

BFS TEAM CHAMPIONSHIP TERRAIN GUIDE - 2024



TYPES OF TERRAIN



Ruins



Ruins



Ruins



Ruins (windows
count as closed)



Crates (Count as 2"
tall ruins - cannot
end on top of them)

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THE 8 LAYOUTS "GAMES WORKSHOP"

#1



#2



#3



#4



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THE 8 LAYOUTS "ART OF WAR"

#5



#6



#7

Gap = 5 in.



#8



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MODELS WITH FLY AND MOVING BETWEEN RUINS

SOME MODELS WITH FLY HAVE WINGS THAT SUBSTANTIALLY OVERHANG THE BASE OF THE MODEL - AIRCRAFT, CERTAIN GREATER DAEMONS, CERTAIN TYRANID MONSTERS, ETC. PROVIDED THAT THE BASE FITS NORMALLY, THESE MODELS ARE PERMITTED TO MOVE THROUGH THE GAP BETWEEN TWO ADJACENT RUINS, EVEN THOUGH THEIR WINGS WOULD INTERSECT WITH THE WALL IN THE MIDDLE OF THE MOVE.

ANY MODEL THAT MOVES IN SUCH A FASHION MUST BE ABLE TO COMPLETELY CLEAR THE WALL WHEN IT HAS FINISHED THIS MOVE (IE, IT MUST BE ABLE TO BE PLACED NORMALLY AT THE END OF ITS MOVEMENT). IF IT CANNOT FULLY CLEAR THE WALL IN THIS FASHION, IT CANNOT MAKE THE MOVE.

A MODEL THAT MOVES IN SUCH A FASHION DOES NOT NEED TO PAY ANY ADDITIONAL VERTICAL DISTANCE TO RAISE THE MODEL HIGH ENOUGH TO FOR THE WINGS TO PASS ABOVE THE PHYSICAL RUIN WALL. THE WINGS ARE PERMITTED TO PASS "THROUGH" THE WALLS, PROVIDED THE MODEL CAN BE PLACED CLEAR OF THE WALLS AS DESCRIBED ABOVE.

THIS RULE APPLIES TO ALL TYPES OF MOVE THE MODEL MAY MAKE. THIS RULE ONLY APPLIES TO MODELS WITH FLY. THIS RULE ONLY APPLIES TO THE WINGS OF THE MODEL, AND NOT TO ANY PART OF THE MODEL BASE.