

(Land Unit) Terrain	MP Cost	Combat Effect	Command Effect
Clear	1; ST,SG: not in winter	-	-
Forest/Swamp	Inf:2, Cav:3, ST,SG:no	-	-
Rough	Inf:3, Cav:4, ST,SG:no	DR not required	-
City	OTIH	DR not required	-
Town	OTIH	-	-
Village	OTIH	-	-
Road	1/2 MP, ST, SG:yes	-	cross river at bridge
Railroad	Rail move	-	cross river at bridge
Mountain hexside	No	No	cannot cross
Non-tidal river hexside	Inf,Cav: +2 ST,SG:no	Attacker halved	only across bridge/ferry
Tidal river hexside	Ferry/bridge only	No, use ferry/bridge	only across bridge/ferry
Coastal inlet, estuary	Ferry only	No, use ferry	only across ferry
Bluff hexside	-	DRM +1 to NTCRT	-
Blocked hexside	Ferry only	No, use ferry	only across ferry
Ferry hexside	+1	Attacker halved	cross river at ferry
Bridge hexside	+0	Attacker halved	cross river at bridge
State border	-	-	-

OTIH - other terrain in hex. ST: Supply Train. SG: Siege Gun. Bridge = road or railroad bridge.

(Naval Unit) Terrain	RF, RT, IC	NF, NT
Non-tidal river hexside	1 MP	Not allowed
Tidal River hexside	1 MP	1 MP
Coastal hex	1 MP	1 MP
All Sea hex	Not allowed*	1 MP
Permanent Head of Navigation	stop	stop
Seasonal Head of Navigation	stop except in season	stop except in season

\*Union IC (only) may enter All-Sea hex at risk, roll 2 dice: 11 or 12 it sinks, 2 to 10 it enters.

(Embark/Disembark) Unit Type	Port, Base, Ferry	Clear	Forest, Swamp	Rough
Infantry, Militia, Garrison	1/1	2/2	3/3	P/P
Cavalry	2/2	3/3	4/4	P/P
Supply Train	2/2	3/3	P/P	P/P
Siege Gun, Rail Repair	2/2	P/P	P/P	P/P
Transporting Unit	10/10	20/20	30/30	P/P

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