

MKDO Terrain Modifiers

Symbol	Terrain Type	Effect on Movement	Effect on Ranged Combat
-	Clear (Default)	No effect on Movement. No effect on Ranged Combat. No symbol is printed. The entire battlefield is considered to be this type of terrain unless otherwise marked or noted.	
H	Hindering (Forest, Rubble, etc...)	Increase the movement cost into this square by 1 (normally to 2 or 3 diagonally).	If line of fire passes through, or the target occupies a square that contains hindering terrain add 1 to the target's defense against ranged attacks. Regardless of how many squares of hindering terrain, the line of fire passes through, add only a single +1 modifier. DO NOT count the Attacker's square.
B	Blocking (Buildings, Columns, etc...)	Indoors: No movement is allowed into this square. Outdoors: Figures with the Wing speed type may move into this square if at Soaring level. If forced down from Soaring on this square, remove the figure from the board.	No line of fire may pass through terrain of this type.
W	Water (Shallow)	Increase the movement cost into this square by 2 (normally to 3 or 4 diagonally). Figures with the Wave or Wing speed type or Aquatic or Flight SA ignore this penalty. In addition, figures with the Wave speed type or Aquatic SA gain +2 to their defense while occupying Water terrain.	No effect on Ranged Combat.
X	Movement Blocking (Chasms, Lava, etc)	No the movement into this square is allowed by figures without the Wing speed type or Flight SA. If a figure with the Flight SA loses this ability while on this square, remove it from the board.	No effect on Ranged Combat.
M	Movement Hindering (Low Wall, Fences)	Increase the movement cost into this square by 1 (normally to 2 or 3 diagonally). May apply to movement in one direction only (use common sense! Crossing a fence as opposed to traveling along it.)	No effect on Ranged Combat.
C	Concealing (Range Hindering) (Persistent Smoke, Tall Grass, etc...)	No effect on Movement.	If line of fire passes through, or the target occupies a square that contains hindering terrain add 1 to the target's defense against ranged attacks. Regardless of how many squares of hindering terrain, the line of fire passes through, add only a single +1 modifier. DO NOT count the Attacker's square.
D	Water (Deep)	No movement into this square is allowed by figures without the Wave or Wing speed type or Aquatic or Flight SA. If a figure with the Aquatic or Flight SA loses this ability while on this square, remove it from the board. In addition, figures with the Wave speed type or Aquatic SA gain +2 to their defense while occupying Water terrain.	No effect on Ranged Combat.

Note: A treasure chest or a wandering monster token is also considered as Hindering Terrain. If line of fire passes through, or the target occupies a square that contains hindering terrain, a treasure chest or a wandering monster token, add 1 to the target's defense against ranged attacks. As above, regardless of how many squares of hindering terrain, treasure chests or wandering monster tokens the line of fire passes through, add only a single +1 modifier.

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Symbol	Terrain Type	Effect on Movement	Effect on Ranged Combat
-	Elevated Terrain Level 0 (Default)	No effect on Movement. No effect on Ranged Combat. No symbol is printed.	The entire battlefield is considered to be this type of terrain unless otherwise marked or noted.
1	Elevated Terrain Level 1	Movement to higher terrain levels: Movement up a single terrain level (from level 0 to 1, for example) adds +3 to the normal movement cost, in addition to any other terrain modifier. Movement up two terrain levels (from 1 to 3, for example) requires all of a figure's speed points from it's current activation. Figures with the Wing speed type ignore this penalty while those with the Flight SA pay only an additional +2 for a 1 level change (still using all speed points for a two level change).	When an attacker makes a ranged combat attack against target on a higher terrain level, the target gets +1 to its defense value. This is called the height advantage modifier. A target might get the benefit of the height advantage modifier and the hindering terrain modifier at the same time. In this case, the target gets +2 to its defense value. An attacker can only draw a line of fire to a target on a higher terrain level if that line of fire does not cross a square at equal or higher terrain level than the target occupies, not counting the target's square.
2	Elevated Terrain Level 2	Movement to lower terrain levels: Movement down a single terrain level (from level 2 to 1, for example) adds +1 to the normal movement cost, in addition to any other terrain modifier. Movement down two terrain levels (from 1 to -1, for example) adds +3 to normal movement cost. Figures with the Wing speed type ignore this penalty while those with the Flight SA pay NO movement cost for a 1 level change and only an additional +2 for a 2 level change.	An attacker can only draw a line of fire to a target on the same terrain level if that line of fire does not cross a square of a higher terrain level. An attacker can only draw a line of fire to a target on a lower terrain level if that line of fire does not cross a square at equal or higher terrain level than the attacker's occupies, not counting the attacker's square.
3, 4, -1, etc	Elevated Terrain Level 3, etc...	No change of terrain levels greater than 2 is possible for figures without the Wing speed type, who must be at Soaring level to ignore this limitation. Points of access (ladders, etc...) may be available to allow access to level changes greater than 2. It costs 4 speed points to use a point of access to make these level changes. Elevated Terrain may also go negative (-1, -2, etc...) from the main battlefield. The same rules apply as above using the terrain difference.	A figure (which is not Titan, Chariot or Multi-Dial based) which is one terrain level or more below both the attacker and the target does not block the line of fire. Titan, Chariot and Multi-Dial figures block lines of fire at all terrain levels except soaring.