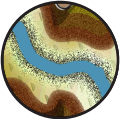
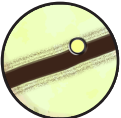
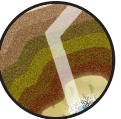
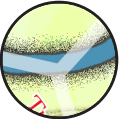
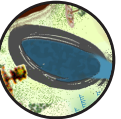
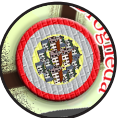
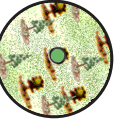
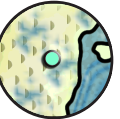
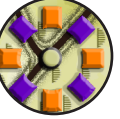
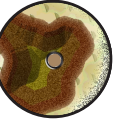
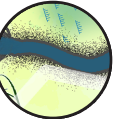
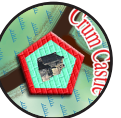
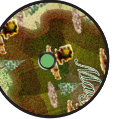
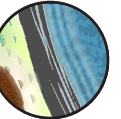
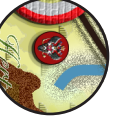
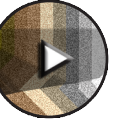
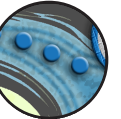
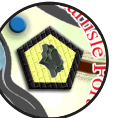
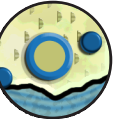
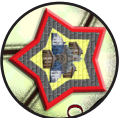


LACE WARS TERRAIN EFFECTS CHART

Clear 	1 MP / 6 Wings	River 	+2 MPs to cross -1 Wing to Min of 1	Road 	1 MP along Road in any terrain +1 MA if whole move on Road Negates Rivers for movement Admin Move = (MA +1) x4 OT for Frontage Ambuscade OK	Territory Boundary 	Other Terrain
Moor 	2 MPs / 6 Wings 1 MP for Mountaineer	Major River 	Crossing Prohibited except with Pontooner or by Road/Riverine -1 Wing to Min of 1	Open Towns 	OT for movement -1 Wing to Min of 1 Depôt Allowed	Fortified Area 	Other Terrain Overrun only on 8:1+ Block LoC like Fortification <i>KR&Os</i> 1.36
Fen 	3 MPs / 5 Wings 2 MPs with Guide	Lake 	Crossing Prohibited except by Riverine OT for Frontage	Walled Town 	OT for movement -1 Wing to Min of 1 Depôt Allowed Block LoC Garrison Min 3 SPs, Max 10 SPs	Barrier Fort 	<i>COE</i> maps Fortification per Icon
Wood 	2 MPs / 4 Wings 1 MP with Guide Ambuscade OK	Minor Lake 	+1 MP except with Guide -1 Wing to Min of 1	Earthwork 	OT for movement Depôt Allowed Block LoC Storm at 12:1 Odds Garrison Min 1 SP, Max 2 SPs	Barrier Fortified Area 	Combination of above
Hill 	4 MPs / 4 Wings 3 MPs for Mountaineer 3 MPs with Guide Ambuscade OK	Riverine Route 	Unlimited with some restrictions Admin Phase only. See <i>KR&Os</i> 4.4	Grade 1 Fort 	OT for movement Depôt Allowed Block LoC Garrison Min 1 SP, Max 2 SPs	(Barrier) Fort & Fortified Area 	Combination of above with associated Fortification
Wooded Hill 	4 MPs / 3 Wing 3 MPs for Mountaineer 3 MPs with Guide Ambuscade OK	Coast & Sea 	Land portion: Other Terrain Sea portion: Prohibited	Grade 2 Fort 	OT for movement Depôt Allowed Block LoC Garrison Min 1 SP, Max 4 SPs	Free City 	Other Terrain <i>SOK</i> Ex. Rules (Imperial Diet in purple)
Mountain 	4 MPs / 3 Wing 3 MPs for Mountaineer 3 MPs with Guide Ambuscade OK Oct/Nov Turn through Jun/Jul Turn: 2x MA per hex for ALL Classes	Ferry 	Amphibious Route 2 MPs per link in Ops Phase Riverine in Admin Phase	Grade 4 Fort 	OT for movement Depôt Allowed Block LoC Garrison Min 2 SPs, Max 4 SPs	Town & Fortification Background Colours 	
Wooded Mountain 	4 MPs / 3 Wing 3 MPs for Mountaineer 3 MPs with Guide Ambuscade OK Oct/Nov Turn through Jun/Jul Turn: 2x MA per hex for ALL Classes	Ferry Terminus 	Enter/leave Amphibious Movement here (Can also = Port)	Fortified City 	OT for movement -1 Wing to Min of 1 Depôt Allowed Block LoC Garrison Min 4 SPs, Max 20 SPs	Clear 	Moor 
				Citadel 	OT for movement Depôt Allowed Garrison per Icon <i>KR&Os</i> 7.16	Bog 	Hill 
						Wood 	Port 