

TOAW III Additional Movement Costs

	Motorized	Mixed	Foot	
Alpine	n.a.	n.a.	n.a.	Only along roads
Any Forest	+2	+2	+2	
Arid	0	0	0	
Badlands	n.a.	n.a.	+3	Mountain Units +2
Bocage/Hedgerow	+2	+2	+2	
Contaminated ¹	+50%	+50%	+50%	Adds 50% to the total MP cost
Cropland	+1	+1	+1	
Dunes	n.a.	n.a.	+3	Mountain Units +2
Across Escarpment	+3	+3	+2	Mountain Units +1
Across Major Escarpment	n.a.	n.a.	n.a.	Mountain Units +2
Dense Urban/Ruined	+1	+1	+1	Others: Only along roads
Dense Urban				
Flooded Marsh	n.a.	n.a.	n.a.	Amphibious +2
Hills	+2	+2	+1	Mountain Units: No effect
Jungle	+3	+3	+3	
Light Woods	+1	+1	+1	
Marsh	+3	+3	+2	
Mountain	+3	+3	+2	Mountain Units +1
Mud	+3	+3	+2	
Rocky	+2	+2	+1	
Sand	+1	+1	+1	
Snow	+3	+2	+2	Ski: No effect
River or Canal ^{2,3}	+2	+2	+2	Amphibious: No effect
Super River or Suez Canal	n.a.	n.a.	n.a.	Amphibious +2

Road

Movement costs along roads vary from 1 to 3, depending upon the number of Vehicles and Horse Teams already in the location. Mud increases movement costs along non-improved roads by 1.

Off Road

Minimum Standard Cost: Foot or Mixed Movement: 1, Motorized movement: 2

Maximum Standard Cost: Foot or Mixed Movement: 3, Motorized Movement: 6.

This is before additional costs for certain terrain types are added.

The *moves poorly off-road* flag adds +1 to the movement cost, but it is only imposed when a certain proportion of the transportation assets have that flag. Since straggler losses during movement are somewhat randomized, not to mention combat losses, this can sometimes vary for a unit over the course of a turn.

Enemy Adjacent

12.5% to 25% of the original Movement Allowance⁴. This depends on the unit's Reconnaissance Capability. This penalty is doubled if the unit is moving from one such location to another. The cost is assessed upon leaving a hex adjacent to the enemy, not upon entering it.

Enemy-Controlled Terrain

Up to 10% of original Movement Allowance.⁴ This depends on the unit's Reconnaissance Capability. This cost also applies throughout the entire Turn in which a location first becomes friendly-controlled.

¹ Adds 50% to the total Movement Point cost of moving into the hex. This will prevent the unit from moving through more than one contaminated hex per Turn.

² Frozen River, Super River, Canal, or Shallow Water: No effect. Land units may move into Frozen Shallow Water locations. Supply may be traced through Frozen Shallow Water locations as if they were Open terrain. If a unit is on a Frozen Shallow Water or a Super River location when the location thaws, the unit will automatically move to an adjacent location if possible. If there is no adjacent location to which the unit could be moved, it will instead evaporate – and all equipment assigned to the unit is lost.

³ If the total minor ferry capability in the location (including that of the moving unit) is greater than 20%, the moving unit is exempt from River Movement costs. If the total minor ferry capability in the location (including that of the moving unit) is greater than 10%, the River adds only one point to the Movement Cost. Total Ferry Strengths less than 10% have no effect on River Movement.

⁴ Original Movement Allowance = The unit's full Movement Points.

TOAW III Combat Modifiers for Terrain and Deployment

	<i>Defensive Strength Multiplier</i>				
	AT strengths	AP strengths	Vehicles	Infantry	Static Eq.
Any Forest				2	1.5
Badlands				4	3
Bocage/Hedgerow	2	3		3	1.5
Dunes				3	2
D.Urban/Ruin.D.Urban	3.5		1.5	4	2
Hills				2	1.5
Jungle				2	1.5
Marsh	2				
Mountain	3.5	1.5		3	2
Urban/Ruined Urban	2			3	1.5
Wadi				2	1.5
Defending	2	1.5		2	1.5
Entrenched	3.5	3	1.5	3	2
Fortified/Fortified Hex	5	4.5	3	8	6

- Effects are not cumulative. Only the strongest modifier is in effect.
- Multipliers for terrain apply for any deployment.
- Multipliers for deployment apply for any terrain.

Unit strengths in Water assaults

Land units attacking from River, Super River, Canal, Suez Canal, or Deep Water (Amphibious Assaults) have all Strengths multiplied by 0.7.

Escarments

Since only Mountain units can move across Major Escarpments, they are the only units that can attack across them. Their losses will be three times the normal for the attack. Combat across Minor Escarpments results in twice the losses for the Attacker. Artillery and Headquarters are not as affected; Artillery attacks at 150% Strength if it is "looking down" on the target across an Escarpment. This is defined as an artillery unit, in the hex that contains the escarpment terrain feature, firing across that hexside feature at an adjacent unit.