



Terrain Effects Chart

Feature	Combat Line	Movement			Special Modifiers		
		Track	Truck	Leg	Armor	Mech	Other
Open	Open	1	1	1	[x 2]	[x 2]	x 1
Hills	Close	2	3	1	x 1	x 1	x 1
Mountain	Very Close	P	P	All	x 1/4	x 1/3	x 1
Swamp	Very Close	P	P	3	x 1/4	x 1/3	x 1
Point of Interest	Close	ot	ot	ot	ot	ot	ot
Village	Close	ot	ot	ot	x 1	x 1	x 1
Minor City	Very Close	ot	ot	ot	x 1/2	[x 1/2]	x 1
Major City	Extr Close	ot	ot	ot	x 1/3	[x 1/2]	x 1
Secondary Road	ot	1/2	1/2	1/2	ot	ot	ot
Track	ot	1	1	1	ot	ot	ot
Railroad	ot	1	1	1	ot	ot	ot
Minor River	ot	+ 3	+ 5	+ 1	[x 1/2]	[x 1/2]	[x 1/2]
Lake/Blocked	ot	P	P	P	[x 1/4]*	[x 1/4]*	[x 1/4]*

[x#] — Attack times the multiple in brackets; Defend at x 1. P — Movement Prohibited.
 * — Attack needs a road if movement is 'P' (OCS 9.1f). ot — Dependent on other terrain in hex.

Second Group (31.08)

12-13
 10-0
 5-3
 1-3

Main Force (31.08)

4-6
 1-1

Common Replacements Table

Roll	Replacements
2 - 7	None
8 - 12	One Ground Unit

Recovery Pool