

Plains	Mountains	Valley
Insert Picture Here	Insert Picture Here	Insert Picture Here
	Entering, Leaving, or Traversing this land costs 2 APs, instead of the normal 1.	
Farmland	Dark Portal	Homestead
Insert Picture Here	Insert Picture Here	Insert Picture Here
Each time a unit ends its player's turn on this land, the unit recovers 1 LP (up to its maximum.)	Units entering, leaving, or traversing this land do not consume any APs.	
Hallowed Field	Field Hospital	Desert
Insert Picture Here	Insert Picture Here	Insert Picture Here
Units residing on this land may neither attack nor be attacked by other units.	Each unit residing on this land at the end of any player's turn gains 1 LP.	Any non-water unit which ends more than 3 consecutive turns (of any player) on this land dies (regardless of its current life points.) Any water unit that ends any player's turn on this land dies immediately.

Open Ground	High Ground	Forest
Insert Picture Here	Insert Picture Here	Insert Picture Here
Any unit attacking another unit from this land gains +1 to its attack roll.	Any unit residing on this land gains +1 to its counterattack roll when attacked by another unit.	Any unit with ranged attacks residing on this land gains +2 to all attack or counterattack rolls.
Guard Tower	Deeping Coombs	Marsh
Insert Picture Here	Insert Picture Here	Insert Picture Here
Units owned by the player controlling Guard Tower located on the adjacent lands gain +2 to attack and defense rolls.	Terror prevents units from attacking or being attacked while residing on this land. Any unit which can leave this land must do so on its controlling player's next turn.	Non-water units may not leave this land in the same turn in which they enter it.
Poisoned Marsh	Fortress Ruins	Temple of Dionysus
Insert Picture Here	Insert Picture Here	Insert Picture Here
Non-water units take 1 point of damage each turn they end while residing on this land.	Units residing on this land suffer -2 to all combat rolls (attack and defense.)	The ceremonies at this Temple inebriate units residing here; they may not attack and suffer -1 on counterattack rolls. Units that leave this land are hungover and may not attack the round they leave.

Temple of Apollo	Temple of Athena	Temple of Zeus
Insert Picture Here	Insert Picture Here	Insert Picture Here
Apollo's grace speeds units who visit this Temple. Entering, Leaving, and Traversing this land does not cost APs. Units who Leave this land gain 2 extra APs for the remainder turn in which they leave.	Units residing at this Temple are protected by Athena's Aegis and gain +2 to their counterattack rolls.	Lightning bolts randomly strike this Temple. Each time a unit Enters, Leaves, or Traverses this Temple, it must defend against a d4 attack.
House of Ill Repute	Water	Water
Insert Picture Here	Insert Picture Here	Insert Picture Here
After leaving this land, units lose 1 LP per turn to social disease, until they leave play. [Aimee says this card is funny but would be a turnoff to female players since it implies that all armies are male. Something to consider, at least.]	It's water. Dig it.	It's water. Dig it.
Water	Water	Water
Insert Picture Here	Insert Picture Here	Insert Picture Here
It's water. Dig it.	It's water. Dig it.	It's water. Dig it.