

DEATH IN THE DARK CONTINENT TERRAIN EFFECTS SHEET

Terrain Type	Effect on Movement	Provides Cover Against Shooting?	Effect on Line of Sight
Low Hills.	None.	None.	Any line of sight crossing the crest is blocked.
Escarpments.	Difficult terrain.	Yes, too stationary figures on foot.	None.
Kopjes.	Too steep to climb except by a track.	None.	4".
Rocky Ground.	Only to Field Guns.	Yes, too stationary figures on foot.	None.
Gullies.	Treated as two escarpments so Difficult terrain.	Yes, too stationary figures on foot.	None. No line of sight into a gully unless the spotter is within 2" of the feature.
Jungle.	Difficult terrain, impassable to field guns & machine guns.	Yes.	Blocks if crossing more than 1".
Bush.	None.	Yes, if on foot and range is over 4".	Blocks if crossing more than 12".
Tall Grass.	Difficult terrain.	None.	Blocks if crossing more than 4".
Crops.	None.	Yes, if stationary on foot and range is over 4".	None.
Marsh.	Difficult terrain, Dice each turn, for each base for loss to crocodiles.	Yes, if stationary on foot and range is over 4".	None.
Streams.	Difficult terrain for all except skirmishers.	Yes if on foot and stationary, in contact with the bank and facing outwards.	None.
Rivers.	Crossable only in boats or at a ford (which counts as difficult terrain). Dice (once only) for crocodiles.	Yes if on foot and stationary, in contact with the bank and facing outwards.	None.
Sea or Major Lake shore.	One edge of table is impassable except by boat.	Not applicable.	Not applicable.
Village.	None.	Yes, except to field guns and rockets.	Yes if crossing more than 2".
Sand.	Difficult terrain except for those mounted on camels.	Yes, too stationary figures on foot.	None.
Tracks.	Negate the effect of terrain on movement.	None.	Straight sections permit line of sight along that section except when crossing hill crests, escarpments and the lips of gullies.