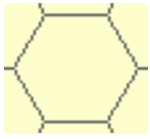


BULL RUN

TERRAIN EFFECTS CHART



Clear hex
Enter: 1 MP²



Woods hex
Enter: 2 MP²
Battery AF/DF 1/2
Blocks LOS¹



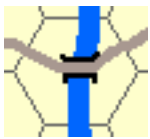
Stream hex
Enter: 2 MP²
Downhill³



Stream/Woods hex
Enter: 3 MP²
(See Woods, Stream)



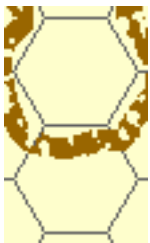
River hex
Enter Prohibited
Blocks command



Bridge hex
Enter: 1 MP²
No brigades
All units AF/DF 1/2³



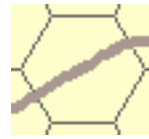
Ford hex
Enter: 1 MP², +1 MP⁴
No brigades
8 DP can enter
8 DP can stack
Blocks command
All units AF/DF 1/2



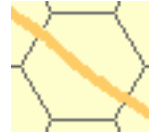
Hilltop hex
Uphill of slope
Clear LOS over crest

Crest hexside
Blocks LOS¹

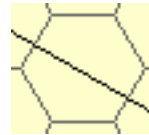
Slope hex



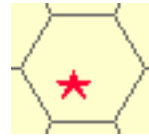
Major road
Battery: 1/3 MP
Other: 1/2 MP⁵



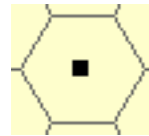
Minor road
Battery: 1/2 MP
Other: 1 MP⁵



Railroad
(Minor road)
CSA rail movement



Victory Star
8:00 PM Victory



House
No effect

Terrain Notes

1. Except hilltop LOS over crest.
2. Except when moving on a road.
3. Units in hex do not block LOS.
4. Enter or leave. Not affected by roads.
5. Brigades cannot use road rate.