

Terrain Key

Shallow Water	Lt. blue
Med. Water	Med. blue
Deep Water	Dark blue
Grass	Green
Marsh	Green/Brown
Dirt	Dark Brown
Forest	Dark Green
Agriculture	Yellow/Grey
Swamp	Cyan
Rocks	Grey

Terrain Effects Moving

Infantry

Grass/Dirt	OK
Agriculture	Poor
Rock	Poor
Forest	Bad
Water	Bad
Swamp	Worst

Archers

Grass/Dirt	OK
Agriculture	Poor
Rock	Poor
Forest	Bad
Water	Bad
Swamp	Worst

Knights

Grass/Dirt	Good
Agriculture	Poor
Water	Bad
Forest	Worst
Rock	Worst
Swamp	Worst

Player Colors

Anjou	Blue
Aragon	Lt. Blue
Burgundy	Gold
Valois	Red
Albion	Purple

Terrain Effects Battle

Infantry Hand-to-Hand

Grass/Dirt	OK
Forest	Poor
Agriculture	Bad
Rock	Bad
Water	Bad
Swamp	Worst

Archers Hand-to-Hand

Forest	Good
Rock	Good
Grass/Dirt	OK
Water	Bad
Swamp	Bad
Agriculture	Bad

Knights Hand-to-Hand

Grass	Good
Agriculture	Poor
Water	Poor
Forest	Worst
Rock	Worst
Swamp	Worst

Defense Against Arrows

Forest	Good
Rock	OK
Agriculture	OK
Swamp	Poor
Grass/Dirt	Poor
Water	Bad

Seasonal Effects

During winter months, certain tasks will run slower. **Attacking Territories, Harvesting Grain and Cutting Timber** will all take more time to complete.

Additional Credits

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