

## Terrain Effects Chart

<i>Terrain</i>	<i>Line</i>	<i>Col</i>	<i>Arty</i>	<i>Ldr</i>
Clear	2	2	3	1
Marsh	5	5	P	3
Woods	4	4	5	2
Light Woods	3	3	4	4
Creek	6	6	P	NE
Slope / Crest	+1	NE	+2	NE
Rail Fence	+1	NE	+2	NE
Stone Fence	+2	+1	P	NE
Pike	OT	1	1	1
Road	OT	2	2	1
Trail	OT	2	3	1
Stream	+2	+1	+3	NE

### Notes

- 1) It Costs +1 to enter a friendly-occupied hex.
- 2) All units have 10 movement points per action segment.
- 3) P = Movement prohibited
- 4) NE = No additional cost to movement
- 5) OT = Movement cost determined by other terrain in hex
- 6) Cost of stream / fence / slope / crest is for the hexside crossed. Cost of moving across a slope / crest hexside is the same both up and down slope.