


















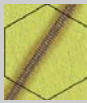




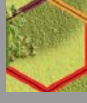

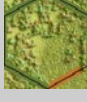
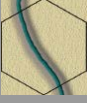


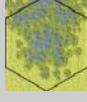






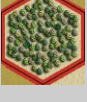



TERRAIN TYPE	MAPS 1-17	MAPS A-L	EFFECTS ON MOVEMENT	EFFECTS ON COMBAT	OTHER
Beach	N/A		Cost vehicles 2 MP to enter. Costs Other units 1 MP to enter.	Add +1 to attacker's die roll for all attacks.	See Amphibious Landing rules.
Bridge			Cost ½ MP to enter from an adjacent, connected road hex. Units entering from a road hex must exit on a road hex. Use rate for other terrain in hex if more than two units are stacked in the hex. Units using the rate for the other terrain may not use a road rate upon exiting.	Overruns cannot be executed at the road movement rate. Other terrain in the road hex has the same effect as if the road did not exist.	
Bridge, River			Treat as other bridge except that units may not pass through other units. They may stack with other units and then move away the following turn.		
Clear			Cost Trucks 2 MP to enter. Costs Others 1 MP to enter.	Overrun attacks possible.	
Cliff	N/A		No units except infantry and engineers may cross cliff hex sides and only on a die roll of '1.' Units failing to are marked as moved.	No CAT attacks across cliff sides.	Orange hex sides are LOS Obstructions
Ford		N/A	Cost Trucks 2 MP to enter. Costs Others 1 MP to enter.		
Gorge		N/A	Costs Trucks 4 MP to enter. Costs Others 3 MP to enter.	½ Attack Strength for direct attacks unless adjacent.	
Hilltop Level 1			Cost to enter per other terrain in the hex.	½ Attack Strength for direct fire attacks from lower level	Orange hex sides are LOS Obstructions
Hilltop Level 2			Cost to enter per other terrain in the hex.	½ Attack Strength for direct fire attacks from lower level	Purple hex sides are LOS Obstructions
Old Fort			Cost ½ MP to enter.	Units in Towns are treated as armored targets. Units in Towns must be treated as one combined defensive strength for direct fire attacks. Add +1 to the attacker's die roll for all attacks.	LOS Obstruction
Road			Cost ½ MP to enter from an adjacent, connected road hex. Cost of other terrain in the hex is more than two units are stacked in the hex.	Overruns cannot be executed at the road movement rate. Other terrain in the road hex has the same effect as if the road did not exist.	

TERRAIN TYPE	MAPS 1-17	MAPS A-L	EFFECTS ON MOVEMENT	EFFECTS ON COMBAT	OTHER
Road, Rail			Costs Trucks 2 MP to enter from an adjacent, connected railroad hex. Costs Others 1 MP to enter from an adjacent, connected road hex. Road crossing negates the cost of other terrain in the hex when entering from an adjacent, non-railroad hex.	Other terrain in the road hex has the same effect as if the railroad did not exist.	
Road, Unimproved		N/A	Use standard road movement when available.	Use standard road effects when available.	Only in effect in scenarios that occur during the months of May-September.
Slope, Level 1			Cost Trucks 5 MP to enter. Costs Others 3 MP to enter.	½ Attack Strength for direct fire attacks except when adjacent via non-brown hex side.	Brown hex sides are LOS Obstructions
Slope, Level 2			Cost Trucks 4 MP to enter. Costs Others 3 MP to enter.	½ Attack Strength for direct fire attacks except when adjacent via non-yellow hex side.	Yellow hex sides are LOS Obstructions
Slope, Wooded			Cost Trucks 5 MP to enter. Costs Others 3 MP to enter. Vehicles cannot cross green hex sides.	Add +1 to attacker's die roll for all attacks. Units must be spotted. ½ Attack Strength for direct fire attacks except when adjacent via non-brown hex side.	Green hex sides are LOS Obstructions
Stream/Gully			Vehicles may not enter except as bridges. See rules for non-vehicular entry.	See rules	
Swamp			Vehicles may not enter. Costs non-vehicles 1 MP to enter.	Add +1 to attacker's die roll for all attacks.	
Town			Cost ½ MP to enter.	Units in Towns are treated as armored targets. Units in Towns must be treated as one combined defensive strength for direct fire attacks. Add +1 to the attacker's die roll for all attacks.	LOS Obstruction.
Water			Units may only enter by special scenario rules or via bridge.	As per special scenario rules.	
Wheatfield			Costs Trucks 2 MP to enter. Costs Others 1 MP to enter.	Units must be spotted.	Only in effect in scenarios that occur during the months of July-October.
Woods			Cost Trucks 2 MP to enter. Costs others 1 MP to enter. Vehicles cannot cross green hex sides.	Add +1 to attacker's die roll for all attacks. Units must be spotted.	Green hex sides are LOS Obstructions