

# Terrain Effects Chart (Front)

See Notes on the back of this chart.

Grand Europa

Terrain		Movement Effects		Combat Effects
Clear or Frost Weather:		Mot/Art	Other	Exceptions
Hexes	Clear	1	1	No ATE
	Woods	2	2	1 Lt Inf, Cav -1
	Rough	2	2	1 Lt Inf, Cav, Mtn -1
	Wooded Rough	3	3	2 Lt Inf, Cav, Mtn -2; Reduced AEC
	Mountain	6	3	2 Mtn -2; No AEC; Attacker (not Mtn) & GS halved
	Forest	6	3	2 Lt Inf, Cav -2; No AEC; Mot attacker (not Art) & GS halved
	Swamp	6	3	2 Lt Inf, Cav -1; No AEC; Mot/Art attacker & GS halved
	Wooded Swamp	6	3	2 Lt Inf, Cav -2; No AEC; Mot/Art attacker & GS halved
	Intermittent Lake	2	1	Attacker (not Art) halved; Reduced AEC, No ATE
	Wooded Intermittent Lake	2	2	1 Lt Inf, Cav -1; Attacker (not Art) halved; Reduced AEC
	Intermittent Salt Lake	2	1	Attacker (not Art) halved; Reduced AEC, No ATE
	Canal Intensive	3	1	-1; No AEC; No ATE
	Hedgerows	3	1	-1; No AEC; Mot attacker (not Art) halved; No ATE
	Ravines	4	2	1 Mtn -1; No AEC
	Extreme Ravines	6	3	2 Mtn -1; No AEC; Mot attacker (not Art) halved
	Sand	3	2	1 Camel No Effect
	Stony Desert	2	1	No ATE
	Swampy Tundra	P	3	2 Lt Inf -2; No AEC; Attacker and GS halved
	Rocky Tundra	6	3	2 Lt Inf, Mtn -2; No AEC; Mot/Art attacker & GS halved
Mud (Rain) Weather:		Mot/Art	Other	Exceptions
Hexes	Clear	4	2	3 Cav No ATE
	Woods	4	3	-1; No ATE
	Rough	4	3	-1; No ATE
	Wooded Rough	6	3	-2; No ATE
	Mountain	6	3	-2; Attacker (not Mtn) & GS halved; No ATE
	Forest	6	3	-2; Mot attacker (not Art) & GS halved; No ATE
	Swamp	6	3	-1; Mot/Art attacker & GS halved; No ATE
	Wooded Swamp	6	3	-2; Mot/Art attacker & GS halved; No ATE
	Intermittent Lake	4	2	3 Cav Attacker (not Art) halved; No ATE
	Wooded Intermittent Lake	4	3	-1; Attacker (not Art) halved; No ATE
	Intermittent Salt Lake	4	2	3 Cav Attacker (not Art) halved; No ATE
	Canal Intensive	4	2	3 Cav -1; No ATE
	Hedgerows	4	2	3 Cav -1; Mot attacker (not Art) halved; No ATE
	Ravines	6	3	-1; No ATE
	Extreme Ravines	P	4	-1; Attacker (not Mtn) & GS halved; No ATE
	Sand	3	2	No ATE
	Stony Desert	4	2	No ATE
	Swampy Tundra	P	3	-2; Attacker and GS halved; No ATE
	Rocky Tundra	6	3	-2; No AEC; Mot/Art attacker & GS halved; No ATE
Winter (Snow) Weather:		Mot/Art	Other	Exceptions
Hexes	Clear	3	2	(1 Cav, 1 Ski/Sl) No Effect
	Woods	3	2	(1 Cav, 1 Ski/Sl) -1
	Rough	3	2	(1 Ski/Sleigh) -1
	Wooded Rough	6	3	2 Mtn (2 Ski/Sl) -2; No AEC
	Mountain	P	4	3 Mtn (3 Ski/Sl) -2; No AEC; Attacker (not Mtn) & GS halved
	Forest	6	3	(2 Ski/Sleigh) -2; No AEC; Mot attacker (not Art) & GS halved
	Swamp	3	2	(1 Ski/Sleigh) No Effect
	Wooded Swamp	3	2	(1 Ski/Sleigh) -1; GS halved
	Intermittent Lake	3	2	(1 Ski/Sleigh) No Effect
	Wooded Intermittent Lake	3	2	(1 Ski/Sleigh) -1
	Intermittent Salt Lake	3	2	(1 Ski/Sleigh) Attacker (not Art) halved
	Canal Intensive	3	2	(1 Ski/Sleigh) -1
	Hedgerows	4	2	(1 Ski/Sleigh) -1; No AEC; Mot/Art attacker (not Art) halved
	Ravines	6	3	(2 Ski/Sleigh) -1; No AEC
	Extreme Ravines	P	4	(3 Ski/Sleigh) -1; No AEC; Attacker (not Mtn) & GS halved
	Sand	3	2	(1 Ski/Sleigh) No Effect
	Stony Desert	6	2	(1 Ski/Sleigh) No Effect
	Swampy Tundra	4	3	(2 Ski/Sleigh) -1; GS halved
	Rocky Tundra	4	2	(1 Ski/Sleigh) -1; GS halved

