








# TERRAIN EFFECTS

Wanzer Grenadier

## TERRAIN EFFECTS CHART

Terrain Type	Foot	Movement Cost Motzd.	Mech.	Spotting Range
 <b>Clear</b>	1	2	2	12 hexes
 <b>Woods</b>	2	5	4	Blocks; units occupying woods may not be spotted by enemy units more than 3 hexes away.
 <b>Town</b>	1	1	1	Blocks; units occupying town may not be spotted by enemy units more than 3 hexes away. Units occupying town add 6 to their spotting range.
 <b>Field</b>	2	4	3	Blocks; units occupying field may not be spotted by enemy units more than 3 hexes away.
 <b>Hill</b>	+1	+5	+3	Blocks; units occupying hill may not be spotted by enemy units more than 3 hexes away. Units occupying hill add 9 to their spotting range.
 <b>Road</b>	2/3	1/2	1/2	
 <b>River</b>	2	(not allowed)	4	
<b>Major River</b>	(see 5.7)			