










INFANTRY ATTACKS

TERRAIN EFFECTS CHART

Terrrain Type		Movement Cost	Spotting Range	Other Effects
	Clear	1	12 hexes. Does not block LOS.	None
	Woods	2	Blocks LOS; units and/or leaders occupying woods may not be spotted by enemy units and/or leaders more than 3 hexes away (8.5). Adds 20 meters to elevation of hex (8.72).	-2 Direct Fire, -1 Assault
	Town	1	Blocks LOS; units and/or leaders occupying town may not be spotted by enemy units and/or leaders more than 3 hexes away (8.5). Adds 20 meters to elevation of hex (8.72).	-2 Direct Fire, Bombardment and Assault
	Field	2	Blocks LOS; units occupying field cannot be spotted by enemy units and/or leaders more than 3 hexes away (8.5).	None
	Hill	1	Hill terrain does not block LOS but the elevation lines in Hill terrain do. One elevation line blocks LOS between hexes at lower elevation. Two lines of equal elevation block LOS between hexes if one of the hexes is lower than both lines. Units occupying a hill may not be spotted by enemy units and/or leaders more than 3 hexes away (8.5) Units and/or leaders add 6 hexes to their own spotting range for every 20 meters they are above spotted unit and/or leader (8.73).	-1 Direct Fire, +1 to defender on first round of assault if assault hex is higher than hexes attacker entered from.
	Road	2/3	Does not block LOS.	None
	River	2	Does not block LOS.	If an assault hex con- tains a Major River and all opposing forces in the hex are on opposite sides of the river, then -2 in Assault combat and no Cold Steel at- tacks allowed (5.83).
	Swamp	2	Does not block LOS, but units and/or leaders in swamp hexes may not be spotted by enemy units or leaders more than 1 hex away (8.8).	+1 Direct Fire, -1 Bombardment Fire
	Lake	P	Does not block LOS.	No unit or leader may enter any lake hex.