

# Terrain

## Random map generator

[Random Map generator - Under construction](#)

## Map tiles

[Geomorphs](#)

## Terrain Types

- **Laneway**, only wide enough for a Mad Scientist to go down. Bots capable of flight can move over it as usual. Bots may not land in this hex.
- **Cobbled street**, the default terrain throughout the city, good for all transport.
- **Foot Bridge**, only able to support the weight of Light Bots.
- **Bridge**, able to carry any sized Bot over a river.
- **Park**, difficult ground for any Bot that isn't at least a half-track.
- **Rubble**, difficult ground for any Bot that isn't at least a half-track.
- **Forest**, difficult ground for any Bot that doesn't have legs or better. Blocks line of sight as a medium building.
- **Rivers**, uncrossable by Bots that don't have powerful legs or better. Bots capable of flight can move over it as usual. Bots may not land in this hex.
- **Small Buildings**, don't block line of sight but cannot be crossed at ground level. Bots capable of flight can move over it as usual. **Squashable**
- **Medium Buildings**, block line of sight and movement. Bots capable of flight can move over it as usual. **Jumpable**
- **Tall Buildings**, block line of sight, movement and Bots that can't fly. Bots capable of flight can move over it as usual. Bots may not land in this hex. **Climbable**
- **Shops**, tall buildings where components can be found. Bots capable of flight can move over it as usual. Bots may not land in this hex. **Climbable**
- **Banks**, tall buildings where the lesser beings store their non-ill-gotten gains, so they can be got. Bots capable of flight can move over it as usual. Bots may not land in this hex. **Climbable**
- **Labs**, tall buildings where you first start out in your quest for TOTAL DOMINATION! Bots capable of flight can move over it as usual. Bots may not land in this hex unless it is their home base. **Climbable**

## Squashable

Not quite so sturdy structures that can be destroyed by giant robots.

- If a Heavy Bot has Legs or better mobility, it can squash the structure. Place a rubble counter on it for the rest of the game.

Jumpable

Sturdy structures that can be leapt on by Bots.

- If a Bot has Powerful Legs or better mobility, it can move on top of the structure. All structures of the same height or smaller now no longer block line of sight to other Bots. However they still block line of sight to Mad Scientists.

Climbable

Very sturdy reinforced tall structures. Almost designed to have large things hanging off them. Possibly while clutching a struggling person in one hand.

- A Light Bot with Legs or better mobility may climb this structure. It costs 1 MP to climb up (or down). All structures of the same height or smaller now no longer block line of sight to other Bots. However they still block line of sight to Mad Scientists.

Chart

Terrain	Mad Scientist	Bots							
		Wheels	Halftrack	Tracks	Legs	Powerful legs	Jump jets	Jets	Hover Jets
Laneway (4)	1	N/A	N/A	N/A	N/A	N/A	1	1	1
Cobbled street	1	1	1	1	1	1	1	1	1
Foot Bridge (5)	1	1	1	1	1	1	1	1	1
Bridge	1	1	1	1	1	1	1	1	1
Park	2	3	2	1	1	1	1	1	1
Rubble	2	3	2	1	1	1	1	1	1
Forest	2	3	3	2	1	1	1	1	1
Rivers (4)	N/A	N/A	N/A	N/A	N/A	N/A	1	1	1
Small Buildings (2)	1	N/A	N/A	N/A	N/A	N/A	1	1	1
Medium Buildings (1)	1	N/A	N/A	N/A	N/A	N/A	1	1	1
Tall Building (3) (4)	1	N/A	N/A	N/A	N/A	N/A	1	1	1
Shops (3) (4)	1	N/A	N/A	N/A	N/A	N/A	1	1	1
Banks (3) (4)	1	N/A	N/A	N/A	N/A	N/A	1	1	1
Labs (3) (6)	1	N/A	N/A	N/A	N/A	N/A	1	1	1

- (1) Jumpable  
(2) Squashable  
(3) Climbable

- (4) A non-hovering Bot may not end turn here
- (5) Light Bots only (A bot that has less than half its chassis filled with components.)
- (6) A non-hovering Bot may not end turn here unless it is their home base

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