

Terrain or Deployment	Motorized Movement	Mixed Movement	Foot Movement	Movement notes(2)	Disengaging unit's Recon Capability(1)	Retreat from combat(% chance RFC will be canceled)	Defensive Anti-Armor Strength(5)	Defensive Anti-Personnel Strength(5)	Infantry/Vehicle Defensive Strength (Mobile)(5)	Infantry/Vehicle Defensive Strength(Defending)(5)	Infantry/Vehicle Defensive Strength(Entrenched)(5)	Infantry/Vehicle Defensive Strength(Fortified)(5)	Notes
Alpine	Not allowed	Not allowed	Not allowed	Only along a Road or improved Road						2x	3x/1.5x	8x/3x	
Arid	No effect	No effect	No effect							2x	3x/1.5x	8x/3x	
Badlands	Not allowed	Not allowed	Mountain units +2, all others 3x		3x		65%		4x	4,47x	5x	8,94x	Blocks line-of-communication without road
Bocage/Hedgerow	+2	+2	+2		2,5x		50%	2x		3,61x	4,24x	8,54x	
Canal(4)	+2	+2	+2	Amphibious units no effect.	2,5x		0,7x	0,7x		1,4x	2,1x/1,05x	5,6x/2,1x	
Canal(Frozen)	No effect	No effect	No effect		2,5x					2x	3x/1,5x	8x/3x	
Canal_Suez	Not allowed	Not allowed	Not allowed	Amphibious units +2, Major Ferry allows to move onto	3x		0,7x	0,7x		1,4x	2,1x/1,05x	5,6x/2,1x	
Contaminated Terrain	+50% to the total Movement Point cost of moving into the hex	+50% to the total Movement Point cost of moving into the hex	+50% to the total Movement Point cost of moving into the hex	This will prevent the unit from moving more through more than one contaminated hex per Turn.									
Cropland	+1	+1	+1		1,5x					2x	3x/1,5x	8x/3x	
Deployment_Defending							26%	2x		1,5x			
Deployment_Entrenched							65%	3,5x		3x		3x/1,5x	
Deployment_Fortified							84%	5x		4,5x		8x/3x	
Dunes	Not allowed	Not allowed	Mountain units +2, all others 3x				50%					8,54x	Blocks line-of-communication without road
Enemy Adjacent				12.5% to 25% of the original Movement Allowance. 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. This depends on the unit's Reconnaissance Capability. This cost also applies throughout the entire Turn in which a location first becomes friendly-controlled.									
Escarpment(Across)	+3	+3	Mountain units +2, all others +3										2x the normal losses for attacker, Artillery and Headquarters are not as affected
Escarpment_Major(Across)	Not allowed	Not allowed	Mountain units +2	All others only along a Road or improved Road									3x the normal losses for attacker, Headquarters are not as affected, Artillery attacks at 150% Strength if it's "looking down" on the target across the 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.
Forests	+2	+2	+2		3x		26%		2x	2,83x	3,61x	8,25x	
Fortified Line					2,5x		84%	5x		8,25x/3x	8,54x/3,35x	11,31x/4,24x	
Hills	+2	+2	Mountain units no effect, +1		1,5x		26%		2x	2x	3x/1,5x	8x/3x	
Jungle	+3	+3	+3				26%		2x	2x	3x/1,5x	8x/3x	
Light Woods	+1	+1	+1							2x	3x/1,5x	8x/3x	
Marsh	+3	+3	+2					2x		2x	3x/1,5x	8x/3x	
Marsh(Flooded)	Not allowed	Not allowed	Not allowed	Amphibious units +2						2x	3x/1,5x	8x/3x	
Mountain	+3	+3	Mountain units +1, all others +2		2x		50%	3,5x		1,5x	3,61x	4,24x	8,54x
Mountains(Impassible)	Not allowed	Not allowed	Not allowed										
Mud	+3	+3	+2										
Non-Playable	Not allowed	Not allowed	Not allowed	Exception: Air units									
Railroad	No effect	No effect	No effect	Rail Movement(1 point per hex)									
Railroad(Broken)	No effect	No effect	No effect	Can't be used for Rail Movement									
River(4)	+2	+2	+2	Amphibious units no effect.	2,5x		0,7x	0,7x		1,4x	2,1x/1,05x	5,6x/2,1x	
River(Frozen)	No effect	No effect	No effect		2,5x					2x	3x/1,5x	8x/3x	
River_Super	Not allowed	Not allowed	Not allowed	Amphibious units +2, Major Ferry allows to move onto.	3x		0,7x	0,7x		2x	3x/1,5x	8x/3x	
River_Super(Frozen)	No effect	No effect	No effect		3x					1,4x	2,1x/1,05x	5,6x/2,1x	
Road(all)				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	Min. 2, Max. 6	Min. 1, Max. 3	Min. 1, Max. 3	This is before additional costs for certain terrain types are added.									
Rocky	+2	+2	+1							2x	3x/1,5x	8x/3x	
Sand	+1	+1	+1							2x	3x/1,5x	8x/3x	
Snow	+3	+2	Ski units no effect, +2										
Urban,Dense/Ruined Urban,Dense	+1	+1	+1		2,5x		65%	3,5x	4x/1,5x	4,47x/1,5x	5x/2,12x	6,94x/3,35x	
Urban/Ruined Urban	No effect	No effect	No effect		2x		50%	2x	3x	3,61x	4,24x	8,54x	
Wadi	+2	+2	Mountain units no effect, all others +1				26%		2x	2x	3x/1,5x	8x/3x	
Water, Deep	Not allowed	Not allowed	Not allowed	Only along a Road or improved Road			0,7x	0,7x	0,7x				If the Attacker is unsuccessful his units will re-embark on their Transports
Water_Shallow	Not allowed	Not allowed	Not allowed	Only along a Road or improved Road									
Water_Shallow(Frozen)(3)	No effect	No effect	No effect							2x	3x/1,5x	8x/3x	
1. For disengagement purposes, unit Reconnaissance Capabilities are multiplied by an additional 0.5 on night Turns or if there is Heavy Rain or Snow in the location (which is cumulative).													
2. 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													
3. 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													
4. 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													
5. Effects are not cumulative, only the strongest modifier is in effect.													