
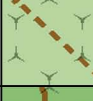
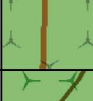

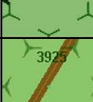











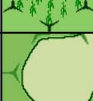


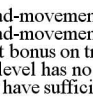


LAST FULL MEASURE

Standard Terrain Effects Chart

Terrain	Infantry (5 mp)	Cavalry (8 mp)	Artillery (5 mp)	Horse- Artillery (8 mp)	Commander (8 mp)	Effect on Combat, Retreat, & Line-of-Sight
 Clear	1 night/rain: 2	1 night/rain: 2	2 night/rain: 3	2 night/rain: 3	1 night/rain: 2	NE
 Trail	1*** night/rain: 2	1*** night/rain: 2	1*** night/rain: 3	1*** night/rain: 3	1*** night/rain: 2	NE
 Road	1/4* night/rain: 1/2	1/4** night/rain: 1/2	1/4* night/rain: 1/2	1/4** night/rain: 1/2	1/4** night/rain: 1/2	Cannot enter a ZOC if road-movement was used otherwise NE
 Turnpike	1/4** night/rain: 1/3	1/4** night/rain: 1/3	1/4** night/rain: 1/3	1/4** night/rain: 1/3	1/4** night/rain: 1/3	Cannot enter a ZOC if road-movement was used otherwise NE
 Rail-Road	1	1	2	2	1	NE
 Embanked/ Sunken Roadway	1/2*	1/2**	1/2*	1/2**	1/2**	Attacker +1 DRM (NR)
 Town <small>Hexes containing GRAY buildings</small>	1 1/2 using road movement	2 1/2 using road movement	1 1/2 using road movement	2 1/2 using road movement	1 1/2 using road movement	Attacker +1 DRM (NR)
 Creek hexside	+1	+1	+2	+2	+1	Attacker +1 DRM (NR)
 River hexside	Can only cross at fords or bridges	Can only cross at fords or bridges	Can only cross at fords or bridges	Can only cross at fords or bridges	Can only cross at fords or bridges	No Combat Ranged Artillery Only
 River hex	Can only cross at fords or bridges	Can only cross at fords or bridges	Can only cross at fords or bridges	Can only cross at fords or bridges	Can only cross at fords or bridges	No Combat Ranged Artillery Only
 Dam river hex	0 Creek 2 River	0 Creek 1 River	0 Creek 1 River	0 Creek 1 River	0 Creek 1 River	Attacker +1 DRM when attacking from Dam hex
 Ford river hex						Attacker +1 DRM when attacking from Ford hex
 Gully hexside creek/no creek	+1	+1	+2	+2	+1	Attacker +1 DRM
 Bridge	0 Creek 1 River	0 Creek 1 River	0 Creek 1 River	0 Creek 1 River	0 Creek 1 River	Attacker +1 DRM when attacking across/from bridge
 Ford hexside	0 Creek 2 River	0 Creek 1 River	0 Creek 1 River	0 Creek 1 River	0 Creek 1 River	Attacker +1 DRM when attacking across ford
 Swamp	3	4	4	4	3	Attacker +1 DRM
 Woods	2	3	3	3	1	Attacker +1 DRM (NR) Adds 1 to elevation level
 Orchards & Groves	1	2	3	3	1	Attacker +1 DRM (NR) Adds 1 to elevation level
 Corn Field (tall crops)	1	1	2	2	1	Blocks line of sight on same elevation
 Single Level Elevation change	NE	NE	NE	NE	NE	See combat tables for DRM May block LOS
Slope hexside	+1 each level after the first †				NE	See combat tables for DRM May block LOS
Stone Wall hexside	+1	+2	+2	+2	+1	Attacker +1 DRM (NR)

(NR) Unit not required to retreat.

* When not using road-movement, cost is same as other terrain in hex

** When not using road-movement, treat as clear terrain.

*** No road-movement bonus on trails.

† The first elevation level has no cost. Each level after the first adds 1 MP for infantry and 2 MP for cavalry and artillery, whether travelling up or down-slope.

If the unit does not have sufficient MP to pay the cost, consider the hexside impassible to that unit.

