









TERRAIN EFFECTS

Panzer Grenadier

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Movement Cost:

Terrain Type	Foot	Mot.	Mech.	Spotting Range	Other Effects
 Clear	1	2	2	12 hexes.	None.
 Woods	2	5	4	Blocks LOS; units occupying woods may not be spotted by enemy units more than 3 hexes away.	-2 Direct Fire, -1 Assault.
 Town	1	1	1	Blocks LOS. Adds 20 meters elevation to hex and 6 hexes to spotting range of units in town. Units in town may not be spotted by enemy units more than 3 hexes away.	-2 to Direct Fire, Bombardment and Assault; -1 AT.
 Field	2	4	3	Blocks LOS; units in field can't be spotted by enemy units more than 3 hexes away.	None.
 Hill	+0	+2	+1	One elevation line blocks LOS between hexes at lower elevation. Two lines of equal elevation block LOS between hexes if one of the hexes is lower than both lines. Units occupying hill may not be spotted by enemy units more than 3 hexes away. Units add 6 hexes to their own spotting range for every 20 meters they are above spotted unit.	-1 Direct Fire; -1 AT fire if AT-firing unit is on lower elevation; +1 defender on first round of assault if assault hex is higher than all hexes attacker entered from. Movement costs listed at left are in addition to other terrain in hex, and are paid only when unit enters hex with an elevation line.
 Road	2/3	1/2	1/2	No effect.	None.
 River	2	P	4	No effect.	+1 Direct and AT Fire against units crossing river with assistance of ENG (5.73). -2 attacker on first round of Assault in major river hex if neither side includes ENG (5.75).
 Swamp	2	P	P	Does not block LOS, but units in swamp may not be spotted by enemy units more than 1 hex away.	+1 Direct Fire, -1 Bombardment Fire.