TABLE N° 01

4"

FOREST

HILL

LINEAR OBSTACLE

OBSTRUCTION

OBSTRUCTION

OBSTRUCTION

LINEAR OBSTACLE

HILL

OBSTRUCTION
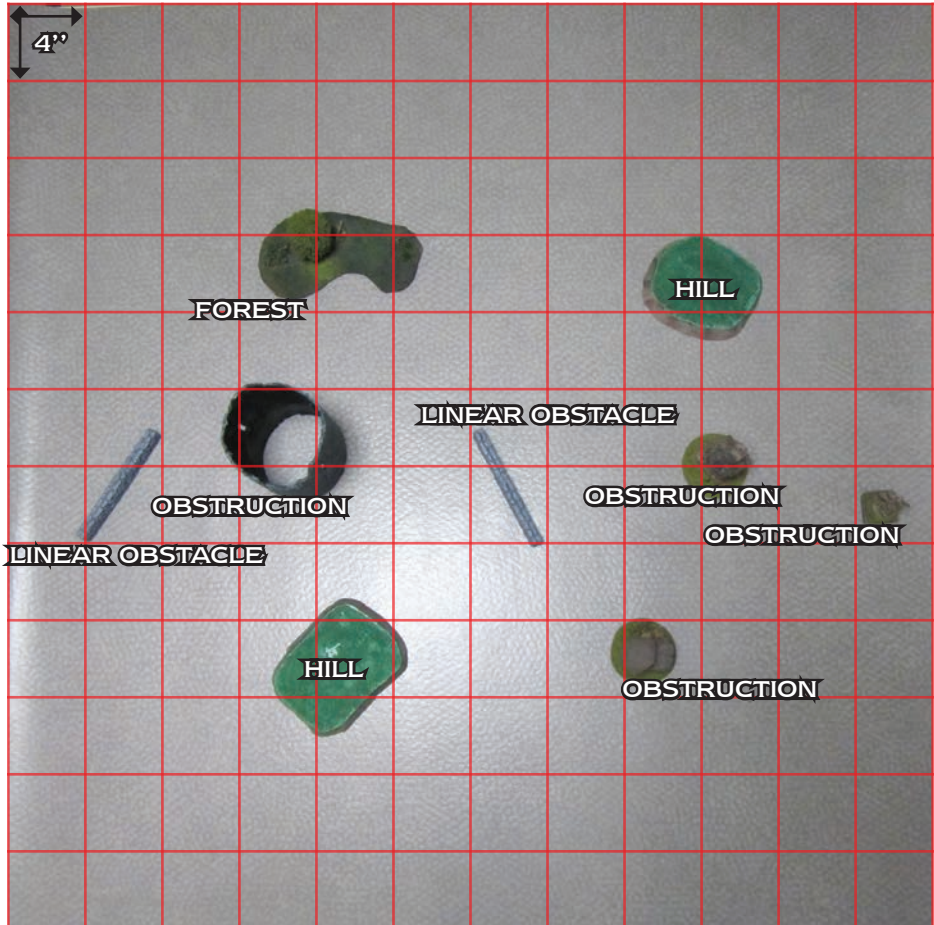
Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground
Obstructions grant Cover.
Linear Obstacles grant Cover.

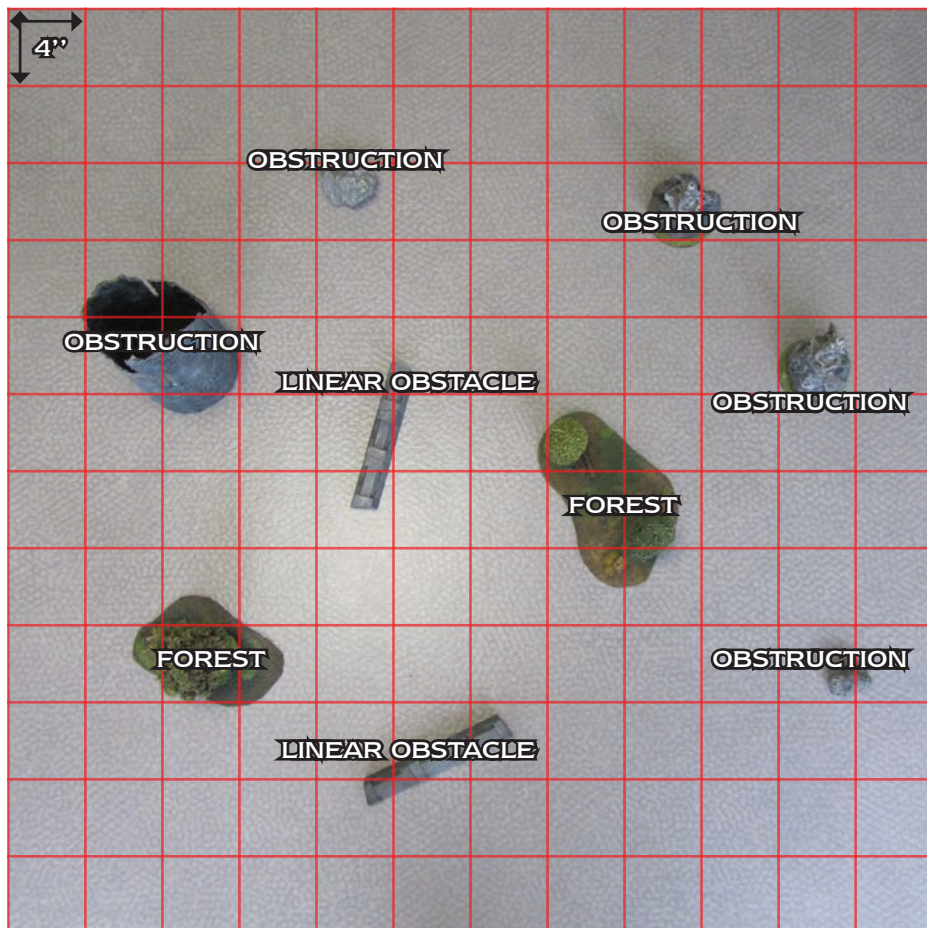*Remember to check table length and width. Distance between deployment zones should be 31".*

TABLE N° 02

4"

OBSTRUCTION

OBSTRUCTION

OBSTRUCTION

LINEAR OBSTACLE

OBSTRUCTION

FOREST

FOREST

OBSTRUCTION

LINEAR OBSTACLE

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Obstructions grant Cover.
Linear Obstacles grant Cover.