# Terrain Effects Chart (Back)

Grand Europa

Terrain		Movement Effects	Combat Effects
<b>Any Weather (unless noted):</b>			
Hexes	Major (Partial Hex) City	As Clear terrain or all-weather road	0 (-1 Ax/Svt); No AEC; Attker (not Art, Eng) & GS halved
	Great (Full Hex) City		-1 (-2 Ax/Svt); No AEC; Attker (not Art, Eng) & GS halved
	Special Swamp	As Clear terrain until dam(s) blown; then as Swamp or Seasonal Swamp	Same as for Movement
	Special Seasonal Swamp		
	Seasonal Swamp	Nov-Jun: as Swamp Jul-Oct: Clear	Same as for Movement
	Filling Reservoir	Filling: as Swamp Filled: as All-Lake	
	All-Sea/Lake	Prohibited	Prohibited
	Glacier, Salt Marsh/Desert		
Hexsides	Glacier or Salt Desert	Prohibited	Prohibited
	Wadi	+1 (except +0 Camel)	No Effect
	Minor Canal	+1 for all units	No Effect
	Seasonal River		Nov-Jun: Attker (not Art) halved Jul-Oct: No Effect
	River/Canal		Attacker (not Art) halved
	Major River at Ford or Bridge		Attacker quartered (Art & Amph halved)
	Major River or Narrow Strait		No AEC; Attacker quartered (Art & Amph halved)
	Great River at Ford or Bridge	+4 (except +3 Amph)	No AEC; Attacker quartered (Art & Amph halved)
	Great River or All-Sea/Lake	Prohibited (except +4 Amph)	Prohibited (Art, Amph quartered)
	Coastal or Lake Cliffs	No Effect	Attacker (not Mtn) making amph landing halved
	Escarpment	+2 (except +1 Mtn)	Attacking Up is halved (not Art, Mtn), Down: No Effect
	Double Escarpment	P Mot/Art, +3 Others (+2 Mtn)	Attacker (not Mtn) halved
	Impassable Escarpment	Prohibited	Prohibited
	High Mountain	Prohibited (except +6 High Mtn)	Prohibited
	High Mtn Pass	P (except +6 Mtn, +4 High Mtn)	Prohibited (Mtn quartered)
	Karst	P (except +4 Mtn, +3 High Mtn)	Prohibited (not Mtn halved)
	Mountain	As Mountain hex	Attacker (not Mtn) halved
	Minor Canal or River/Canal	No Effect	No Effect
	Seasonal River		
	Major River or Narrow Strait		
	Great River or All-Lake		
	All-Sea		
	High Mountain	Prohibited	Prohibited
	High Mtn Pass	Prohibited (except +6 High Mtn)	
	Karst	Prohibited (except +4 High Mtn)	
Features	Railroads or Rail Ferry	See Rule 9A	No Effect; Note 4
	Bridge or Causeway	If usable: +0 crossing costs.	No Effect; Note 4; See Rule 9C
	All-Weather Road	Moving on road: As Clear terrain	No Effect; Note 4; See Rule 9B1
	Fair-Weather Road	Clear: All-weather road, no admin. Poor: As Track (not Winter road)	No Effect; Note 4; See Rule 9B2
	Track (non-Snow)	-1 MP to move on-not below 2 MPs	No Effect; Note 4; See Rule 9B3
	Winter Road (No Snow=Track)	Snow=All-weather road, no admin.	
	Inland/Coastal Waterway	See Rule 9D	No Effect
	Restricted Waters	Naval units restricted	
	Sea or Lake Ferry	+4 for all units to use; Rule 9E	
	Dot (Medium) City	No Effect	No AEC
	Fortifications (all types)		See fortifications effects chart
	All other features		No Effect

**Notes: 1.** Abbreviations: AEC: Armor Effects in Combat [12A] and HAEC [12D], Amph: Amphibious, Art: Artillery [15D], ATE: Adverse Terrain Expertise [15I], Ax/Svt: Use the indicated DRMs only between Axis/Soviet forces, Cav: Cavalry [15F], Eng: Engineer Effects [15I2], GS :Ground Support [22A2b], HE: Heavy Equipment [6C], Lt Inf: Light Infantry [15K], Mot/Art: All combat/motorized units and all artillery units, Mtn: Mountain [15L], P: Prohibited [3B5], Ski/SI: Ski and Sleigh [15S].

**2.** Combat effects of weather are in addition to all other effects.

**3.** Terrain feature combat effects are in addition to regular hex and hexside effects.

**4.** (Rain) or (Snow) Weather: Use the parenthetical costs, if any, during that weather.

**5.** All Rivers, Canals and Lakes freeze in weather zones P1, P2, A, B, and C in Cold weather; Swamps and Wooded Swamps freeze in Snow weather; Seas subject to freezing are frozen in the 2nd turn of Snow in their weather zone.

**6.** Railroads, Rail Ferries, Roads, Tracks, Bridges and Causeways do not negate combat effects of terrain hexsides. *Example:* Units may not attack across prohibited hexsides crossed by transportation lines or causeways.