

Hills	Artillery can shoot over the top of intervening terrain or troops on a lower level.
River/Stream	
Broken/Marshy	treacherous ruins, entangling scrub, muddy fields, marsh
loose	cultivated fields, sand dunes, corn fields, rocky ground
wood	
village	villages, cities, other built up areas
Road	acts as open ground in other terrain, move in column formation,
Bridges	
Fords	
Low obstacle	ditches, hedges, fences, low walls
High obstacle	High (walls/ hedge/fenced/ditched embankments) intended for defence

Key Top Left = Can unit enter? Bottom Right = count as defended?

	Hills	River/Stream	Broken/Marshy	loose	wood	village	Road	Bridges	Fords	Low obstacle	High obstacle
Infantry	Y Y	Y Y 1	Y Y	Y N 2	Y Y	Y 3 Y	Y Y 4	Y	Y	Y Y 6	Y Y 7
Artillery	Y Y					Y 3 Y	Y Y	Y		N Y 6	Y Y 7
Cavalry	Y	Y		Y		Y 3 Y	Y Y	Y	Y	Y	
Chariot	Y					Y 3 Y	Y Y	Y			
Monster/Flyer	Y	Y		Y		Y 3 Y	Y Y	Y	Y	Y	
Machine	Y					Y 3 Y	Y Y	Y			
Block LOS	Y				Y	Y					Y
Cmd Mod			Dense -1		Dense -1 (2cm vis)	Dense -1 (2cm vis)	+1 5				

- | | |
|--|---|
| 1 = Rivers : if along edge or within, facing against enemy | 5 = Road: if moved full distance on road prev turn, +1 to cmd |
| 2 = Loose: chargers don't get charge bonus/ Inf don't get defended | 6 = Low obstacle : if along edge behind, facing against enemy |
| 3 = Village: All units can be pursued when retreating in village | 7 = High Obstacle: count as Fortified |
| 4 = Road: if road in dense terrain, Infantry defended. | |