

# THE GREAT WAR

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TRENCH		  	Ignores from Ranged Close	 	
SHELL CRATER		  	Ignores from Ranged Close	 	
WIRE		  	Infantry may remove wire instead of batling		Battle Reductions  
HILL		  	Except same level Ignores from Ranged Close	  from uphill	
MINE CRATER		  	Ignores from Ranged Close	 	
FOREST		  	Ignores from Ranged Close	 	Battle Reductions  
BUILDINGS		  	Ignores from Ranged Close	 	Battle Reductions  
BUILDING RUBBLE		  	Ignores from Ranged Close	 	
COUNTRYSIDE		  			Battle Reductions  

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BUILDINGS		  	Ignores from Ranged Close	 	Battle Reductions  
BUILDING RUBBLE		  	Ignores from Ranged Close	 	
COUNTRYSIDE		  			Battle Reductions  
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