Land Movement Cost:MC(Mv.mode:ON Rail or Road/Dp.mode:No-Rai or No-Road) and ZOC (Draft4.2)															
	Mech. Battle Unit		Mot. Battle Unit		Mnt./Para./Sec./ Cav.Unit Any Partisan		Other inf. Unit		Ind. Arty. Unit (Mech./Mot. or Rail)		Anti-tank Bde. (Mot. or Rail)		Mov. Supply Head (Mv.:10MA/Dp.:1MA) (No-ZOC)	
TERRAN TYPE	MC (Mv./Dp.)	ZOC	MC (Mv./Dp.)	ZOC	MC (Mv./Dp.)	ZOC	MC (Mv./Dp.)	ZOC	MC (Mv./Dp.)	ZOC	MC (Mv./Dp.)	ZOC	MC (Mv./Dp.)	Supply MC (10MP)
Clear Hex	1/1	normal	1/1	normal	1/1	normal	1/1	normal	1/1	Negtes	1/1	Negtes	1/1	1
Broken Hex	1/1	normal	1/1	normal	1/1	normal	1/1	normal	1/1	Negtes	1/1	Negtes	1/1	1
Woods Hex	2/P	Negtes	2/P	Negtes	1/2	normal	1/2	normal	2/P	Negtes	2/P	Negtes	2/P	2
Swamp Hex*	2/P	Negtes	2/P	Negtes	1/2	normal	1/2	normal	2/P	Negtes	2/P	Negtes	2/P	2
Rough Hex	2/P	Negtes	2/P	Negtes	1/2	normal	1/2	normal	2/P	Negtes	2/P	Negtes	2/P	2
Mountain Hex	2/P	Negtes	2/P	Negtes	1/2	normal	1/P	Negtes	2/P	Negtes	2/P	Negtes	2/P	2
Sand Hex	2/3	Negtes	2/3	normal	1/2	normal	1/2	normal	2/3	Negtes	2/3	Negtes	2/P	2
Rail/Car Ferry Root Hex	1/P	normal	1/P	normal	1/P	normal	1/P	normal	1/P	normal	1/P	normal	1/P	1
Bridge(Rail/Road) Hex	1/P	normal	1/P	normal	1/P	normal	1/P	normal	1/P	normal	1/P	normal	1/P	1
Prohibited Hex	P	P	P	P	P	P	P	P	P	P	P	P	P	P
Arctic Zone Hex	OT+1/OT	normal	OT+1/OT	normal	OT+1/OT	normal	OT+1/OT	normal	OT+1/OT	normal	OT+1/OT	normal	OT+1/OT	OT
*Non-Frozen Arctic Swamp Hex	2/P	Negtes	2/P	Negtes	1/2	normal	1/P	Negtes	2/P	Negtes	2/P	Negtes	2/P	2
*Frozen Arctic Swamp Hex	2/4	Negtes	2/4	Negtes	1/2	normal	1/P	normal	2/4	normal	2/4	normal	2/4	2
Non-Frozen River Hexside	OT/OT+1	Negtes	OT/OT+1	Negtes	OT/OT+1	Negtes	OT/OT+1	Negtes	OT/OT+1	Negtes	OT/+1	Negtes	OT/OT+1	OT+1
Frozen River Hexside	OT	normal	OT	normal	OT	normal	OT	normal	OT	normal	OT	normal	OT	OT
Non-Frozen Maj. River Hexside	OT/OT+2	Negtes	OT/OT+2	Negtes	OT/OT+2	Negtes	OT/OT+2	Negtes	OT/OT+2	Negtes	OT/OT+2	Negtes	OT/OT+2	OT+2
Frozen Maj. River Hexside	OT	normal	OT	normal	OT	normal	OT	normal	OT	normal	OT	normal	OT	OT
Non-Frozen All Sea/Lake Hex	P	Negtes	P	Negtes	P	Negtes	P	Negtes	P	Negtes	P	Negtes	P	P
Frozen All Sea/Lake Hex	1/1	normal	1/1	normal	1/1	normal	1/1	normal	1/1	normal	1/1	normal	1/1	1
Block Hexside	1/P	Negtes	1/P	Negtes	1/P	Negtes	1/P	Negtes	1/P	Negtes	1/P	Negtes	1/P	1/P
Mginot Line , West Wall, Fortification.	OT	Negtes	OT	Negtes	OT	Negtes	OT	Negtes	OT	Negtes	OT	Negtes	OT	OT
City,or Capital. Miner/Major Port. Ferry Port, Bridge(Rail/Road). Resorce/Mfr.Center. Placement Center.	OT	Negtes	OT	Negtes	OT	Negtes	OT	Negtes	OT	Negtes	OT	Negtes	OT	OT