

Roll several times on the table below till you have a satisfying number of different terrain themes to create an interesting and living battle map.

For Invasion Battles Roll 2d10 and place them in order to create the greater result (a roll of 2 and 8 would be 82, and a roll of 7 and 9 would be 97).

d100	Terrain
1-8	Farmland
9-15	Woodlands
16-22	Ancient Ruins
23-28	Rivers
29-35	Hills / Cliffs
36-40	Wetland
41-47	Roads
48-52	Market
53-60	Urban Area
61-67	Container Yard
68-75	Factory / Large Structure
76-85	Primitiv Housing
86-91	Dead Trees
92-94	Craters
95-97	Crash Sight
98-100	War Zone