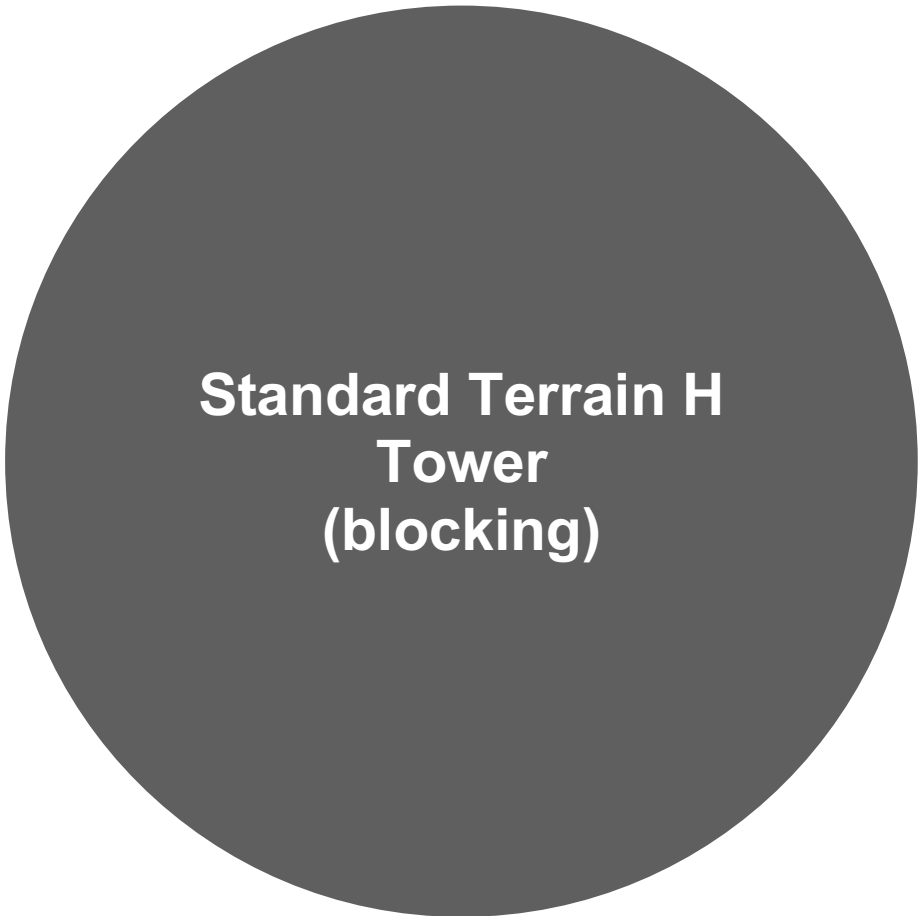


**Standard Terrain A
Rubble
(hindering)**



**Standard Terrain B
Copse
(hindering)**



**Standard Terrain H
Tower
(blocking)**



**Standard Terrain C
Brush
(hindering)**

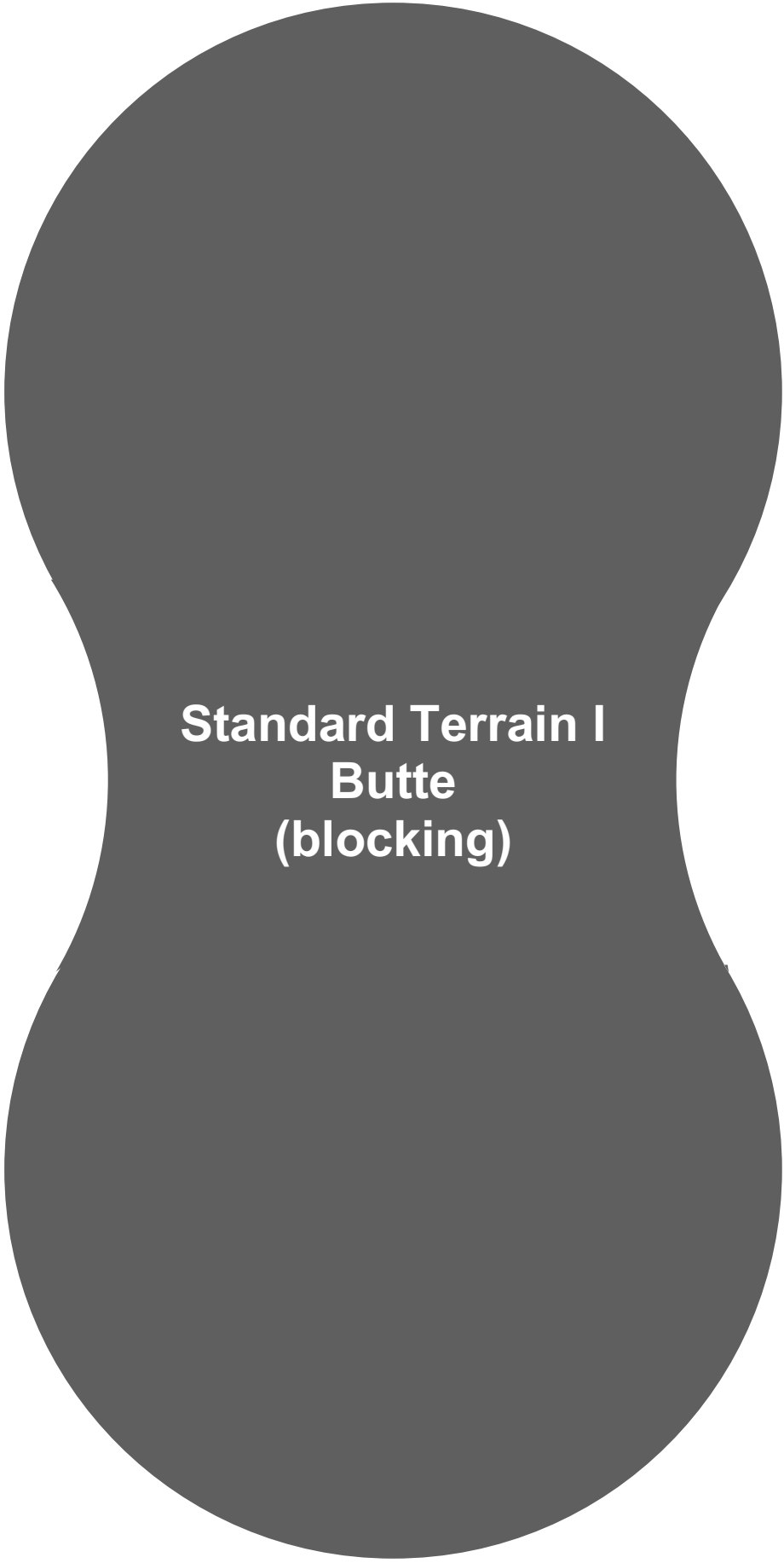


**Standard Terrain E
Gatehouse
