

Terrain Effects Chart: Raab

Terrain Type	Infantry	Cavalry	Artillery	Commander	Fire [a]	Shock [a]
Clear	1	1	2	1	NE	+1
Marsh	3	4	P	2	NE	-1
Village [b]	2	3	3	2	NE	-1
Kismegyar [d]	2	P	3	1	-2	-2 [d]
Road	1	1	1	1/2	OTIH	OTIH
Up Slope	0	0	0	0	0	-1
Downslope	0	0	0	0	0	NE
Stream	+1	+2	P	P	+1	-2
Banked Stream	+2	+4	P	P	+2	NE
Bridge	0	0	0	0	0	NE
Move thru Friendly hex	+1	+1	+1	+1	0	NE
To Leave ZOC [c]	+1	+1	+1	+1	0	NE

OTIH = Use other terrain in hex NE = No Effect P = Prohibited

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

b = Units in these hexes have all-around facing.

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

d = If attacking into farmhouse across banked stream, DRM is -4. See Battle rules for details.

Terrain Effects Chart: Wagram/Aspern-Essling

Terrain Type	Infantry	Cavalry	Artillery	Commander	Fire [a]	Shock [a]
Clear	1	1	2	1	NE	NE
Woods	2	3D	3	2	NE	-1/-2 [b]
Orchard/Grove	2	2	2	1	NE	NE
Marsh	2	3	NA	2	NE	NE
Cultivated	1	2	3	1	NE	NE
Rough (Wagram Only)	1	3	3	1	NE	NE
Depression [h] (Into)	1	2	2	1	+1	+1
Depression [h] (Out of)					0	-1
Town, Village	2	3	3	2	-1	-1
Road	1	1	1	1/2	OTIH	OTIH
Elevated Road [c]	+2	+3	NA	1/2	-1	-2
Tree Line	0	0	+1	0	-1	NE
Flood Wall	+1	+2	NA	+1	-1	-1
Entrenchment (Wagram)	+1	+2	+2	+1	-1	-1
Danube River	NA	NA	NA	NA	NE	NA
Deep Stream [g]	+2 dis ²	+3 dis ²	NA	+2	NE	-2
Brook	+1	+1	+1	+1	NE	-1
Ditch/Ravine	+1	+1	+2	+1	NE	-1
Bridge	0	0	0	0	NE	[f]
Ford	Subtract one from water crossing cost				Use effect of water	
Up 1 Elev Level	0	0	0	0	-1	-1
Up Sharp Slope	+1	+2	P	+1	-1 [g]	-2
Down 1 Elev Level	0	0	0	0	NE	+1
Down Sharp Slope	+1	0	+1	0	NE [g]	-1
Move thru Friendly hex	+1	+1	+1	0	NE	NE
To Leave ZOC [c]	+1	+1	+1	0	NE	NE

OTIH = Use other terrain in hex NE = No Effect NA = Not allowed

dis² = roll for Disorder D = Automatically Disordered at completion of move.

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

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

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

e = Costs apply to crossing the elevated road.

f = Only one unit may attack across, and have the combat strength (rounding up).

g = Units crossing a Deep Stream hexside to move directly adjacent to an enemy unit must check for disorder. See scenario rules for details.

h = These depressions—formed by the confluence of several of the “ditches” that cross the Marchfeld—are, in game terms, one level below that of the field.