

*C - Cultivated, P/D - Plains/Desert, M - Mountains, F/J - Forest/Jungle, W - Waterside*

4 BETTER	or 2 diagonal
3 BETTER	or 2 side-to-side
2 BETTER	or 1 diagonal
1 BETTER	1 side-to-side

SECURE FLANKS	River or Coast	M	M		P/D	P/D
	Coast		C	C	C	
	River or Coast	F/J	F/J	F/J	F/J	W
	Mountains or Forest	M	M	M	M	P/D
	Forest		C	C	C	
	Mountains or Forest	F/J	F/J	F/J		W
	BUA and Fields	M	M			P/D
	Fields		C	C	C	
	BUA and Fields	F/J	F/J	F/J		W
	None	M	M	P/D	P/D	P/D
None		C	C	C		
None	F/J	F/J			W	
None	P/D	P/D	P/D	P/D	P/D	
None		W	W	W	W	

1 BETTER	1 side-to-side
2 BETTER	or 1 diagonal
3 BETTER	or 2 side-to-side
4 BETTER	or 2 diagonal

VERY DENSE	DENSE	NORMAL	OPEN	FEATURELESS
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Terrain	Type	In	Description	Visibility	Cover	Special
Rocky Ground & Brush	Rough	Any	Flat ground with patches of rock or Substantial amount of low shrubbery that obstruct movement.	Foot SUG's visible at 3BW		Good going Elephants
Walled & Hedged Fields	Open	C,W	Walled/hedged Fields essentially good going other than if Foot defending walls/hedges, does not stop or count against flank charges	Foot TUG's at 3BW if lining the hedge or wall	If against wall/hedge	Bonus if Foot lining hedges / wall, do not count as in open if lining hedges/walls. May deploy right next to other fields or BUA does not need to be 2BW away
Built up area	Rough	Any	Buildings	Troops visible at 2BW	Any fully in	Bonus in charge phase if defending edge of Built up area
Gentle Hills	Good	Any	Mild slopes offering uphill advantage	Troops visible within 2BW over ridge		Uphill bonus if entirely on slope and closer to centre / ridgeline
Orchards & Vineyards	Difficult	C	Organised fruit and olive plantations	Foot at 3 BW	Any fully in	Rough Going for Elephants
Gully, sunken river bed or road, wadi	Rough	Any	Significant depression in the ground	Troops inside visible from 2BW, troops inside touching edge can see and shoot out	Foot fully in	
Woods	Rough	C,M, F, J, W,	Natural wood with modest density of trees and undergrowth	Troops visible at 2BW	Any bases shot at when fully within, or any target shot at or from or through terrain	
Forest	Difficult	F,J,M	Deeply packed trees with heavy undergrowth.	Troops visible at 1BW	Any fully in	All shoot and fight one rank deep
Sandy Ground & Dunes	Rough	D	Large patches of soft shifting sand			Good going for camels
Marsh	Difficult	C,M,F,J, W	Boggy ground and pools of water			May deploy right next to waterside does not need to be 2BW away
Terrained Slopes	R/D	Any	Slopes which are all of a single type of R or D terrain allowed by the territory type	As terrain type and visible within 2BW over ridge	As per terrain type	Uphill bonus if entirely on slope and closer to centre / ridgeline
Mountains	D	M,F	Steep and uneven slops that are difficult to move across	Troops visible within 2BW over ridge		Uphill bonus if entirely on slope and closer to centre / ridgeline
Open Area	Open	Any	Flat ground clear of any terrain			Can be placed to block enemy terrain placement
Swamp	Difficult	Jungle	Very soft ground with deep sections of water			UG suffers a KAB if any bases in unit move