



**Legend**  
1 hex = ~ 15km

	Small City 100k-500k	5D for DP DMZ = 50
	Large Town 50k - 100k	3D for DP DMZ = 10
	Town 15k - 50k	2D for DP DMZ = 5
	Small Town 5k - 15k	1D for DP DMZ = 2
	Village <5k	No effects
	Port	
	Airfield	

Outer Ring = Fires & Isolation  
 Middle Ring = UTZs  
 Inner Circle = Urban Core

**Terrain Key**

	Clear 1MP
	Wooded 2MP
	Rough/Bog/Marsh 3MP Wheeled 2MP Tracked
	Water/Sea
	Major Road/MSR* +2hex Wheeled +1hex Tracked
	Railway Only for logistics
	Medium River (10m - 49m) BP (AVLB) or swim (+1MP)
	Large River (50m - 249m) BP (Pont.) or swim (+2MP)
	Major River (250m+) BP (Ferry) or swim (+3MP)
	Lake BP(Ferry) (1 Turn)
	International Border (beyond NATO)
	International Border (within NATO)

Hasty Attack costs 1MP, but ignores terrain

Wheeled MA = 6  
 Tracked MA = 4  
 -2MP if Neutralised  
 Tracked needs LOG for >2MP

\* Whole move must be on MSR and no enemy closer than 3 hex