

Hannibal at the Gates 2nd Edition

Terrain Effects Chart

The location of the majority of the front edge of a unit determines the terrain type occupied.

Terrain	Movement	Combat	Visibility
Roads	Units except when in Battle Lines are allowed to follow a road.	No effect	No effect
Tree Line or Woods Edge	Vehicles, artillery & Battle Lines are prohibited. Mounted, hoplites and pikemen half move penalty, all others no effect.	+1 shield protection from shooting +1 shield protection for foot vs. mounted Mounted lose their charge bonus.	May see into but not through From overhead may see beyond one base width shadow
Woods Interior (includes Swamps)	Vehicles, artillery & Battle Line prohibited, mounted, hoplites and pikemen move at half speed, all others no effect.	+1 shield protection from shooting +1 shield protection for foot vs. mounted Mounted lose their charge bonus.	1" into, out of or within. From overhead may see beyond one base width shadow
Difficult footing terrain (Marshland and Rocky terrain)	Vehicles, artillery & Battle Lines are prohibited. Mounted, hoplites and pikemen move at half speed, all others no effect.	No effect Mounted lose their charge bonus.	No effect
Buildings	Battle Lines are prohibited. Vehicles, artillery, mounted, hoplites and pikemen move through at half speed, all others no effect. Only foot may occupy buildings.	+1 shield protection from shooting None may charge through or from. Units in buildings may be charged but mounted lose their charge bonus.	May see into but not through. From overhead may see beyond one base width shadow
Stream /River	Battle Lines may not cross. Vehicles & artillery may not cross except at bridge or ford. Mounted, hoplites and pikemen suffer half move penalty to cross stream or use bridge or ford.	+1 shield protection for foot defending vs. enemy in stream, ford or on bridge. Mounted lose their charge bonus.	No effect
Low Linear Obstacle	Battle lines, vehicles & artillery may not cross or occupy. Mounted, hoplites and pike pay a half move penalty, all others no effect.	+1 shield protection from shooting +1 shield protection for foot vs. mounted Mounted lose their charge bonus.	No effect
Gradual slopes	No effect.	No effect.	Hilltops/hill crests block LOS. Provides overhead visibility.
Steep Slopes	Battle Lines may not move onto. Others half speed (up, down or across).	Mounted lose their charge bonus. Others no effect.	Hilltops/hill crests block LOS. Provides overhead visibility.
Standing Crops	No effect.	No effect. Mounted lose their charge bonus.	Beyond 1" foot w/o spears or pikes are hidden except from overhead.
Fortifications	Battle line prohibited. Enter and exit at gate otherwise foot only, half move penalty.	3 shield protection for the defender Mounted lose their charge bonus.	May see into but not through

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