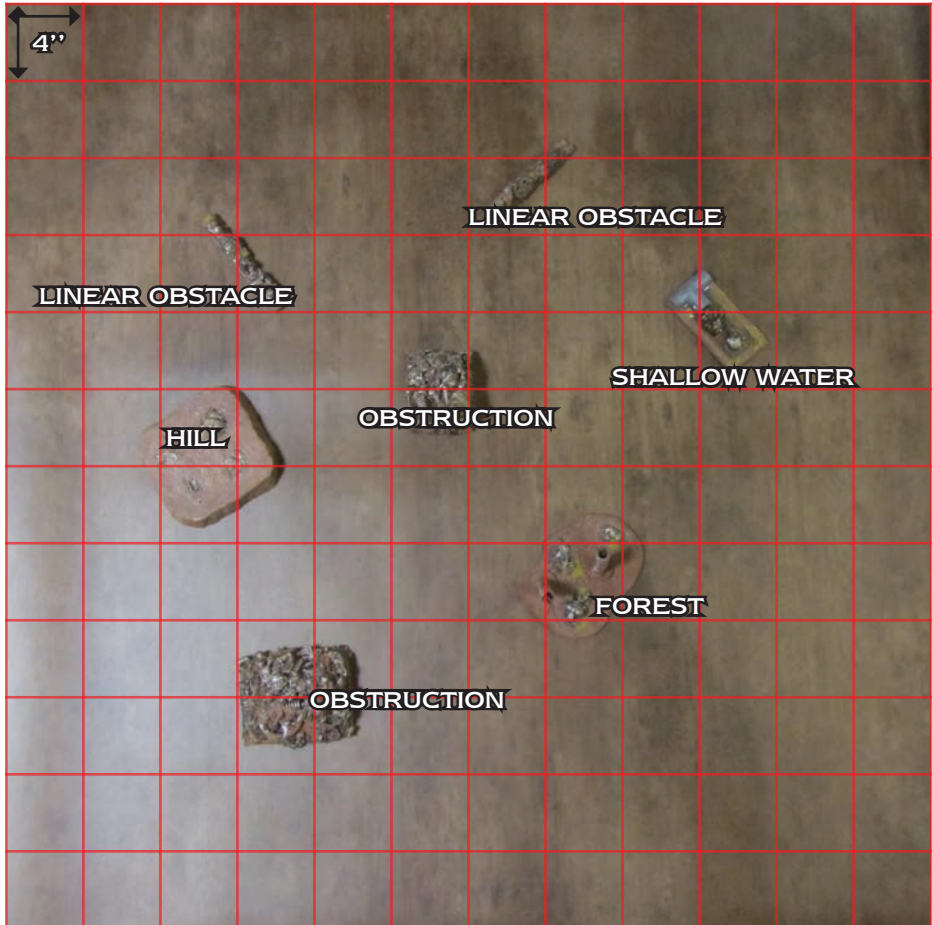*Remember to check table length and width. Distance between deployment zones should be 31".*

Cadre réservé au RTS		
Réf carton : RTS02	Tapis : Lino pavés	Autres décors :

TABLE N° 03

4"

LINEAR OBSTACLE

LINEAR OBSTACLE

SHALLOW WATER

HILL

OBSTRUCTION

FOREST

OBSTRUCTION

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground
Shallow Water = The pond is Shallow Water, the pipe is Obstacle, the rest is Open Ground
Obstructions grant Cover.
Linear Obstacles grant Cover.
Remember to check table length and width. Distance between deployment zones should be 31".
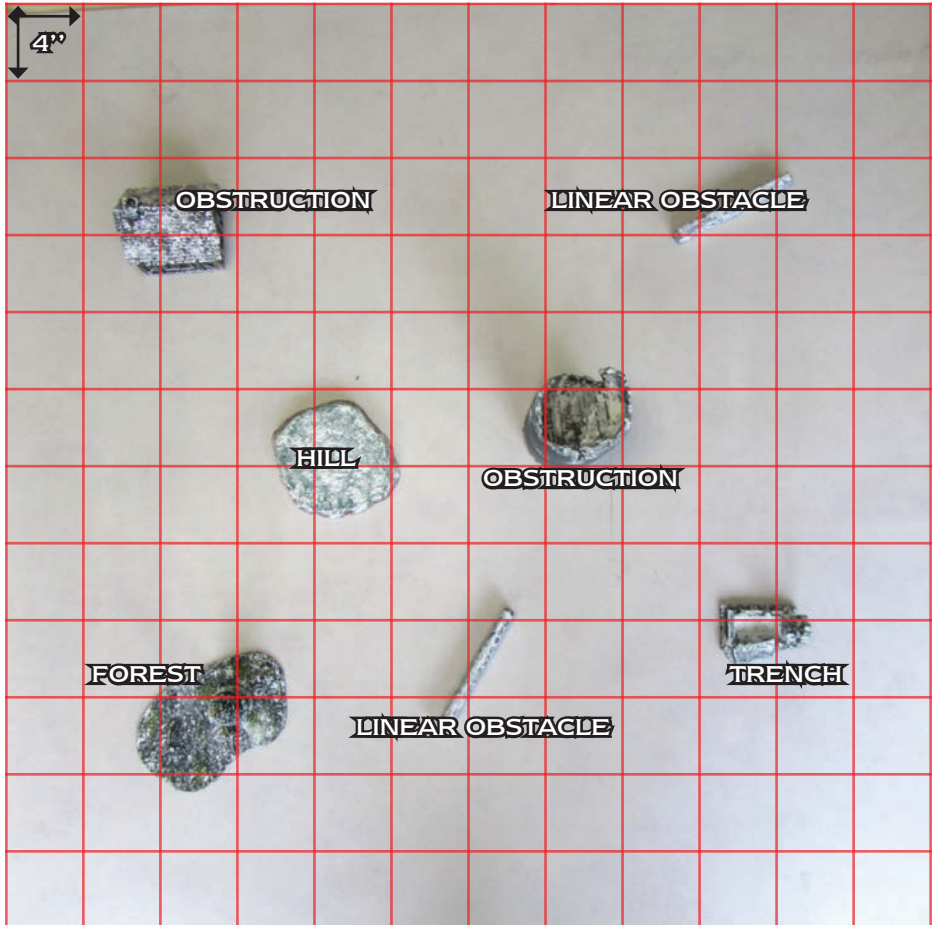
TABLE N° 04

4"

OBSTRUCTION   LINEAR OBSTACLE

HILL

OBSTRUCTION

FOREST

TRENCH

LINEAR OBSTACLE

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground
Obstructions grant Cover.
Linear Obstacles grant Cover.
Trench = Grave is a Trench for small-based models, Cross is an Obstruction
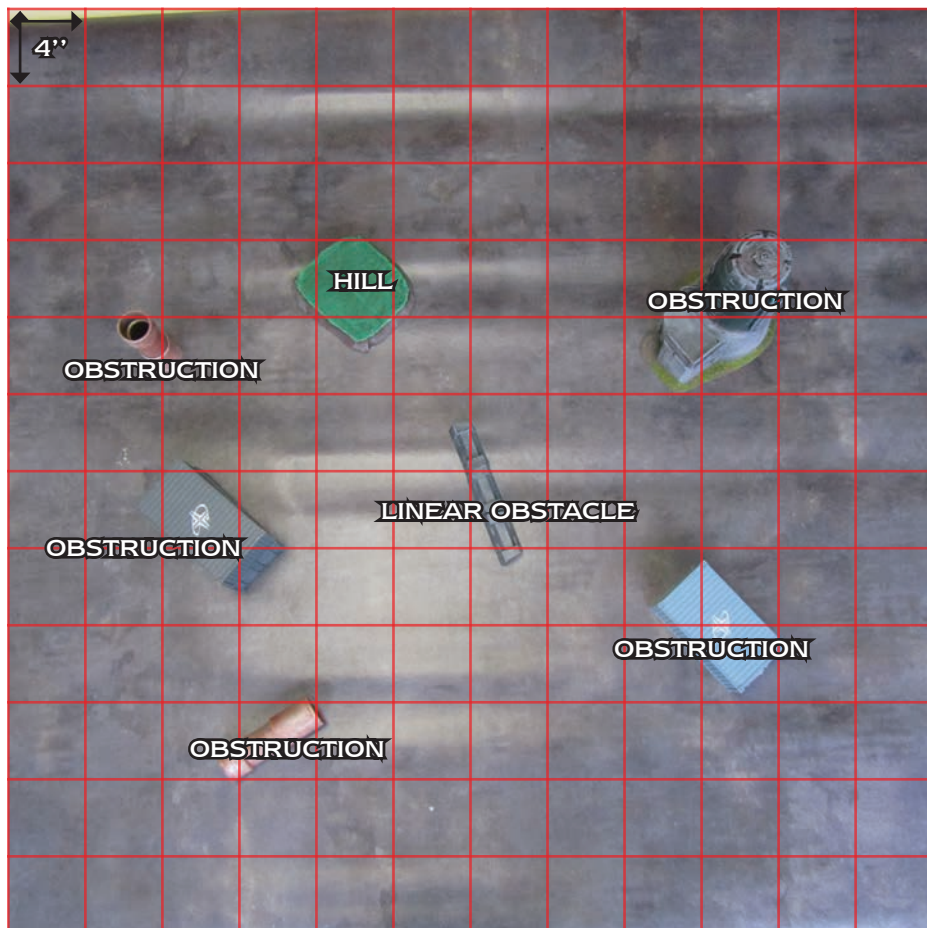*Remember to check table length and width. Distance between deployment zones should be 31".*

TABLE N° 05

4"

HILL

OBSTRUCTION

OBSTRUCTION

OBSTRUCTION

LINEAR OBSTACLE

OBSTRUCTION

OBSTRUCTION

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground
Obstructions grant Cover.
Linear Obstacles grant Cover.

