

Terrain Effects on Movement and Combat

Terrain height LOS	Combat	Foot (snow)	Tracked (snow)	Wheeled (snow)
Clear	Open	1 (2)	2 (4)	4 (8)
Forest	Partially Protective	2 (3)	4 (6)	8 (12)
Buildings	Partially Protective	ot	ot	ot
Village	Protective	ot	ot	ot
Stream	Open	+1	+6	+8
River	Billiard(1)*	+4 (note 3*)	P	P
Bridge	Billiard(1)*(2)*	0	0	0
Stream Ford	Open(1)*(2)*	+1	+2	+4
River Ford	Billiard(1)*(2)*	+2	+4	+8
Steep Slope	ot(4)*	+3	P	P
Solid Contour Line	ot	+1	+1	+1
Dotted Contour Line	ot	ot	ot	ot
Primary Road	ot	1/2 (1)	1/2 (1)	1 (2)
Secondary Road	ot	1 (2)	1 (2)	2 (3)
Trail	ot	1 (2)	2 (3)	4 (6)
TRP	ot	ot	ot	ot

Notes: (1)* Use when Overwatch Trigger is located on feature, see TCS 4.0.15.2c. (3)* Only Infantry (i.e. no weapons units) can cross a river.
 (2)* Bottleneck feature (see TCS 4.0.20.1d). (4)* Blocks LOS to any unit on ownhill side, see GD'42 1.2a.

