

ETC Table 1		Row no.
		HILL WOODS FIELD RUINS WALL LAKE
BUILDING	(RECTANGULAR) (SQUARE / ROUND)	

ETC Table 2		Row no.
		HILL WOODS FIELD RUINS WALL LAKE
BUILDING	(RECTANGULAR) (SQUARE / ROUND)	

ETC Table 3		Row no.
		HILL WOODS FIELD RUINS WALL LAKE
BUILDING	(RECTANGULAR) (SQUARE / ROUND)	IMPASSABLE

ETC Table 4		Row no.
		HILL WOODS FIELD RUINS WALL LAKE
BUILDING	(RECTANGULAR) (SQUARE / ROUND)	IMPASSABLE

ETC Table 5		Row no.
		HILL WOODS FIELD RUINS WALL LAKE
BUILDING	(RECTANGULAR) (SQUARE / ROUND)	

ETC Table 6		Row no.
		HILL WOODS FIELD RUINS WALL LAKE
BUILDING	(RECTANGULAR) (SQUARE / ROUND)	

ETC Table 7		Row no.
		HILL WOODS FIELD RUINS WALL LAKE
BUILDING	(RECTANGULAR) (SQUARE / ROUND)	

ETC Table 8		Row no.
		HILL WOODS FIELD RUINS WALL LAKE
BUILDING	(RECTANGULAR) (SQUARE / ROUND)	

IMPORTANT NOTICE:

Please note that terrain's measurements have been done either to the center OR to the side.



Hill. As per RB.



Woods. As Forests per RB. NOT a mysterious forest.



Fields. Soft Cover. Don't block LoS.
Dangerous Terrain for all but infantry.



Ruins. Hard Cover. Don't block LoS.
Dangerous Terrain for all units.
All but infantry fails DT test on roll of 1-2.



Wall. As Obstacle: Wall per RB.



Lake. As Rivers per RB.



(RECTANGULAR)



(SQUARE / ROUND)

Impassable. Block LoS.



Building. As Building per RB.
Each building has 3 Floors.