# Axis Player Booklet
## Charts, Tables and Order of Arrival

### Weather Table - (1.8)

| Date | Ground Condition - Roll One Die | | | |
|---|---|---|---|---|
| | See TEC for Movement and Combat Effects | | | |
| | Dry | Mud | Freeze | Deep Freeze |
| Through October 1 | Auto | ✗ | ✗ | ✗ |
| October 5-15 | 1-2 | 3-6 | ✗ | ✗ |
| October 19-29 | 1 | 2-6 | ✗ | ✗ |
| November 1-12 | 1-4 | ✗ | 5-6 | ✗ |
| November 15-29 | 1-2 | ✗ | 3-6 | ✗ |
| December | ✗ | ✗ | Auto | ✗ |
| January | ✗ | ✗ | 1-5 | 6 |
| February | ✗ | ✗ | 1-5 | 6 |
| March | ✗ | 1-3 | 4-6 | ✗ |
| April | 1-2 | 3-6* | ✗ | ✗ |

**\* in the April Mud result:** The game ends immediately upon a third consecutive Mud Ground Condition in the month of April.

✗ : Not Applicable

### Weather Table - (1.8)

| Ground Condition | Flight Condition | | |
|---|---|---|---|
| | Roll Two Dice | | |
| | Full Flight | Limited Flight | No Flight |
| Dry | 2-9 | 10-11 | 12 |
| Mud | 2-6 | 7-9 | 10-12 |
| Freeze | 2-4 | 5-8 | 9-12 |
| Deep Freeze | ✗ | ✗ | Auto |

Weather Conditions affect air operations, combat conditions and ground movement as per the Terrain Effects Chart (TEC). Weather is determined each turn by rolling first for Ground Condition (one die) and then for Flight Condition (two dice).

**Flight Condition Notes:**

**Normal:** Air missions are allowed in all Phases.

**Limited:** Air missions are allowed only in the Player's Movement Phase. No Hip Shoots are possible. Air Refits allowed normally.

**No Flight:** No air missions allowed in any Phases.

**Ground Condition Notes:**

**Dry:** TEC Dry effects.

**Mud:** TEC Mud effects.

**Freeze:** TEC Freeze effects. Airbases refit aircraft at ½ the normal rate.

**Ice:** TEC Ice effects. Rivers and Lakes freeze and "Ice" effects occur after the third consecutive turn of Freeze or Deep Freeze weather conditions. "Ice" conditions for Rivers and Lakes are removed after the third consecutive turn of Mud or Dry weather conditions. See 1.8c.

**Deep Freeze: Simulcast Turn.** (OCS 2.4.) **In addition:**
- Movement uses Freeze terrain costs, adding +1 MP for every hex entered.
- Out of Supply units roll for attrition with a +2 modifier.
- Units may not Breakout during Deep Freeze turns.
- Units may not perform Construction (OCS 13.8d).
- Flight conditions are automatically "No Flight."
- Air Bases refit Air Units at ½ the normal rate.

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| Axis Supply Table | | | |
|---|---|---|---|
| Roll Two Dice | Minsk | Cities | Army or Army Group HQs |
| 3 or less | 1 | 2 | 4 |
| 4-5 | 2 | 1 | 5 |
| 6-8 | 2 | 2 | 5 |
| 9-10 | 2 | 3 | 5 |
| 11-12 | 3 | 2 | 6 |

-2 to German dice roll if Minsk is isolated, Soviet controlled or declared a fortress

**Axis Supply Points (SPs) are placed as follows:**

**Minsk:** Place as long as Minsk is Axis-controlled and detrainable. If Minsk is not eligible, include this SP with the "Cities" SP.

**Cities:** Place in or divide among Axis-controlled Major or Minor cities as desired, as long as the city hex is Axis-controlled and detrainable.

**Army or Army Group HQs:** Place with or divide among Army (XXXX) or Army Group (XXXXX) HQs as desired, as long as the HQ is in Trace Supply.

