlements being near these passes. The nature of the terrain tends to result in pitched battles or ambushes in the passes.

2D6

2 ROCKY CHASM

The chasm is a deep sheer sided gorge. It cannot be crossed anywhere along its length except at a bridge. A chasm must be placed so that it enters the battlefield from one side. It can taper to an end in the battlefield if both players agree. A chasm may not extend more than half the length of the board unless both players agree, in which case it MUST have a bridge positioned somewhere along its length.

3 LAVA TORRENT

A section of fast flowing lava blocks the trail. The torrent must enter and leave at a table edge. It can only be crossed by a bridge or natural stone arch. It is impassible terrain except where it narrows where it counts as difficult terrain if crossing a bridge due to the heat and gases being discharged. There must be at least one way to cross the torrent, more can be added if both players agree. Troops or single models forced to move into the torrent for any reason are removed from play.

4 LANDSLIDE

An area of terrain no larger than 4" by 4" comprised of boulders that have tumbled down from the peaks. This area counts as difficult ground and provides cover.

5 ROCKY OUTCROPPING

A very steep hill which rises up to a rocky peak. It may have sheer cliffs on one side which counts as impassible terrain while the outcropping counts as difficult ground. If both players agree, this can be a volcanic outcropping. If this is a volcanic outcropping, a D6 should be rolled at the start of the Shooting Phase of each players turn. On a roll of "1" a jet of super heated gas and magma spews forth from the outcropping. All units, friendly or enemy suffer 2D6 S4 hits distributed as per the rules for shooting casualties.

6 GNARLED WOODS

A gnarled wood is made up of old dead gnarled trees lacking any leaves. It is treated as difficult ground and provides cover due to the sizes of the tree trunks.

7 ROCKY OUTCROPPING OR GNARLED WOODS

Chose either a rocky outcropping or a gnarled wood. If both players agree, this can be a volcanic outcropping. If this is a volcanic outcropping, a D6 should be rolled at the start of the Shooting Phase of each players turn. On a roll of "1" a jet of super heated gas and magma spews forth from the outcropping. All units, friendly or enemy suffer 2D6 S4 hits distributed as per the rules for shooting casualties.

8 VOLCANIC RIDGE

A long, narrow steep sided hill with a jagged rocky ridge running along its summit. And of the sides may be impassible cliffs. The terrain area counts as difficult terrain. If both players agree, this can be a volcanic outcropping. If this is a volcanic outcropping, a D6 should be rolled at the start of the Shooting Phase of each players turn. On a roll of "1" a jet of super heated gas and magma spews forth from the outcropping. All units, friendly or enemy suffer 2D6 S4 hits distributed as per the rules for shooting casualties.

9 SCREE

An area of loose rocks no larger than 4" by 4" that counts as difficult ground.

10 WATCH TOWER

A lone watch tower with warning bell, The tower counts as impassable terrain to forces but can be occupied as per the rules for occupying buildings in the Warhammer rulebook. The Watch Tower also counts as a Special feature as per the Warhammer rulebook.

11 FALLING ASH

The ENTIRE battle is fought under an upheaval of falling ash. All shooting attacks over short range suffer a penalty of -2 to all "to hit" rolls instead of the normal -1. War machines that use the BS of the crew are subject to this rule as well. War machines that use "guess" ranges are not affected by the falling ash.

12 EARTHQUAKE!

Roll a D6 at the start of each players turn. On a roll of "1", the ENTIRE battlefield is shaken by a massive earthquake. All movement for the remainder of this turn and the next suffer the effects of the quake. This means that all troops save flying troops move at half movement and may NOT make a March move. Once the turn is has recovered form the effect of the earthquake, movement returns to normal.

REGION 14: GONGXIANG, THE BLACK DESERT

This terrain generator represents the parched deserts of Gongxiang and similar landscapes, Apart from the opium dealers and their peoples to the south, this region is mostly uninhabited. The land of Gongxiang was once cultivated and populated by teeming multitudes, now it is a desolate region, its ruined cities buried under rock and sand. The overall landscape is a barren sea of sand, a monotonous yellow-brown, scorched by the merciless sun. Battles tend to be fought along ancient trade routes and in the vicinity of the cursed City of Stone, not only because these attract adventurers and tomb robbers, but because of the ancient Baru who are said to awaken from time to time to do battle with invaders. The nature of the terrain is well suited to pitched battles fought between large armies of fast moving troops.

2D6

2 DEEP RAVINE

A deep ravine that must be placed so it enters from one side of the board, which can be tapered to an end on the battlefield but may not extend over more than half of the board's length. It has rocky sides, maybe even sheer cliffs, and a bottom strewn with rocks and sand piles. It counts as very difficult ground.

3 WADI

This area of terrain is a dry riverbed filled with sand instead of water, ruins of ancient irrigation trenches. Once rarely, during the monsoon season, it will rain enough to make a trickle of water run along the wadi which soon evaporates. The wadi must enter and leave by a table edge and is treated as difficult ground.

4 BOULDERS

A scattering of loose rock and boulders, possibly even fallen statues or tomb rubble, treated as difficult ground. The terrain piece also provides cover.

