
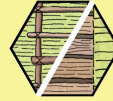


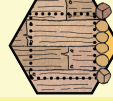




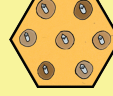
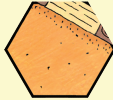
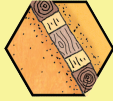







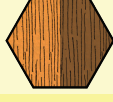
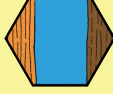


Terrain Types

Appearance	Hex Type	Movement Point Cost per Hex	Cover	Effect of terrain on combat
	Flat Terrain	1	None	0
	Scrub	2 - Foot, 4 - Horse	Yes	-
	Tree	2 - Foot, Impassable to Horses	Yes	-
	Slope	2 - Foot, 4 - Horse	Yes, if shot crosses the top lip	-
	Creek	2	None	-
	Water Fall	4 - Foot, Impassable to Horses	None	-
	Water	2	Yes	-
	Marsh	2 - Foot, 4 - Horse	Yes	-
	Beach	1	None	0

Appearance	Hex Type	Movement Point Cost per Hex	Cover	Effect of terrain on combat
	Rampart	Impassable	None	-
	Staircase	2 - Foot, Impassable to Horses	None	-
	High Battlement (Murus Gallicus)	1 - Foot (from other battlement hexes), Impassable from ladder	Heavy (if shot crosses through)	0
	Low Battlement (Murus Gallicus)	1 - Foot, 4 from a ladder	Yes (if shot crosses through)	0
	Gate	1 if open, impassable if closed	None	0
	Tent	2 - Foot (when inside), Impassable to Horses	Yes	0 Def. + if combat across
	Tent Opening	2 - Foot, Impassable to Horses	Yes	0
	Cippi	2 - Foot, Impassable to Horses + Risk roll	None	Def. -
	Lilia	2 - Foot, Impassable to Horses + Risk roll	None	Def. -
	Stimuli	2 - Foot, Impassable to Horses + Risk roll	None	Def. -

Appearance	Hex Type	Movement Point Cost per Hex	Cover	Effect of terrain on combat
	House ground floor	1 - Foot, Impassable to Horses (except doorstep)	None	0
	Window in Building Wall	1 - Foot (+3MP to cross), Impassable to Horses	Yes	Def. +
	Doorway in Building Wall	1	Yes	Def. +
	Building Wall	Impassable	Total if fire crosses the wall	0
	Porch	1 - Foot, Impassable to Horses	None	0
	Fence	1 - Foot (+3MP to cross), Impassable to Horses	Yes (if shot crosses through)	Def. +
	High Battlement (Platform)	1 - Foot (from other platform hexes), Impassable from ladder	Heavy (if shot crosses through)	0
	Low Battlement (Platform)	1 - Foot, 4 from a ladder	Yes (if shot crosses through)	0
	Platform over Gate	1 - Foot, Impassable to Horses	None	0
	Pikes	3 - Foot (from a ladder), Impassable to Horses + Risk roll	None	0
	Ditch	3 - Foot, Impassable to Horses	None	Def. -
	Flooded Ditch	4 - Foot, Impassable to Horses	None	Def. -

OPPIDUM

Sequence of Play

- 1. MISSILE FIRE PHASE: Shooters of the active player can shoot.
- 2. MOVEMENT PHASE: Characters of the active player can move, subject to defensive fire by the enemy.
- 3. COMBAT PHASE: Characters of the active player in contact with enemy characters can attack them.
- 4. RECOVERY PHASE: All stunned characters of the active player recover.