

BARBAROSSA: MASTER TERRAIN EFFECTS CHART

Hex Terrain	Effects on Movement				Snow/ Arctic	Combat DRM or Effect
	Dry	Mud	Frost	Arctic		
Clear	1	2 (a)	1	2	None	
Sand	2 (a)	2 (a)	2 (a)	2	None	
Hills	2	3	3	3	+ 1 DRM	
Mountains	3	3(a)	3	3(a)	+ 2 DRM, NO CAB, Attacking Armor halved	
Alpine (non-motorized) (motorized)	3 P	3 P	3 3	3 3	DRY, MUD & FROST: 1. + 2 DRM, NO CAB allowed, Attacking Armor halved 2. Motorized unit ZOCs do NOT extend into except through hexsides crossed by roads or railroads FROST: 3. Motorized units may only enter and exit through hexsides crossed by roads or railroads SNOW: Prohibited (ZOCs do NOT extend across)	
Woods (non-motorized) (motorized)	+1 (b) +2 (b)	+1 +2	+1 +2	+1 +2	OT Note: (Lingering Mud <i>only</i>) Reduces Supply LOC from 7 to 5 hexes if traced through	
Marsh	2	2 (a)	1	2	None Note: Reduces Supply LOC from 7 to 5 hexes if traced through	
Swamp (non-motorized) (motorized)	3 P	3 P	2 3	2 3	DRY & MUD: 1. Halved if attacking <i>from</i> : Artillery Support halved if firing <i>into</i> 2. NO CAB allowed, Motorized unit ZOCs do NOT extend <i>into</i> except through hexsides crossed by roads or railroads. 3. Motorized units may only enter and exit through hexsides crossed by roads or railroads Frost: Conditions 2 and 3 above do NOT apply Snow: NO benefits Note: Reduces Supply LOC from 7 to 5 hexes if traced through	
Inland Sea/Lake (hex) (hexside)	P (k) P (k)	P (k) P (k)	P (k) P (k)	2 NE	Prohibited (ZOCs do NOT extend across); Soviet Amphib Assault allowed. During Snow / Arctic = NO naval movement of any kind	
Sea/Shallow Water	P (j)	P (j)	P (j)	P	Prohibited (ZOCs do NOT extend across) Flotilla movement allowed	
Coastal	OT	OT	OT	OT	Amphib Assault allowed except Snow, Arctic Flotilla movement allowed	
Town	OT	OT	OT	OT	Dry or Frost = None; Mud or Snow = +1 DRM, Engineer Effects -1 DRM	
City (Name in RED)	1/2	1/2	1/2	1/2	+ 1 DRM; Attacking Armor halved ; NO CAB , Engineer Effects -1 DRM	
Major City (Name in RED/Underlined)	1/2	1/2	1/2	1/2	+1 DRM (Axis Defender) +2 DRM (Soviet Defender); Attacking Armor halved ; NO CAB ; Engineer Effects -1 DRM, ZOCs do NOT extend <i>into</i> or <i>within</i> . ZOCs do extend <i>out of</i>	
Minor Road (c) (clear terrain) (other terrain)	1/2 1	2 (a) OT (d)	1 1	2 2	OT	
Main Road (e)	1/2	1	1/2	1	OT	
Motorway (l)	1/2	1/2	1/2	1/2	OT	
Railroad (f)	OT	OT	OT	OT	OT	
River hexside	+1	+2	+1	NE	Dry, Mud, Frost: +1 DRM and NO CAB if ALL attacking units attack <i>across</i> ; Snow: NO benefits Flotilla movement NOT allowed	
Canal hexside	+1	+2	+1	NE	Dry, Mud, Frost: +1 DRM and NO CAB if ALL attacking units attack <i>across</i> ; Snow: NO benefits Flotilla movement only allowed on hashed hexsides only	
Major River hexside (i)	See 10.76	See 10.76	See 10.76	+1	Dry, Mud, Frost: ALL units attacking <i>across</i> halved ; NO CAB if ALL attacking units attack <i>across</i> NO ZOC <i>across</i> hexside (including bridges); Retreat <i>across</i> unbridged hexsides prohibited Snow: NO benefits Flotilla movement allowed	
Bridges (also Minor/Main/RR Bridges)	Negates the Cost of the River when used to Cross				Use applicable Combat Effect for Major River/River/Canal in question	
National Boundary Army Group Boundary Sea Zone Boundary	OT	OT	OT	OT	OT	
Minor Port (m) Major Port (m)	OT	OT	OT	OT	OT	
Fortified Island	OT	OT	OT	OT	Treat as a hex with six fortified line hexsides	
Victory Point Hex	OT	OT	OT	OT	OT	
Enemy Strongpoint (g)	+1	+1	+1	+1	+ 1 DRM; NO CAB when attached from any direction, Engineer Effects -1 DRM Enemy Supply may not pass through	
Enemy Fortified Belt (g, h)	+1	+1	+1	+1	Axis attacks only : +1 DRM (asterisk apply); NO CAB when attacked from any direction N/A to Flotilla movement Axis Supply may not pass through until destroyed	
Enemy Fortified Line (g)	+1	+1	+1	+1	+1 DRM if ALL attacking units attack <i>through</i> , Engineer Effects -1 DRM, NO CAB if ALL attacking units attack <i>through</i> N/A to Flotilla movement Enemy Supply may not pass through until destroyed	
Citadel	OT	OT	OT	OT	+ 1 DRM, NO CAB allowed, Attacking Armor halved ; automatic NO retreat applies	
Brest-Litovsk Citadel (Hex only)	+1 Axis only	+1 Axis only	+1 Axis only	+1 Axis only	NO CAB (Axis only), +1 DRM (Axis only) (can be negated by Engineers or if S-H Artillery is used) Soviet Defense (in the hex only) DOUBLED , NOT subject to Surrender, ZOCs do NOT extend <i>into</i> or <i>out of</i> ; NKVD requirement does NOT apply, Axis Armor halved , No Axis Supply LOC may pass through unless destroyed	