Increments of 1T or 2T of the amount received may be placed at as many in-Trace Axis controlled Air Bases as desired (*though note 1.3a*).

| Axis Replacement Table (1.7a) | | | | | | |
|---|---|---|---|---|---|---|
| Roll Two Dice | Pax | Eq | Air | Ally | Hog | Special Repl |
| 2-4 | None | None | None | None | None | None |
| 5-8 | 1 | 1x AR4 | 1 | None | 1 | None |
| 9-10 | 1 | 1x AR5 | 1 | None | 2 | Yes |
| 11-12 | 2 | 1x AR4 1x AR5 | 2 | 1 | 2 | Yes |

| Axis Special Replacement Table (1.7b) | |
|---|---|
| Roll One Die | Result |
| 1 | Arty or Tiger |
| 2 | Flak Alert or Tiger |
| 3 | AG/PG Alert |
| 4-6 | Infantry Alert |

**Axis Replacement Table Notes:** (Use replacements per OCS 13.5 unless otherwise indicated. Axis Repl, including SR can be assumed to be in the hex with any HQ (except a Kessel HQ) that is in trace supply.)

**Pax:** Receive this number of Pax. These Pax may be saved for later use. There are markers to note current Pax available.

**Eq:** Receive this number of Eq. Cannot be saved for later use. There is an Action Rating (AR) value indicated. Rebuild from the Dead Pile a unit with that AR value or less. Note: Eq cannot be used to rebuild Aircraft. Eq may be used to rebuild artillery units which are part of a multi-unit formation.

**Air:** One Air Replacement can rebuild a reduced on-map air unit back to full strength or rebuild one air unit at full strength from the dead pile. Cannot be saved for later use.

**Ally:** Receive an Allied Pax, which may only be used to rebuild Hungarian units. These Pax may be saved for later use.

**Hog:** For the number indicated, either place a Level-1 Hedgehog or increase a Level-1 to Level-2 in any hex in trace supply.

**Special Repl:**
**None** – Do not roll on the Axis Special Replacements Table.
**Yes** – Roll on the Axis Special Replacements Table.

## Axis Special Replacement Table Notes:

**Arty:** Rebuild one Artillery or Werfer unit step which has Leg MA on its Combat Mode side.

**Tiger:** Rebuild one German Tiger unit. This rebuild may be saved for later use, if no Tiger units are in the Dead Pile. Axis player choice to receive Tiger or the other listed Repl.

**Alert:** Place one randomly chosen unit available from the relevant Alert Pool. See 2.4c.

Except for Tiger units, Special Replacements cannot be saved for later use.

# The Forgotten Battles

## Axis Rebuild Chart

**Units that cost 1 Pax:**
Battalions of these unit types: ⊠ Jg Pio MG ⚓ Pol / Sec Kor ⊠ Cos Ost Rpl

Regiments of this unit type: RR

Wagon Point: 1 10

**Units that cost 2 Pax:**
Regiment, KG, Brigade or Step of a multi-step unit of these unit types: ⊠ Jg ⊟ Erz Pol / Sec ◻ ⊤ ◻ Bdr / ⊠ Rpl Res Tr

Note: Hungarian rebuilds require Ally Pax

**Units that cost 1 Pax and 1 Eq:**
PG (Armored Infantry) step (must be equal or lower than Eq AR value): ⊠

Corps HQ: 🏴

**Air Units:**
Received via Replacement Table result: Ju.52 62 (0)–0 | Bf.109G 53 5–1 | He.111H 128 (2)–12

**Units that cost 1 Eq:**
Step of these unit types (must be equal or lower than Eq AR value): ⬭ ▽ ⊙ △ ◉ ◎ / ⊘ AG ⬭ ▽ ⊠

and ⇥ if Track MA

Truck Point: 1 45

**Units that require Special Replacement Table result:** ⇥
Tiger units: ⊤  Arty or Werfer units (with Leg MA on Combat Mode side): ⊡  Alert units (PG/AG, Flak, Infantry)

