

## C&C: Ancients Terrain Chart

v. 1.2, October 17, 2009

Terrain	Foot	<u>Move/Battle</u> Mounted	War Mach	LOS	Max Dice CC (Ranged)	Comments
Broken Ground	—	Stop/No	IMP	—	2	
Forest	Stop/Only Lt. Foot, Auxilia, Warriors	Stop/No	Stop/No	Block	2 (1*)	Momentum Advance allowed into Forest. Only leader-led light foot, auxilia, warriors and medium/heavy foot may execute Bonus Combat.
Hill (down or hill-hill)	—	—	—	Block	Inf: 3, Mtd: 2	
Hill (up)	—	—	—	Block	2	
Marsh	Stop, Exit 1	Stop, Exit 1	IMP	—	2 (1**)	Roll 1 die: unit is Hit on matching symbol, leader alone is Hit on leader symbol.
Seacoast, River	IMP	IMP	IMP	—	IMP	
Fordable River	Stop	Stop	Stop	—	2 (1**)	May still make Momentum Advance.
Bridge	—	—	—	—	2 (1**)	Foot defending bridge may ignore 1 Flag.
Rampart Hexside	—	—	—	—	—	Defending foot ignore 1 Sword, may ignore 1 Flag.
Scalable Walls	Enter 1, Exit 1, Stop	IMP	IMP	Block	2	Mounted units who start adjacent to walls may attack. Defending foot ignore 1 Sword, may ignore 1 Flag. Defending foot gain automatic First Strike.
Fortified Camp	—	—	—	Block	-1**	Defending foot ignore 1 Sword, may ignore 1 Flag.
Baggage Wagon	Stop, IMP if in camp hex	Stop, IMP if in camp hex	Stop, IMP if in camp hex	Block	-1**	Before playing a Command Card, units in the hex may destroy wagons if no friendly units are adjacent.
Wagon Laager	Stop, Exit 1	Stop, Exit 1	Stop, Exit 1	Block	-1** (enemy units only)	Before playing a Command Card, units in the hex may destroy wagons if no friendly units are adjacent. Friendly infantry units may ignore 1 Sword and 1 Flag.

- “Stop”: Units must stop when entering a terrain, and may move no further that turn (e.g., momentum advance).
- “—“: No restrictions on movement. Units may battle. Line of Sight is not blocked. No effect on combat dice.
- “No”: Units may not battle when entering the terrain.
- “Exit 1”: Units exiting the hex may only move 1 hex regardless of movement allowance.
- “Enter 1”: To enter the hex, units must start their move adjacent to the terrain.
- “IMP”: Impassible. Units may not enter.
- Max dice applies whether the attacker or defender is in the terrain unless otherwise noted. Command cards may modify the “max dice” rolled.

\* Battling in only.

\*\* Battling out only.