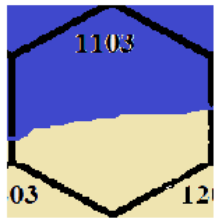


# Additional Terrain

## Alpine Terrain

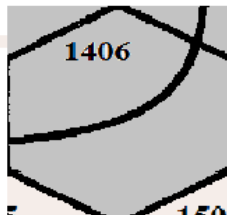
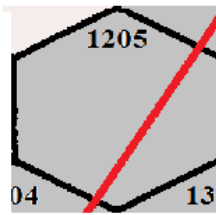


Gray Hexsides may only be crossed by Mountain, Gebirgs, Alpine, Ranger, Special Forces units and all Norwegian Infantry units. Units may only move 1 hex per turn when crossing a gray Alpine Hexside. Aircraft may overfly at Level 9 Altitude. Helicopters may not cross gray Alpine Hexide



## Beach Terrain

HV, T and L class units may cross with no penalty. W class (Wheel) units add +1 and R class add +2 to move through.



## Urban Road Networks

Units pay only road costs when moving along a road network through an Urban Center. Normal costs are incurred if a unit moves across an urban hexside that is not crossed by a road.