

VALOUR & FORTITUDE  
TERRAIN AND EFFECTS

TERRAIN FEATURES	TERRAIN TYPE	COVER TYPE	EFFECTS
BUILDINGS	DEFENDABLE/ OBSTACLE	HARD	-2 FIRE ATTACKS DEFENDER WINS MELEE TIES SPECIAL RULES T.3 TO OCCUPY
FENCES - HIGH	OBSTACLE	---	BLOCKS LOS/IMPASSABLE
HEDGES - HIGH	OBSTACLE	---	BLOCKS LOS/IMPASSABLE
WALLS - HIGH	OBSTACLE	---	BLOCKS LOS/IMPASSABLE
FENCES - LOW	BARRIER	SOFT	-1 FIRE ATTACKS/-4" TO CROSS
HEDGES - LOW	BARRIER	SOFT	-1 FIRE ATTACKS/-4" TO CROSS
WALLS - LOW	BARRIER	SOFT	-1 FIRE ATTACKS/-4" TO CROSS
HILLS	OBSTACLE	---	BLOCKS LOS UPHILL WINS MELEE TIES
FORDS	ROUGH	---	½ MELEE FOR CAVALRY/ARTY X2 FOR MOVEMENT THROUGH
STREAMS	BARRIER	SOFT	MELEE WITHIN 2" DEFENDER WINS MELEE TIES -4" TO CROSS
MUD	ROUGH	---	½ MELEE FOR CAVALRY/ARTY X2 FOR MOVEMENT THROUGH
ROADS/TRACKS	HIGHWAY	---	UNIT IN MARCH COLUMN X1.5"
BRIDGES	HIGHWAY	---	UNIT IN MARCH COLUMN X 1.5"
WOODLANDS	DEFENDABLE/ OBSTACLE	SOFT	-1 FIRE ATTACKS DEFENDER WINS MELEE TIES SPECIAL RULES T.3 TO OCCUPY