AREA TERRAIN TYPES

Name	Movement Penalty				Degree of Cover	Elevation	Line of Sight	Special Rules
	Clear	Difficult	Impassable					
Deep Water	-	-	ALL		-	None	Open	None
Shallow Water	-	ALL	-		-	None	Open	Section may NOT *Hit the Deck* in water!
Forest, Jungle, Woodland	-	Infantry, Heavy Infantry	Cavalry, Ironclads		Soft	None	Blocking	None
Smoke Cloud	-	ALL	-		Soft	None	Blocking	In the End Phase, each Cloud will dissipate on a roll of 4+
Roads	ALL	-	-		-	None	Open	Any Section that spends its entire move on a road increases its total movement by D6"
Ruins	-	Infantry, Heavy Infantry	Cavalry, Ironclads		Hard	None*	Blocking	*Commanders may choose to give a Ruin an Elevation Bonus if they consider it to be big enough!
Tank Traps, Rocks	Infantry, Heavy Infantry	-	Cavalry, Ironclads		Hard	None	Blocking	-
Craters	Ironclads	Infantry, Heavy Infantry, Cavalry	-		Hard	None	Open	-
Trenches	Infantry*, Heavy Infantry*	Ironclads	Cavalry		Hard	None	Open	Infantry & Heavy Infantry treat Trenches as Clear ONLY when they *Occupy* the Terrain Feature, otherwise Trenches are treated as Difficult.
Crops, Long Grass	Cavalry, Ironclads	Infantry, Heavy Infantry	-		Soft	None	Open	-
Raised Ground	-	-	-		-	Elevated	Blocking	ONLY for models Occupying Raised Ground Area Terrain, the Exposure distance is assumed to be the ENTIRE hill instead of the normal 3".
Intact Building	-	Infantry, Heavy Infantry	Cavalry, Ironclads		Hard	Elevated*	Blocking	*Buildings might not be big enough to be considered Elevated. Commanders should agree which of them are Elevated at the start of the game, noting their Capacity details.

Name	Movement Penalty		Impassable	Degree of Cover	Special Rules
	Clear	Difficult			
Barbed Wire	Cavalry, Ironclads*	Heavy Infantry	Infantry	-	* Regular and Heavy Ironclads can *Crush* this type of Linear Terrain
Light Hedge	Ironclads, Cavalry	Infantry, Heavy Infantry	-	Soft	* Regular and Heavy Ironclads can *Crush* this type of Linear Terrain
Railing or Light Fence	Ironclads*	Infantry, Heavy Infantry, Cavalry	-	-	* Cavalry and Small Ironclads can drive/ride through a Railing, Light Fence or Wooden Fence destroying that section of Linear Terrain. A Section of Cavalry or Small Ironclads doing so gain 1 *Shaken Marker*. Regular and Heavy Ironclads can *Crush* this type of Linear Terrain.
Rubble	Ironclads	Infantry, Heavy Infantry	Cavalry	Soft	None
Sandbags	Ironclads*	Infantry, Heavy Infantry, Cavalry	-	Hard	* Regular and Heavy Ironclads can *Crush* this type of Linear Terrain
Smoke Barrier	Ironclads		Infantry, Heavy Infantry, Cavalry	Soft	In the End Phase, each Smoke Barrier automatically dissipates
Stone Walls	-	ALL	-	Hard	None
Bocage	-	Infantry, Heavy Infantry, Cavalry	Cavalry, Ironclads	Hard	None
Thick Hedge Row	Ironclads*	Infantry, Heavy Infantry, Cavalry	-	Soft	* Regular and Heavy Ironclads can *Crush* this type of Linear Terrain
Wooden Fence	Ironclads*	Infantry, Heavy Infantry, Cavalry	-	Soft	See Special Rules in Railing or Light Fence

Of course this is only a small portion of the Terrain that is available in the Dystopian World. Commanders should feel free to invent new Terrain Types and rules that best suit their collections!