








TERRAIN TYPE	IMAGE	EFFECTS ON MOVEMENT	EFFECTS ON COMBAT	OTHER
Beach		Cost vehicles 2 MP to enter. Costs Other units 1 MP to enter.	Add +1 to attacker's die roll for all attacks.	See Amphibious Landing rules.
Bridge		Cost ½ MP to enter from an adjacent connected road hex. Units entering from a road hex must exit on a road hex. Use rate for other terrain in hex if more than two units are stacked in the hex. Units using the rate for the other terrain may not use a road rate upon exiting.	Overruns cannot be executed at the road movement rate. Other terrain in the road hex has the same effect as if the road did not exist.	
Clear		Cost Trucks 2 MP to enter. Costs Others 1 MP to enter.	Overrun attacks possible.	
Cliff		No units except infantry and engineers may cross a cliff hex side and only on a die roll of '1.' Units failing to are marked as moved.	No CAT attacks across cliff sides.	Cliff hex sides block LOS unless adjacent.
Ford		Cost Trucks 2 MP to enter. Costs Others 1 MP to enter.		
Ridge		A Ridge indicates terrain that is higher at only one side. Movement and LOS are only affected when entering or exiting a Ridge hex across its dark edge. Costs Trucks 5 MP to enter and others 3 MP to enter.	½ Attack Strength for direct fire attacks crossing the slope art indicated by the dark edge, except when adjacent.	
Road		Cost ½ MP to enter from an adjacent connected road hex. Cost of other terrain in the hex is more than two units are stacked in the hex.	Overruns cannot be executed at the road movement rate. Other terrain in the road hex has the same effect as if the road did not exist.	
Slope, Level 1		Cost Trucks 5 MP to enter. Costs Others 3 MP to enter.	½ Attack Strength for direct fire attacks except when adjacent, unless at the same or higher level.	Slope hexes block LOS unless occupied by an attacker or defender.
Slope, Level 2		Cost Trucks 5 MP to enter. Costs Others 3 MP to enter.	½ Attack Strength for direct fire attacks except when adjacent, unless at the same level.	Slope hexes block LOS unless occupied by an attacker or defender.

TERRAIN TYPE	IMAGE	EFFECTS ON MOVEMENT	EFFECTS ON COMBAT	OTHER
Slope, Steep		Only infantry and engineers can enter a steep slope hex from a lower level and at a cost of a unit's full MP (a unit must begin adjacent to enter from Level 0).	½ Attack Strength for direct fire attacks, unless at the same level.	
Slope, Wooded		Cost Trucks 5 MP to enter and others 3 MP to enter from a lower level. Acts as a regular Woods hex when entering from the same level. Vehicles may not move from a Wooded Slope into an adjacent Woods or Wooded Slope hex at the same level except along a Road.	Add +1 to attacker's die roll for all attacks. Units must be spotted. ½ Attack Strength for direct fire attacks except when adjacent and at the same or higher level.	LOS Obstruction.
Stream/Gully		Vehicles may not enter except at bridges. See rules for non-vehicular entry and movement. Ignore Wood movement effects if also Wooded.	See rules. If also Wooded, add +1 to attacker's die roll for all attacks and units within must be spotted.	LOS Obstruction if Wooded.
Swamp		Vehicles may not enter except along a Road. Costs non-vehicles 1 MP to enter.	Add +1 to attacker's die roll for all attacks.	
Town		Cost ½ MP to enter.	Units in Towns are treated as armored targets. Units in Towns must be treated as one combined defensive strength for direct fire attacks. Add +1 to the attacker's die roll for all attacks.	LOS Obstruction.
Water		Units may only enter by special scenario rules or via bridge.	As per special scenario rules.	
Woods		Cost Trucks 2 MP to enter. Cost others 1 MP to enter. Vehicles may not move from a Wooded Slope into an adjacent Woods or Wooded Slope hex except along a Road.	Add +1 to attacker's die roll for all attacks. Units must be spotted.	LOS Obstruction.