

MAGE KNIGHT TERRAIN

by: XenCade

Quick Reference



A - Rubble
(hindering)



B - Copse
(hindering)



C - Brush
(hindering)



D - Hedgegrow
(hindering)



F - House
(blocking)



H - Tower
(blocking)



I - Butte
(blocking)



G - Longhouse
(blocking)



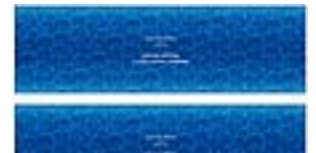
T - Scrub
(concealing)



U - Sedge
(concealing)



S - Tarn
(water)



P - Str. Stream
(water)



V - Glade
(clear)



R - Pond
(water)



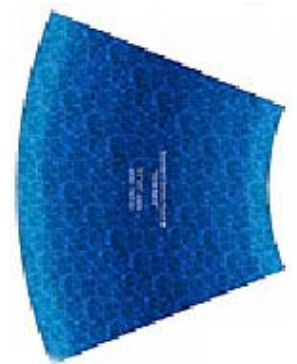
W - Dell
(clear)



N - Str. Creek
(water)



L - Straight River
(water)



M - River Bend
(water)



O - Creek Bend
(water)



J - Curtain Wall
(blocking)



Q - Stream Bend
(water)

NOTE: Terrain Templates **E (Gatehouse)**, and **K (Low Wall)** are no longer Tournament Legal terrain pieces.