

## Field of Glory 2.0 - Terrain Features

Name	ID	Movement	See Through	Hiding	Provides Cover	Shooting	Special
Open	O	Clear	Yes	No	No	All	
Road	Rd	Clear	Yes	No	No	All	Linear, Movement Rate +1MU if in single Column
Open Field	OFi	Uneven	Yes	No	No	All	
Broken Ground	BG	Uneven	Yes	No	No	All	
Brush	B	Rough	Yes	LF within 4MU	No	All	
Enclosed Fields	EFi	Rough	Yes	LF within 4MU	Yes	All	
Plantation	P	Rough	No	All within 4MU	Yes	1st Rank	
Gully	G	Rough	Yes	All within 1MU	No	All	
Forest	F	Difficult	No	All within 2MU	Yes	1st Rank	
Vineyards	V	Difficult	Yes	LF within 4MU	Yes	All	
Marsh	M	Difficult	Yes	LF within 4MU	No	All	
Soft Sands	SS	Difficult	Yes	LF within 6MU	No	All	Camelry count it as Rough
Village	Vg	Difficult	Yes	All within 2MU	Yes	1st Rank	
Steep Hill	SH	Difficult	No	All within 1MU of Crest Line and as Coverage	(as Coverage)	(as Coverage)	Close Combat PoA, Shoot over friendly BGs
Impassable	I	Impassable	varies	n.a.	n.a.	n.a.	
Coastline	C	Impassable	n.a.	n.a.	n.a.	n.a.	Linear
Gentle Hill	GH	(as Coverage)	No	All within 1MU of Crest Line and as Coverage	(as Coverage)	(as Coverage)	Close Combat PoA, Shoot over friendly BGs
River	Rv	(roll dice: 1=uneven; 2,3=rough; 4,5=difficult; 6=impassable)	Yes	No	No	All	Linear