

# TERRAIN EFFECTS CHART

Terrain / MV Type	Motorized Ground Conditions				Non-Motorized Ground Conditions			
	Firm	Mud	Frozen	Snow	Firm	Mud	Frozen	Snow
Clear / Normal	1	2	1	3	1	1	1	2
Rough / Normal	2	3	1	4	2	2	2	3
Woods / Normal	3	4	2	5	2	2	2	3
Forest / Normal	4	5	3	5	3	3	3	4
Westwall / Normal (1)	4	5	3	5	Same as base terrain (above)			
Highway / Road	½	½	½	1	1	1	1	2
Road / Road	1	1	1	2	1	1	1	2
Trail / Road	1	2	1	2	1	1	1	2
Strategic Movement (2)	Same as highway, road or trail				Allied only: Same as highway, road or trail			
March Movement (3)	Normal MV -1MP, down to 1MP/Hex				Normal MV -1MP, down to 1MP/Hex			
Forced March (4)	Doubles Movement Allowance				Doubles Movement Allowance			
Unbridged River Hexside / Minimal (5)	Armored Infantry/Panzergranadier: FULL Engineer: Build Bridge				Infantry: FULL Engineer: Build Bridge			
Unbridged Waterway Hexside / Minimal (6)	Armored Infantry/Panzergranadier: Full with Engineer Assistance				Infantry: Full with Engineer Assistance			
Lake / Reservoir Hexside	Prohibited				Prohibited			
Intact Bridge (7)	Road Bridge: Same as highway, road or trail. Rail Bridge: Normal movement +1MP							
Ford / Normal / Road (8)	AI / PG / LA +3	AI / PG / LA +3	AI / PG / LA +3	AI / PG / LA +3	Infantry +2	Infantry +2	Infantry +2	Infantry +2
<u>Non-Road Severe Terrain Hexside</u> ; <u>Non-Road Marsh Terrain Entry / Normal / Minimal (9)</u>	AI / PG Full	AI / PG Full	AI / PG Full	AI / PG Full	Infantry +1	Infantry +1	Infantry +1	Infantry +1
Settlements / Any (5.2.10)	No effect on movement				No effect on movement			

**(1) Westwall Terrain:** Allied units may only enter *Westwall* using normal or minimal movement. German units may enter *Westwall* terrain using any allowable movement type except march movement. (5.2.9)

**(2) Strategic Movement:** Motorized units, Allied infantry and Allied engineers (only). Entering, continuing, stacking and enemy proximity limitations apply. See SM Table for available MP to enter or continue in SM. (5.1.3)

**(3) March Movement:** Infantry units of any type (only). Cannot be adjacent to enemy combat units at any time during movement. N/A in marsh or *Westwall* terrain. (5.1.4)

**(4) Forced March:** Infantry of any type and armor units (only). Cannot be adjacent to enemy combat units at any time during movement (Exception: *KG Peiper Breakout Movement*). (5.1.5, 10.7.2)

**(5) Unbridged River Hexside:** Infantry units of any type (only) may cross using minimal movement (5.2.3). Engineers may build a bridge (9.1). All others may only cross at intact bridges. (5.2.6)

**(6) Unbridged Waterway Hexside:** Infantry units of any type (only) may cross using minimal movement with Engineer Assistance (5.2.5). Engineers may build a bridge (9.1). All others may only cross at intact bridges. (5.2.6)

**(7) Intact Bridge:** Heavy Road / Rail / Heavy Tank: Can support any unit. Light Road: Can only support light armor, infantry (any type), engineer, rocket artillery, headquarters and commando units. (5.2.6, 9.1.1)

**(8) Ford:** Armored infantry, panzergranadiers and light armor pay +3 MP. Non-motorized infantry pays +2 MP. Approach trail, severe terrain hexside and terrain entry restrictions apply. No other units may cross fords. (5.2.7)

**(9) Non-Road Severe Terrain Hexside / Marsh Terrain Entry:** Armored infantry/panzergranadiers use minimal movement (only). Non-motorized infantry uses normal movement +1MP or minimal movement. No other units may cross. Motorized unit entry, exit and stacking limits. (5.2.1, 5.2.8)