

GAME BOARD RULES – THE MOUNDS V.1



BLACK ROCKS (letters A to F)

Any miniature can jump over a black rock as long as its base can move over it, paying 1 extra movement point, or without any extra cost if the miniature has the Jump skill.

NARROW Passages (red arrows)

Only characters on foot with the Feline Grace skill can cross between those areas paying one extra movement point.

STANDING MONOLITHS

This huge stones block line of sight and block movement except for Flying characters. Moreover, Flying characters can end their movement perching atop one of them (in this case they will get a yellow dice elevation bonus for their ranged attack versus enemies below).

FALLEN MONOLITHS

Any character can move on a fallen monolith by spending 1 extra movement point. These areas provide an elevation bonus of one yellow dice. Any character in a fallen monolith area may attack a character in an adjacent area with a Melee Attack. These areas do not block line of sight. A character may exit one of these areas with no movement penalty.

HILLTOPS (yellow areas)

These are the highest points of the board. There is line of sight between the three hilltops, unless it is obstructed by standing monoliths on the hilltops themselves.

STAKES AND PALISADES/CHEVAUX DE FRISE

Mounted miniatures cannot move in one of these areas, characters on foot may move in one of these areas by spending 2 extra movement points. A character on foot may exit one of these areas with no movement penalty.

If a Mounted miniature suffers damage in an area adjacent to a palisade, the rider may fall on it. The attacker rolls 🎲, if he gets two symbols on the dice, means the defender takes damage from the palisade (but remains in his original area), roll another 🎲 for damage.