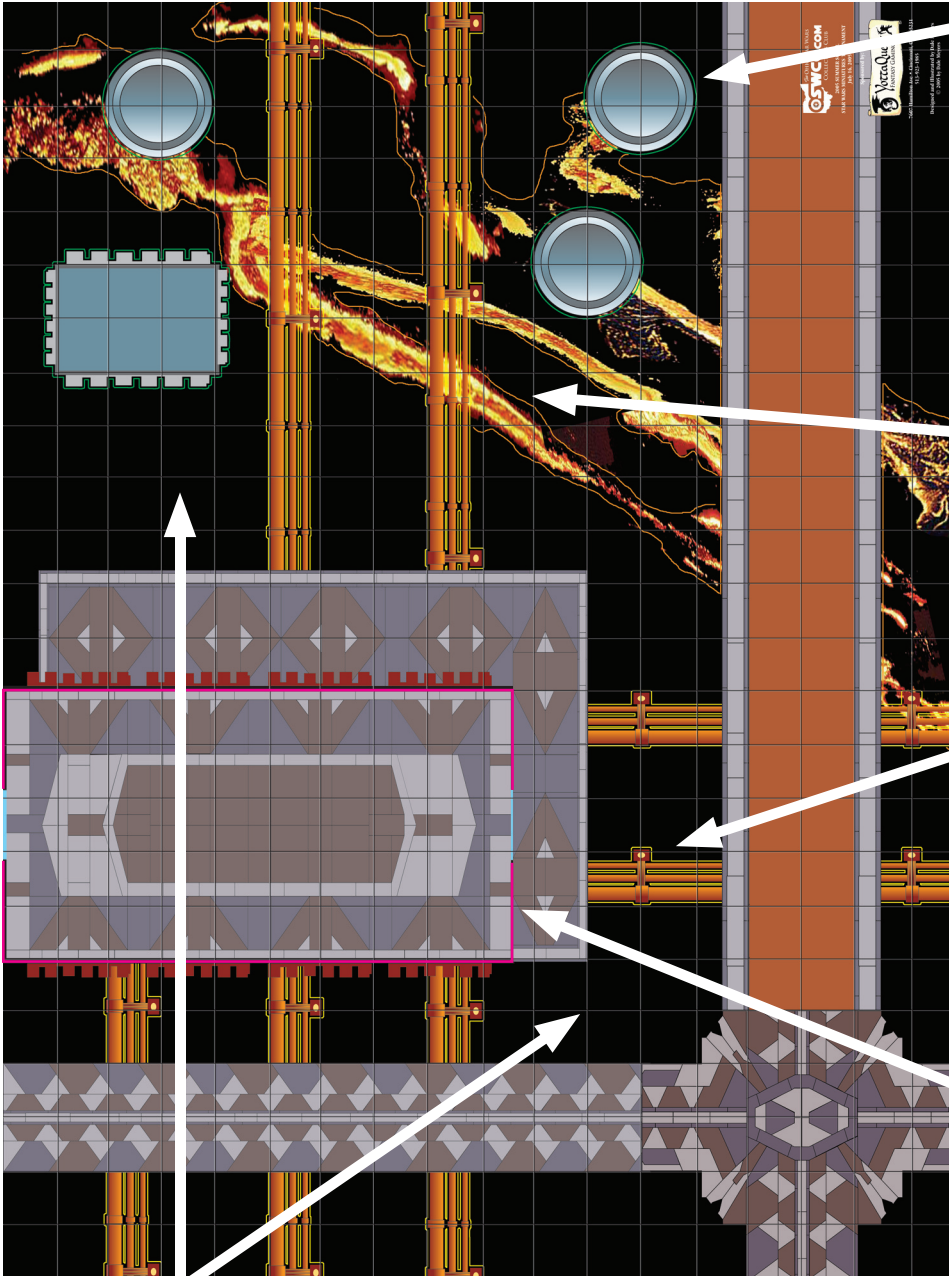


MUSTIFAR MAP TERRAIN GUIDE

STAR WARS MINIATURES TOURNAMENT



GREEN LINES = Low Objects

Computer terminals, chairs, countertops, and similar obstacles are collectively referred to as low objects. A square containing low objects has a green outline.

Movement: It costs twice as much to move into a square containing low objects. This means it counts as 2 squares, or 4 squares if moving diagonally.

Line of Sight: Low objects do not block line of sight.

Cover: Low objects provide cover. The attacking character ignores low objects in the space it occupies and in adjacent squares for determining cover.

ORANGE LINES = Pits/Lava Zone

Pits are deep craters plunging into the depths of the planet. A square that counts as a pit has an orange outline.

Movement: Characters cannot move into a square containing a pit unless they have the Flight special ability. Characters with Flight can move through a square containing a pit but cannot end their movement in that square.

Line of Sight and Cover: Pits do not block line of sight, nor do they provide cover.

YELLOW LINES = Difficult Terrain

Terrain that is broken, has gaps, or does not provide solid footing is considered difficult terrain. A square containing difficult terrain has a yellow outline.

Movement: It costs twice as much to move into a square containing difficult terrain. This means it counts as 2 squares, or 4 squares if moving diagonally.

Line of Sight: difficult terrain does not block line of sight.

Cover: difficult terrain does not provide cover.

MAGENTA LINES = Wall/High Object

Walls are high objects that separate squares. Some very large objects, such as columns, are high enough to be considered walls. An edge that's a wall has a magenta line along it.

Movement: Characters cannot move through walls. They cannot move diagonally across a wall corner if its color-coded border extends to that corner.

Line of Sight: Walls block line of sight. Characters on opposite sides of a wall are not adjacent.

Cover: Walls can provide cover (when they don't block line of sight altogether).

BLACK SQUARES = Volcanic Terrain

Volcanic terrain does not provide solid footing and is considered difficult terrain.

Movement: It costs twice as much to move into a square containing volcanic terrain. This means it counts as 2 squares, or 4 squares if moving diagonally.

Line of Sight: Volcanic terrain does not block line of sight.

Cover: Volcanic terrain does not provide cover.