

Setup Terrain Sequence	
Step 1.	Divide the BOARD into 4 quadrants by bisecting the Board north to south and east to west. Number the four BOARD QUADRANTS 1 to 4. Number the BOARD SIDES 1 to 4.
Step 2.	The Expedition player rolls a D20. On the appropriate terrain table find the row equal to the D20 result to get the list of terrain features.
Step 3.	The players take turns choosing and placing terrain pieces from the list. The Expedition Player goes first. Then the Native Player.
Step 4.	<p>The player, whose turn it is to place a piece of terrain, picks the terrain and rolls a D6.</p> <p>1 to 4 = put the terrain piece anywhere in the quadrant with the corresponding number.  5 = the Expedition player may place the terrain anywhere in any quadrant.  6 = the Native player may place the terrain anywhere in any quadrant.</p> <p>If a piece of terrain does not have room to be placed in a quadrant do not place it.</p> <p>Streams: the quadrant for placement is the starting quadrant. Roll a D6.  1-3 = the stream goes all the way from side 1 to 3.  4-6 = the stream goes all the way from side 2 to 4.  The starting position in the starting quadrant is up to the player placing the stream.</p>
Step 5.	Repeat Steps 3 and 4 till all the terrain is placed.

JUNGLE	
D20	Terrain Features
1, 2	5 Jungle
3, 4	5 Jungle
5, 6	5 Jungle, 1 Rough
7, 8	5 Jungle, 1 Rough
9, 10	5 Jungle, 1 Rough, Stream
11, 12	5 Jungle, 1 Rough, Stream
13, 14	5 Jungle, 2 Rough
15, 16	5 Jungle, 2 Rough
17, 18	5 Jungle, 2 Rough, Stream
19, 20	5 Jungle, 2 Rough, Stream

SAVANNA	
D20	Terrain Features
1, 2	None
3, 4	None
5, 6	1 Jungle
7, 8	1 Jungle
9, 10	1 Jungle
11, 12	1 Jungle, Stream
13, 14	2 Jungle
15, 16	2 Jungle
17, 18	2 Jungle
19, 20	2 Jungle, Stream

DESERT	
D20	Terrain Features
1, 2	None
3, 4	None
5, 6	None
7, 8	None
9, 10	1 Rough
11, 12	1 Jungle
13, 14	2 Rough
15, 16	2 Rough
17, 18	2 Rough, 1 Jungle
19, 20	2 Rough, 1 Jungle

MOUNTAIN	
D20	Terrain Features
1, 2	2 Jungle
3, 4	2 Rough
5, 6	1 Jungle, 1 Rough
7, 8	1 Jungle, 1 Rough
9, 10	2 Jungle, 1 Rough, Stream
11, 12	2 Jungle, 1 Rough, Stream
13, 14	2 Jungle, 2 Rough
15, 16	2 Jungle, 2 Rough
17, 18	3 Jungle, 2 Rough
19, 20	3 Jungle, 2 Rough

TERRAIN ADJUSTMENTS	
Jungle	2 for 1. For example, 1 inch moved cost 2 inches of movement. If a figure's base is entirely inside a Jungle area, it must be touching an edge to shoot or be shot at. Heavy Cover for Shooting. Blocks LOS.
Rough	2 for 1. For example, 1 inch moved cost 2 inches of movement. BEFORE each move while in Rough Ground, roll a D6. Stuck on a 6. Free up on 4 – 6. Can move on turn freed up. If base is entirely inside a Rough area, it must be touching an edge to shoot or be shot at. Light Cover for Shooting. Blocks LOS.
Stream	2 for 1. For example, 1 inch moved cost 2 inches of movement. BEFORE each move while in a Stream, roll a D6. Stuck on a 4 - 6. Free up on 4 – 6. Can move on turn freed up. Does not block LOS. No Cover for Shooting.