

Terrain Tile Effects Chart

Commands & Colors: Medieval

Tile	Move Effects	Command Card/Battlefield Action Effects?	Battle Effects		Blocks Line of Sight?	Morale Effects on Defender
Broken Ground 	Infantry – None Other – Must Stop ¹	Yes	² Into Out	2 Dice 2 Dice	No	-
Forest 	Must Stop ³	Yes	Into Out	2/1 ⁴ Dice 2 Dice	Yes	-
Hills 	None	Yes	Up Down Hill to Hill	2 Dice 3/2 ⁵ Dice 3/2 ⁵ Dice	Yes ⁶	-
River 	Prohibited	NA	NA		No	-
Fordable River 	Must Stop ⁷	Yes	Into ⁸ Out	2 Dice 2/1 ⁴ Dice	No	-
Bridge 	None	Yes	Into Out	2 Dice 2/1 ⁴ Dice	No	Ignore 1 Flag
Camp 	Must Stop ⁹	Yes	Into Out	2 Dice 3/2 ¹⁰ Dice	Yes	Ignore 1 Flag ¹¹
Marsh 	Must Stop ^{9,12,13}	Yes	¹⁴ Into Out	2 Dice 2/1 ⁴ Dice	No	-
City Walls 	Prohibited	NA	NA		Yes	-
City Gate 	Friendly - None Enemy – must storm	No	NA		Yes	-

1 **Mounted** units may not battle.

2 **Mounted** units entering broken ground on a **Momentum Advance** - may not **Bonus CC**.

3 **Light Bow Infantry**, **Auxilia Infantry** and **Warrior Infantry** may battle.

4 **Ranged one** die.

5 **Mounted** units roll **two** dice when battling downhill or hill to hill.

6 See **Line of Sight** exceptions.

7 May **Momentum Advance** onto but must stop moving - may **Bonus CC**.

8 May **Momentum Advance** out.

9 An ordered unit or lone Leader **leaving** may only move onto an adjacent hex. May still battle.

10 A unit on an **enemy** camp hex battles out with a maximum of **two** dice.

11 A unit defending on a **friendly** camp hex may ignore **one** flag.

12 The unit must roll **one** die for a possible block loss. One block is lost when the unit's **symbol** is rolled.

13 No **Leader** casualty check is required for an attached leader. If the **last** block is lost in the marsh, the Leader must **evade**.

14 A unit, that elects to **Momentum Advance** onto a marsh hex, must check for possible block loss.

Storming a gate

Must be adjacent.

Roll **two** dice against the gate.

A unit with no attached **Leader** will open the gate when one of more **swords** are rolled.

A unit with an attached **Leader** will open the gate when one of more **swords** or **Leader** symbols are rolled.

Once a gate is successfully stormed. **Remove the city gate tile from the battlefield.**

The unit that opened the gate may **Momentum Advance** onto the hex, but may not **Bonus Close Combat**.

A friendly unit occupying a city gate hex may be attacked. If the friendly unit is eliminated or retreats from the gate hex the attacking unit may **Momentum Advance** onto the hex, but may not **Bonus Close Combat**. **Remove the city gate tile from the battlefield.**