

WOODS

Terrain Type: Jungle

MOV: Difficult

Ends the trooper's Movement on contact.

Use only second MOV value.

Using two Short Movements, both use 2nd MOV value.

VIS: Low Visibility

-3

Any Skill, Special Skill or piece of Equipment that requires LoF and is declared from, into, or through a Low Visibility Zone suffers a **-3 MOD** to the relevant Attribute in the required Roll.

SAT: Saturation Zone

-1B

Any BS Attack from, into, or through a Saturation Zone suffers a **-1 Burst MOD** against that target. Minimum Burst value is always 1.

Hostility Level: Insecure (Only on 20)

JUNGLE

Terrain Type: Jungle

MOV: Very Difficult

Ends the trooper's Movement on contact.

Use only second MOV value.

Troopers cannot declare two Short Movement Skills in the same order.

In Reactive Turn, Dodge/Engage/fail a Guts Roll = 1" MOVE

VIS: Low Visibility

-3

Any Skill, Special Skill or piece of Equipment that requires LoF and is declared from, into, or through a Low Visibility Zone suffers a **-3 MOD** to the relevant Attribute in the required Roll.

SAT: Saturation Zone

-1B

Any BS Attack from, into, or through a Saturation Zone suffers a **-1 Burst MOD** against that target. Minimum Burst value is always 1.

Hostility Level: Adverse (19-20)

STEEP HILLS

Terrain Type: Mountains

MOV: Difficult

Ends the trooper's Movement on contact.

Use only second MOV value.

Using two Short Movements, both use 2nd MOV value.

VIS: N/A

No VIS effects.

SAT: N/A

No SAT effects

Hostility Level: None

HIGH MOUNTAIN

Terrain Type: Mountains

MOV: Very Difficult

Ends the trooper's Movement on contact.

Use only second MOV value.

Troopers cannot declare two Short Movement Skills in the same order.

In Reactive Turn, Dodge/Engage/fail a Guts Roll = 1" MOVE

VIS: Low Visibility

-3

Any Skill, Special Skill or piece of Equipment that requires LoF and is declared from, into, or through a Low Visibility Zone suffers a **-3 MOD** to the relevant Attribute in the required Roll.

SAT: Saturation Zone

-1B

Any BS Attack from, into, or through a Saturation Zone suffers a **-1 Burst MOD** against that target. Minimum Burst value is always 1.

Hostility Level: Adverse (19-20)

PRIMEVAL FOREST

Terrain Type: Jungle

MOV: Very Difficult

Ends the trooper's Movement on contact.

Use only second MOV value.

Troopers cannot declare two Short Movement Skills in the same order.

In Reactive Turn, Dodge/Engage/fail a Guts Roll = 1" MOVE

VIS: Zero Visibility

Troopers cannot draw LoF through a Zero Visibility Zone. Only ARO option is BS Attack with a **-6 MOD** or Dodge without the MOD, or Change Facing. See pg 165 of the main rulebook.

SAT: High Saturation Zone

-2B

Any BS Attack from, into, or through a Saturation Zone suffers a **-2 Burst MOD** against that target. Minimum Burst value is always 1.

Hostility Level: Dangerous (18 +)

DENSE JUNGLE

Terrain Type: Jungle

MOV: Very Difficult

Ends the trooper's Movement on contact.

Use only second MOV value.

Troopers cannot declare two Short Movement Skills in the same order.

In Reactive Turn, Dodge/Engage/fail a Guts Roll = 1" MOVE

VIS: Poor Visibility

-6

Any Skill, Special Skill or piece of Equipment that requires LoF and is declared from, into, or through a Low Visibility Zone suffers a **-6 MOD** to the relevant Attribute in the required Roll.

SAT: High Saturation Zone

-2B

Any BS Attack from, into, or through a Saturation Zone suffers a **-2 Burst MOD** against that target. Minimum Burst value is always 1.

Hostility Level: Dangerous (18 +)

ARCTIC PLAINS

Terrain Type: Mountains

MOV: Difficult

Ends the trooper's Movement on contact.

Use only second MOV value.

Using two Short Movements, both use 2nd MOV value.

VIS: N/A

No VIS effects.

SAT: N/A

No SAT effects

Hostility Level: Insecure (Only on 20)

MID-MOUNTAIN

Terrain Type: Mountains

MOV: Very Difficult

Ends the trooper's Movement on contact.

Use only second MOV value.

Troopers cannot declare two Short Movement Skills in the same order.

In Reactive Turn, Dodge/Engage/fail a Guts Roll = 1" MOVE

VIS: N/A

No VIS effects.

SAT: N/A

No SAT effects

Hostility Level: None

SWAMP

Terrain Type: Aquatic

MOV: Very Difficult

Ends the trooper's Movement on contact.
Use only second MOV value.
Troopers cannot declare two Short Movement Skills in the same order.
In Reactive Turn, Dodge/Engage/fail a Guts Roll = 1" MOVE

VIS: N/A

No VIS effects.

SAT: Saturation Zone



Any BS Attack from, into, or through a Saturation Zone suffers a -1 Burst MOD against that target.
Minimum Burst value is always 1.

