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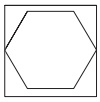
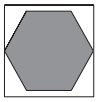
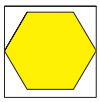
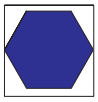
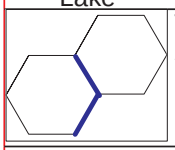
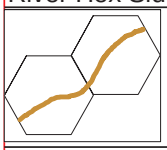
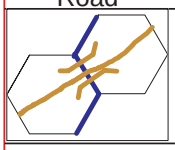
Terrain Effects Chart - Table 2

Terrain	Movement Effects	Combat Effects
	None	None
Clear		
	Strategic Movement only	Combat between infantry units only. +3 defences against indirect fire
Villiage		
	Strategic Movement only, but use MP shown on counter	Not permitted except: Indirect fire aimed at a nonforrest hex & combat by scouts - no effect
Forrest		
	Not Permitted	Indirect fire - no effect; Direct combat - not permitted
Swamp		
	Not Permitted	Indirect fire - no effect; Direct combat - not permitted
Lake		
	Tactical movement only. Movement stops on far shore, unit disrupted for next turn.	Indirect fire - no effect; Direct combat - not permitted
River Hex Sides		
	Strategic Movement only, ignore hex effects	Strategic movement effects only
Road		
	Strategic Movement only, ignore hex effects	Strategic movement effects only
Bridge		
	For mounted units only - Strategic movement only, but use MP shown on counter.	Indirect fire - No effect Direct combat - +5 defences against mounted units. No effect against infantry units.
Stakes		
	Mounted units may not pass, Infantry units treat as river hexside.	Indirect Fire - +3 Defences when BEHIND berm Direct Combat - +3 Defences when BEHIND berm
Ditch & Berm		