

The Blackley Downs

A marshy region renown for its rare plants and treacherous terrain



Defender:

[River] Ford Swamp Woods

Attacker:

Ford Ford Swamp

Special Effect:

After placing commands, each player may delay 1 command, Starting with Defender

The Bois Valley

A gentle valley known for its fantastic vinyards and fabulous wines.



Defender:

Fields Fields Farm

Attacker:

Fields Fields Farm

Special Effect:

The Defender may remove one piece of terrain

The Mighty Reik River

This river is a major trade route and income source for the area



Defender:

[River] Bridge Ford Village

Attacker:

Ford Ford Fields Woods

Special Effect:

Attacker may add or subtract 1 from the River direction die roll

East Plattfordham

This sleepy town controls several crossings of the Boine river



Defender:

[River] Village Bridge Woods

Attacker:

Ford Ford Woods Fields

Special Effect:

None

Melvilford Bridge

The Osse river is too wide to cross except for the area around Melvilford Bridge



Defender:
[River] [Bridge] Ford Field

Attacker:
[Ford] Woods Woods

Special Effect:
Always Defender

The City of Whitehaven

This ancient city dominates the plains of Thorn



Defender:
[Village] [Village] Fields

Attacker:
Fields Woods Road

Special Effect:
Always Defender, Valuable

The Village of Roses

Roses sits astride the crossroads of the two main roads of this region



Defender:
[Village] [Road] Woods Fields

Attacker:
Woods Fields [Road]

Special Effect:
Defender may set up 10cm closer

The Hills of Ravenglass

These sheep-covered hills have been used for centuries by wizards for scrying magic



Defender:
[Hill] Hill Woods

Attacker:
[Hill] Hill

Special Effect:
Each player may move one of their Commands after all commands are placed, starting with the Defender

The Gloomywood

This forest produces high quality, valuable wood, but woodcutters still tell tales of spirits haunting this dark wood



Defender:
[Woods] Woods Woods

Attacker:
[Woods] Road

Special Effect:
Each player may move one of their opponents Commands after all Commands are placed, starting with the Defender

Copperton

This village is the center of the local copper mines and bronze manufacturing



Defender:
[Village] Hill Farm

Attacker:
Hill Fields

Special Effect:
Defender may move one Command after all Commands are placed

Plotsburg

Nestled in the dark Plots forest, this village is the economic hub of the region



Defender:
[Village] Woods Fields

Attacker:
Woods Woods

Special Effect:
Attacker may set up 10cm closer

Avenbury Circle

This mystical circle can have a strange effect on magic, making spells very powerful



Defender:
Hill Hill Woods

Attacker:
Hill Woods

Special Effect:
There is a stone circle in the center of the battlefield.
Any ONE of your wizards in this circle may re-roll missed spells. Dwarves may re-roll one dispel attempt per turn. Only wizards may enter the circle.

The Azure Coast

Fine winds and calm weather make this stretch of coastline particularly valuable



Defender:
Swamp Hill

Attacker:
Woods

Special Effect:
The sea edge is on the East or West edge, determine randomly, 30 cm from that edge.
Sea is impassable terrain.

The Vanishing Oasis

In the barren wastes of Al-heada this Oasis is the only water for caravans



Defender:
[Woods] Fields

Attacker:
Hill Swamp(Rocky terrain)

Special Effect:
After placing commands, each player may delay one Command, Starting with Defender. Valuable

Field of the Laughing Dead

This ancient battlefield is littered with skeletons and insane laughter can be heard everywhere



Defender:
Hill Woods

Attacker:
Hill Woods

Special Effect:
Each player may cause his opponent to fail any non-general order once (due to the terror caused by the Spirits)

The Misty Wood

This haunted wood fills even the bravest men with fear and dread



Defender:
[Woods] Woods Woods

Attacker:
Woods Woods Woods

Special Effect:
All woods are treated as impassible terrain, due to the haunted aspect of the woods.

Lake Caerth

Lake Caerth is a region with hundreds of bodies of water and a great variety of fish



Defender:
[Lake] Woods Woods

Attacker:
[Swamp] Hill Woods

Special Effect:
Defender may remove one piece of terrain

The Foggy Downs

The eternally misty Foggy Downs are dotted with the Barrows of ancient, restless kings



Defender:
[Hill] Hill Woods

Attacker:
Hill Woods

Special Effect:
Any unit(s) that fail a command roll while on a hill are Confused (Due to fear of the ancient ghosts)

Lichfield

The fertile plain is the breadbasket of the region



Defender:
Fields Fields Farm

Attacker:
Fields Farm Farm

Special Effect:
The Defender may remove one piece of terrain

Alpenville

This sleepy region supplies vast quantities of lumber and cheese



Defender:
[Village] Woods Fields

Attacker:
Woods Fields

Special Effect:
Attacker may set up 10cm closer

The Village of Rye

*This village is the transportation center
for all of the surrounding farms*



Defender:

[Village] [Road] Woods Fields

Attacker:

Fields Fields [Road]

Special Effect:

None

The City of Lords

*Known for its fantastic architecture
and wealthy Burghers*



Defender:

[Village] [Village] Fields

Attacker:

Fields Woods Road

Special Effect:

Valuable

The Forest of Epping

*Great hunting can be found in this forest
but beware the fairy mounds*



Defender:

[Woods] Woods Woods

Attacker:

[Woods] Woods Road

Special Effect:

Each player may move one of their opponents
Commands after all Commands are placed,
starting with the Defender

The Frosted Downs

*The cold winds blow continuously
through these bleak hills*



Defender:

[Hill] Hill Woods

Attacker:

[Hill] Woods

Special Effect:

Each player may move one of their Commands
after all commands are placed, starting
with the Defender