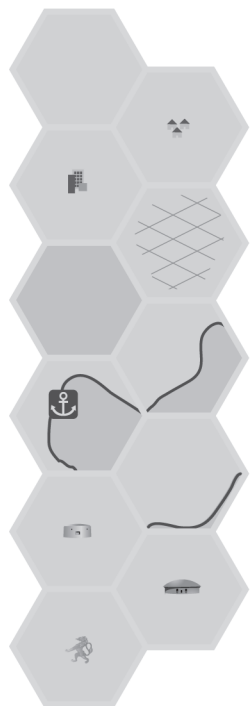


# Strange DEFEAT

## TERRAIN EFFECTS



	FOOT	MOTORIZED	COMBAT EFFECTS
CLEAR	1	1	NONE
MINOR CITY	PER OTHER TERRAIN	PER OTHER TERRAIN	-1 COMBAT STRENGTH EACH ARMOR UNIT
MAJOR CITY	PER OTHER TERRAIN	PER OTHER TERRAIN	-1 COMBAT STRENGTH EACH ARMOR UNIT
ROUGH	2	3	+1 TOTAL DEFENSE STRENGTH
SEA	PROHIBITED	PROHIBITED	-
COASTAL	PER OTHER TERRAIN	PER OTHER TERRAIN	-
PORT	PER OTHER TERRAIN	PER OTHER TERRAIN	-
RIVER	PER OTHER TERRAIN	+1 TO CROSS	-1 COMBAT STRENGTH EACH UNIT ATTACKING
MINOR FORTRESS	PER OTHER TERRAIN	PER OTHER TERRAIN	SEE 8.1
MAJOR FORTRESS	PER OTHER TERRAIN	PER OTHER TERRAIN	SEE 8.1
FORTRESS HOLLAND	PER OTHER TERRAIN	PER OTHER TERRAIN	SEE 8.1

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