



Terrain Effects Chart



TERRAIN	SYMBOL	EFFECT ON MOVEMENT	EFFECT ON COMBAT
Mountain		Units must stop movement immediately upon entering a mountain hex. Exception: Mountain Units	All units are doubled on defense.
Woods		Units must stop movement immediately upon entering a woods hex. Exception: All Infantry, including Paratroopers, Luftwaffe Infantry and Mountain Units.	Attackers and Defenders do not retreat; An "AR" or "DR" result becomes a "C" (Contact).
Swamp		Units must stop movement immediately upon entering a swamp hex. Exception: Treat as clear terrain during snow turns.	
Port City		Function: The port symbol identifies cities that impact sea movement in the adjacent sea area. See rule 10.	
River		Treat river as clear terrain, observing other terrain in the hex. For example, a river flowing through a swamp hex would cause all units to stop movement upon entering in a non-snow turn.	Defender is doubled if all attacking units are on river hexes and the defender is not occupying a river hex of the same river.
Major City		A Major City is denoted by its name in large bold letters and the city graphic, in black ink, fills most of the hex. Treat as clear unless other terrain is also in the hex. Links all rail lines entering the city. Rail Movement (See rule 9)	All units doubled on defense. Acts as a source of supply.
Minor City		A Minor City is denoted by its name in lower case letters and the city graphic, in brown ink, occupies a small part of the hex. Treat as clear unless other terrain is also in the hex. Links all rail lines entering the city. Rail Movement (See rule 9)	Acts as a source of supply.
Railroads			
Coast or Lake Boundary		Movement across a lake or coast line is prohibited. Sea Movement (See rule 10) Exception: Kerch Straits (See rule 10) Units must stop movement in the first hex entered when crossing Straits.	ZOC do not extend across. Defender is doubled if all attacks are from across the straits. Retreats are allowed across the Straits.
Political Borders		Gray line drawn along hex spine denotes the borders between different countries on the game map. No effect on movement to cross borders. Other terrain in hex must be observed.	
Military District Boundaries		Colored dotted lines denote set up areas for Russian military districts for Russian At Start Forces (see Russian OB card). Other terrain in hex must be observed.	See rules for the 1941 opening turn restrictions.
Clear		Costs 1 Movement Point to enter.	