



- Key:
- White Squares = Standard Terrain, 1 MP per square
 - Yellow Squares = Hills, 2 MPs for 1st square, 1 MP for each square after (same turn only)
 - Green Squares = Woods, 2 MPs per square
 - Blue squares = Rivers, 2 MPs per square
 - Brown Squares = Mountains, 3 MPs per square
 - Arrows = Roads, Ignore terrain, 1st square free to move into, subsequent squares 1 MP each
 - Grey Squares = Towns, 1st square free to move into, subsequent squares 1 MP each
 - Purple Squares = Cities 1st square free to move into, subsequent squares 1 MP each