Terrain Effects Chart Notes:

MUD and Lingering MUD: Motorized ZOC **limited**, only extends through hexsides *crossed* by roads (any) or railroads or into *adjacent* towns/cities hexes

(a) Additional 1 MP for **ALL** motorized and **Orange MA** except Soviet Armor.

(b) Lingering Mud (rule 5.14).

(c) Super Heavy Artillery may **only move** on minor roads during Dry, **non-lingering** Mud turns at a rate of **one hex** per MP.

(d) Ignore Woods.

(e) Super Heavy Artillery movement rate: **One** hex per MP during all weather.

(f) Cost of Woods terrain reduced by **ONE** when moving along a rail line. **Negates** the cost to cross rivers and major rivers.

(g) MP costs for a hex containing **BOTH** an undestroyed fortified line hexside or Fortified Belt plus a Strongpoint remains +1.

(h) Soviet defensive benefit only. Axis ZOC does **NOT** extend into until destroyed (occupied or unoccupied). DRMs for Hills and Strongpoint are cumulative.

(i) All Arty and Super Heavy Arty may cross **only** on bridges (road or railroad) or over bridge units.

(j) Exception: Naval Unit Movement, Naval Transport Movement, Flotilla, Amphib Assault

(k) Exception: Soviet Flotilla, Amphib Assault

(l) Axis Restrictions: Only the following Axis may use Motorway road movement rates: **ALL** Axis motorized, Orange MA and Green MA units
For all other Axis units: movement is governed by other terrain in the hex. Super Heavy Arty (**both sides**) moves at **one** hex per MP (all weather).

(m) Loading/Unloading: Anchorage - 4 STPs, Minor Port - 8 STPs, Major Port - 16 STPs;
Provides General Supply: Anchorage - 10 SPs
Minor Port - 15 STPs; Major Port - Unlimited.

ABBREVIATIONS: NE = No effect; OT = Judged by other Terrain in hex; P = Prohibited