

# Terrain Key

Movement : Tr-Track T- Truck L -Leg  
If no letter, then for all types

	<b>Open</b> Open Tr, L - 1 T - 2		<b>City</b> Very Close Tr - 2 T, L - 1
	<b>Low Hills</b> Close Tr, L - 1 T - 2		<b>Village</b> Close No Effect
	<b>Hills</b> Close Tr, L - 1 T - 2		<b>Highway Number</b> Tr, L - 1/2
	<b>Rough</b> Close Tr - 3 T - 5 L - 2		<b>Primary Road</b> T - 1/3
	<b>Mountain</b> Very Close Tr, T - P L - All (any of these tones)		<b>Secondary Road</b> 1/2
	<b>Lava Flows</b> Very Close Tr, T - P L - All		<b>Track</b> No Supply Trace 1
	<b>Minor River</b> ← $\begin{cases} \text{Tr} + 3 \\ \text{T} + 5 \\ \text{L} + 1 \end{cases}$ (also Bridge)		<b>Railroad</b> 1
	<b>Sea</b> P		<b>Port</b> Ferry Port No Effect
	<b>Sea Mines</b>		<b>AEP</b>
	<b>Ferry</b>		<b>AEP Line</b>
	<b>Flak Rating</b>		<b>Coastal Deployment Zone</b>
	<b>Allied Trace Port</b>		<b>NRP</b>
	<b>Sea Transfer Lane</b>		<b>Messina Mile Marker</b>