Remember to check table length and width. Distance between deployment zones should be 31".
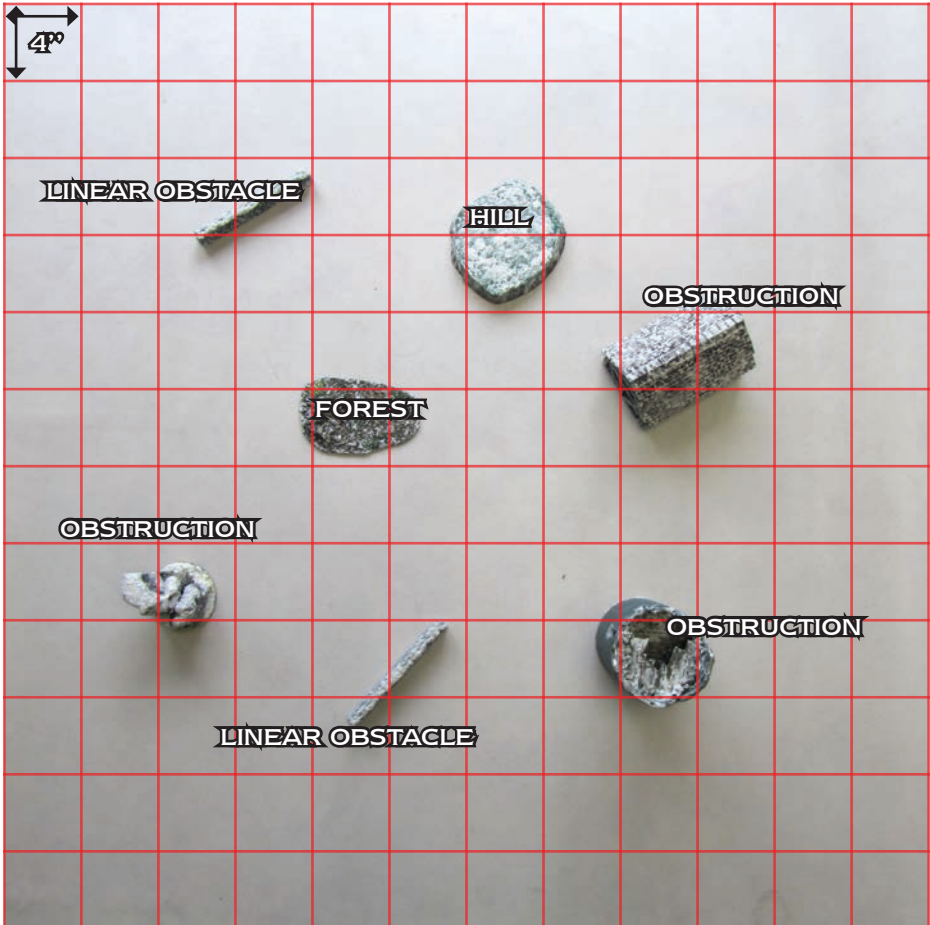
Cadre réservé au RTS		
Réf carton : RTS05	Tapis : Lino gris	Autres décors :

TABLE N° 06

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground
Obstructions grant Cover.
Linear Obstacles grant Cover.

Remember to check table length and width. Distance between deployment zones should be 31".
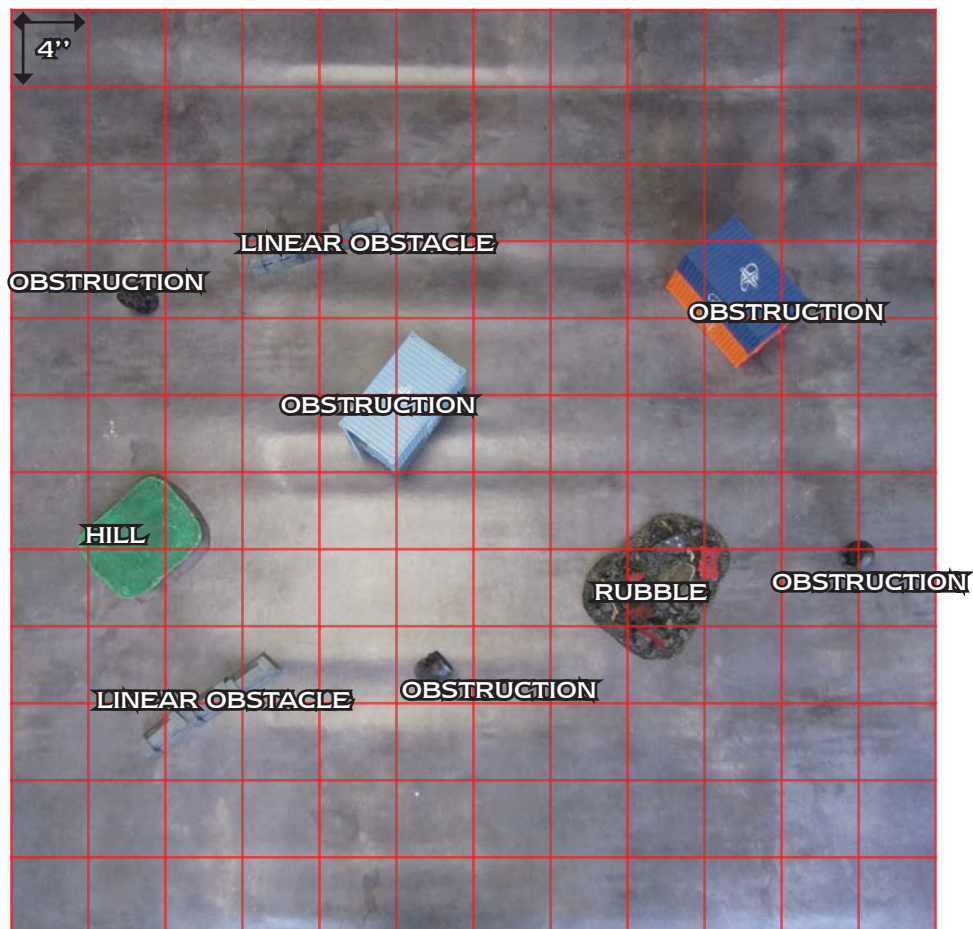
Cadre réservé au RTS		
Réf carton : RTS06	Tapis : Lino blanc	Autres décors :

TABLE N° 07

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground
Rubble = Rough Terrain + Cover while within
Obstructions grant Cover.
Linear Obstacles grant Cover.