(blocking)**

**Standard Terrain F
House
(blocking)**

**Standard Terrain G
Longhouse
(blocking)**

**Standard Terrain D
Hedgerow
(hindering)**



**Standard Terrain I
Butte
(blocking)**

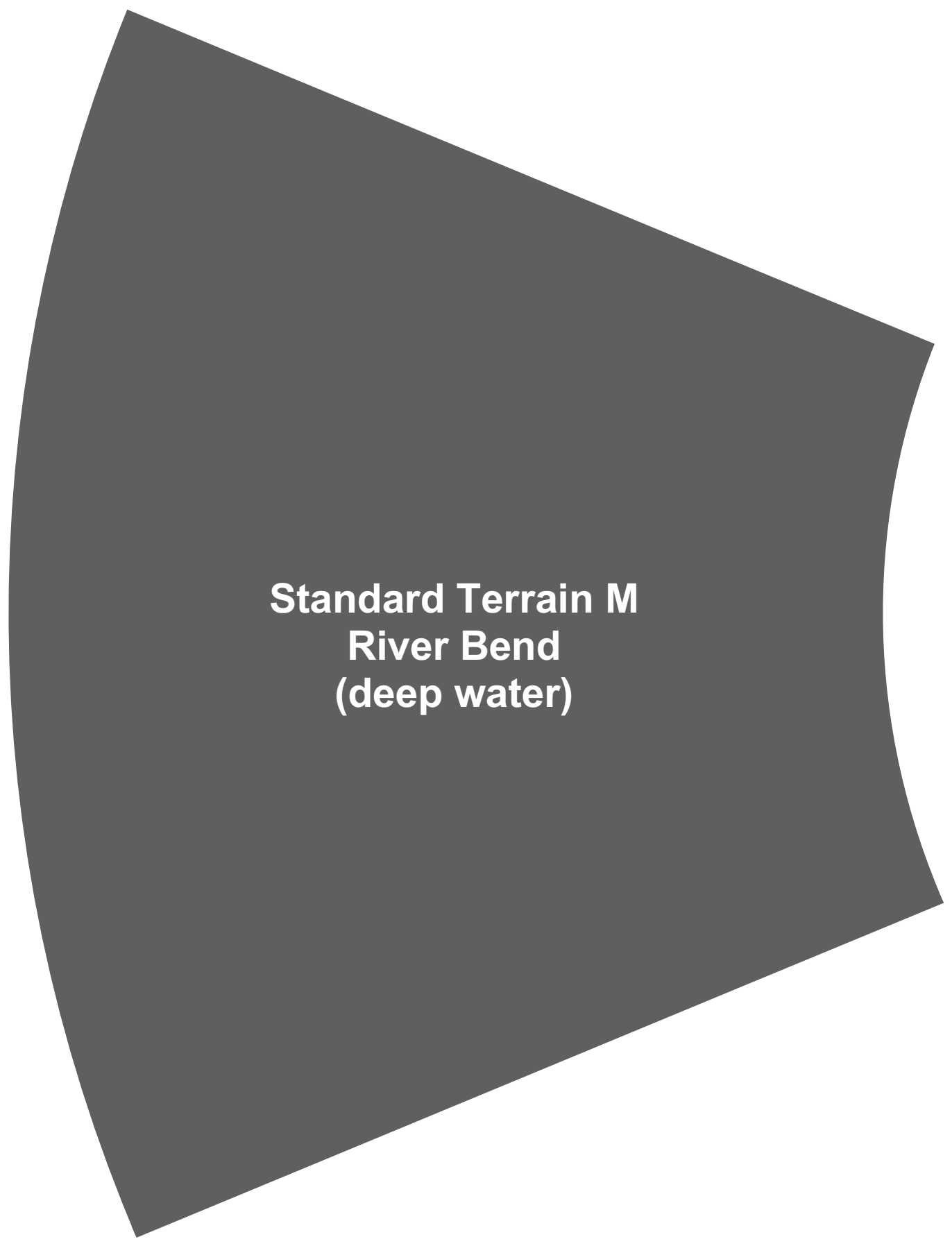
Standard Terrain K

Low Wall

Standard Terrain J
Curtain Wall (blocking)

**Standard Terrain L
Straight River
(deep water)**

**Standard Terrain L
Straight River
(shallow water)**

A dark gray, curved, fan-like shape that tapers at both ends, resembling a wide, shallow bowl or a curved banner. It is centered on a white background.

