

WARHAMMER[®] 40,000



PROHAMMER:

TABLETOP SIMULATOR
TERRAIN GENERATION

ABOUT

This document provides instructions for using a “manual” terrain generation systems for playing Warhammer 40k on Tabletop Simulator (TTS).

Use of this terrain generator requires using the [ProHammer Classic 40k: TTS Table](#) mod on Steam Workshop. In addition to the terrain generation feature, the mod provides a simple, clean, and flexible table environment for playing games of ProHammer, along with tools, tokens, templates, and other utilities to support play.

PROCESS

TABLETOP SIMULATOR USAGE

A corner of the table in the ProHammer TTS mod contains an array of “bags” that contain different types of terrain pieces. Following the process below, players will determine a number of blind draws from the bags. These draws are typically further bags of their own, each containing a set of terrain pieces that can be placed and then locked onto the table.

Note: A button at the corner edge edge of table allows the base texture of the table area to be changed to fit the style of the biome where the battlefield occurs.

PROCESS AT A GLANCE:

The following process is used to generate terrain for ProHammer games.

1. Determine mission and if any special mission terrain features are needed (bunkers, pipes., etc.)
2. Roll for Biome (unless campaign specifies biome type)
3. Roll for Landscape type (unless campaign specifies landscape type)
4. Roll for DENSITY to determine how much terrain gets added (unless campaign specifies)
5. Make a terrain role for each type of listed terrain under the appropriate density
6. Players alternate placing a single “bag” of terrain

(1) Determine Mission

If the mission requires any special terrain setup, this should be done at this time before placing other randomized terrain pieces.

(2) Landscape Roll (D6)

This step determines the type of environment the battle will be played in, ranging from wilderness (wilds) with few built structures to denser industrial zones. Once this is rolled, the appropriate **Terrain Table** is used to further select terrain pieces.

- 1 = [Wilds](#)
- 2-3 = [Outskirts](#)
- 4-5 = [City](#)
- 6 = [Industrial](#)

(3) Density Roll (D6)

This step determines the overall density of the terrain on the board.

- 1-2 = **Sparse**
- 3-4 = **Ample**
- 5-6 = **Dense**

(4) Biome (D6)

This step determines the character and style of the terrain that will be used.

- 1-2 = **Temperate**
- 3-4 = **Desert**
- 5-6 = **Wasteland**

(6) Terrain Rolls

Once the above rolls are determined, look up the appropriate chart for the terrain table (based on the landscape roll), the resulting column (for density), and the line within each row (for biome type). For each section of the chart (Area Terrain, LOS Blocking, Obstacles) go through each row and if there is a line matching the selected biome, that many draws are taken from the appropriate bag.

The following details apply:

- In each row, only use the line corresponding to the used biome type. If a line doesn't specify a biome, it applies to all biomes.
- Terrain rolls based on rolling a D2, D3, or D6, based on the range of numbers in the listed cell (e.g. 0-2 is three numbers, 0-1-2, and would require rolling a D3).
- After determining the number of draws, player should alternate drawing from the appropriate bag, with each player placing the drawn terrain features on the board before the next player draws.
- **MINIMUMS:** After finishing each category of terrain, if the total minimum (if listed) number of draws for the category is not met in that category, add one more type of the first listed type in the category. If the listed type is already at the maximum allowed amount, go down the list to the next type and add one of that type.
- **BUILDINGS:** Buildings can be aligned with one of the factions in play (determine randomly between the players or else will be defender's faction in attack/defend missions). There is a bag containing faction buildings that should be searched, pulling out the appropriate building bag, and drawing from that.
 - Imperial Guard
 - Imperial (Temples)
 - Ork
 - Tau
 - Necron
 - Dark Eldar
 - Eldar
 - Tyanid

