

## **Warmaster Terrain Guide**

**0) Open Ground.**

**1) Woods**

**2) Hills**

**3) Linear Obstacles - Low Walls,/Fences/ Hedgerows.**

**4) Shallow River / Stream / Pond**

**5) Bridges / Fords**

**6) Marshland / Rubble / Scrub**

**7) Cultivated Ground**

**8) Roads**

**9) Village / Dense Ruins**

**10) Embankments / High Walls**

**11) Cliffs**

**12) Single Building / Boulder**

**13) Ravines / Deep Pits**

**14) Deep River / Lake / Ocean**