

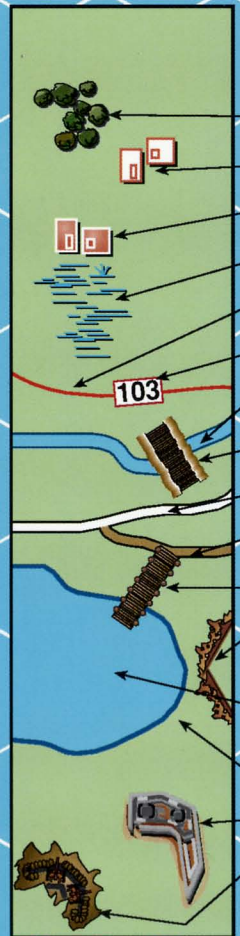
Terrain Effects Chart

Feature	Movement		Type	Notes:
	Foot	Vehicle		
Open	1	2	Partly Prot.	(a) & see 1.1d
Woods	1	3	Partly Prot.	(b) & see 1.1a
Village	1/2	1/2	Protective	
Buildings	ot	ot	Protective	
Swamp	All	P	Partly Prot.	
Contour Line	+1	+1	ot	see TCS 20.1b, 20.1j
Contour #	ot	ot	ot	
Stream	+2	P	ot	
Bridge	ot	ot	ot	see TCS 20.1c
Road	1	1/2	ot	
Path	1	1	ot	
Pier	1	1/2	Billiard Table	
Cliff	P	P	ot	
Sea Hex	P	P	—	
Sea Hexside	P	P	—	
Coast Hex	ot	ot	ot	
Castle Leros	ot	ot	Protective	(c) & see 1.1c
Coastal Guns	ot	ot	Protective	(d) & see 1.2h

NOTES:

ot means use Other Terrain in the hex; the listed item has no effect.
P means terrain prohibits movement.

- ◆ **a** Open terrain is Partly Protective for terrain effects on Fire Combat, but is Open for Spotting Range purposes.
- ◆ **b** On Leros, the Woods are 5 meters high.
- ◆ **c** Castle Leros gives a further -2 shift on the Area Fire Table.
- ◆ **d** The Coastal Gun Positions cannot fire on land targets—they exist only as slightly improved positions for defending ground units.



II-65

III-440

I-FJ

II-Luft

Pio Co

Küst Co

II-Brg

III-Brg

Para Co

II-16