

## TERRAIN EFFECTS CHART (TEC)

	Terrain Type	Movement	Combat	Notes
	Clear Hex	1 MP		
	Cultivated Hex	Infantry = 1 MP Chariot, Scout = 2 MP	May Charge Into <i>but not From or Through</i>	
	Woods Hex	Infantry = 1 MP Chariot, Scout = 3 MP	Charge Forbidden Missile Fire into -1 DRM	Hittite Chariots may not Stack.
	Up Slope Hex-side	1 MP	Charge Forbidden Missile Fire into -1 DRM	No penalties for going down slope. <i>Village and Kadesh mounds are Slopes.</i>
	Stream Hex-side	1 MP		
	Stream and Woods Hex	Infantry = 2 MP Chariot, Scout = 3 MP	Charge Forbidden Missile Fire into -1 DRM	
	Stream Ford Hex-side	Chariot, Scout = 1 MP		
	Stream and Bridge Hex	1 MP	Charge Forbidden	
	Orontes River Hex <i>May include Woods terrain</i>	Infantry = All MP Scout = 4 MP Chariots are eliminated	Charge Forbidden Missile Fire into -1 DRM	Infantry units lose one Effectiveness Level upon entering.
	Orontes River and Ford Hex	2 MP	Charge Forbidden	
	Orontes River and Bridge Hex	1 MP	Charge Forbidden	
	Marsh Hex	Infantry, Scout = 2 MP Chariots are eliminated	Charge Forbidden	
	Camp of Amun Wall Hex-side	Infantry = 1 MP Chariot, Scout = 2 MP	Missile Fire -1 DRM	
	Village Wall Hex-side	Infantry = All MP Impassable to others	Charge Forbidden	Missile Fire into Village -2 DRM
	Village Gate Hex-side	2 MP	Charge Forbidden	<i>Within village walls there is Clear terrain (see above).</i>
	Fortress of Kadesh Wall Hex-side	Impassable	Charge Forbidden	Missile Fire into Kadesh -2 DRM
	Fortress of Kadesh Gate Hex-side	3 MP	Charge Forbidden	<i>Within the walls of Kadesh there is Clear terrain (see above).</i>
	Moat Hex-side	Infantry = All MP Impassable to others	Charge Forbidden	