**Units that automatically rebuild:**
Army Group HQ (2.3c): ◪  Army HQ (2.3b): ◪  Corps HQ Recovery (2.3d): 🏴

**Units that return to a Pool:**
Kessel HQ (2.3a): Freiss XXX 2-0

Kampfgruppe Marker (2.4e): KG 3 Von Sauc

Fortress Unit (2.4b): X Frt-1 5 3

Remnant Bn (2.4d): Rem ⊠ TFB-1 2 2 3

Brkdwn (1.6e): Brkdwn ⊠ TFB 4 4 3

## Axis Unit & Marker Identification

AGC XXXX+¼ 9-0 — Army Group HQ See 2.3c

500 Jg 2 5 4 — Waffen SS

XX ⊠ 6 12 2 2 — Luftwaffe Ground Forces

T Hs.129 54 (2)–10 — Tank Buster See 2.2e

+2 ① Polotsk 7 ④ – — Garrison See 2.4a

XXXX 9 4-0 — Army HQ See 2.3b

Bdr 4 3 1 — Lithuanian See 2.5a

Fw.190F 45 4 8 — Luftwaffe (Color stripe indicates Luftflotte 6)

Bf.109G 53 5 1 — Hungarian Air Force See 2.5b

X 638 6 4 3 — LVF (Legion of French Volunteers Against Bolshevism)

3 Pz XXX 2-0 — Kessel HQ See 2.3a

XX ⊠ 25 7 2 3 — Hungarian See 2.5b

Bf.109G 53 5 1 — Luftwaffe (No color stripe indicates Independent)

Rem ⊠ TFB-1 2 2 3 — Remnant See 2.4d

Hein 1 (3) ④ – — Heinrici Defense Base See 2.4g

KG 3 Von Sauc — Kampfgruppe Marker See 2.4e

XX Sec P 2 6 2 2 — Slovakian

88/17 86 3* 4 — Night Fighter See 2.4l

Alert AG TFB 2 4 7 — Alert Unit See 2.4c

Pan.1 ◻ 6 ④ – — Static Panther Battalion See 2.4g

XX ⊠ 110 16 4 3 — German Army

631 Cos 2 3 3 — Ost units

NB He.177 1/2T 200 (3)–19 — Night Bomber (Available only by Special Event)

+2 XX ⊠ 12 (9) 2 – — Rail Flak Unit See 1.6b

KG/502 ⊤ 2 5 5 — Tiger Company

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## Axis Order of Arrival

*Transport Points all arrive empty. Organic Trucks all arrive full. New units enter play per 2.1.*

**Emergency Reinforcements:**
*(Some may appear via Special Event or OoA)*

**Vitebsk.** If Vitebsk (both B18.18 and B18.19) is captured by the Soviets, then the Axis player has the option to receive these units in his next Reinforcement Phase. However, exercising this option awards the Soviet player 1 VP.

**Any Axis Army or Army Group HQ:**



Receive 2x Eq4 and 4x Pax in addition to the Repl roll for this turn.

**Kovel.** If any Russian combat unit moves within 5 hexes of Kovel (C14.12), then these arrive in the next Axis Reinforcement Phase (there is no VP cost):

