

# Terrain

## Types of Terrain

### Good Going

- Per square
  - Cost : 1

The majority of [The World](#) should be terrain classed as Good Going“. Therefore it is the cheapest terrain to place”

- Pasture
- Large Open Field
- Steppe
- Beach
- Gentle Slopes

### Bad Going

- Per square
  - Cost : 2
- Steep Slopes
- Rough Ground
- Boggy Ground
- Sand Dunes
- Wood
- Built Up Area (town, village etc)
- Small Enclosed Fields

### Water Features

- Per square for 1 square wide
  - Cost : 1
- Per square for 2 square wide
  - Cost : 2
- Per square for 3 square wide
  - Cost : 3
- Per square for 4 square wide
  - Cost : 4

Water features impede the use of magic.

- Rivers
  - Must either go from one table edge to another, or end at another water feature.
- Lake

## Impossible Going

- Per square
  - Cost : 3
- Cliffs
  - Not passable by ground based units. If recoiled against, the unit is destroyed.

## Placing Terrain

Terrain cannot be placed on the board in such a way that

- On an empty area of the board containing no troops.
  - Cost : 1X
- On Impossible Going
  - Cost : 2X
- On Bad Going
  - Cost : 3X
- On Good Going
  - Cost : 4X
- On a Water Feature
  - Cost : 5X

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