Hostility Level: Insecure (Only on 20)

OPEN SEA

Terrain Type: Aquatic

MOV: Very Difficult

Ends the trooper's Movement on contact.
Use only second MOV value.
Troopers cannot declare two Short Movement Skills in the same order.
In Reactive Turn, Dodge/Engage/fail a Guts Roll = 1" MOVE

VIS: N/A

No VIS effects.

SAT: N/A

No SAT effects

Hostility Level: Insecure (Only on 20)

ROCKY GROUND

Terrain Type: Desert

MOV: Difficult

Ends the trooper's Movement on contact.
Use only second MOV value.
Using two Short Movements, both use 2nd MOV value.

VIS: N/A

No VIS effects.

SAT: Saturation Zone



Any BS Attack from, into, or through a Saturation Zone suffers a -1 Burst MOD against that target.
Minimum Burst value is always 1.

Hostility Level: None

SAND DUNES

Terrain Type: Desert

MOV: Very Difficult

Ends the trooper's Movement on contact.
Use only second MOV value.
Troopers cannot declare two Short Movement Skills in the same order.
In Reactive Turn, Dodge/Engage/fail a Guts Roll = 1" MOVE

VIS: N/A

No VIS effects.

SAT: N/A

No SAT effects

Hostility Level: Adverse (19-20)

BEACH

Terrain Type: Aquatic

MOV: Difficult

Ends the trooper's Movement on contact.
Use only second MOV value.
Using two Short Movements, both use 2nd MOV value.

VIS: N/A

No VIS effects.

SAT: N/A

No SAT effects.

Hostility Level: None

STORM

Terrain Type: Special

MOV: As base terrain type

A Storm can occur in any of Jungle, Aquatic, Desert or Mountain terrain.

VIS: Increase VIS Conditions by One Level

Low VIS to Poor VIS.
Poor VIS to Zero VIS.

SAT: As base terrain type









Hostility Level: As base terrain type

HOSTILITY LEVEL

Hostility Level	D20 Roll	Game Conditions
Insecure	1-5	Only on 20.
Adverse	6-10	On 19 or 20.
Dangerous	11-14	On 18 or more.
Aggressive	15-17	On 17 or more.
Lethal	18-19	On 16 or more.
Savage	20	On 14 or more.

Roll or Choose a Damage Value

D20 Roll	Damage Type	Damage Strength
1-3	PH	Immobilized *
4-6	PH -3	Immobilized *
7-10	ARM/BTS	10
11-14	ARM/BTS	11
15	ARM + BTS	11
16-18	ARM/BTS	12
19	ARM/BTS	12 (DA Special Ammunition)
20	ARM/BTS	13

<h2 style="text-align: center;">ZERO-G</h2> <p>Terrain Type: Zero-G</p> <p>MOV: Very Difficult</p> <p>Ends the trooper's Movement on contact. Use only second MOV value. Troopers cannot declare two Short Movement Skills in the same order. In Reactive Turn, Dodge/Engage/fail a Guts Roll = 1" MOVE</p> <p>VIS: N/A </p> <p>No VIS effects.</p> <p>SAT: N/A </p> <p>No SAT effects</p> <p>Hostility Level: None</p>	<h2 style="text-align: center;">GENERATOR ROOM</h2> <p>Terrain Type: Zero-G</p> <p>MOV: Difficult (Optional)</p> <p>Ends the trooper's Movement on contact. Use only second MOV value. Using two Short Movements, both use 2nd MOV value.</p> <p>VIS: White Noise </p> <p>As per Zero Visibility Zone, but only for troopers equipped with a Multispectral Visor of any Level. No clear LoF to target a ARO (or second Short Skill of his Order in Active Turn) means options are reduced to BS Attack with a -6 MOD or Dodge without the MOD.</p> <p>SAT: Saturation Zone </p> <p>Any BS Attack from, into, or through a Saturation Zone suffers a -1 Burst MOD against that target. Minimum Burst value is always 1.</p> <p>Hostility Level: None</p>	<p>Terrain Type:</p> <p>MOV:</p> <p>VIS:</p> <p>SAT:</p> <p>Hostility Level:</p>	<p>Terrain Type:</p> <p>MOV:</p> <p>VIS:</p> <p>SAT:</p> <p>Hostility Level:</p>
<h2 style="text-align: center;">ENGINE ROOM</h2> <p>Terrain Type: Zero-G</p> <p>MOV: Difficult (Optional)</p> <p>Ends the trooper's Movement on contact. Use only second MOV value. Using two Short Movements, both use 2nd MOV value.</p> <p>VIS: Low Visibility </p> <p>Any Skill, Special Skill or piece of Equipment that requires LoF and is declared from, into, or through a Low Visibility Zone suffers a -3 MOD to the relevant Attribute in the required Roll.</p> <p>SAT: Saturation Zone </p> <p>Any BS Attack from, into, or through a Saturation Zone suffers a -1 Burst MOD against that target. Minimum Burst value is always 1.</p> <p>Hostility Level: None</p>	<h2 style="text-align: center;">ENERGY CORE ROOM</h2> <p>Terrain Type: Zero-G</p> <p>MOV: Difficult (Optional)</p> <p>Ends the trooper's Movement on contact. Use only second MOV value. Using two Short Movements, both use 2nd MOV value.</p> <p>VIS: Low Visibility + White Noise </p> <p>Low Vis: Any Skill, Special Skill or piece of Equipment that requires LoF and is declared from, into, or through a Low Visibility Zone suffers a -3 MOD to the relevant Attribute in the required Roll. White Noise: As per Zero Visibility Zone, but only for Multispectral Visor of any Level. BS Attack with a -6 MOD or Dodge without the MOD.</p> <p>SAT: N/A </p> <p>No SAT effects</p> <p>Hostility Level: None</p>	<p>Terrain Type:</p> <p>MOV:</p> <p>VIS:</p> <p>SAT:</p> <p>Hostility Level:</p>	<p>Terrain Type:</p> <p>MOV:</p> <p>VIS:</p> <p>SAT:</p> <p>Hostility Level:</p>