**A1.10 or A9.01:**



**Arrive only via Special Event.**

**Placed at any west map edge rail hex:**



**29 Sept 43**
**Any Army or Army Group HQ:**



**1 Oct 43**

 *Move AGS Marker to D4.01.*

**Any Army or Army Group HQ:**



**5 Oct 43**
**Any Army or Army Group HQ:**



**8 Oct 43**
**Withdraw:**



**12 Oct 43**
**Any Army or Army Group HQ:**



**15 Oct 43**
**Any Army or Army Group HQ:**



**19 Oct 43**
**Any Army or Army Group HQ:**



**22 Oct 43**
**Any Army or Army Group HQ:**



*Note: FHH Pz Bn enters 8 Dec 43.*

**26 Oct 43**
**Withdraw:**



**29 Oct 43**
**Any Army or Army Group HQ:**



**1 Nov 43**

 *Move AGS Marker to C59.01.*

**Any Army or Army Group HQ:**
1x AR5 Eq

**5 Nov 43**
**Any Army or Army Group HQ:**



**8 Nov 43**

 *Move AGN Marker to B23.35.*

**Any Army or Army Group HQ:**



1x AR5 Eq
1x AR4 Eq

**12 Nov 43**
**Withdraw:**



**15 Nov 43**
**Any Army or Army Group HQ:**



2x Pax

**19 Nov 43**
**Any Army or Army Group HQ:**

**22 Nov 43**
**Any Army or Army Group HQ:**

**Available:**

**26 Nov 43**
**Any Army or Army Group HQ:**

**29 Nov 43**
**Any Army or Army Group HQ:**

**1 Dec 43**

*Move AGS Marker to C54.01.*

**Any north map-edge road hex west of the AGN marker:**

The Corps HQ arrives normally. Roll a die for each division. On a 1-4 the unit arrives. On a 5-6 roll again next turn. Repeat until all units arrive. *Note: AGC and AGN adjusted their lines in late 1943 and transferred the 1st Corps to Army Group Center.*

**Withdraw:**

**5 Dec 43**

*Move AGN Marker to B21.35.*

**Any north map-edge road hex west of the AGN marker:** *Note: Use same arrival process as the 1 Dec 43 units.*

**Any Army or Army Group HQ:**

**8 Dec 43**
**Any Army or Army Group HQ:**
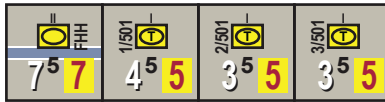
**Any north map-edge road hex west of the AGN marker:** Random PG/AG Alert unit (in addition to any received from Repl Table). *Note: Use same arrival process as the 1 Dec 43 units.*

**Withdraw:**
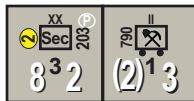
**12 Dec 43**
**Optional Reinforcement (costs 1 VP), any Army or Army Group HQ:**
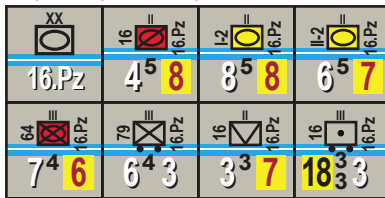
If not taken this turn, the 16 Pz Div is sent to another danger point on the Russian Front.

*Note: Historically, it was sent to AGS. Ignore this option if playing a combined game with* The Third Winter.

**15 Dec 43**

*Move AGN Marker to B18.34.*

**Any Army or Army Group HQ:**

Deploy 1 random Heinrici Defense Base per 2.4g.

**19 Dec 43**
**Any Air Base:**
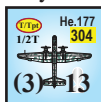
**22 Dec 43**
**Available:**

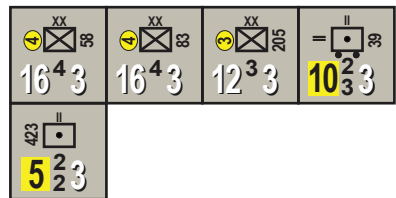Deploy 1 random Heinrici Defense Base and the two Panther Forts per 2.4g.
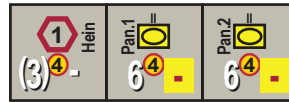
**26 Dec 43**

Deploy 1 random Heinrici Defense Base per 2.4g.

**29 Dec 43**

*Move AGN Marker to B14.34.*

**Withdraw:**

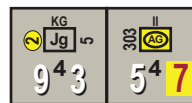**1 Jan 44**
**Any Army or Army Group HQ:**

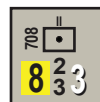Deploy 1 random Heinrici Defense Base per 2.4g.