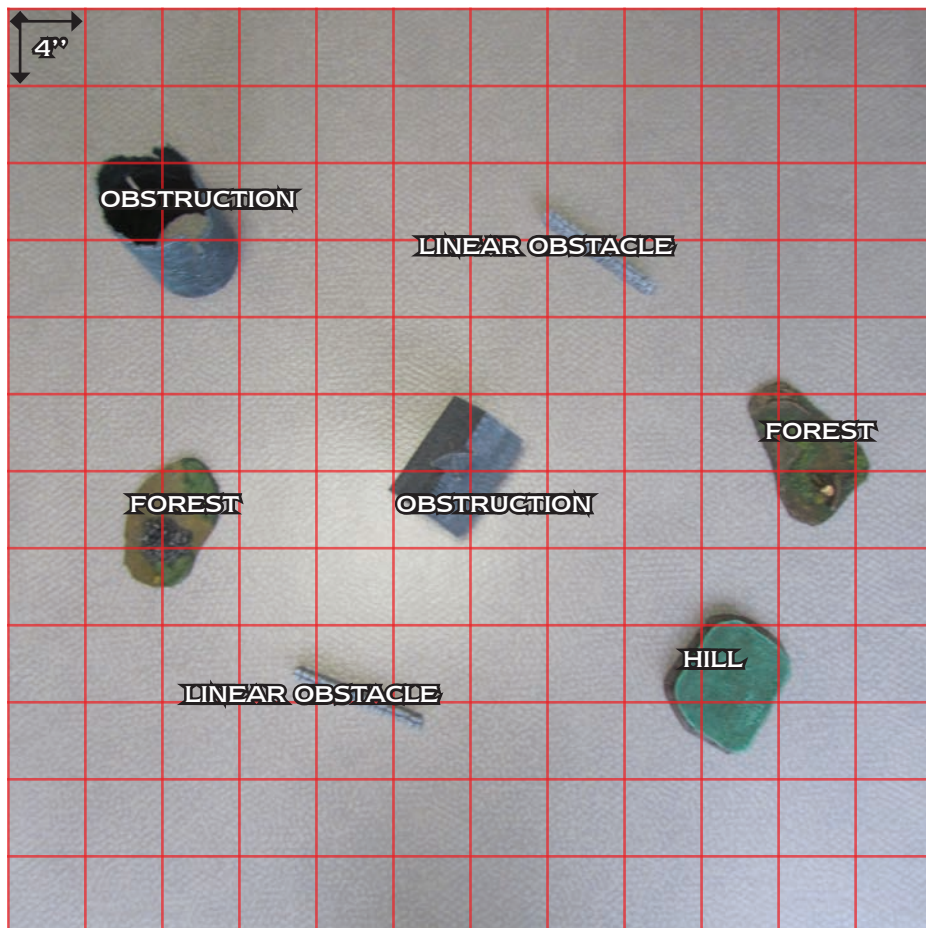*Remember to check table length and width. Distance between deployment zones should be 31".*

TABLE N° 08

4"

OBSTRUCTION

LINEAR OBSTACLE

FOREST

FOREST

OBSTRUCTION

LINEAR OBSTACLE

HILL

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground
Obstructions grant Cover.
Linear Obstacles grant Cover.

Remember to check table length and width. Distance between deployment zones should be 31".
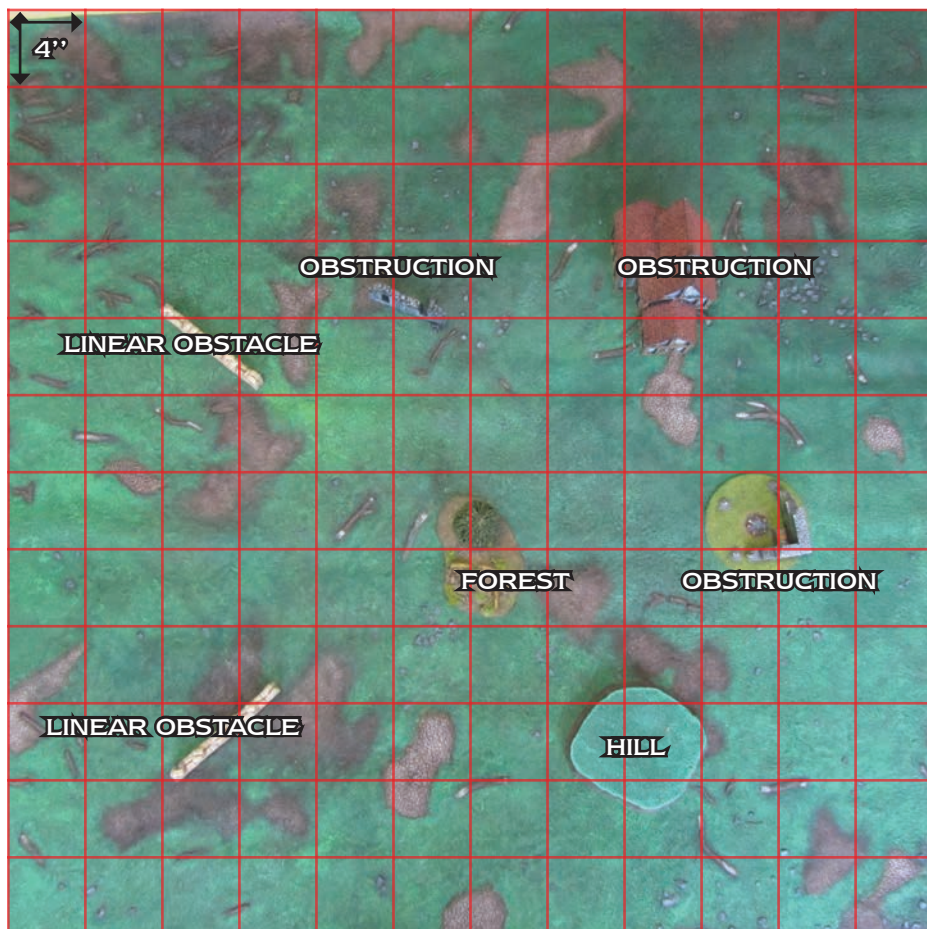
TABLE N° 09

4"

OBSTRUCTION   OBSTRUCTION

LINEAR OBSTACLE

FOREST   OBSTRUCTION

LINEAR OBSTACLE

HILL

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground
Obstructions grant Cover.
Linear Obstacles grant Cover.

