Terrain Effects on Movement				
	MA Type			
Type	Track	Truck	Leg	
Open	1	1	1	
Road	1/2	1/2	1/2	
Railroad	1	1	1	
Light Woods	2	3	1	
Wooded Hills	3	4	2	
Hills	1	2	1	
Polder	2	3	1	
Major City	P	P	All	
Mountain	P	P	All	
Major River	P	P	All	
Minor River	+2	+3	+1	
Canal	+2	+3	+1	
Lake	P	P	P	

P - Prohibited

Terrain Effects on Combat				
Type	Combat Line	Armor	Mech	Other
Open		[x2]	[x2]	x1
Light Woods		x1/2	x1/2	x1
Wooded Hills	Very Close	[x1/2]*	[x1/2]*	x1
Hills	Close	x1	x1	x1
Polder	Very Close	[x1/2]*	[x1/2]*	x1
Major City	Ext Close	x1/2	[x1/2]	x1
Major River	Ext Close	x1/2*	[x1/2]*	x1
Swamp	Very Close	x1/2*	x1/2*	x1
Mountain	Ext Close	x1/2*	[x1/2]*	x1
Lake	Ext Close	P	P	P
Major River		[x1/4]	[x1/2]	[x1/2]
Minor River		x9	[x1/2]	[x1/2]
Canal		x9	[x1/2]	x1
Lake		P		

[x] - Use Other Terrain,
P - Prohibited
[9] - effects attacker only, defender units are x1
* Road Only

Map A
Map B
Map C
Map D
Map E
Map F
Map G
Map H