Terrain Table

Icon	Terrain	Combat and Turning modifier				Speed modifiers			Notes
		Mammal	Reptillian	Aquatic	Magical	Land	Water	Air	
	cave	+1		+1	+1	2	N/A	3	Blocks line of sight
	desert					2	N/A	2	Take 1 health damage every second turn unless you have Survival
	Open Woods		+1		+1	2	N/A	2	
	forest		+1		+1	2	N/A	2	Blocks line of sight
	Hill Rolling Hills	+1				1	N/A	1	
	Hills with Open Woods					2	N/A	2	
	jungle	+1	+1	+1		3	N/A	3	Blocks line of sight
	mountain		+1		+1	3	N/A	2	Blocks line of sight
	Open Terrain Plain	+1	+1			1	N/A	1	
	Fields					1	N/A	1	
	swamp			+1	+1	2	3	2	Blocks line of sight
	Shallow water			+1		N/A	1	1	Upstream costs an additional 1 Water Speed. If you have 0 Water Speed, then you drown and take 4 health damage every turn until dead. Only counts as water for size classes of Small, Medium and Large. Amphibious/Fish creatures of larger sizes treat the terrain as land.
	Deep water			+1		N/A	1	1	Upstream costs an additional 1 Water Speed. If you have 0 Water Speed, then you drown and take 4 health damage every turn until dead. All sizes of creatures can enter.
	Stream hexside								Shallow Water or Plain Terrain type depends on shape and side entered
	River or Lake hexside								Shallow Water or Plain Terrain type depends on shape and side entered
	Ford								Shallow Water or Plain Terrain type depends on shape and side entered
	Bridge								Allows land shape to move over water terrain
	Hamlet, Village, Town, Abbey	+1	+1	+1		3	N/A	3	Blocks line of sight
	Keep	+1	+1	+1		3	N/A	3	Blocks line of sight
	Ruins	+1	+1	+1		3	N/A	3	Blocks line of sight
	Road								Reduces movement cost by 1 to a minimum of 1 if you travel in the direction of the road

Speed Modifier = How many points of speed are required to enter a hex of this terrain type.

Icons are from here- http://www.uni-heidelberg.de/images/AIcons/prog/map/ Colour images are from here- http://civquest.sourceforge.net/

From:
https://curufea.com/ - **Curufea's Homepage**

Permanent link:
https://curufea.com/doku.php?id=games:board:terraintable

Last update: **2013/03/21 15:52**