

Land Combat Effect(Mv.mode:ON Rail or Road/Dp.mode:No-Rai or No-Road) (Draft4.2)											
Deffender's TERRAN TYPE	Mech. Battle Unit		Mot. Battle Unit		Mnt./Para./Sec./ Cav.Unit Partisan Div.		Other inf.		Ind. Arty. Unit (Mech./Mot. or Rail)		Other Combat Effect
	Attack	Arty. Prep.Fire	Attack	Arty. Prep.Fire	Attack	Arty. Prep.Fire	Attack	Arty. Prep.Fire	Attack	Arty. Prep.Fire	
Clear Hex	normal	OK	normal	OK	normal	OK	normal	OK	OK	OK	Normal
Broken Hex	normal	OK	normal	OK	normal	OK	normal	OK	OK	OK	Reduse attack die role by one.
Woods Hex	"Fontal Assault"	OK	"Fontal Assault"	OK	normal	OK	normal	OK	OK	OK	Reduse attack die role by one.
Swamp Hex*	"Fontal Assault"	OK	"Fontal Assault"	OK	normal	OK	normal	OK	OK	OK	Reduse attack die role by one.
Rough Hex	"Fontal Assault"	OK	"Fontal Assault"	OK	normal	OK	normal	OK	OK	OK	Reduse attack die role by one.
Mountain Hex	"Fontal Assault"	OK	"Fontal Assault"	OK	normal	OK	"Fontal Assault"	OK	OK	OK	Reduse attack die role by one.
Sand Hex	"Fontal Assault"	OK	"Fontal Assault"	OK	normal	OK	normal	OK	OK	OK	Normal
Rail/Car Ferry Root Hex	P	P	P	P	P	P	P	P	P	P	
Bridge(Rail/Road) Hex	OT	OT	OT	OT	OT	OT	OT	OT	OT	OT	
Block Hexside	P	P	P	P	P	P	P	P	P	P	
Prohibited Hex	P	P	P	P	P	P	P	P	P	P	
Arctic Zone Hex	OT	OT	OT	OT	OT	OT	OT	OT	OT	OT	Reduse attack die role by one.
*Non-Frozen Arctic Swamp Hex	"Fontal Assault"	OK	"Fontal Assault"	OK	normal	OK	"Fontal Assault"	OK	OK	OK	Reduse attack die role by one.
*Frozen Arctic Swamp Hex	normal	OK	normal	OK	normal	OK	normal	OK	OK	OK	OT
Non-Frozen River Hexside	Attacker Halved	OK	Attacker Halved	OK	Attacker Halved	OK	Attacker Halved	OK	normal	OK	Reduse attack die role by one.
Frozen River Hexside	normal	OK	normal	OK	normal	OK	normal	OK	OK	OK	OT
Non-Frozen Maj. River Hexside	Attacker Halved	OK	Attacker Halved	OK	Attacker Halved	OK	Attacker Halved	OK	normal	OK	Reduse attack die role by one.
Frozen Maj. River Hexside	normal	OK	normal	OK	normal	OK	normal	OK	OK	OK	OT
Non-Frozen All Sea/Lake Hex	P	P	P	P	P	P	P	P	P	P	Reduse attack die role by one.
Frozen All Sea/Lake Hex	normal	OK	normal	OK	normal	OK	normal	OK	OK	OK	OT
Mginot Line , West Wall, Fortification.	OT	OK	OT	OK	OT	OK	OT	OK	OT	OK	See "Fortification Rule".
City,or Capital. Miner/Major Port. Ferry Port, Bridge(Rail/Road). Resorce/Mfr.Center. Placement Center.	OT	OK	OT	OK	OT	OK	OT	OK	OT	OK	OT
"Fontal Assault" to on Rail/Road or Bridge Hexside.	Mv.mode	OK	Mv.mode	OK	Mv.mode	OK	Mv.mode	OK	OT (Dp.mode)	OK	See "Fontal Assault Rule".
"Flank Attack" to on Rail/Road or Bridge Hex.	OT (Dp.mode)	OK	OT (Dp.mode)	OK	OT (Dp.mode)	OK	OT (Dp.mode)	OK	OT (Dp.mode)	OK	OT Deffender Strength is Halved.