

**About Me.** **Second Printing Terrain Rules Fixes**

I posted these some time back but wanted to make sure that the word is out on these terrain corrections...

- **\*Broken Ground Movement:** No movement restrictions for foot units, except war machine units, which may not enter a broken ground hex. A mounted unit must stop when it enters a broken ground hex and move no further on that turn.

**Battle:** A foot unit may battle the turn it moves onto a hex with broken ground. A mounted unit may not battle the turn it enters a broken ground hex. When battling an enemy unit on a broken ground hex or a unit on a broken ground hex battling out, will roll a maximum of 2 battle dice. A Command card that adds additional dice in battle will modify the maximum number of battle dice that may be rolled.

**Line of Sight:** Broken ground does not block line of sight.

- **\*Forest Movement:** A unit must stop when it enters a forest hex and move no further on that turn.

**Battle:** A unit may not battle the turn it moves onto a forest hex. Light infantry, light sling infantry, light bow infantry, auxilia infantry and warrior infantry units are the exception. These units may move onto a forest hex and still battle. When battling an enemy unit on a forest hex or a unit on a forest hex battling out, will roll a maximum of 2 dice in close combat. A unit that targets an enemy unit on a forest hex with range combat will roll a maximum of 1 die. A Command card that adds additional dice in battle will modify the number of battle dice maximum that may be rolled.

**Line of Sight:** A forest hex will block line of sight.

- **\*Fordable River (specified in scenario instructions) Movement:** A unit must stop when it enters a fordable river hex.

**Battle:** A unit may battle the turn it moves onto a fordable river hex. When battling an enemy unit on a fordable river hex or a unit on a fordable river hex battling out, will roll a maximum of 2 battle dice. A unit that battles with range combat out of a river will roll a maximum of 1 battle die. A Command card that adds additional dice in battle will modify the maximum number of battle dice that can be rolled. A unit may still make a Momentum Advance after a successful Close Combat.

**Line of Sight:** A fordable river hex does not block line of sight.

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