

Terrain Effects Chart

Tile/Hex	Movement Effects	Combat Effects (# is maximum battle dice allowed)	Morale Effects	Blocks LOS?
 Countryside	None	None	None	No
 Forest	Unit or Leader must stop and may move no further this turn <i>(Units may still battle)</i>	Battle Out: 2 Close Combat Into: 2 Ranged Combat Into: 1	None	Yes
 Hill	None	Close Combat Out: 3 Close Combat Into: 2 (Ranged Combat is unaffected)	None	* Yes <i>(*refer to rules)</i>
 River	Impassable <i>(except at fords and bridges)</i>	No Battle	None	No
 Fordable River/Stream	¹ Unit or Leader must stop and may move no further this turn <i>(Units may still battle)</i> <i>(Gaining ground remains possible)</i>	Close Combat Out: 2 Ranged Combat Out: 1 Battle Into: 2	None	No
 Bridge	None	None	A unit may ignore 1 flag	No
 Building	Unit or Leader must stop and may move no further this turn <i>(Units may not battle this turn)</i>	² Infantry Close Combat Out: 2 Infantry Ranged Combat Out: 1 ² Cavalry Battle Out: 1 Close Combat Into: 2 Ranged Combat Into: 1	None	Yes
 Field	Unit or Leader must stop and may move no further this turn <i>(Units may still battle)</i>	Cavalry Battle Out: 2 Cavalry Battle Into: 2	None	Yes
 Ravine	Unit or Leader must stop and may move no further this turn <i>(Units may not battle this turn)</i>	Close Combat Out: 1 Ranged Combat Out: 1 Infantry Close Combat Into: 2 Cavalry Close Combat Into: 1 Ranged Combat Into: 1	None	³ No
 Command Tent	When a command tent is not occupied, a unit or Leader that enters the hex must stop and may move no further this turn <i>(Units may still battle)</i>	None	None	Yes
 ⁴ Fence/Palisades	Unit or Leader must stop and may move no further this turn <i>(Infantry may still battle this turn - Cavalry may not)</i>	Battle Out: 2 Battle Into: 2	Fence: Infantry may ignore 1 flag when attacked by cavalry Palisade: Infantry may ignore 1 flag when attacked by any unit	No
 Castle	Unit or Leader must stop and may move no further this turn <i>(Units may not battle this turn)</i>	Infantry Battle Out: 3 Cavalry Battle Out: NA Infantry Close Combat Into: 2 Cavalry Close Combat Into: NA Ranged Combat Into: 1	Infantry may ignore 1 flag Units will not retreat and will take hit for each flag it cannot ignore	Yes

1 When the battle notes state an entire river (stream) is fordable, apply rules for fords to all hexes that form the fordable river (stream). In addition, any ford hexes that are a part of the fordable stream are considered very shallow and do not have any battle or movement restrictions.

2 A Leader may not impact a unit's close combat by inspiring the unit when the unit is on a building hex.

3 A unit on a ravine hex would block line of sight.

4 Fences and palisades use a common terrain tile. Scenario instructions will specify which type of terrain is present. A fence or palisade provides protection all around.

RANGED COMBAT (Die Result for each Ranged Combat Die Rolled)¹

TARGET TYPE

DIE ROLL	 (LI/AB/AA)	 (ASp)	 (SB/SSp/SBC/SSpC)	 (Leader with unit)	 (Leader alone) ³	 (Army Cdr/Bodyguard)
	Apply 1 Hit	-	-	Possible Casualty ²	-	Not Allowed
	-	Apply 1 Hit	-	Possible Casualty ²	-	Not Allowed
	-	-	Apply 1 Hit	Possible Casualty ²	-	Not Allowed
	Apply 1 Hit (AA Only)	Apply 1 Hit (AA Only)	Apply 1 Hit (AA Only)	Possible Casualty ² (AA Only)	Leader Eliminated ²	Not Allowed
	Possible Retreat ³	Possible Retreat ³	Possible Retreat ³	May ignore 1 flag ³	-	Not Allowed
	Collect 1 H&F Token (Bow Only)	Collect 1 H&F Token (Bow Only)	Collect 1 H&F Token (Bow Only)	-	-	Not Allowed

1) Other factors (unit type and special abilities, terrain, Command and Dragon card play) may modify the total number of dice rolled.

2) See **Leader Casualty Check** rules section.

3) See **Retreat** rules section.

CLOSE COMBAT (Die Result for each Close Combat Die Rolled)¹

TARGET TYPE

DIE ROLL	 (LI/AB/AA)	 (ASp)	 (SB/SSp/SBC/SSpC)	 (Leader with unit)	 (Leader alone) ⁴	 (Army Cdr/Bodyguard)
	Apply 1 Hit	-	-	Possible Casualty ²	-	-
	-	Apply 1 Hit	-	Possible Casualty ²	-	-
	-	-	Apply 1 Hit	Possible Casualty ²	-	-
	Apply 1 Hit	Possible Hit ³	Possible Hit ³	Possible Casualty ²	Leader Eliminated ²	Apply 1 Hit
	Possible Retreat ⁴	Possible Retreat ⁴	Possible Retreat ⁴	May ignore 1 flag ⁴	-	MUST ignore all flags
	Collect 1 H&F Token	Collect 1 H&F Token	Collect 1 H&F Token	-	-	Collect 1 H&F Token

1) Other factors (unit type and special abilities, terrain, Command and Dragon card play) may modify the total number of dice rolled.

2) See **Leader Casualty Check** rules section.

3) See **Close Combat** rules section (Superior Stature and Rank may apply).

4) See **Retreat** rules section.



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