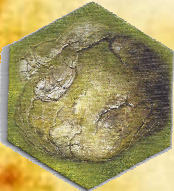
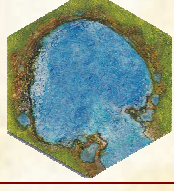
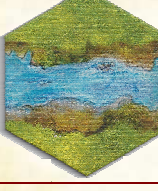
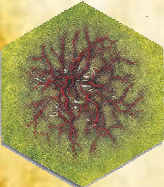
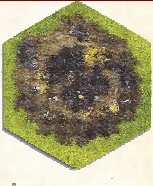




terrain rules

tile	name	movement effect	combat effect	blocking terrain
	hill	—	Units occupying hill hexes ignore all units when tracing line of sight. However, blocking terrain still blocks line of sight for units occupying hill hexes.	Yes
	forest	Must stop	A unit occupying a forest hex rolls a maximum of two dice (before modifiers) when attacking. Additionally, a unit rolls a maximum of two dice (before modifiers) when attacking a target that occupies a forest hex.	Yes
	building	Must stop	A unit occupying a building hex may ignore one damage each combat.	Yes
 	command tent	Must stop	—	Yes
 	water	Units cannot move into or occupy water hexes that do not contain bridge or ford tokens.	—	No
	ford	Must stop	—	No
	bridge	—	—	No
	crystal spire	—	If a player's unit begins his Move Step on a friendly crystal spire hex, he rolls one additional die for each combat roll performed for that unit during the turn.	No

tile	name	movement effect	combat effect	blocking terrain
	blood field	—	At the start of his turn, if a player's unit occupies a friendly blood field hex, that unit recovers one health.	No
	BARRICADE	Must stop or suffer one damage to continue moving. If the unit ends its movement, that unit may move again later during the turn using a unit ability or another effect, such as advance.	A unit that retreats onto a barricade hex cannot retreat further during that combat. Any additional retreats cause damage to the unit. The unit may retreat out of the hex if forced to retreat during a different combat later in the turn	No
	CAVERN	Must Stop	A unit occupying a cavern hex (including units with the flying ability) can be targeted only by adjacent units. During the Attack Step, ordered Razorwing units that occupy a cavern hex and did not move during the Move Step may move to one adjacent unoccupied hex and perform an attack. That attack cannot be countered. Then, instead of advancing. That unit may return to the cavern hex. A unit that retreats onto a cavern hex cannot retreat further during that combat. Any additional retreats cause damage to the unit. The unit may retreat out of the hex if forced to retreat during a different combat later during the turn	Yes
	hoard	Must Stop	A unit that retreats into a hoard hex cannot retreat further during that combat; any additional retreats cause damage to the unit. The unit may retreat out of the hex if forced to retreat during a different combat later during the turn	No
	RUBBLE	Must Stop When a unit ends its movement in a rubble hex, it suffers 1 damage.	A unit that retreats into a rubble hex cannot retreat further during that combat. Any additional retreats cause damage to the unit. The unit may retreat out of the hex if forced to retreat during a different combat later during the turn	Yes
	GRAVEYARD	—	—	No
	plaguelands	—	Enemy units occupying plaguelands hex are considered weak even if they have more than one figure remaining. When the Undead player resolves an attack for a friendly unit occupying a plaguelands hex, he may commit any number of ⚔ die results to cause one damage each.	No