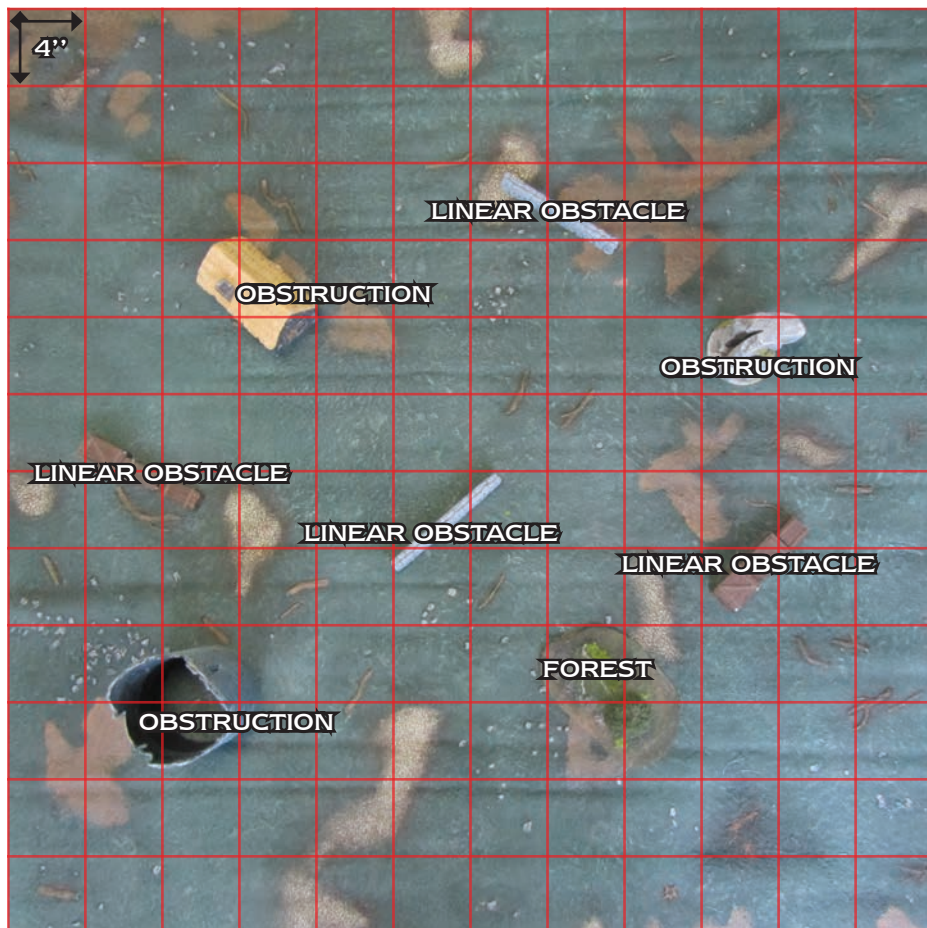*Remember to check table length and width. Distance between deployment zones should be 31''.*

TABLE N° 10

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Obstructions grant Cover.
Linear Obstacles grant Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

TABLE N° 11

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4˝ of flags, or within 2˝ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground
Shallow Water = pool is Shallow Water, pipes are Linear Obstacles, the rest is Open Ground
Obstructions grant Cover.
Linear Obstacles grant Cover.
Remember to check table length and width. Distance between deployment zones should be 31".
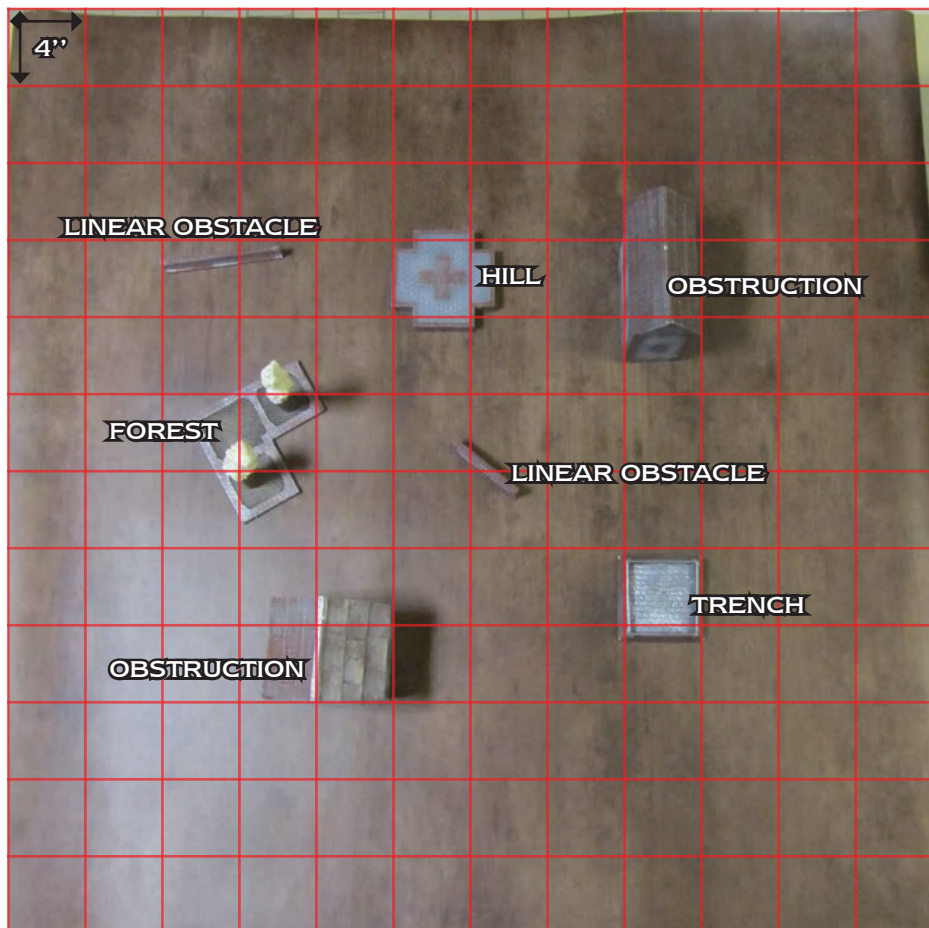
TABLE N° 12

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground
Trench = the entire terrain feature is a Trench
Obstructions grant Cover.
Linear Obstacles grant Cover.

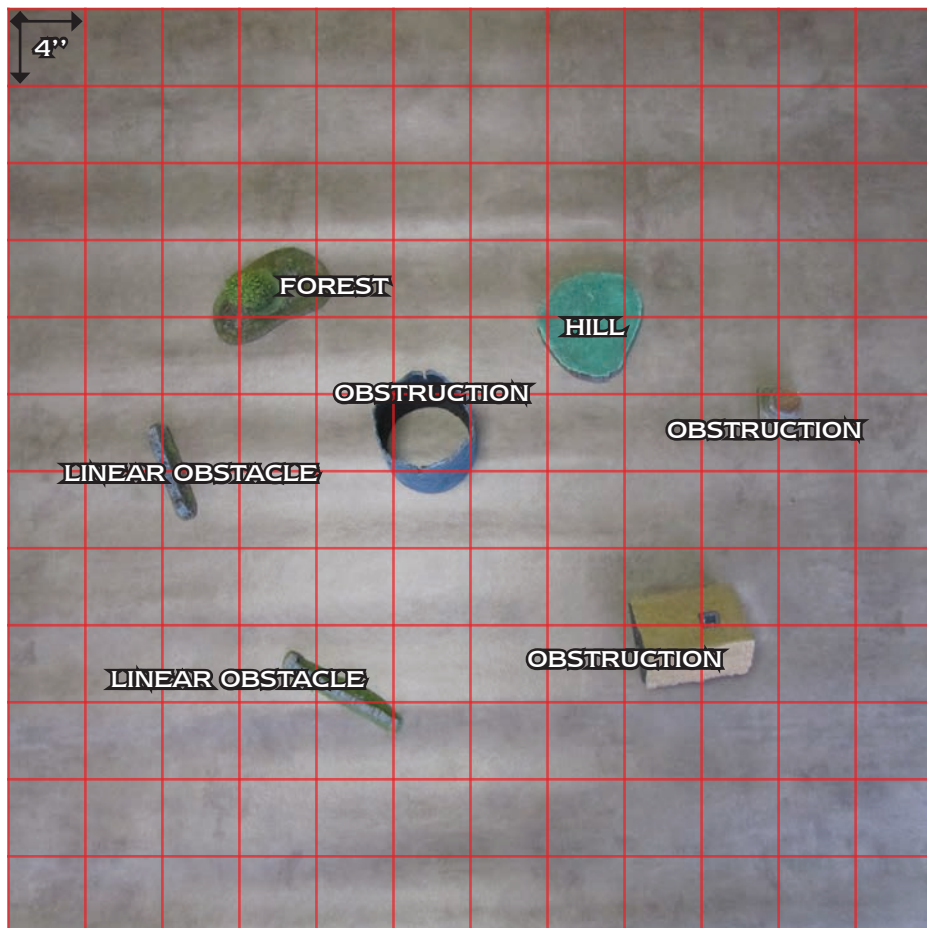*Remember to check table length and width. Distance between deployment zones should be 31″.*

TABLE N° 13

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground
Obstructions grant Cover.
Linear Obstacles grant Cover.

