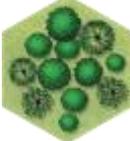
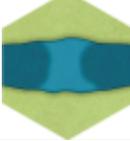
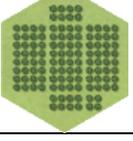


Terrain Reference Sheet – 3.00 – 2018-05-10

Terrain Type	Movement	Battle Dice			Block LOS	Form Square	Ignore Flag	+1 CP
		Inf	Cav	Art				
 <b>Clear</b>						Yes		
 <b>Forest</b> into: out of:	Must Stop <sup>1</sup> None	-1 0	$\frac{1}{2}^2$ FS <sup>3</sup> $\frac{1}{2}^2$	-1 -1	Yes	Yes	-	Cav ex. COS & Art
 <b>Walled Garden</b> into: out of:	Must Stop <sup>4</sup> None	-1 0	$\frac{1}{2}^2$ FS <sup>3</sup> $\frac{1}{2}^2$	-1 -1	Yes	Yes	Inf and Art	Cav & Art
 <b>Hill</b> up hill: down hill: hill to hill:	None None None	-1 0 0/-1 <sup>5</sup>	-1 -1 0	0 0 0	Yes <sup>6</sup>	Yes	-	-
 <b>Steep Hill</b> up hill: down hill: hill to hill:	None None None	-1 0 0/-1 <sup>5</sup>	-1 -1 0	0 0 0	Yes <sup>6</sup>	Yes	Inf and Art	-
 <b>Fieldworks</b> <sup>7</sup> into: out of:	Must Stop Must Stop	-1 0	$\frac{1}{2}^8$ $\frac{1}{2}^8$	0 0	No	No	Inf and Art	
 <b>Rugged Hill</b>	Prohibited	-	-	-	Yes	-	-	-
 <b>Sand Quarry</b> into: out of:	Must Stop <sup>9</sup> None	-1/0 <sup>10</sup> -1	$\frac{1}{2}^2$ FS <sup>3</sup> $\frac{1}{2}^2$	-1 n/a	No	Yes	-	Cav
 <b>River, Lake</b>	Prohibited	-	-	-	No	-	-	-
 <b>Fordable River</b> into: out of:	Must Stop None	0 0 FS <sup>11</sup>	0 0 FS <sup>11</sup>	0 FS <sup>11</sup>	No	Yes	-	-
 <b>Bridge, Stream</b> into: out of:	None None	0 0 FS <sup>11</sup>	0 0 FS <sup>11</sup>	0 FS <sup>11</sup>	No	Yes	-	-

Terrain Type	Movement	Battle Dice			Block LOS	Form Square	Ignore Flag	+1 CP
		Inf	Cav	Art				
 <b>Marsh, Frozen Lake</b> into: None out of: None	None None	-1/0 <sup>10</sup> 0	-1/0 <sup>10</sup> 0	1/0 <sup>10</sup> 0	No	No	-	Cav & Art
 <b>Town, Windmill, Tower</b> into: Must Stop <sup>12</sup> out of: None	Must Stop <sup>12</sup> None	-2 0	½ <sup>2</sup> FS <sup>3</sup> ½ <sup>2</sup>	-1 -1	Yes	No	-	Cav & Art
 <b>Walled Farm, Church</b> into: Must Stop <sup>12</sup> out of: None	Must Stop <sup>12</sup> None	-2 0	½ <sup>2</sup> FS <sup>3</sup> ½ <sup>2</sup>	-1 -1	Yes	No	Inf and Art	Cav & Art
 <b>Castle</b> into: Must Stop <sup>12</sup> out of: None	Must Stop <sup>12</sup> None	-2 0	½ <sup>2</sup> FS <sup>3</sup> ½ <sup>2</sup>	-1 -1	Yes	No	Inf and Art Ignore 2	Cav & Art
 <b>Orchard, Vineyard</b> into: None out of: None	None None	-1 0	½ <sup>2</sup> ½ <sup>2</sup>	-1 -1	Yes	Yes	-	Cav ex.COS & Art

1. With the exception of Light Infantry type units and Cossacks, a unit may not battle the turn it moves into a forest hex.
2. The base number of dice rolled is equal to ½ the number of blocks in the unit, rounding down (except Cossacks and Forest). No additional dice can be gained because of unit type or special order card.
3. When attacked by cavalry (except Cossacks into Forest), defending infantry may choose to First Strike.
4. With the exception of Light Infantry type units, a unit may not battle the turn it moves into a walled garden hex.
5. Only Ranged Combat reduced.
6. See Line of Sight rules for exceptions.
7. When moving or battling across a Field Works hex side. Otherwise use normal hex terrain.
8. The base number of dice rolled is equal to ½ the number of blocks in the unit, rounding down.
9. Prohibited for Artillery
10. Only Melee Combat reduced.
11. Unless on the same waterway, a unit attacked by enemy on a bridge, stream or fordable river may choose to First Strike.
12. A unit may not battle the turn it moves into the hex.

Built-up areas include:

- Town,
- Windmill
- Tower
- Walled Farm
- Church
- Castle
- Walled Garden