

Triumph and Glory Terrain Effects Chart - Lonato

<i>Terrain Type</i>	<i>Infantry</i>	<i>Cavalry</i>	<i>Artillery</i>	<i>Commander</i>	<i>Fire [a]</i>	<i>Shock [a]</i>
Clear	1	1	2	1	NE	+1
Woods	2	3D	3	2	-1/+1 [f]	-1/-2 [d]
Orchard	2	2	2		-1/+1 [f]	NE
Swamp	2	3	P	2	NE	-1
Village [b]	2	3	3	2	-1	-1
Castle or Redoubt	2	2	2	1	-3	-4
Road	1	1	1	1/2	OTIH	OTIH
Up Elev Level	0	0	0	0	-1	-1
Up Sharp Slope	+1	+2D	P	+1	-1 [g]	-2
Up Steep Slope	+2D	P	P	+3	-1 [g]	NA
Downslope	0	0	0	0	NE	+1
Down Sharp Slope	+1	0	+1	0	NE [g]	-1
Down Steep Slope	+1D	P	P	P	-1 [g]	-1
River/Pond [e]	NA	NA	NA	NA	NE	NA
Stream	+1	+1	+1	0	NE	-1
Bridge	0	0	0	0	NE	-3
To Leave ZOC [c]	+1	+1	+1	0	NE	NE

OTIH = Use other terrain in hex NE = No Effect NA = Not Allowed D = Disordered at end of move

a = Applies when defender is in that type of terrain hex, or is Charged, or Fired at, across the type of terrain listed.

b = Individual houses in hexes have no effect on play. Units in these hexes have all-around facing.

c = Disordered units pay +1 to enter an enemy ZOC.

d = The -2 applies if unit is defending in woods against a Cavalry Charge.

e = The ponds were frozen, but probably not sufficiently to hold the weight of the large-sized units in the game.

f = The +1 applies to artillery fire into a Woods hex.

g = Artillery may not fire at adjacent unit through a sharp/steep slope hexside.