

Terrain Tables

For each chart, roll a D6 to determine how many pieces of terrain should be placed on a 2' by 2' area.

1-2 = One, 3-4 = Two, 5-6 = Three

Then roll on the following charts:

Plains (Standard Terrain Chart)

	1	2	3	4	5	6
1	Hill	Hill	Hill	Woods	Woods	Rubble
2	Woods	Woods	Woods	Woods	Hill	Craters
3	Hill	Town	Town	Hill	Woods	Hill
4	Town	Hill	Town	Town	Town	Woods
5	Town	Craters	Town	Town	Town	Town
6	Town	Hill	Woods	River	Marsh	Town

Forests

	1	2	3	4	5	6
1	Hill	Hill	Hill	Woods	Woods	Rubble
2	Woods	Woods	Woods	Woods	Hill	Craters
3	Hill	Woods	Woods	Hill	Woods	Hill
4	Woods	Hill	Town	Town	Woods	Woods
5	Woods	Craters	Woods	Woods	Woods	Woods
6	Woods	Hill	Woods	River	Marsh	Woods

Hills

	1	2	3	4	5	6
1	Town	Town	Town	Woods	Woods	Rubble
2	Woods	Woods	Woods	Woods	Town	Craters
3	Town	Hill	Hill	Town	Woods	Town
4	Hill	Town	Hill	Hill	Hill	Woods
5	Hill	Craters	Hill	Hill	Hill	Hill
6	Hill	Town	Woods	River	Marsh	Hill

Mountains

	1	2	3	4	5	6
1	Hill	Hill	Hill	Woods	Woods	Rubble
2	Woods	Woods	Woods	Woods	Hill	Craters
3	Hill	Hill	Hill	Hill	Woods	Hill
4	Hill	Hill	Town	Town	Hill	Woods
5	Hill	Craters	Hill	Hill	Hill	Hill
6	Hill	Hill	Woods	River	Marsh	Hill