









7. CHART OF TERRAIN EFFECTS

	cost pm	cost pm vehicle	MTD ATTACK	MTD CC
PLAIN 	1	1		
HOUSES 	2	3	C	+2 dif
HILL 	2	3	-1	+1 dif if higher
FIELD	2	2	-1 attack of F	
BROKEN	2	3	C	+1 dif
MOUNTAIN	3	nt	-2	+ dif if higher; +1 att if higher
STREET 	half	third		
RAIL 	1	half		
WOOD 	2	nt	C	+1 dif
RIVER 	3	3		+2 dif if att must cross the river
SEA	nt	nt		
SWAMP	4	nt		
OBJECTIVE 	2	3	C	+2 dif

nt =no transit