

Terrain Effects Chart (TEC)

Terrain	MP Cost	Combat
Clear	2	—
Wooded (3.5.3)	2	+2 DS
Moor	3	+2 DS
Foothills/Mtn. Valley	3	+4 DS
Mountain	4	max. 2 AV per Force
Steep Mountain (a)	4	
Elevation Advantage	—	1L (e)
Pure Hexside Terrain		
Escarpment	—	½AV
Forest	3	—
Deep Forest	4	—
Wetlands	3	-2 AS
Mountain Ridge (f)(r)(s)	P	P
Rivers		
Minor River	+1	-1 AS
Major River	+2	-2 AS
Great River (f)	+3	-2 AS/1L
Grand River (f)(r)(s)	+3 (b)	-3 AS/2L
Inundated hexside (f)	+3 (b)	P
Roadway Bridges (3.5.4)		
Bridge over River	+1	—
Other		
Improved Position (IP)	—	1L per level
RR Track for RR Transport	1/10	—
RR Track for Depot move	1	—
City/Town/Location	—	—
Sea hexside	P	P

TEC Notes

DS = Defender's strength increased per hex.
 AS/AV = Attacker's strength and/or AV reduced when attacking across hexside (9.3.2 & 10.1.1a); reduction is per Force.

- (a) Combat Stacking restriction—see 3.1.2a.
- (b) Must begin move adjacent (7.1.5). Repulse across—see 7.4.7.
- (e) If all units are attacking UP Elevation (see also 3.6).
- (f) Affects Flank Attacks—see 9.5.3.
- (r) Retreating across—see 11.1.4.
- (s) Affects Tracing Supply—see 15.3.2.

Special Terrain Features:

- The **Belgian Pontoon Bridge** spanning hexside 51.16-52.16 is a Roadway Bridge in all respects except that only one Force can cross it per movement phase (24.6).
- **Double-River hexsides** are treated as if there were only one river.
- The **IJzer River Inundation** does not exist until created—see 21.3.
- **The Meuse River at Iges:** A Force attacking from hex 46.36 into hex 46.37 is not affected by the river hexside (i.e., it is as if the river did not exist). A Force attacking from hex 46.37 into hex 46.36 is affected by the Major River hexside.
- The **Pont de Pontoise (15.33-15.34)** is demolished only if a German unit moves adjacent. If demolished, cannot be reconstructed.
- The **Seine River** running through Paris is ignored.

Terrain Key

Lowland (Clear)
Elevation Transitions
Upland (Clear)
Highland (Clear)
Foothills/Mountain Valley
Mountain
Steep Mountain
Mountain Ridge hexside
Inundation
Escarpment hexside
Wetlands hexside
Moor
Wooded hex
Forest hexside
Deep Forest hexside

Railroads
 Double Track
 Single Track
 Narrow Track
 RR Structure—see 18.4

Rivers
 Grand River Roadway Bridge
 Great River
 Major River
 Minor River
 National Border
 Improved Position

CLEAR TERRAIN:
 The terrain types Lowland, Upland, and Highland are all 'Clear.' The only difference is their elevation.
 □ Elevation transitions—see 3.6.1

MOUNTAINOUS TERRAIN:
 Foothills/Mtn. Valley, Mountain, and Steep Mtn. hexes are cumulatively termed Mountainous Terrain.

ELEVATION:
 There are six levels of elevation found on the map:
 • Lowland (lowest),
 • Upland (lower-middle),
 • Highland (middle),
 • Foothills/Mtn. Valley (upper-middle),
 • Mountains (high),
 • Steep Mtns. (highest).

WOODED TERRAIN:
 'Wooded' is an overlay on-top of Clear Terrain.

FORESTED HEXSIDES:
 Forest and Deep Forest hexsides are cumulatively termed Forested hexsides.
 □ Elevation and Forested Hexsides—see 3.6.2

RAILROADS—see 18.1

ROADWAY BRIDGES:
 Cross every Major and Great River hexside and where a Bridge symbol crosses a Grand River.
 □ Roadway Bridges and Movement—see 7.1.4

IMPROVED POSITIONS—see 14.5