**5 Jan 44**
**Any Army or Army Group HQ:**

**8 Jan 44**
**Any Army or Army Group HQ:**

Deploy 1 random Heinrici Defense Base per 2.4g.

**12 Jan 44**
**Any Army or Army Group HQ:**

Deploy 1 random Heinrici Defense Base per 2.4g.

**15 Jan 44**
**Any Army or Army Group HQ:**
3x Pax

## 19 Jan 44

 Deploy 1 random Heinrici Defense Base per 2.4g.

**Withdraw:**

 All 8 units of this division.

 All 8 units of this division.

**If deployed earlier, withdraw (units that arrive only via Special Event):**

 All 9 units of this division.

 All 8 units of this division.

## 22 Jan 44

 *Move AGN Marker to B15.35.*

**Any Army or Army Group HQ:** 3x Pax

## 26 Jan 44 *(Note: this arrival and withdrawal are included in the 26 Jan 44 Campaign Setup.)*

**Available:**  **Withdraw:** 

## 1 Feb 44

 *Move AGS Marker to C49.01.*

**Any Army or Army Group HQ:**

 **Available:**  **Withdraw:** 

## 5 Feb 44
**Any Army or Army Group HQ:**



## 8 Feb 44
**Any Army or Army Group HQ:**

 **Withdraw:** 

## 12 Feb 44
**Any Army or Army Group HQ:**



## 15 Feb 44
**Any Army or Army Group HQ:**



## 19 Feb 44
**Any Army or Army Group HQ:**
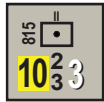


## 22 Feb 44
**Any Army or Army Group HQ:**
2x Pax

## 26 Feb 44
**Any Army or Army Group HQ:**



*(Note: There is no 29 Feb 44 turn.)*

## 1 Mar 44

 *Move AGS Marker to C25.01.*

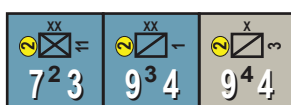Starting this turn, only ONE Soviet Front may be in Offensive Posture.

## 5 Mar 44
**Any Army or Army Group HQ:**



## 8 Mar 44
**Any Army or Army Group HQ:**



## 12 Mar 44
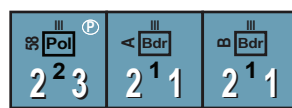**Withdraw:**



## 15 Mar 44
**Any Air Base** *(within the restrictions of 2.5b):*
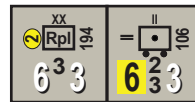


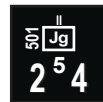**Any Army or Army Group HQ:**



## 19 Mar 44
**Any Army or Army Group HQ:**
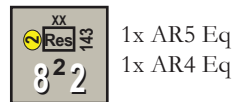


## 22 Mar 44
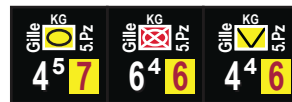**Any Army or Army Group HQ:**



## 26 Mar 44
**Any Army or Army Group HQ:**

 1x AR5 Eq
1x AR4 Eq

## 29 Mar 44
**Any Army or Army Group HQ:**

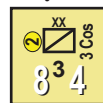 *(If units not previously released)*

**Withdraw:**



## 1 Apr 44

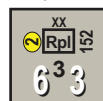 *Move AGS Marker to C20.01.*

**Any Army or Army Group HQ:**

 **Withdraw:** 

## 8 Apr 44
**Any Army or Army Group HQ:**

# The Forgotten Battles

## Axis Special Units Summary

Anti-Partisan units have circled "P" symbol (3.7d)
- +3 DRM to Suprise and Combat roll versus Partisans
- Expend no supply to attack Partisans
- Always in Trace Supply in Axis rear area

