

TERRAIN EFFECTS CHART

Types	Leg	Towed/Motorized	Mech/Armor/Recon	
Strategic MA	9	12	2 x normal	
Movement Class	A1	A2	B	
<u>Terrain</u>				<u>Effects on Combat</u>
Clear	1	1	1	None
Bocage	2	2	4	Def. armor x2; Barrage x ½
Woods	2	2 ¹	5 ¹	Def. armor x3; Barrage x ½
Rough / Woods	2	2 ¹	5 ¹	Def. armor x3; Barrage x ½
Rough	1	1	3	Def. armor x2; Barrage x ½
Swamp	4	4 ¹	5 ^{1,2}	Armor may not attack into
Village	1	1	2	Def. armor x2; Barrage x ½
Town	1	1	2	Def. armor x3; Barrage x ½
Stream hexside	+1 ³	+1 ³	+2 ³	None
River hexside	+4 ^{3,4}	+Prohibited ^{3,4}	+Prohibited ^{3,4}	Def. armor 3x if attacked solely across river hexside
Major Road	½⁵	½⁵	½⁵	Same as other terrain in hex
Minor Road	1⁵	½⁵	1⁵	Same as other terrain in hex

NOTES:

1. May not enter this terrain in Strategic Movement except on a road.
2. May not enter using Tactical Movement unless there is a road in the hex (in any direction)
3. Not applicable if moving along a road using Strategic Movement
4. These units may cross a river hexside at the cost of their full MA if a friendly engineer unit occupies an adjacent hex during the same Movement Phase (note that the engineer may not move or engage in combat during the Player-Turn).
5. **Applicable to Strategic Movement only; ignore roads when moving in Tactical Mode**