A.4.A. Roads. Roads allow for the rapid movement of forces through terrain. The presence of roads negates the terrain effect in the same hex except in combat. Roads are always in a hex.

A.4.B. Assume the presence of a bridge where roads cross rivers or marshes. A bridge without a weight restriction means the bridge can handle any weight. *Weight restrictions are an optional rule managed outside of these instructions/rules.*

A.4.C. Rivers. All rivers are between hexes. The presence of a river without a road incurs a movement effect, per A.4.D, below.

A.4.D. **Terrain Effects Chart**. The terrain as illustrated provides the basis for planning. It does not go to the detail of a modified combined obstacle overlay. However, it provides some of the same information to the participant. A unit with only one point of movement may execute a move requiring two points. No other rounding may be done. Different terrain has effects on movement, shaping and combat:

Terrain	Symbol	Movement Effect	Shaping Effect	Combat Effect
Open		None	None	None
Rivers		Consumes 2 points to cross without a highway, dam, or bridge	None	None
Water		May not be crossed, even with engineers. No unit may operate on the water unless embarked on a vessel.	None	None
Impassible (The thick black line on edge of hex)		May not be crossed on ground. Blocks LOC and ZOC. A Highway crossing the impassible line is treated like any other highway.	None	No ground combat may occur between these hexes.
Highway		Reduces movement cost by half. Always round down. *Example: a mechanized unit adjacent to a highway uses 1 point to enter highway hex and then moves on highway 2 hexes. Units on highways avoid penalties of other terrain types.*	None	None
Border		None	None	None
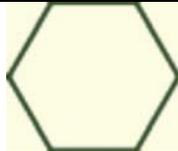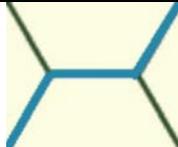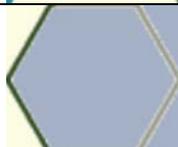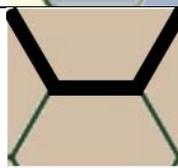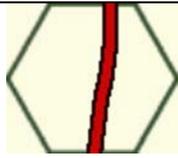
Obstacle (un occupied)		Movement stops immediately upon entering even if on a highway. Movement stops immediately upon exiting. Obstacle must be observed by adjacent ground or UAS in range.	None	None
Obstacle-Fortified (occupied)		None. The hex does require occupation.	DRM+3 on SRT for artillery (unless PGM is employed) and all air	(Defensive bonus) SHIFT CRT one column to Left for attacks into this hex.
Swamp/Marshland (Cannot be fortified or have obstacle emplaced in it)		Movement stops immediately upon entering unless on a highway. Movement stops immediately upon exiting.		(Defensive bonus) SHIFT CRT one column to Left for attacks into this hex.
Hills		Armored units consume 2 movement points per hills hex. A unit with a range of 1 may still move 1 hex.	None	(Offensive bonus) Attacks w/at least 50% of force originating SHIFT CRT 1 column left.
Wooded		None. Wooded terrain can combine with Hills and the effects are additive.	Light infantry become unobservable in wooded area	None
Dam		1) Crossing units stop in hex on near side. 2) 2 Strength points per turn may cross 3) Each DAM also has a weight restriction	Unit(s) crossing are suppressed (Remove after opponents C phase).	See shaping
Urban		1) No effect to mobility for using highway on axis of travel. 2) Otherwise use 2 movement points to enter.	1) +1 to die roll for lethal shaping 2) BLUE requires precision munitions to fire into Urban.	+1 SHIFT Left (Defender's advantage) to CRT for attacking into this hex
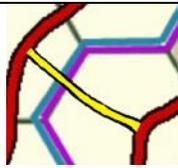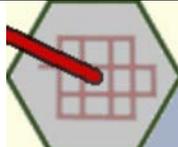
A.5. **Unit's Zone of Control (ZoC)**. Units influence the area surrounding their hex. Each unit influences one hex in every direction.