













Hungarian Rhapsody TERRAIN EFFECTS CHART (TEC)

		MOVEMENT									COMBAT			
		DRY FROZEN			LIGHT MUD			MUD			CRT LINE		DRY FROZEN	
		TRACK	TRUCK	LEG	TRACK	TRUCK	LEG	TRACK	TRUCK	LEG			ARMOR	MECH OTHER
	Open	1	1	1	1	3	1	4	8	2	Open	(x2)	(x2)	x1
	Hills	1	2	1	1	4	1	4	6	2	Close	x1	x1	x1
	Light Woods	2	3	1	3	5	1	6	All	2	Close	x1	x1	x1
	Heavy Woods	3	4	2	3	5	2	All	All	2	Very Close	(x1/2)	x1	x1
	Rough	3	5	2	4	6	2	All	All	2	Very Close	(x1/2)	(x1/2)	x1
	Mountain	P*	P*	All	P*	P*	All	P*	P*	All	Extremely Close	x1/3*	(x1/2)*	x1
	Swamp	P* 5	P* 6	3	P*	P*	4	P*	P*	4	Very Close	x1/2* x1/2	x1/2* (x1/2)	x1
	Minor River/Canal	+3 +2	+5 +3	+1 NE	+3	+5	+1	+4	+6	+2	N/A	(x1/2)	(x1/2) x1	(x1/2) x1
	Major River	P* +4	P* +6	All +2	P*	P*	All	P*	P*	All	N/A	(x1/4* (x1/2)	(x1/3* (x1/2)	(x1/2) (x1/2)
	Danube River	P^	P^	P^ All	P^	P^	P^	P^	P^	P^	N/A	P^	P^	(x1/4)^ (x1/4)
	Track Railroad ①	1	1	1	1	2	1	1	4	1	Other Terrain	O/T	O/T	O/T
	Road	1/2	1/2	1/2	1/2	1	1/2	1	2	1	Other Terrain	O/T	O/T	O/T

Terrain Effects Chart - Notes

O/T - Other Terrain All - Cost All Movement Points
P - Prohibited NE - No Effect (x #/#) - Affects Only Attack Strength
① Includes double track railroads ② Movement Cost - O/T in Hex
* - Movement or Attack only possible along Road, Track, Railroad and Pontoon Bridge Tracks. No Overruns allowed.
^ - Movement or Attack only possible along a Pontoon Bridge Track, or repaired Road or Railroad Bridge (1.4b). No Overruns allowed.



② Village

Close

x1

x1

x1



② Minor City
(Grey)

Very Close

x1/2

(x1/2)

x1



② Major City
(Hexes A33.18 & 19)
(Red)

Extremely Close

x1/3

(x1/2)

x1



Map Printed Hedgehog (1.1e)
(Other Terrain)



Prohibited:
No Movement
No Combat



Point of Interest
(Detrainable)
(1.1d)



White Line
19.xx/20.xx Hex Rows
(1.2a)



Soviet Entry Area
(1.1e)
(Hexes on each Red Line)



Map Printed Hedgehog (1.1e)
(Close Terrain)



Budapest Zone
Boundary
(1.2c)



Soviet VP
Objective Hex



Yellow Line
Soviet Logistics
(3.1f)



Axis Entry Area
(1.1e)
(Hexes on each Grey Line)



Slovakian Partisan Supply
(3.5c)



Lake Velence
Hex A38.14
Prohibited to
Movement



National
Borders



South Balaton
Restriction Area
(1.2b)



Entry Area
(1.1e)