

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)

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

-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)

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

-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: 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

ZERO-G

Terrain Type: Zero-G
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

GENERATOR ROOM


Terrain Type: Zero-G
MOV: Difficult (Optional)
Ends the trooper's Movement on contact.
Use only second MOV value.
 Using two Short Movements, both use 2nd MOV value.


VIS: White Noise 
 As per Zero Visibility Zone, but only for troopers equipped with a Multispectral Visor of any Level.
 No clear LoF to target & 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.

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


Terrain Type:
 MOV:


VIS: 

SAT: 

Hostility Level:

Terrain Type:
 MOV:


VIS: 


SAT: 

Hostility Level:

ENGINE ROOM

Terrain Type: Zero-G
MOV: Difficult (Optional)
Ends the trooper's Movement on contact.
Use only second MOV value.
 Using two Short Movements, both use 2nd MOV value.


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.


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

ENERGY CORE ROOM


Terrain Type: Zero-G
MOV: Difficult (Optional)
Ends the trooper's Movement on contact.
Use only second MOV value.
 Using two Short Movements, both use 2nd MOV value.


VIS: Low Visibility + White Noise 
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.

SAT: N/A 
 No SAT effects

Hostility Level: None


Terrain Type:
 MOV:


VIS: 

SAT: 

Hostility Level:

Terrain Type:
 MOV:

VIS: 

SAT: 

Hostility Level: