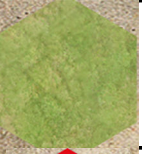

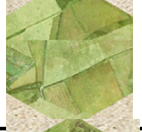
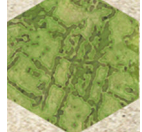
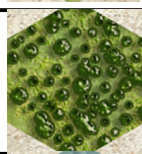
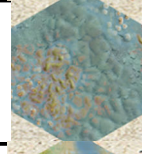
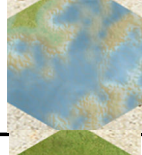

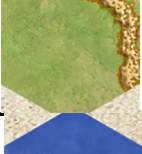
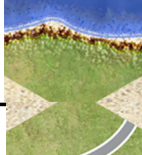






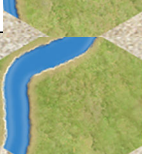
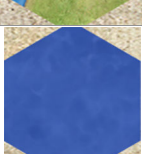

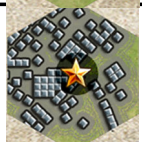



**Terrain Effects Chart**

	Terrain Type	MP Cost	Combat	Barrage	Overrun?	Air Drop
	Clear	1	NE	-	Yes	0
	Beach	2	NE	-1	Yes	0
	Light Bodge	1, 2 (e)	Left Shift 1	-	No	1
	Heavy Bodge	2, 5 (e)	Left Shift 2	+1, -1 Kill Roll	No	2
	Woods	2	Left Shift 1	-1(a) +1(b)	No	3
	Swamp	2, 5	Left Shift 1	-	No	1
	Flooded	3, P	A x 1/2 (c)	-	No	2
	Hill	+1	ot	-	No	ot
	Bluff	+3, P	A x 1/2	-	No	ot
	Cliff	P	P	-	No	ot
	Primary Road	1/2	ot	-	ot	ot
	Road	1/2	ot	-	ot	ot
	Railroad	1	ot	-	ot	ot
	Trail	1	ot	-	ot	ot
	Village	ot	Left Shift 1	+1, -1 Kill Roll	No	2
	City	ot	Left Shift 2	+2, -2 Kill Roll	No	3
	River	+2,P	A x 1/2	-	No	ot
	Major River	P	A x 1/2 (d)	-	No	ot
	Sea	P	P	-	No	(f)
	Entry Area	ot	ot	-	ot	ot
	Victory Point					