

# Terrain Effects Tables

## Terrain Effects Chart

Terrain		MARCH FORMATION					COMBAT FORMATION				
		Mobility Category					Mobility Category				
		T	W	R	L	HT	T	W	R	L	HT
HEXES	Clear	1	1	1	NE	1	1	1	1	NE	1
	Woods	1	1	2	NE	1	2	2	P	NE	2
	Town	2	2	2	NE	2	3	3	2	NE	3
	Urban Strip	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE
	Primary Road	1/2	1/3	1/4	NE	1/3	NE	NE	NE	NE	NE
	Secondary Road	1/2	1/3	1/2	NE	1/3	NE	NE	NE	NE	NE
	Full Lake**	2*	2*	P	P	2*	2*	2*	P	P	2*
	Marsh	3*	3*	P	6	3*	4*	4*	P	8	4*
HEXSIDES	Full Lake	+2*	+2*	P	P	+2*	+2*	+2*	P	P	+2*
	Stream	+1	+1	P	NE	+1	+2	+2	P	NE	+2
	Dense Woods	P	P	P	4	P	P	P	P	6	P
	Steep Slope (Climb)	+1	+2	P	F	+1	+1	+2	P	F	+1

NE = No effect on movement  
P = Prohibited  
F = Fatigued, the unit may enter the hex only in the first movement phase.  
\*Amphibious only, all others prohibited  
\*\*Units entering a full lake hex also pay the cost of crossing a full lake hexside

## Movement-Related Actions Table

Purpose	Action			
	Change Formation	Mount/Dismount	Deploy/Undeploy+	Enter Cover+
Need to spend operations points	—	Y*	Y	Y
Spotting and opportunity fire	Y	Y*	Y	N
Passthrough fire	N	Y*	Y	N

This table specifies which activities other than movement are considered to be movement for various purposes. + A unit must be in combat formation to perform these actions.

\* The transported unit is affected, not the transporting unit.