TERRAIN TABLES

[1] Wilds

Density	Sparse (1-2)	Ample (3-4)	Dense (5-6)
AREA TERRAIN	<i>Minimum: 3</i>	<i>Minimum: 4</i>	<i>Minimum: 5</i>
Woods Temperate Woods Wasteland	0-2 0-2	2-3 1-3	2-4 2-4
Scrub Desert Scrub Temperate Scrub Wasteland	2-4 0-2 0-2	3-5 1-2 1-2	4-6 1-2 1-2
Rock Wasteland	0-2	1-2	2-3
LOS BLOCKING	<i>No minimum</i>	<i>No minimum</i>	<i>No minimum</i>
Building	0-1	1-2	1-2
Outcrops Desert Outcrops Grey Temperate Outcrops Grey Wasteland	1-3 1-2 1-2	2-4 1-3 1-3	2-4 2-3 2-3
OBSTACLES	<i>No minimum</i>	<i>No minimum</i>	<i>No minimum</i>
Barricades / Sandbags	0-1	0-1	1-2
Traps	0-1	0-1	0-1
<i>Total Range</i>	<i>4-9 (Temperate)</i>	<i>6-12 (Temperate)</i>	<i>9-14 (Temperate)</i>

[2] Outskirts

Density Roll:	Sparse (1-2)	Ample (3-4)	Dense (5-6)
AREA TERRAIN	<i>Minimum: 3</i>	<i>Minimum: 4</i>	<i>Minimum: 5</i>
Woods Temperate	0-2	2-3	2-4
Woods Wasteland	0-2	1-2	2-3
Scrub Desert	1-3	2-4	3-5
Scrub Temperate	0-1	0-2	1-3
Scrub Wasteland	0-1	0-2	1-3
Rock Wasteland	0-2	1-2	1-3
Ruins Desert	0-1	0-1	0-2
Ruins Temperate	0-1	0-1	0-2
Ruins Wasteland	0-1	0-1	0-2
LOS BLOCKING	<i>* Exactly 1 building or industrial</i>	<i>* Exactly 1 building or industrial</i>	<i>* Exactly 1 building or industrial</i>
Building	0-1*	0-1*	0-1*
Industrial	0-1*	0-1*	0-1*
Containers	0-1	0-1	0-1
Outcrops Desert	1-2	1-2	2-4
Outcrops Grey Temperate	0-1	0-2	1-3
Outcrops Grey Wasteland	0-1	0-2	1-3
OBSTACLES	<i>No minimum</i>	<i>No minimum</i>	<i>No minimum</i>
Barricades / Sandbags	0-2	1-3	2-4
Traps	0	0-1	0-2
<i>Total Range</i>	<i>5-9 (Temperate)</i>	<i>6-14 (Temperate)</i>	<i>9-20 (Temperate)</i>

[3] City

Density Roll:	Sparse (1-2)	Ample (3-4)	Dense (5-6)
AREA TERRAIN	<i>Minimum: 3</i>	<i>Minimum: 4</i>	<i>Minimum: 5</i>
Ruins Desert	1-2	1-3	2-4
Ruins Temperate	1-2	1-3	2-4
Ruins Wasteland	1-2	1-3	2-4
Woods Temperate	0-1	0-1	0-2
Woods Wasteland	0-1	0-1	0-2
Scrub Desert	0-1	0-1	0-2
Scrub Temperate	0-1	0-1	0-2
Scrub Wasteland	0-1	0-1	0-2
LOS BLOCKING	<i>Minimum: 1</i>	<i>Minimum: 2</i>	<i>Minimum: 3</i>
Building	1-2	1-3	1-3
Industrial	0-2	0-2	0-2
Containers	0-1	0-1	0-1
Outcrops Desert	0-2	0-2	1-3
Outcrops Grey Temperate	0-1	0-1	1-2
Outcrops Grey Wasteland	0-1	0-1	1-2
OBSTACLES	<i>No minimum</i>	<i>No minimum</i>	<i>No minimum</i>
Barricades / Sandbags	1-2	1-3	2-4
Traps	0-2	1-2	1-3
Walls	0-1	0-2	1-3
<i>Total Range</i>	<i>5-15 (Temperate)</i>	<i>8-19 (Temperate)</i>	<i>9-26 (Temperate)</i>

