


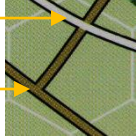
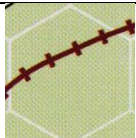


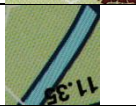
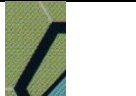


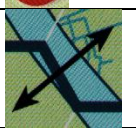
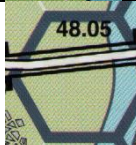


Terrain Type	Depiction	MP Cost	Effect on Combat	Effect on Barrage	Overrun Allowed?	Air Drop Level
Clear		1	NE	-	Yes	0
Polder		2 if MA<8 or 🏠 5 if MA≥8 & 🚫 (per note d)	Left shift 1. (f) A x ½ if overrun	-	Yes (f) A x ½ if overrun	1 see 2.1e
Woods		2	Left shift 1	-1 (arty only, see note b)	No	2
Primary or Secondary Road		½	ot	-	ot	ot
Railroad		1 (Railroads are not considered roads per 1.3b.)	ot	-	ot	ot
Village or Fort		ot	Left shift 1	+1	No	2
City		ot	Left shift 1 & <i>Alternate Result</i>	+2	No	2
River		+2 (+1 with 🏠)	A x ½	-	No	ot
Sea Line		P w/o road (+3 with 🏠)	P w/o road. See note a.	-	No	ot
Border		ot	ot	-	ot	ot
Entry Area		ot	ot	-	ot	ot
Ferry		See 1.14. MPh only. 4 units max.	P	-	No	ot
Full Hex Bridge		ot	(c)	-	No	2

**P** = Prohibited movement & combat unless following a Road, see note (a) below. Destroy any unit forced into this terrain in a hex without a road. **ot** = Use the other terrain in the hex to determine this. **NE** = No Effect. **-** = Not available or allowed. **A x ½** means the attacker's combat strength is halved.

(a) If attacking across a hexside Bridge, A x ½ instead. See also note (c) below regarding Full Hex Bridges.

(b) Do not apply the -1 to Air Strikes, only Artillery Barrages.

(c) If attacking only **out** of a Bridge hex, apply Left 2 Shift. If the attackers are attacking out of the Bridge hex in conjunction with units attacking on the same side of the river as the defenders, Left 1 Shift. Attackers which are not in the Bridge hex but are **attacking into** it along the road apply a Right 1 Shift.

(d) Use "2" if the unit's printed MA is less than 8 **or** the unit is equipped with DUKWs. Use "5" if the unit's printed MA is 8 or more **and** does **not** have DUKWs.

(e) Use this value if the unit is equipped with DUKWs. (f) While overruns are allowed into a Polder Hex, apply A x ½ in addition to the Left 1 Shift for an overrun.