

Qty	Jung terrain	inf cov save	inf	veh	WE
2-4	Jungle / Jungle hills	4+	no effect	impassable	dangerous
0-2	Marsh	6+	dangerous	dangerous	dangerous
1-2	Village (counts as forest)	5+	no effect	dangerous	dangerous
0-2	Temple / mountain	n/a	impassable	impassable	impassable
1-2	Hills	n/a	no effect	no effect	no effect
Total 8					
Qty	Desert terrain	inf cov save	inf	veh	WE
2	Palms / cacti (count as shrub)	6+	no effect	no effect	no effect
0-2	Dunes (pair)*	6+	no effect	dangerous	impassable
2	Ruins / rock formations	4+	no effect	dangerous	dangerous
0-4	Mountain	n/a	impassable	impassable	impassable
0-1	Oasis (pair)	5+	no effect	dangerous	dangerous
0-1	Hills	n/a	no effect	no effect	no effect
0-1	Road	n/a	see rulebook		
Total 8-9					

* Dune special rule: Skimmers treat as open ground