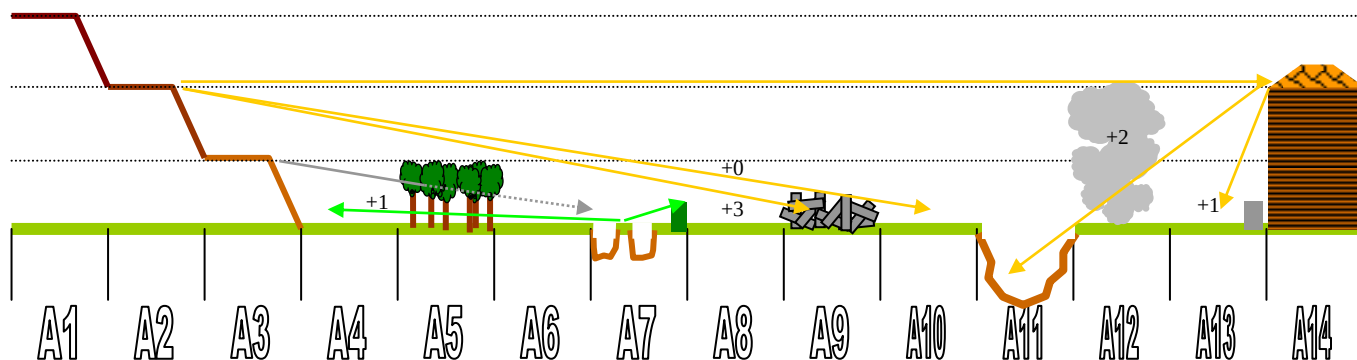
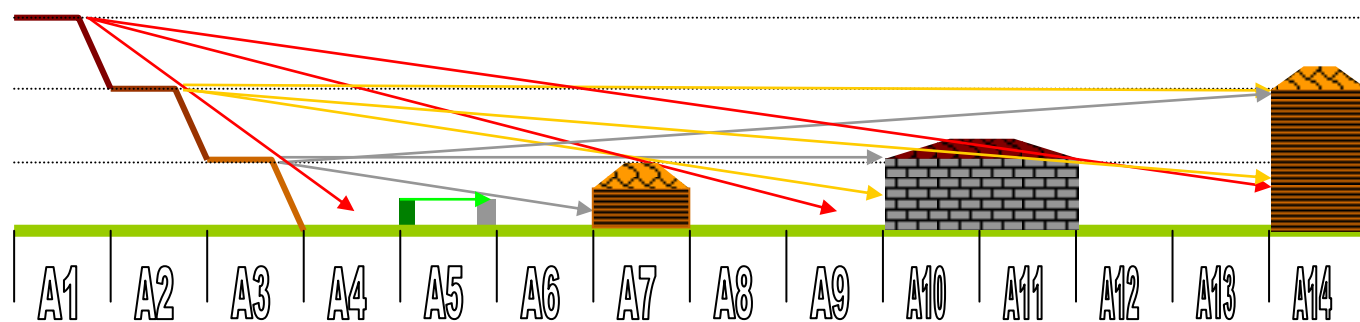


Terrain	lev 3 hill	lev 2 hill	lev 1 hill	gully	foxholes	brush	hedge wall		crag	grain	1 hex wood b.	woods	multihex stone building	multilevel wood building
Movement factors	x2 uphill	x2 uphill	x2 uphill	2 (x2 up)	1 in/out	2			1	1,5	2	2	2	2
TEM	0	0	0	0	+2				+1		+2	+1	+3	+2
Hindrance	(+1 HA)	(+1 HA)	(+1 HA)	(+2 crest)		+1			+1	+1				



Made by:
Janusz Maxe
2003