5 JEBEL

This terrain piece is a rugged desert hill of bare weathered rock. It is treated as difficult ground and may have sheer cliffs on any number of sides. The cliff sides are impassible, while the top is flattened by wind or rises up into eerie crags sculpted by wind driven sands. Jebel with flat tops provide excellent vantage points to combating armies.

6 SAND DUNE

This terrain piece is made up of gently sloping sands, piled in place by the howling winds. Sand dunes count as difficult ground.

7 JEBEL OR SAND DUNE

Choose either a jebel or a sand dune.

8 CACTUS GROVES

This terrain piece should be at least 4" by 4" which is treated as difficult ground. The forest of cacti also provides cover to troops sheltering within.

9 RUINS

A ruin, half buried in the shifting desert sands lays here. The ruin could be an ancient temple, a tomb, a trade route marker or a fallen watch tower. Whatever the ruin is, it counts as a Special Feature and counts as difficult terrain. A wall may surround the area and it must have at least one gateway. The wall counts as a Defended Obstacle.

10 BURIAL CAIRNS

A huge pile of boulders and broken ground, covered in scrub grasses. Treat these areas as impassible terrain, and it should be no larger than 2" by 2" and three to four pieces of terrain should be placed.

11 OASIS

This terrain piece is represented by a circular pool of deep water, no larger than 6" by 6", surrounded by palm trees and mossy boulders. The pool of water is impassible and any further rolls of "11" means you should simply add a few more palm trees. No more than one Oasis may be in play at one time.

12 QUICKSAND PITS

This terrain piece should be no larger than 6" by 6". Any models entering this terrain piece must make an armor save. Models or units of troops that PASS their armor saves are removed from play as they are dragged beneath the shifting sands.

REGIONS FIFTEEN AND SIXTEEN: IND & THE HINTERLANDS

his terrain generator represents the jungles of Upper Ind and the Hinterlands of Koresh. These regions are the domains of the Ghost Fang Goblins and the warrior priests of Ind. Their cities and temples are well hidden in the midst of the vast trackless jungle and are very difficult to find. Apart from a few areas of flood plains or scrubby uplands, the landscape is covered in dense vegetation and swamp. The only way to travel through these environs is to hack your way in or go up one of the wild rivers into the interior. The ancient paved causeways extend for only a short distance from their cities, though more recent builders have constructed trails and even started work on paved roadways through the jungles of Ind. Battles tend to be fought along the borders or in the vicinities of the ruined cities where invaders and treasure seekers meet the savage Goblins and Elephant mounted warriors of Ind. The dense hostile nature of the terrain tends to favor ambush scenarios and running battles, with occasional pitched battles in the streets and plazas of the ruined cities. The rules for jungle fighting found in Warhammer Armies: Lustria can be used to add further flavor to your games!

2D6

2 OVERGROWN CRAG

This terrain piece is counted as difficult ground and may have one or more impassible sides. Instead of cliffs the crag may have dense vegetation on one or more of the slopes and may be topped by a flat plateau.

3 JUNGLE RIVER

This terrain feature can be crossed anywhere but is treated as difficult ground. The river must enter and leave via a board edge and cannot extend over more than half the length of the table without both

players consent. The edges of the river are lined with mangroves and reed thickets and provide soft cover.

4 MOSSY BOULDERS

This terrain feature consists of a large area of boulders embedded with vegetation, counting as difficult ground.

5 TANGLED SCRUB

This terrain feature is an area 4" by 4" covered in small bushes and stunted trees, bamboo and pampas grass. It counts as difficult ground and provides cover.

6 MOSQUITO SWAMP

This terrain feature is an area 6" by 6", representing an area of shallow water full of mangrove trees and lush tropical plants. The swamp counts as very difficult ground and impassible to war machines and chariots. Creatures with aquatic special rule suffer movement no penalty.

7 DENSE JUNGLE

An area of dense jungle covering a space of 6" by 6" with trees and vegetation so tangled that it counts as impassible terrain to all but skirmishing troops. For skirmishers it counts as difficult ground and provides cover.

8 RUINS

A ruined building or marker thrusting up out of the ground, tumbled down and rock strewn. Dense vegetation covers the ruins, which count as a Special Feature as per the Warhammer rulebook. The area is ringed by a crude stone wall that provides cover as well as counting as a Defended Obstacle as per the Warhammer rulebook. Note that the wall should have several gaps along its length.

9 OVERGROWN HILL

A low hill with gentle slopes, entirely covered in scrub vegetation and jungle plants, this terrain feature is difficult ground and provides cover.

10 FALLEN IDOL

This terrain feature represents several colossal fallen idols overgrown with vegetation. The area counts as very difficult ground and provides cover. The idols count as a Defended Obstacle as well as a Special Feature as per the Warhammer rulebook.

11 TRIBAL VILLAGE

A group of three to four grass huts surrounded by a wall of stakes marks this terrain feature. There must be at least one gate in the wall of stakes and the wall counts as a Defended Obstacle. The area between the wall and the huts counts as open ground.

12 LAGOON

This terrain feature measures 12" by 12" and represents an area of open shallow water remaining after a torrential monsoon and seasonal floods. It is likely infested with alligators and piranha fish. It counts as very difficult ground. Any troops crossing the lagoon suffer 2D6 S2 hits from the voracious creatures lurking in the dark waters. Creatures with aquatic special rule suffer movement no penalty.