

I.T.S. TERRAIN ROLL-OFF

STREET LEVEL

- 1-6. Clear Day
Effects: Designated Landing Area (PH+3 to AD: Combat Jump)
- 7-8. Rainy Day
Effects: Low Visibility beyond 24 inches
- 9-10. Midnight
Effects: Low Visibility beyond 16 inches
- 11-12. Space Dock
Effects: Zero G Terrain (Difficult)
13. Monsoon
Effects: Aquatic Terrain (Difficult), Poor Visibility beyond 16 inches
14. Warzone
Effects: Insecure Terrain (20)
15. Frontier Planet
Effects: Jungle Terrain (Difficult), Insecure Terrain (20)
16. Mesoplanet
Effects: Zero G Terrain (Difficult), Designated Landing Area
17. Infested
Effects: Aquatic Terrain (Difficult), Insecure Terrain (20)
18. Permafrost
Effects: Mountain Terrain (Difficult)
19. Sandstorm
*Effects: Round 2: Desert Terrain (Difficult), Low Visibility
Round 3: Desert Terrain (Difficult), Poor Visibility, Saturation*
20. Blizzard
*Effects: Round 1: Low Visibility beyond 24 inches
Round 2: Mountain Terrain (Difficult), Low Visibility; Poor Visibility beyond 16 inches
Round 3: Mountain Terrain (Difficult), Poor Visibility Zone, Zero Visibility beyond 16 inches*

BUILDINGS

Choose two large buildings to apply special interior rules. Roll separately for each building, and mark.

- 1-4. Generic: *Normal*
- 5-7. Administration: *Saturation*
8. Mercantile: *High Saturation*
9. Warehouse: *High Saturation, Low Visibility*
10. Maintenance: *Saturation, Poor Visibility*
11. Under Construction: *Poor Visibility*
- 12-14. Barracks: *Low Visibility*
- 15-16. Manufacturing: *Saturation, Low Visibility*
17. Flooded: *Aquatic Terrain (Difficult)*
18. Networking: *Repeater (Interior only, not ZoC of building)*
19. Generator: *White Noise*
20. Energy Core: *White Noise, Low Visibility*