Engineer-Capable unit which can build Hedgehogs within 2 hexes for only 2T per level. (2.4j)
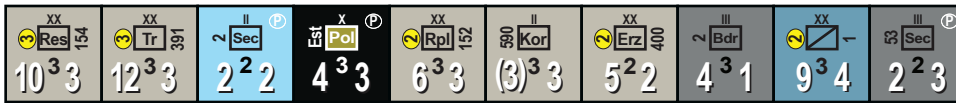
Hs.129 and Ju.87D are the only air units which can Hip Shoot. (2.2i)
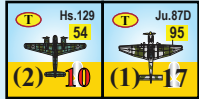
The Night Fighter air unit cannot perform Fighter Sweeps. (2.4l)

The Brandenburger Para unit can be dropped 10 hexes from its air base location, see 2.4k

Reserve, Training, Security, Police, Replacement, Korück, Ersatz and Border, as well as Hungarian and Lithuanian units (2.4h):
- May not voluntarily move adjacent to a Soviet Attack-Capable combat unit.
- If they find themselves adjacent to a Soviet unit, they are not required to leave.
- May attack, advance after combat or retreat normally, but may not participate in an Overrun.

When attacking a hex containing a Hedgehog, Village or City, there is a 1-column right shift on the Combat Table. If an attacker loss is called for, this unit must be used for that loss. (2.4f)
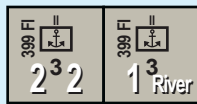
When in Move Mode can instantly move to any hex either side of Major River from C34.20 to D5.02 not in a Soviet ZOC and not past hexside with Soviet units on both sides. Once Ice River condition exists, it can't re-enter Move Mode. (2.4i)

Flak units add a DRM, printed on the counter, to Flak rolls when in Combat Mode. Only one flak unit per hex may provide this DRM. (1.6a)

Lithuanian Border units may not move from setup locations until a Soviet unit moves within 5 hexes. Then, the unit is activated and may move per 2.4h. All Lithuanian units are activated if a Russian unit moves within 5 hexes of Vilnius or by the "Baltic States commit to Germany" Special Event. (2.5a)

Hungarian ground units may not move or be placed east of the Dnepr River (D11.27 to D7.01), or north of hex row XX.27 on the C and D maps (the Restriction Area). They may not voluntarily move adjacent to a Soviet combat unit. Hungarian air units may not operate outside the Restriction Area, meaning mission hexes or air bases must be inside it. Patrol Zones may extend outside the Restriction Area. Hungarian HQs can rebuild and supply only Hungarian units. (2.5b)

Garrison units start face-down, and have no game effect. Garrisons may activate at any point a Soviet combat unit is within two hexes, by flipping to its combat side. It has 1 RE per step, a +2 Flak DRM, a ZOC, and an inherent Level-1 Hedgehog. It cannot move or be transported. Leg MA (in Move Mode) units may not move away on a d6 roll of 4-6. The Garrison can provide its AR to combat but it is the last step eliminated. All results must be taken as losses. For more, see 2.4a.
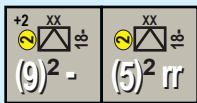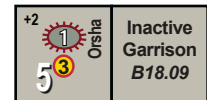
Rail Movement units may only move by rail, requiring no Rail Cap. Can start/end their movement in any rail hex of the correct gauge that isn't in an EZOC (detrainable hex not required). If the unit moves, flip it to its "rr" side. Flip the unit over to its regular side next Movement Phase. Rail Movement units forced to retreat after combat are destroyed. (1.6b)
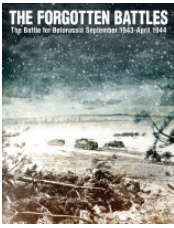
Assault Engineers use printed AR when attacking City hexes, Forts, Hedgehogs, and across Rivers. For any other purpose (defending, attrition, attacking without those terrain types), the AR is 1 less. (1.6c)

