

Terrain Effects Chart

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

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	Change Formation	Mount/Dismount	Land/Take-Off	Perform Pop-up+	Deploy/Undeploy+	Enter Cover+
Need to spend Operations Points	—	Y*	Y	Y	Y	Y
Spotting and Opportunity Fire	Y	Y*	Y	Y	Y	N
Pass-through Fire	N	Y*	Y	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.

Command Rating Table

Die Roll	Rating	
	HQ	TOC
1	0	1-5
2-5	1	2-10
6-8	2	2-15
9-10	3	2-20

COMMAND RATING MODIFIERS

Nationality	Unit Type
NATO +1	SF +3
UK +2	AB/AA +2
Soviet 0	Recon +1
Other WP -1	

Add Nationality and Unit type modifier together then apply to the Command Rating Die Roll. NATO modifier is for all NATO countries other than the U.K.