Remember to check table length and width. Distance between deployment zones should be 31".
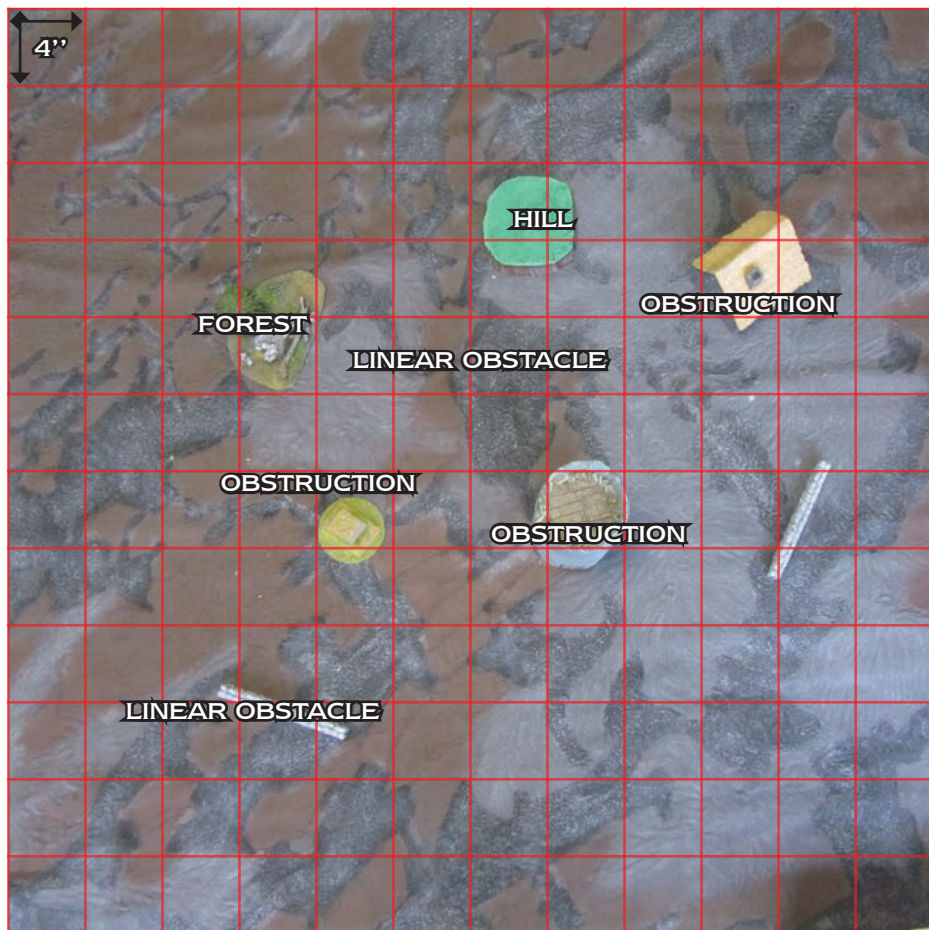
TABLE N° 14

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground
Obstructions grant Cover.
Linear Obstacles grant Cover.

Remember to check table length and width. Distance between deployment zones should be 31".
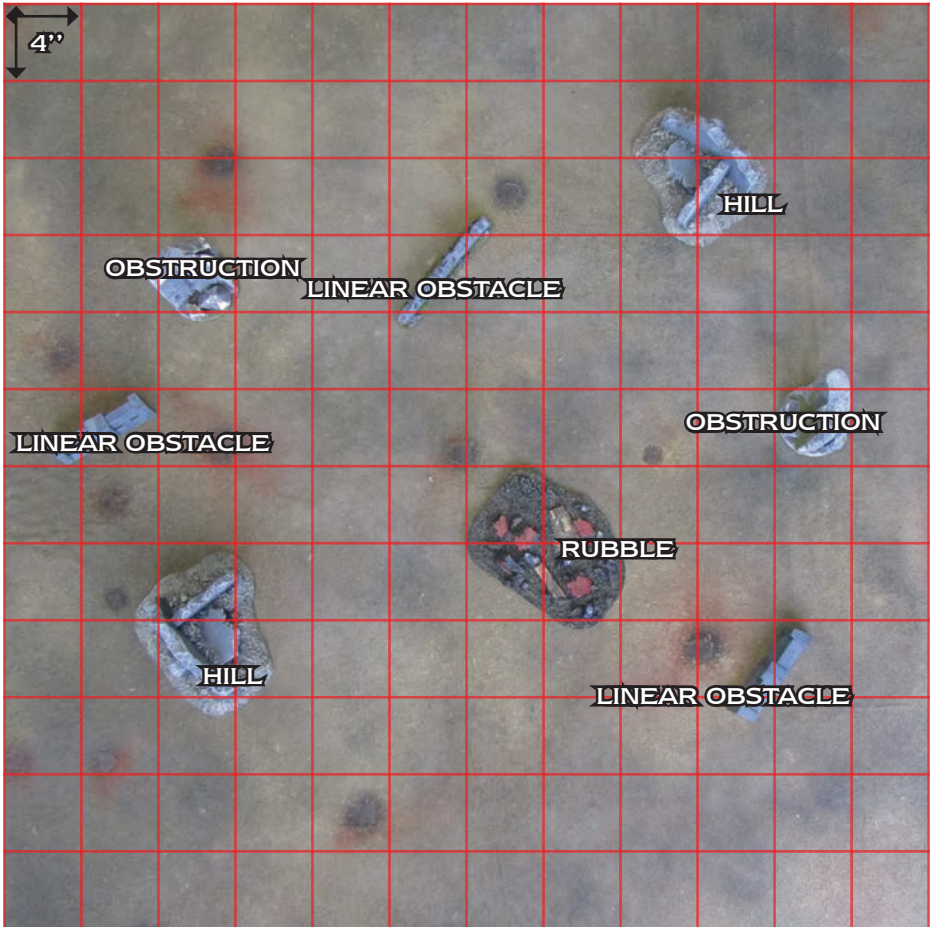
TABLE N° 15

