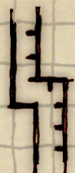




FENCE
DC 20 JUMP
DC 15 RIDE
+1 SQUARE



PARAPET
[ATOP WALL]
COVER AS
LOW WALL



WALL
SEE DMG P.60



**WALL
OF FIRE**
SEE PH P.298



**WALL
OF FORCE**
SEE PH P.298



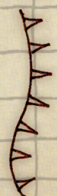
**WALL
OF ICE**
SEE PH P.299



**WALL
OF IRON**
SEE PH P.299



WALL OF THORNS
SEE PH P.300



FRAISE
HALF SPEED OR
1d4 SPIKES HIT AT
+10 FOR 1d8 DAMAGE



CREVASSE
DC 15 CLIMB



HEDGEROW
AS LOW WALL
+2 SQUARES



BARRICADE
DC 10 CLIMB



ABATIS
DC 10 CLIMB



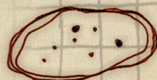
RAZORWIRE
SEE DMG P.71



TRENCH
COVER,
+1 SQUARE
TO LEAVE



TRIPLINE
DC 15 REFLEX
OR PRONE



**LIGHT
DEBRIS**
DC 10 BALANCE
TO RUN



**HEAVY
DEBRIS**
COVER,
+1 SQUARE,
NO RUNNING



STALAGMITE



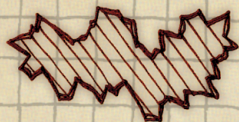
MASSIVE TREE
COVER,
CLIMB DC 15



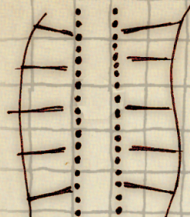
**HEAVY
UNDERGROWTH**
+3 SQUARES, 30%
CONCEALMENT



TREE TRUNK
+2 AC, +1 REFLEX



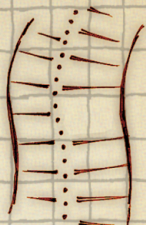
**LIGHT
UNDERGROWTH**
+1 SQUARE
CONCEALMENT



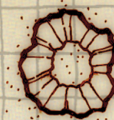
RAMPART
COVER,
STEEP SLOPES ON BOTH SIDES



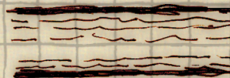
FOXHOLE
+8 AC



BERM
COVER,
STEEP SLOPE ON ONE SIDE



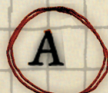
CRATER
COVER,
STEEP SLOPE
ON INSIDE



RIVER
DC 10 SWIM IF SLOW,
DC 15 SWIM IF FAST



HOT SPRING
1d6 DAMAGE
PER ROUND,
MAY HAVE GEYSER



ACID POOL
1d6 DAMAGE
PER ROUND



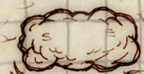
FIRE
2d6 DAMAGE
REFLEX DC 15
OR CATCH ON FIRE



MINEFIELD
BLAST DISKS
OR GLYPHS
SEE PH P. 236



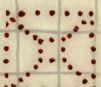
STREAM
+1 SQUARE



SMOKE
CONCEALMENT,
VISION LIMITED
TO 30 FT.



PILED BODIES
FORCES
MORALE CHECK



**CAMOUFLAGED
PIT**
SEE DMG P. 70

BARRIERS, OBSTACLES, AND HAZARDS