
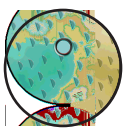


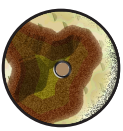
# LACE WARS TERRAIN EFFECTS CHART

**Clear**  
  
 1 MP / 6 Wings

**Moor**  
  
 2 MPs / 6 Wings  
 1 MP for Mountaineer

**Fen**  
  
 3 MPs / 5 Wings  
 2 MPs with Guide

**Wood**  
  
 2 MPs / 4 Wings  
 1 MP with Guide  
 Ambuscade OK

**Hill**  
  
 4 MPs / 4 Wings  
 3 MPs for Mountaineer  
 3 MPs with Guide  
 Ambuscade OK

**Wooded Hill**  
  
 4 MPs / 3 Wing  
 3 MPs for Mountaineer  
 3 MPs with Guide  
 Ambuscade OK


**Mountain**  
*(KR&Os 4.17)*  
  
 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

**Wooded Mountain**  
*(KR&Os 4.17)*  
  
 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

**River**  
  
 +2 MPs to cross  
 -1 Wing to Min of 1

**Major River**  
  
 Crossing Prohibited  
 except with Pontooner  
 or by Road/Riverine  
 -1 Wing to Min of 1

**Lake**  
  
 Crossing Prohibited  
 except by Riverine  
 OT for Frontage

**Minor Lake**  
  
 +1 MP except with Guide  
 -1 Wing to Min of 1

**Riverine Route**  
  
 Unlimited with some restrictions  
 Admin Phase only.  
 See KR&Os 4.4

**Coast & Sea**  
  
 Land portion: Other Terrain  
 Sea portion: Prohibited

**Ferry**  
  
 Amphibious Route  
 2 MPs per link in Ops Phase  
 Riverine in Admin Phase

**Ferry Terminus**  
  
 Enter/leave Amphibious  
 Movement here  
 (Can also = Port)

**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

**Open Towns**  
(small disks are blank)  
  
 OT for movement  
 -1 Wing to Min of 1  
 Depot Allowed

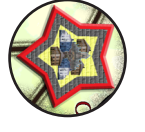
**Walled Town**  
**(Grade 3 Fort)**  
  
 OT for movement  
 -1 Wing to Min of 1  
 Depot Allowed  
 Block LoC  
 Garrison Min 3 SPs, Max 10 SPs

**Earthwork**  
**(Grade 0 Fort)**  
(any Green border)  
  
 OT for movement  
 Depot Allowed  
 Block LoC  
 Storm at 12:1 Odds  
 Garrison Min 1 SP, Max 2 SPs

**Grade 1 Fort**  
(Red border w/castle)  
  
 OT for movement  
 Depot Allowed  
 Block LoC  
 Garrison Min 1 SP, Max 2 SPs


**Grade 2 Fort**  
(Red border w/fortress)  
  
 OT for movement  
 Depot Allowed  
 Block LoC  
 Garrison Min 1 SP, Max 4 SPs

**Grade 4 Fort**  
(any Black border)  
  
 OT for movement  
 Depot Allowed  
 Block LoC  
 Garrison Min 2 SPs, Max 4 SPs

**Fortified City**  
**(Grade 6 Fort)**  
  
 OT for movement  
 -1 Wing to Min of 1  
 Depot Allowed  
 Block LoC  
 Garrison Min 4 SPs, Max 20 SPs

**Citadel**  
(associated with Town/City)  
 (Grade = Icon)  
  
 OT for movement  
 Depot Allowed  
 Garrison per Icon  
 KR&Os 7.16

**Territory Boundary**  
  
 Other Terrain

**Fortified Area**  
  
 Other Terrain  
 Overrun only on 8:1+  
 Block LoC like Fortification  
 KR&Os 1.36







**Barrier Fort**  
  
 COE maps  
 Fortification per Icon

**Barrier Fortified Area**  
  
 Combination of above

**(Barrier) Fort & Fortified Area**  
  
 Combination of above  
 with associated Fortification

**Free City**  
(Imperial Diet in purple)  
  
 Other Terrain  
 SOK Ex. Rules

## Town & Fortification Background Colours

-  Clear
-  Moor
-  Bog
-  Hill
-  Wood
-  Port  
(blue border)