

Korea Terrain Effects

Feature	Combat	Track MP	Truck MP	Foot MP	Armor	Mech.	Infantry
Open	Open	1	1	1	[x2]	[x2]	x1
Low Hills	Close	1	2	1	[x2]	x1	x1
Hills	Close	2	3	1	x1	x1	x1
Rough	Close	3	5	2	[x1/2]	[x1/2]	x1
Mountain	V. Close	P	P	All	x 1/3*	[x1/2]*	x1
Village	Close	o/t	o/t	o/t	x1	x1	x1
Minor City	V. Close	o/t	o/t	o/t	x1/2	[x1/2]	x1
Secondary Road	o/t	1/2	1/2	1/2	n/a	n/a	n/a
Track	o/t	1	1	1	n/a	n/a	n/a
Rail Road	o/t	1	1	1	n/a	n/a	n/a
River	o/t	+3	+5	+1	[x1/2]	[x1/2]	[x1/2]
Frozen River	o/t	+2	+3	-	[x1/2]	[x1/2]	x1
Frozen Lake Hexside	o/t	P	P	All	x 1/3*	[x1/2]*	[x1/2]
Impassable Hexside	o/t	P	P	P	x 1/3*	[x1/2]*	[x1/2]*

[1/2] Attacker Halved, Defender Full Strength

* via road (or track) only

P-Movement Prohibited