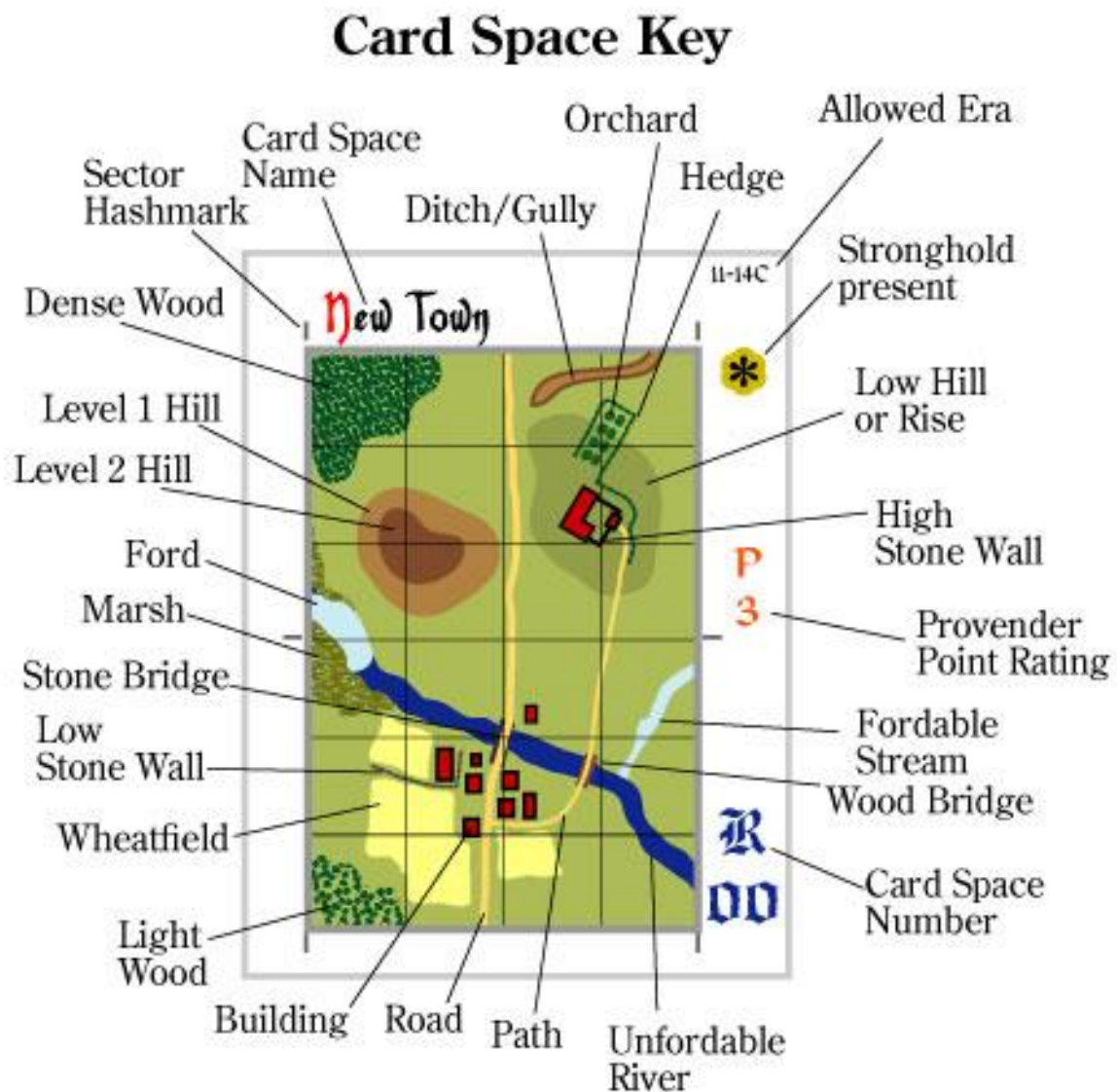


Terrain Cards



Terrain Key

Light Woods and Orchards – Count as Woods – Rough Terrain for movement. Can only be seen through 3" or less, otherwise Obscuring Terrain, provide Cover for shooting and attacks.

Dense Woods – Count as Impassible for all but units with Fleet Footed which count it as Woods as above, with the addition of movement reduced by half.

Buildings – Count as Buildings which cannot be entered. Obscuring Terrain for Line of Sight. Will provide cover if only partially obscuring.

Fordable Rivers or Streams, can be Forded at Half speed by all units, including those with Fleet Footed rule. Count as Rough Terrain for Attacks. Do not provide any cover.

Unfordable Rivers – Impassible Terrain except at Bridges or Fords as shown.

Bridges and Fords – Normal Terrain do not have any special effects, even with a Parapet, bridges do not provide cover to those crossing them. However, a Bridge will provide cover to anyone in the River below, treat as a building.

Marsh – Rough Terrain, provides cover to units with Fleet Footed rule for Shooting.

Corn Field (or Ploughed Field depending on time of year), Rough Terrain.

Low Stone Wall – Linear Obstacle, provides cover.

High Stone Wall – Impassable Terrain, Obscuring Terrain, Provides cover if manned.

Hedge – these are field boundaries – so can be represented by low Hedges or Wattle Fences or Small Ditch. They count as Linear Obstacles but do not provide any cover.

Gully or Ditch – These count as a Linear Obstacle but do not provide any cover.

Low hill or rise - Obscuring Terrain to anything on the other side. Does not have any other effect.

Level 1 Hill - Obscuring Terrain to anything on the other side. Counts as cover when Defending an Attacks and uphill from the Attacker.

Level 2 Hill - Obscuring Terrain to anything on the other side, even if on Level 1. Counts as Rough Terrain. Counts as cover when Defending an Attacks and uphill from the Attacker.

Roads and Paths – These have no game effect.