A Combat Mode non-Kessel HQ may base and refit one Fighter, as if an Air Strip is present in the hex. Capacity is one Fighter, no cargo unloading, and can't be upgraded. Ceases when HQ enters Move Mode or a regular Air Base is present. (1.3c)

A Heinrici Defense Base is a static combat units with a combat factor, intrinsic AR value and Hedgehog level. 1 RE in size. They must be deployed adjacent to (not with) any German Infantry division in Trace Supply. These units must apply their AR to their hex when in defense (they have no effect on attack ARs). All defending options must be taken as losses. The Heinrici Defense Base must be the last step loss taken in the hex. The Hedgehog level cannot be increased. (2.4g)

# TERRAIN EFFECTS CHART

**THE FORGOTTEN BATTLES** — The Battle for Belorussia September 1943-April 1944

| Terrain | DRY Track | DRY Truck | DRY Leg | FREEZE Track | FREEZE Truck | FREEZE Leg | MUD Track | MUD Truck | MUD Leg | FREEZE (Combat) | Armor | Mech | Other |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Open | 1 | 1 | 1 | 1 | 1 | 1 | 3 | 8 | 2 | Open | (x2) | (x2) | x1 |
| Hills | 1 | 2 | 1 | 1 | 2 | 1 | 2 | 6 | 1 | Close | x1 | x1 | x1 |
| Light Woods | 2 | 3 | 1 | 2 | 3 | 1 | 6 | All | 2 | Close | x1 | x1 | x1 |
| Heavy Woods | 3 | 4 | 2 | 3 | 4 | 2 | All | All | 2 | Close | x1/2 | x1 | x1 |
| Swamp | P | P | 3 | 5 | 6 | 3 | P | P | 4 | Very Close | x1/2* / x1/2 | x1/2* / x1/2 | x1 |
| Minor River | +3 | +5 | +1 | +2 | +3 | +0 | +3 | +5 | +1 | O/T | (x1/2) | (x1/2) / x1 | (x1/2) / x1 |
| Major River | P | P | All | +4 | +6 | +2 | P | P | All | O/T | (x1/4)* / (x1/2) | (x1/3)* / (x1/2) | (x1/2) |
| Primary Road | 1/3 | 1/3 | 1/2 | 1/3 | 1/3 | 1/2 | 1/3 | 1/3 | 1/2 | O/T | N/A | N/A | N/A |
| Road | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1 | 2 | 1 | O/T | N/A | N/A | N/A |
| Track / Rail (Single & Double) | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 4 | 1 | O/T | N/A | N/A | N/A |
| Village | O/T | O/T | O/T | O/T | O/T | O/T | O/T | O/T | O/T | Close | x1 | x1 | x1 |
| Minor City (Grey) | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Very Close | x1/2 | (x1/2) | x1 |
| Major City (Red) | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Extremely Close | x1/3 | (x1/2) | x1 |
| Blocked (Lake) | P | P | P | P | P | P | P | P | P | O/T | (x1/4)* | (x1/4)* | (x1/4)* |
| Deep Freeze | Use Freeze Terrain cost and add: | | | +1 | +1 | +1 | | | | O/T | N/A | N/A | N/A |

## Ice River Condition

| Terrain | ICE during Dry Track | ICE during Dry Truck | ICE during Dry Leg | ICE during Freeze Track | ICE during Freeze Truck | ICE during Freeze Leg | ICE during Mud Track | ICE during Mud Truck | ICE during Mud Leg | ICE | Armor | Mech | Other |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Minor River | +0 | +0 | +0 | +0 | +0 | +0 | +0 | +0 | +0 | O/T | N/A | N/A | N/A |
| Major River | +2 | +3 | +1 | +2 | +3 | +1 | +2 | +3 | +1 | O/T | (x1/2) | (x1/2) | (x1/2) |

### Terrain Effects Chart - Notes

O/T - Other Terrain
N/A - Not Applicable
P - Prohibited

(#) - Affects attackers only.
* - Roads Only

Point of Interest (Detrainable)

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