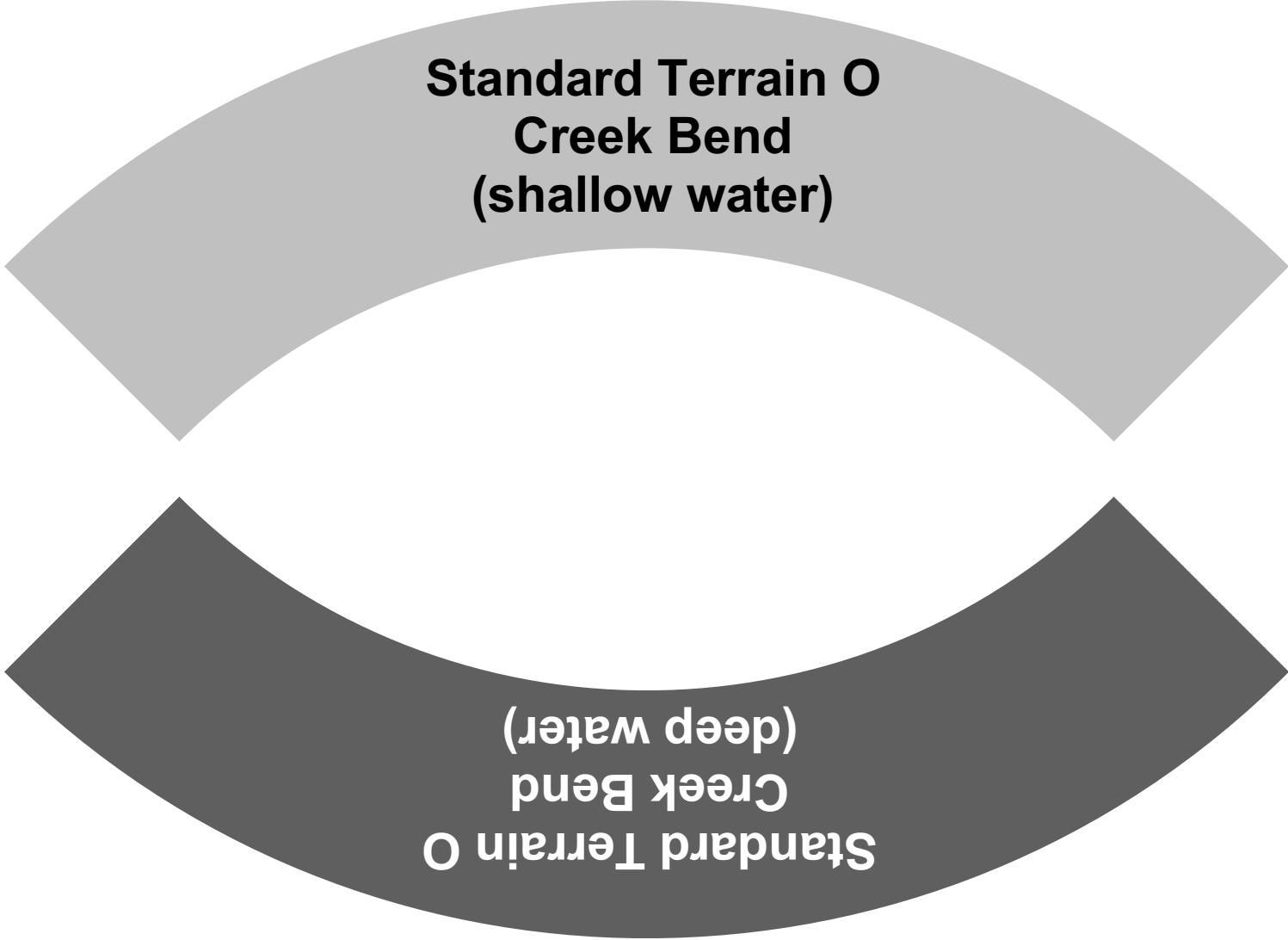
**Standard Terrain M
River Bend
(deep water)**



**Standard Terrain M
River Bend
(shallow water)**

**Standard Terrain N
Straight Creek
(shallow water)**

**Standard Terrain N
Straight Creek
(deep water)**



**Standard Terrain O
Creek Bend
(shallow water)**

**Standard Terrain O
Creek Bend
(deep water)**

**Standard Terrain P
Straight River
(deep water)**

**Standard Terrain P
Straight River
(shallow water)**



**Standard Terrain Q
River Bend
(shallow water)**

**Standard Terrain Q
River Bend
(deep water)**

A large, light gray circle containing text.

**Standard Terrain R
Pond
(shallow water)**

A large, dark gray circle containing text.

**Standard Terrain R
Pond
(deep water)**



**Standard Terrain S
Tarn
(shallow water)**



**Standard Terrain S
Tarn
(deep water)**