

# HERDSTONE

Wrought from the Chaos-infused substance of the realms, Herdstones are the sites at which the Beasts of Chaos carry out their savage rituals. As the Greatfrays stampede further into civilised territories, they continue to erect Herdstones, from which the corruptive taint of the anarchic wilds bleeds freely into the land.

## DESCRIPTION

A Herdstone is a single terrain feature. It is an obstacle.

## SCENERY RULES

**Entropic Lodestone:** *As the corrupting influence of the Herdstone spreads, buildings, armour and other trappings of civilisation and order begin to crumble to dust.*

Subtract 1 from save rolls for attacks that target units within 6" of this terrain feature. At the start of each battle round after the first, add 6" to the range of this ability.

**BEASTS OF CHAOS** units are not affected by this ability.

**Locus of Savagery:** *A Herdstone marks the domain of the Beasts of Chaos, and in its presence they fight with unfailing vigour.*

**BEASTS OF CHAOS** units wholly within 6" of this terrain feature do not take battleshock tests. At the start of each battle round after the first, add 6" to the range of this ability.