

TERRAIN RULES

Rules affecting **Movement** and **Charge** apply if an Element touches the Terrain with any part of the Tray edge containing the REF point used to trace the Line of Movement.

Other rules apply only if the Unit has at least 3 REFs in the Terrain or if the Group's entire surface of the Tray is inside the Terrain.

Grain Fields: Cover (1)   , Hindering Movement (1)   

Plowed Fields: Hindering Movement (1)

Soggy Ground: Hindering Movement (1), No Impetus

Stream / Ditch: Hindering Movement (1/2R), Hindering Shooting, Disadvantageous, No Impetus

Hill: Blocking, Defensible (1), Elevated, Hindering Movement (1), No Impetus

Forest: Blocking, Cover (1), Protective (1), Hindering Movement (1)  ,
Hindering Movement (1/2R)  , Hindering Shooting, No Impetus

Ruins: Blocking, Cover (1), Protective (1), Hindering Movement (1)  ,
Hindering Movement (1/2R)  , Hindering Shooting, No Impetus 

Light Buildings: Blocking, Protective (2), Defensible (2), Cover (2), No Impetus, Structure Points: 3

Solid Buildings: Blocking, Protective (2), Additional Protection (3), Defensible (2), Cover (2),
No Impetus, Structure Points: 3

