

TERRAIN TABLE

Territory Types	Terrain	Description & Depiction	Rules
Any	G	Open Area	Flat ground clear of any terrain. Can be placed to block enemy terrain placement. Leave on table for show or remove.
	G	Dead Ground	Significant depression in the ground with easy slopes. All visible at 2BW across edge of the dead ground. No combat claim for slopes.
	G	Hills	Mild slopes offering uphill advantage. All visible at 2BW across a ridge. Uphill combat claim if entirely on slope and nearer centre/ridge than opponent.
	R	Brush	Substantial low shrubs and bushes or tall crops. Provides cover for infantry SuGs
	R	Rough Going	Rocky or boggy going.
	R	Gully	Significant depression in the ground with rough going. All visible at 2 BW across edge of the gully. No combat claim for slopes.
	D	Fort	Buildings surrounded by fortifications. Boundary treated as barricades if inside the fort. All visible at 1 BW if not on edge of the fort. Cover for any bases shot at when fully within; or any target shot at from or through terrain. Limited to single piece. May only be chosen by defender. Must always be touching defender's rear table edge, even if subsequently moved. May not be placed in centre (lost on roll of 3 or 4).
	D	Settlements	Organised and regular plantations of crops, vines or trees with boundaries and scattered buildings. In Coastal and Standard, any number may be selected by any player. In other territory types, only one piece may be selected by the defender and none by the invader Infantry visible at 5 BW. Cover for any bases shot at when fully within; or any target shot at from or through terrain.
S, C, M, F	R	Woods	Natural woods with modest density of trees and undergrowth All visible at 2 BW. Cover for any bases shot at when fully within; or any target shot at from or through terrain.
C, M, F, J, P	D	Marsh	Boggy ground and pools of standing water.
S, C, D, M, P	D	Mountains	Steep and uneven slopes that are difficult to move across. All visible within 2 BW across a ridge. Uphill combat claim if entirely on slope and nearer centre/ridge than opponent.
C, F, J, M	D	Forest	Densely packed woods with heavy undergrowth. All visible at 2 BW. Only infantry SuGs may shoot from within a forest. Cover for any bases shot at when fully within; or any target shot at from or through terrain.
M, J	D	Gorge	Significant depression with steep and rocky slopes. All visible at 2 BW across edge of the gorge. No combat claim for slopes.
J	D	Swamp	Very soft ground with deep sections of water. UGs suffer a KaB if any base in the UG moves.
D	R	Sandy Ground	Expanses of soft and shifting sand. Good going for camels.
	D	Sand Dunes	Sand dunes. All visible at 2 BW. Rough going for camels.
As terrain allows	S	Terrained Hills	Slopes of single type of R or D allowed by territory type. As per terrain on slope. All visible at 2 BW across a ridge. Uphill combat claim if entirely on slope and nearer centre/ridge than opponent. May not be placed in centre (lost on roll of 3 or 4).
C	S	Coastal Dunes	Dunes adjacent to the sea. Must always be touching a deep water flank (no dice roll for sector), even if subsequently moved. Difficult terrain for all troops including camels. All visible at 2 BW.
M, F, J	S	Impassable Hills	Cliffs and steep edges, unscalable in battles. Blocks line of sight. No troops may enter. May not be placed in centre (lost on roll of 3 or 4).
C, M, F, J, D and secure flanks	S	Deep Water	Uncrossable sea, lake or major river. No troops may enter. May not be placed in centre (lost on roll of 3 or 4).
Scenarios only	D	River	Deep or fast flowing water. Additional -IBW speed while even partly in.
	R	Streams	Easy waterflows that are relatively simple to cross. Additional -IBW speed while even partly in.
Territory types: S=Standard; C=Coastal; D=Desert; F= Forest; J=Jungle; M=Mountain; P=Plains. Coding: G=Good Going; D=Difficult; S=Special. Pacto replace BW with HBW.			
Size: Secure flank and compulsory terrain, max 10 BW x 10 BW, min 6 BW x 6 BW. Optional terrain, max 8 BW x 8 BW, min 4 BW x 4 BW.			

Territory type	Rough	Difficult
Coastal	Rough Going, Brush, Gully, Woods.	Fort, Settlements, Marsh, Mountains, Forest, Coastal Dunes.
Standard	Rough Going, Brush, Gully, Woods.	Fort, Settlements, Mountains.
Mountains	Rough Going, Brush, Gully, Woods.	Fort, 1 Settlement, Marsh, Mountains, Forest, Gorge.
Forest	Rough Going, Brush, Gully, Woods.	Fort, 1 Settlement, Marsh, Mountains, Forest.
Jungle	Rough Going, Brush, Gully.	Fort, 1 Settlement, Marsh, Mountains, Forest, Gorge, Swamp.
Plains	Rough Going, Brush, Gully.	Fort, 1 Settlement, Marsh, Mountains.
Desert	Rough Going, Brush, Gully, Sandy Ground.	Fort, Settlements; Mountains, Sand Dunes.