

QUICK TERRAIN QUICK REF

All the rules here are optional suggestions but should be taken all as one rather than piecemeal.

MOVEMENT

- Terrain is either **open**, **difficult** or **impassable**.
- Difficult terrain requires an Ag test to cross, sometimes at a penalty (shown as 'Difficulty-1, Difficulty-2, etc).
- Heavy, Crawlers and Primitive Vehicles special rules become Cumbersome.
- Recommended that Tsan Ra and Ghar are not counted as Large (i.e. large infantry ignore 'Impassable to Large' limits)
- A unit takes an Ag test when crossing or entering difficult terrain and when crossing obstacles at any speed faster than an Advance.
- Units in a defended position at the start of their move can cross the obstacle they are defending without penalty.

Ag Test results (D10 vs Ag – terrain penalty)

| Result | Effect |
|---------|--------------------------------------------------------------------------------------------------------------------|
| Success | The unit crosses the terrain with no penalty |
| Failure | The unit stops at an obstacle, else moves at half speed through area terrain; Cumbersome units also acquire a pin. |

LINE OF SIGHT (LOS)

Terrain is either **clear**, **obscuring** or **blocking**.

4" rule LoS can be drawn through up to a total of 4" of intervening obscuring terrain, whether or not the unit occupies the terrain or not. Units in a defended position draw LoS across the obstacle they are defending without penalty.

Acc penalty Any LoS drawn through obscuring terrain incurs an Acc penalty of -2 when more than half the target models are obscured from more than half the shooting models.

On the Edge A model at the edge of area terrain can draw LoS or have LoS drawn to them through that terrain without penalty.

TERRAIN SUMMARY

LoS distance suggestions are only if players wish to alter the distances: for fast play leave them all at 4". Similarly, for fast play Difficult terrain should be Difficult+0 with no special penalties. We add some notes to show where terrain may have additional limitations or dangers in the

BtGoA rulebook (p.50ff) but also make some suggestions for suspended units.

| Terrain | Movement | LoS | Cover |
|-------------------------|-------------------------------|----------------------------|------------------|
| Boulder Field | Difficult-1 ^{NL} | Obscuring 6" | +2 |
| Broken Ground | Difficult | Clear | - |
| Cratered Ground | Difficult | Clear | +2 |
| Deep Water | Impassable ^{OS} | Clear | - |
| Dense Woodland | Difficult-1 | Obscuring 4" | +2 |
| Enclosed Garden | Difficult | Obscuring 8" | +1 |
| Fissures/Potholes | Difficult ^{Pin} | Clear | - |
| Forest | Difficult-2 ^{NL} | Obscuring 4" | +2 |
| Hot Water Geysers | Difficult-2 ^{Sp} | Clear | - |
| Industrial Area | Difficult-1 | Obscuring 4" | +2 |
| Jungle | Difficult-3 ^{NLAll} | Obscuring 4" | +2 |
| Junkyard | Difficult-1 | Obscuring 6" | +2 |
| Lava Flow | Difficult-1 ^{Sp} | Clear | - |
| Light Woodland | Difficult | Obscuring 8" | +2 |
| Low Crops | Open | Clear | +1 ^{NL} |
| Low Scrub | Open | Obscuring 8" | +1 |
| Marsh ^{Sp} | Difficult-1 ^{OS} | Clear | - |
| Mire ^{Sp} | Difficult-2 ^{OS,Pin} | Clear | - |
| Mud/Sand | Difficult ^{OS} | Clear | - |
| Quicksand ^{Sp} | Difficult-3 ^{OS,Pin} | Clear | - |
| Rocky Ground | Difficult | Obscuring 8" | +1 |
| Rocky Pinnacles | Open ^{NL} | Obscuring 4" | +2 |
| Rubble | Difficult | Obscuring 8" | +1 |
| Ruins | Difficult-1 ^{NL} | Obscuring 4" | +2 |
| Scrub | Difficult | Obscuring 6" | +1 |
| Tall Crops | Open | Obscuring 8" | +1 |
| Obstacles | Movement ^{NDP} | LoS ^{NDP} | Cover |
| Crater Rim | Difficult | Obscuring 4" ^{Sp} | +2 |
| Fortification | Difficult | Obscuring 4" | +3 |
| Hedge/Vegetation | Difficult | Obscuring 6" | +1 |
| Improvised Barrier | Difficult | Obscuring 4" | +2 |
| Pipeline | Difficult | Obscuring 4" | +2 |
| Rocks/Walls | Difficult | Obscuring 4" | +2 |

^{NL} Impassable to large except infantry. If referenced in 'Cover', does not give cover to large.

^{NLAll} Optionally impassable to all Large including infantry

^{Sp} The terrain also has additional, special rules

^{Pin} Ag test failure also results in an additional pin (a suggestion to replace the existing special rule)

^{OS} Open for suspended, otherwise on marsh, Mire and Quicksand Ag test success allows move at half speed and Ag test failure means no move.

^{NDP} Does not apply to those in a Defended Position moving across or shooting across or if moving across at an Advance.