[4] Industrial

Density Roll:	Sparse (1-2)	Ample (3-4)	Dense (5-6)
LOS BLOCKING	<i>Minimum: 2</i>	<i>Minimum: 3</i>	<i>Minimum: 4</i>
Industrial	1-3	2-3	3-5
Building	0-2	1-2	1-2
Containers	0-2	0-2	1-2
AREA TERRAIN	<i>Minimum: 2</i>	<i>Minimum: 3</i>	<i>Minimum: 4</i>
Ruins Desert	0-2	1-2	1-3
Ruins Temperate	0-2	1-2	1-3
Ruins Wasteland	0-2	1-2	1-3
Rock Wasteland	0-2	1-2	1-2
Scrub Desert	0-1	0-1	0-2
Scrub Temperate	0-1	0-1	0-2
Scrub Wasteland	0-1	0-1	0-2
OBSTACLES	<i>No minimum</i>	<i>No minimum</i>	<i>No minimum</i>
Barricades / Sandbags	1-2	1-3	2-4
Traps	0-2	1-2	1-2
Walls	0-1	0-1	0-2
<i>Total Range</i>	<i>5-15 (Temperate)</i>	<i>6-16 (Temperate)</i>	<i>9-22 (Temperate)</i>

TERRAIN SET INVENTORY

The lists below are an inventory of the different individual terrain set bags and their relative proportions.

CATEGORY: AREA TERRAIN

TYPE: Woods - Temperate

Wood Area - Large (A/B/C/D)

Wood Hill Temperate (A/B)

Wood Wastes (A/B/C/D)

TYPE: Woods - Wasteland

Wood Wastes (A/B/C/D)

TYPE: Scrub Temperate

Scrub Temperate (A/B/C)

TYPE: Scrub Desert

Scrub Desert (4xA / 4xB)

TYPE: Scrub Wasteland

Scrub Wasteland

TYPE: Wasteland Rock

Rock Wasteland (A/B/C)

TYPE: Ruins (all biome types)

Ruins 3-story (A/B/C) - 1 each

Ruins 2-story (A/B) - 1 each

Ruins Walls White - 1x

TYPE: Ruins Temperate

Ruins Moss

Ruins Walls Grey

TYPE: Ruins Wasteland

Ruins Small Dark

Ruins Orante

TYPE: Ruins Desert

Ruins Sandstone 2 each

Ruins Orante 2 each

CATEGORY: LOS BLOCKING

TYPE: Outcrops Wasteland/Temperate

Outcrop Grey (A/B)

TYPE: Outcrops Desert

Outcrop Sand (A/B) 3 each

TYPE: Container

Containers (A/B)

TYPE: Industrial

Industrial Core

Industrial GearThing

Industrial Containment

Industrial ObsDeck

Industrial TowerBall Dark

Industrial TowerBall Light

Industrial Pipeworks

Industrial Power Tower (x3)

Industrial CommTower

Industrial Fuel Depot

Industrial Tanks

TYPE: Buildings

Imperial Guard Buildings (4 different ones - take one)

Bunkers Low (2)

Bunker Tall

CATEGORY: OBSTACLES

TYPE: Sandbags

Sandbags White
Sandbags Tan
Sandbags Darker

TYPE: Barricades (Wasteland/Woodland)

Aegis
Construction - long
Construction - short
Spiked wall
Wedges Light
Wedges Dark
Jersey Barriers

TYPE: Barricades Desert Only

Sandstone Wall 3x
Wedges Dark 2x
Aegis 2x
Jersey Barriers 2x

TYPE: Traps

Razorwire straight
Razorwire curled
Tank Traps Long
Tank Traps short (A/B)

TYPE: Walls

Makeshift fencing
Heavy walls

CATEGORY: SPECIALS

TYPE: Small Features

Supplies
Pipelines (6)
Objectives (6)

TYPE: Ground Plane

Rocky Ground
Grasses
Rubble

TYPE: Gate

Rusty Gate
Spiked Gate

TYPE: Other

Stature (3x take one)