

# CHAINMAIL<sup>®</sup>

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## 2002 CHAMPIONSHIP TERRAIN

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### MAGMA POOL:

Pool Movement Cost: no movement

Path Movement Cost: special\*

Cover: no

\*The trusted path over the pool is solid enough to allow normal movement, but emanates a considerable amount of heat. A model that begins its turn with any part of its base on the path receives 1 fire damage upon activation.

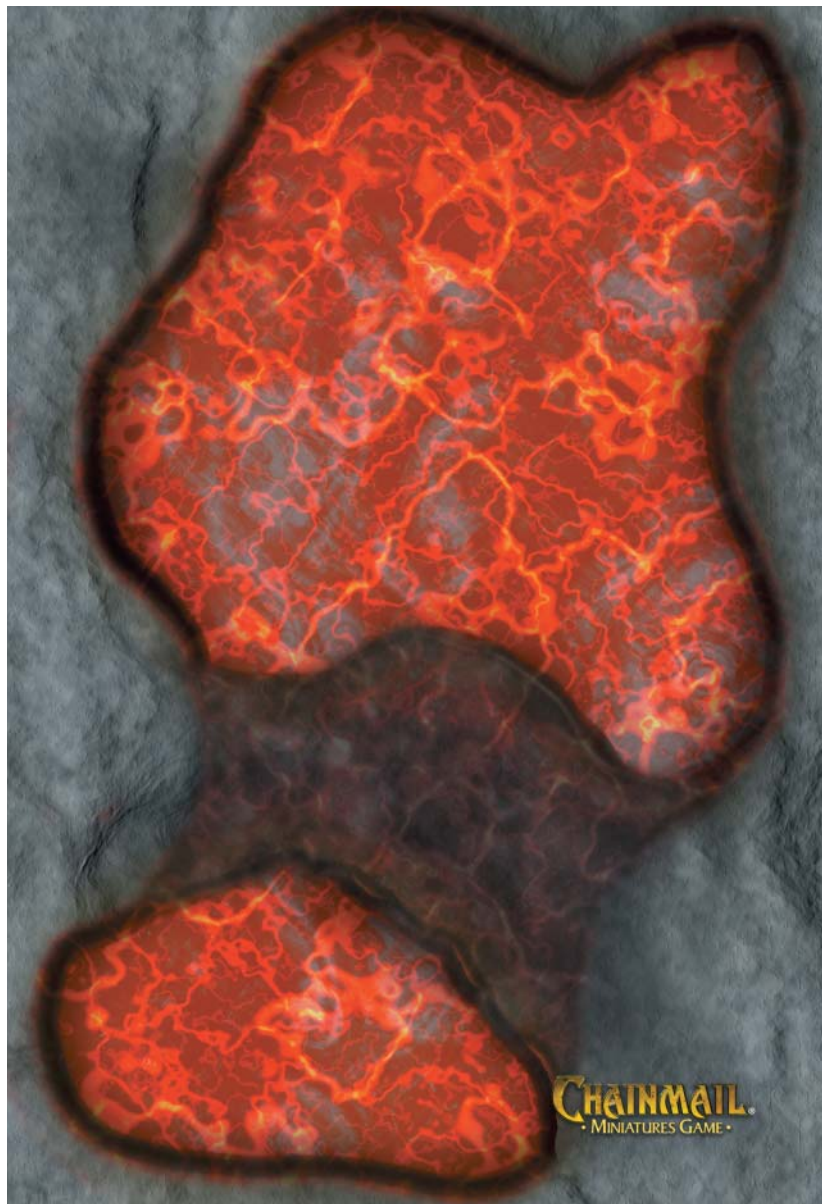
[Note: In this way, models that pass over the path on their turn may do so unharmed, but models that are forced to stop on it receive damage.]

A model (other than a wild troop or a routing model) can treat the path as an impenetrable barrier when determining which enemy model is nearest or which path to an enemy model (or other point) is shortest.



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