

PLACING COVER

Cover plays a key role in Warhammer Quest 40k. With deadly long range weapons cover could mean the difference between life or instant death.

When a new area tile is discovered there may be useful items of scenery that provide much needed shelter from opposing forces rounds.

Each time a new tile is placed roll on the below table.

COVER
ROLL
1-2 : No Cover is available
3-4 : 1 item of cover is available
5-6 : 2 items of cover are available

Take the number of cover tokens rolled and the player whose turn it is to place enemies can then choose the placing of the cover tokens on the new tile.

Cover tokens can be placed anywhere on the tile, but **cannot** block movement across the tile (see examples 1 and 2)

Cover tokens act as impassable terrain and this is denoted by the red border



Example 1 : A 5 is rolled and 2 cover tokens are taken, these are placed on the tile, and miniatures can move freely across the tile



Example 2 : A 5 is rolled and 2 cover tokens are taken, these are placed on the tile, they are placed next to each other blocking miniatures from moveing freely across the tile