MOV

MOV: Difficult

Applied when base is inside or in contact with a Difficult Terrain area and a **Movement Skill** such as Move, Cautious Movement, Jump, Climb, the Special Skill Assault (in Active Turn), Dodge and Engage (in Reactive Turn) is declared.

Entering base contact with a Difficult Terrain area immediately and automatically ends the trooper's Movement, regardless of its type.

Troopers use only their **second MOV** value.

Move + Move Order use their second MOV value for **both** Short Skills.
In Reactive Turn, troopers in Difficult Terrain that declare Dodge or Engage or fail a Guts Roll can move no more than **1 inch**.

MOV

MOV: Very Difficult

Applied when base is inside or in contact with a Very Difficult Terrain area and a **Movement Skill** such as Move, Cautious Movement, Jump, Climb, the Special Skill Assault (in Active Turn), Dodge and Engage (in Reactive Turn) is declared.

Entering base contact with a Very Difficult Terrain area immediately and automatically ends the trooper's Movement, regardless of its type.

Troopers use only their **second MOV** value.

Troopers **cannot** declare two Short Movement Skills in the same order.
In Reactive Turn, troopers in Difficult Terrain that declare Dodge or Engage or fail a Guts Roll can move no more than **1 inch**.

SAT

SAT: Saturation Zone

Any BS Attack **from, into, or through** a Saturation Zone suffers a **-1 Burst MOD**.

-1B

The **minimum** Burst value is always 1.

SAT

SAT: High Sat Zone

Any BS Attack **from, into, or through** a High Saturation Zone suffers a **-2 Burst MOD**.

-2B

The **minimum** Burst value is always 1.

VIS

VIS: Low Visibility

Any Skill, Special Skill or piece of Equipment that requires LoF and is declared from, into, or through a Low Visibility Zone suffers a **-3 MOD** to the relevant Attribute in the required Roll.

Consequently, any Skill, Special Skill or piece of Equipment whose LoF makes contact with a Low Visibility Zone suffers the **-3 MOD**.

-3

This **-3 MOD** for Low Visibility **stacks with other MODs** for Special Skills, Equipment, Partial Cover, Range, etc but **never with other Zone of Visibility MODs**.

VIS

VIS: Poor Visibility

Any Skill, Special Skill or piece of Equipment that requires LoF and is declared from, into, or through a Poor Visibility Zone suffers a **-6 MOD** to the relevant Attribute in the required Roll.

Consequently, any Skill, Special Skill or piece of Equipment whose LoF makes contact with a Poor Visibility Zone suffers the **-6 MOD**.

-6

This **-6 MOD** for Poor Visibility **stacks with other MODs** for Special Skills, Equipment, Partial Cover, Range, etc but **never with other Zone of Visibility MODs**.

VIS

VIS: Zero Visibility

Troopers **cannot** draw LoF through a Zero Visibility Zone. Only Skills that do not require LoF or that require base to base contact with target inside.

The target of a BS Attack into or out of a Zero Visibility Zone, or whose LoF traverses a Zero Visibility Zone, may respond to the attacker even without LoF, provided the trooper is facing the attacker.

The **ONLY** ARO (or second Short Skill of his Order in Active Turn) options are **BS Attack with a -6 MOD or Dodge without the MOD** or Change Facing if not facing.

This **-6 BS MOD** **stacks with other MODs** from Special Skills, Equipment, Partial Cover, Range, etc., but **never with other Visibility Zone MODs**.



VIS

VIS: White Noise

A **White Noise Zone** acts as a **Zero Visibility Zone**, but **only** for troopers equipped with a Multispectral Visor (MSV) of any Level.

MSV Troops may not draw LoF into, out of or through any part of a White Noise Zone.

The **ONLY** ARO (or second Short Skill of his Order in Active Turn) options are **BS Attack with a -6 MOD** or Dodge without the MOD or Change Facing if not facing.

This **-6 MOD** for Poor Visibility **stacks with other MODs** for Special Skills, Equipment, Partial Cover, Range, etc but **never with other Zone of Visibility MODs**.

-6*