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground, walls are Linear Obstacles
Rubble = Rough Terrain + Cover while within
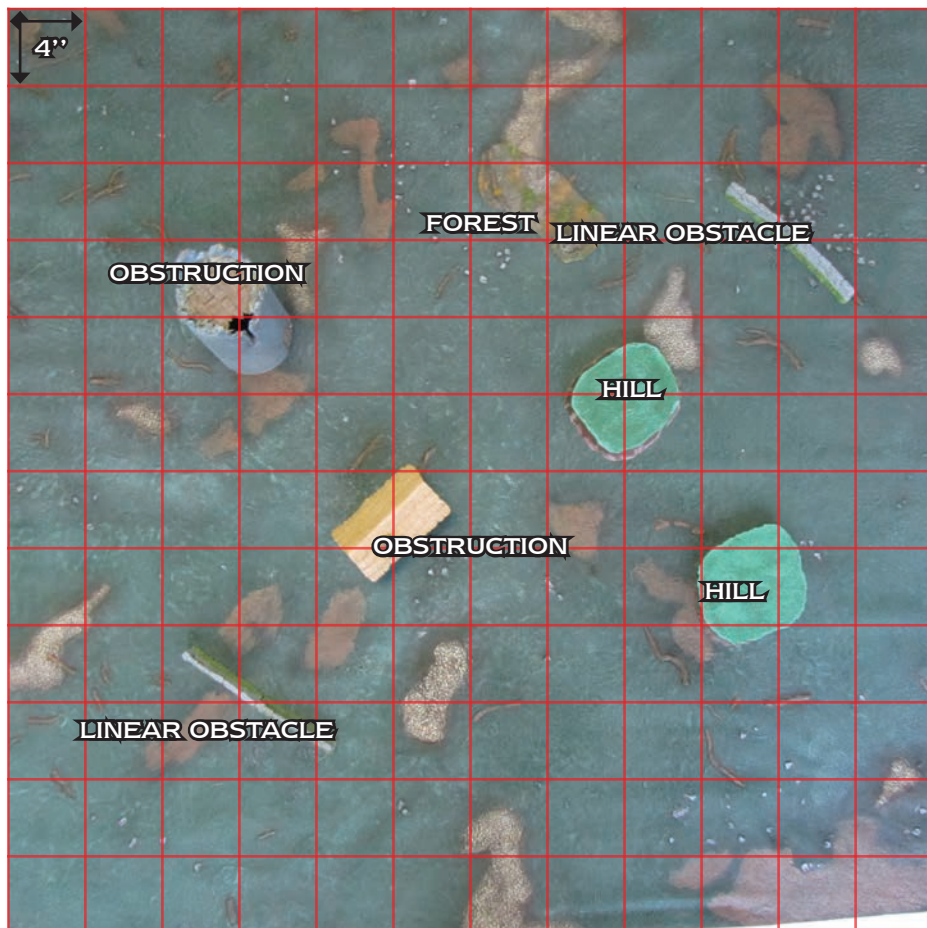Obstructions grant Cover.
Linear Obstacles grant Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

TABLE N° 16

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground
Obstructions grant Cover.
Linear Obstacles grant Cover.

Remember to check table length and width. Distance between deployment zones should be 31".

TABLE N° 17

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground
Obstructions grant Cover.
Linear Obstacles grant Cover.

Remember to check table length and width. Distance between deployment zones should be 31".
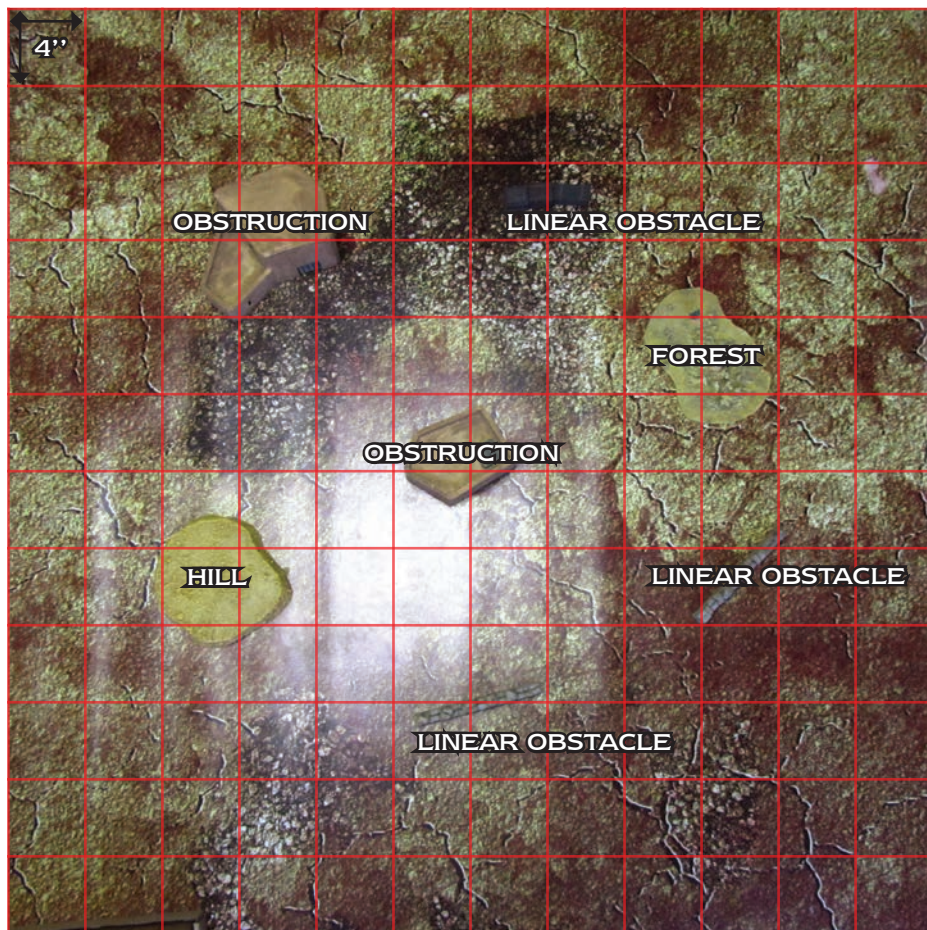
TABLE N° 18

4"

OBSTRUCTION

LINEAR OBSTACLE

OBSTRUCTION

OBSTRUCTION

OBSTRUCTION

HILL

FOREST

OBSTRUCTION

LINEAR OBSTACLE

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground
Obstructions grant Cover.
Linear Obstacles grant Cover.

Remember to check table length and width. Distance between deployment zones should be 31".
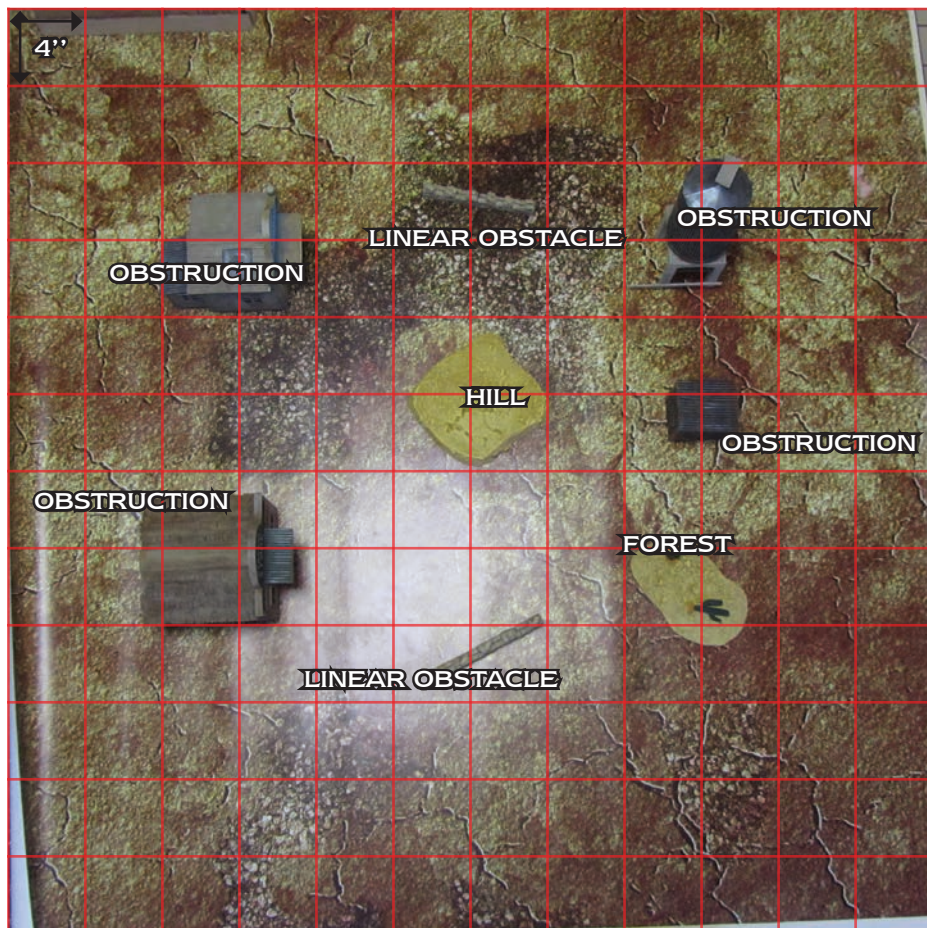
TABLE N° 19

4"

OBSTRUCTION

FOREST

HILL

LINEAR OBSTACLE

LINEAR OBSTACLE

TRENCH

OBSTRUCTION

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground
Trench = Inside the crater only
Obstructions grant Cover.
Linear Obstacles grant Cover.

