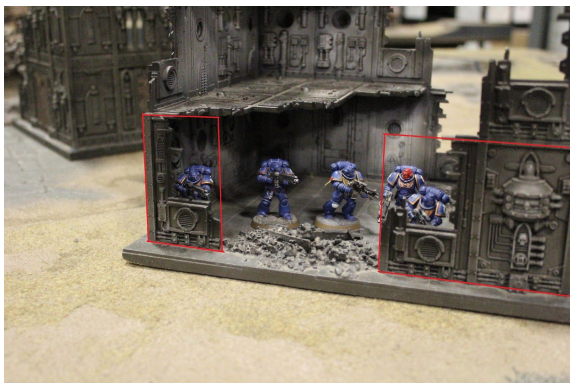


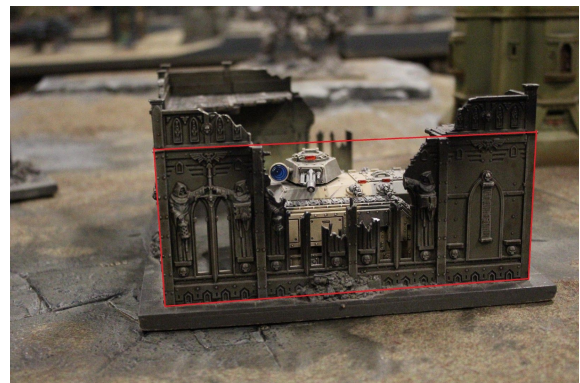
Warhammer 40,000 Grand Tournament House Rules

Terrain

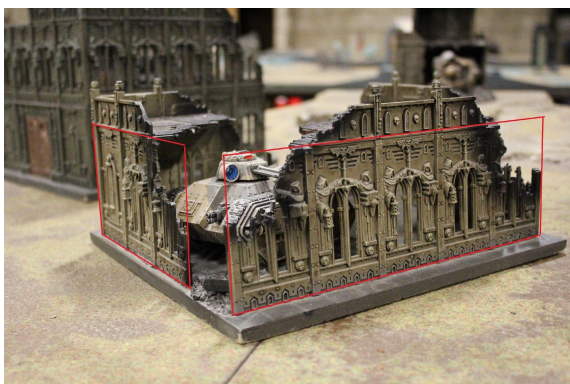
Ruins: For the Grand Tournament, the ground floors of all Cities of Death ruins are considered to block line of sight, even if there are windows, doors or broken panels. However if there is a full gap in the wall you can see through these gaps (e.g. if there are two L shaped bits of ruin on a single base the gap between the two does not block line of sight). If the ground floor of a ruin is a complete level forming a box then it becomes impassable terrain. If there is any confusion over what blocks line of sight or is impassable, clarify this with your opponent before the game or call a judge over to make a ruling.



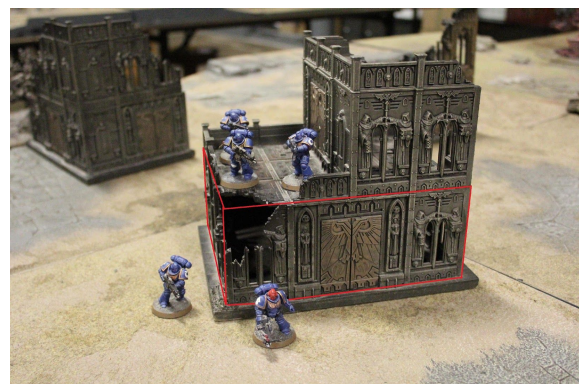
Example 1: These wall sections are squared off and intended to block line of sight. You would still be able to see the 2 middle intercessors clearly and the gun of the sergeant.



Example 2: Square off the ruined walls as demonstrated in the above image. In this instance you would not be able to see the Chimera nor would it be able to draw line of sight to yourself..



Example 3: In this instance there are two fully ruined section of wall, though they have a gap between them. You could draw light of sight to the Chimera through the gap but it would gain cover for being 50% obscured



Example 4: As the ground floor of this ruin is wholly intact it counts as impassable terrain, but you can still end your move on top of it.