

## TERRAIN CHART

Terrain	Depiction	Movement	Battle on Entry	Battle Out	Battle In	Line of Sight
Woods		Must stop	INF range 2 only	-	-1	Blocks
Orchard		none	-	-	-1	Blocks
Field		none	-	-	-1	Blocks
Hill		none	-	ART range 6	INF/CAV -1d	Blocks <sup>1</sup>
Town		Must stop	No Battle	INF/CAV ne ART -1d	-2	Blocks
Homestead		Must stop	INF/CAV -1d	INF/CAV ne ART -1d	-1	Blocks
Waterway		Must stop	INF/CAV -1d	-1d	0	no
Bridge		none	-	-	0	no
Rough		No entry	-	-	-	Blocks
Fence		none	-	-	INF/CAV -1d <sup>2</sup>	no
Fieldwork		none	-	-	-1d <sup>2</sup> -1 flag	no
Entrenchment		none	-	-	-2d <sup>2</sup> ART-1d <sup>2</sup> -2 flags	no



<sup>1</sup> Hill LOS special, see notes

<sup>2</sup> Through covered arc