

TERRAIN INFLUENCE

terrain:	movement		Combat influence
	infantry, tabor	cavalry / commander	
Clear	1	1	-
road	1	1/2	
stream	+1	+2	+1
slope	+1	+1	
forest	2	3	
swamp	inaccessible		1/2 A
sand dunes	3	4	
Arsuf	2	2	