

# Terrain effects

TERRAIN DESCRIPTION, VISIBILITY AND COMBAT EFFECTS	
CLEAR	
Open (O)	An open area of ground offering no impediment to movement. Full visibility.
UNEVEN	
Open Fields (OFI)	An area of cultivated land, either open or only divided by shallow irrigation or drainage ditches.
Broken Ground (BG)	A mostly open area, with some rocks and/or scrub
ROUGH	
Brush (B)	An area mostly covered by substantial brush or rocks or by small gullies or boggy ground. IF wholly inside are only visible within 4 MUs.
Enclosed Fields (EFI)	An area of cultivated land divided by walls, hedges or deep irrigation or drainage ditches. Counts as cover for bases wholly inside. IF wholly inside are only visible within 4 MUs.
Plantation (P)	An area lightly covered with fruit or olive trees, or other managed woodland with little undergrowth. Counts as cover for bases wholly inside. Troops wholly inside are only visible within 4 MUs. Troops inside can only shoot in 1 rank. Troops beyond a plantation cannot be seen.
Gully (G)	A gully is a depression in the ground. It is too uneven to provide any uphill advantage but can conceal troops. Troops in a gully are only visible from outside within 1 MU. Troops in a gully can see outside..
DIFFICULT	
Forest (F)	Dense woodland or jungle. Counts as cover for bases wholly inside. Troops wholly inside are only visible within 2 MUs. Troops inside can only shoot in 1 rank. Troops beyond a forest cannot be seen.
Vineyards (V)	A cultivated area of vines, usually planted in straight lines. Counts as cover for bases wholly inside. IF wholly inside are only visible within 4 MUs.
Marsh (M)	A very boggy area, which may include small ponds with occasional trees and shrubs. IF wholly inside are only visible within 4 MUs.
Soft Sand (SS)	An area of soft sand and some low sand dunes. IF wholly inside are only visible within 6 MUs. Camelry count it as Rough.
Village (Vg)	An area of buildings and sheds with a road passing through it. Counts as cover for bases wholly inside. Troops wholly inside are only visible within 2 MUs. Troops inside can only shoot in 1 rank.
Steep Hill (SH)	A steeply sloping hill which gives a close combat advantage to those higher up the slope. Troops on such a hill can shoot over troops below them. Troops beyond a crest line are only visible within 1 MU. Steep hills are always difficult, whether clear or covered by broken ground, brush, plantation, vineyards, forest or a village.
IMPASSABLE	
Impassable (I)	An area of extremely steep hills or a quarry, or a lake etc. No troops can enter. Any troops forced into it are destroyed.
SLOPES	
Gentle Hill (GH)	A gently sloping hill which gives a close combat advantage to those higher up the slope. Troops on such a hill can shoot over troops below them. Troops beyond a crest line are only visible within 1 MU. Slopes can be clear, uneven (if covered by broken ground), rough (if covered by brush or plantation) or difficult (if covered by vineyards, forest or a village).
LINEAR	
Road (Rd)	A single base wide road or track that must pass through or touch a village if there is one, and must connect 2 different table edges, no more than one of them a short edge. The maximum length of the road is 60 MUs.
Coastline (C)	Extends up to 6 MUs in from the short table edge – May be the bank of a major river or the sea. Impassable to troops.
River (Rv)	Up to 4 MUs wide, entirely within 6 MUs of the side edge. The placing side dices for its difficulty when putting it down. 1 = uneven, 2,3 = rough, 4,5 = difficult, 6 = impassable. Troops can only move within 45 degrees of straight across. The river cannot have more than 2 bends.

TERRAIN SELECTION MAXIMUM(COMPULSORY)														
Territory Type	Open		Uneven		Rough			Difficult				Impass		Variable
	OF	BG	B	EF	P	G	F	V	M	SS	SH	Vg	I	Rv/C
Developed	2	3		3(1)	2	1		3			1	(1)		2 1 1
Agricultural	2	4(2)			3	1	1	2			1	1		2 1 1
Hilly			3	3(1)		1	1	2		1	3(1)	1	1	3 1 1
Woodlands				2		2	1	4(2)	2		1	1		2 1 1
Steppes	4(2)		4	3			1							1
Mountains			2		1	1	1		1	4(2)	1	2		1 1
Tropical			2				4(2)		2		1	1	1	1 1 1
Desert	2		2	2			1			4(2)	1		1	1 1