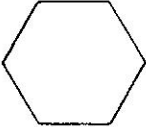
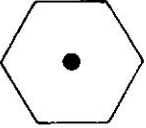
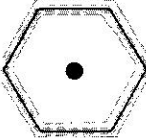

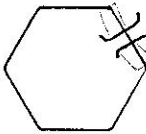


## TERRAIN EFFECTS CHART

ET 6 (8)

TYPE OF TERRAIN	MOVEMENT POINT COST TO ENTER	EFFECT ON COMBAT
Clear hex 	One Movement Point to enter	No Effect
City hex 	no additional cost	No Effect
Fortress hex 	no additional cost	Total Strength and Bonuses of all Defending units are DOUBLED. "Dr" and "Drs" combat results do not apply to the Defender. "½ex" combat results do not apply to the Defender, but still apply to the Attacker
unbridged River hex-side 	one <i>Additional</i> Movement Point to cross this hex-side	Attacks at less than 160% are not allowed. Total Strength and Bonuses of all Defending units are DOUBLED. Zones of Control do not extend across the hex-side.
bridged River hex-side 	no additional cost	Attacks less than 160% are not allowed. Total Strength and Bonuses of all Defending units are DOUBLED.

National Borders and Supply Area Boundries have no effect on Movement or Combat.

*Zones of Control:* Cavalry units may leave an Enemy partially-controlled hex on the same Movement Phase they entered; they pay an additional two Movement Points penalty to do so. All other units must stop upon entering any Enemy controlled hex. Units beginning their phase on an Enemy controlled hex may only move if the first hex they enter is uncontrolled by Enemy units (Cavalry may enter a partially controlled hex).

**1812**  
 The Campaign  
 of Napoleon in Russia  
 Grand Tactical Game (Hex-Grid Version)