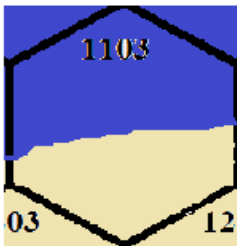


# Additional Terrain

## Alpine Terrain

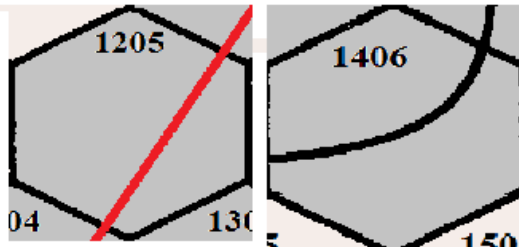


Gray hexsides may only be crossed by Alpine (Mountain), Ranger, Commando (CDO) and Norwegian Units. Units may only move 1 hex per turn when crossing a gray Alpine hexside. Aircraft may overfly at Altitude Level 9.



## Beach Terrain

HT, T and L class units may cross with no penalty. W class (wheel) units add +1 and R class add +2 to movement cost.



## 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.