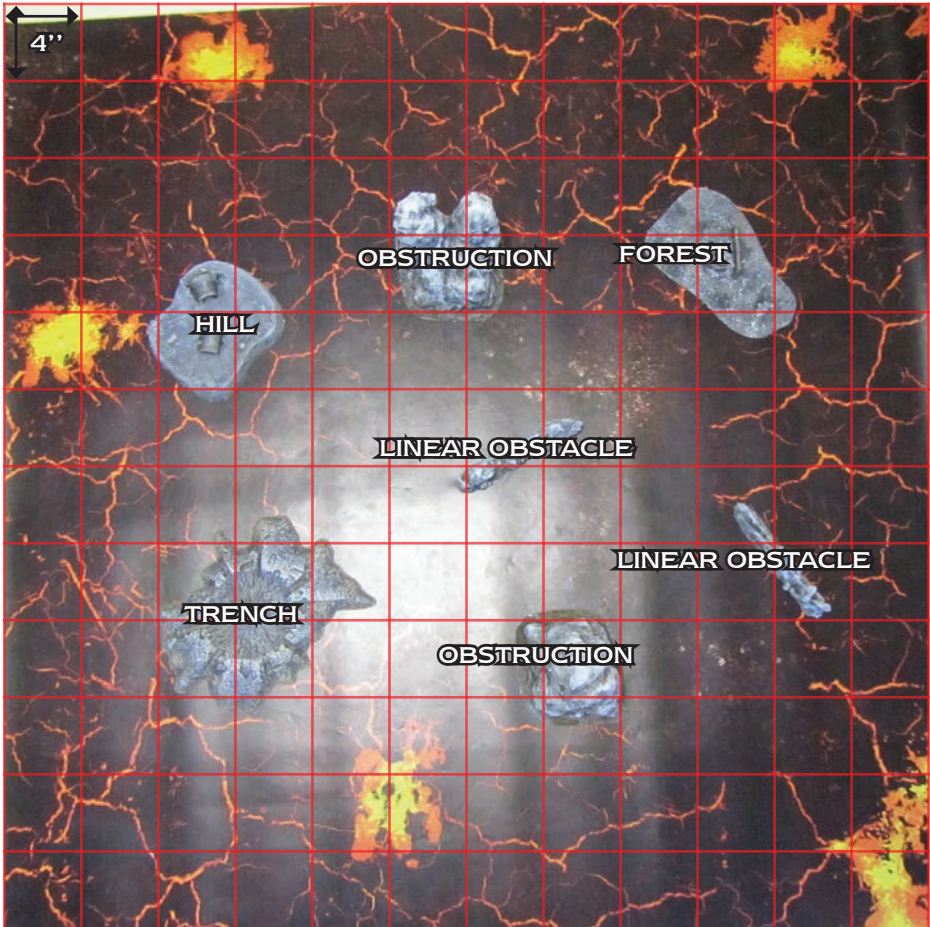*Remember to check table length and width. Distance between deployment zones should be 31".*

Cadre réservé au RTS		
Réf carton : RTS19	Tapis : Nappe lave	Autres décors :

TABLE N° 20

4"

LINEAR OBSTACLE

FOREST

OBSTRUCTION

TRENCH

HILL

OBSTRUCTION

LINEAR OBSTACLE

Place scenario elements using the least disturbance rule. Do not place impassable terrain within zones, within 4″ of flags, or within 2″ of objectives when playing scenarios that use them. Note that all other terrain types can be placed within these areas.

Notes on terrain:
Hill = Elevation + Open Ground
Trench = Inside the crater only
Obstructions grant Cover.
Linear Obstacles grant Cover.

Remember to check table length and width. Distance between deployment zones should be 31".
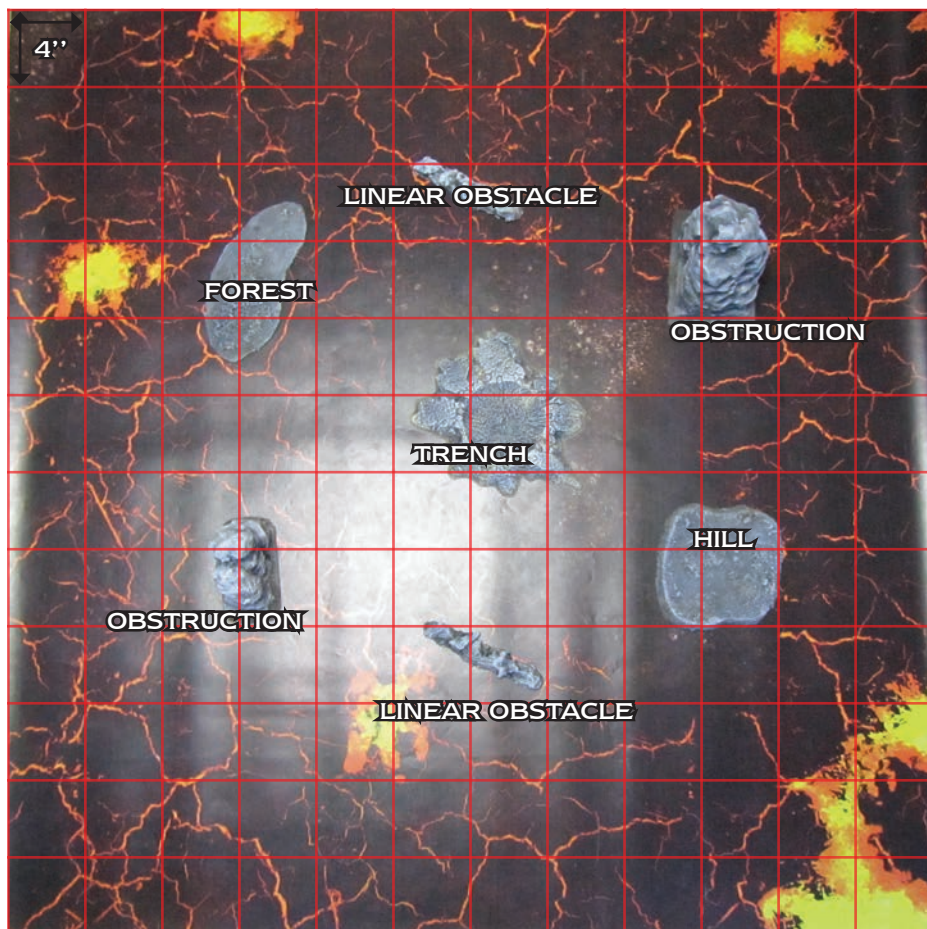
Cadre réservé au RTS		
Réf carton : RTS20	Tapis : Nappe lave	Autres décors :