

El Alamein Expanded Terrain Effects Chart by Donald Johnson 05/29/2022

Terrain Type	Mech MPs to Enter	Non-Mech MPs	Supply Effect	Combat Effect
Clear or Clear Road (including Town)	1	1	May trace	
Ridge	+4	+1	May trace	Defense x2. Ignore D1,2,3. No attacker advance after combat
Depression	+3	+1	No trace	Isolation. No attacker advance after combat
Sea	Prohibited	Prohibited	No trace	Prohibited
Enter/Leave March Mode	+3 if unstacked on road	+1 if unstacked on clear		Half strength, march mode removed
Enemy ZOC	Must stop on entry, 1 unit cannot leave but negates EZOC	Must stop on entry, 1 unit cannot leave but negates EZOC	No trace if not negated by friendly unit	Cannot retreat into if not negated by friendly unit
Enemy Minefield	+8 (cannot leave)	+2 (Engineer + 0) (cannot leave)	Can trace into if occupied, but not trace through	Friendly units cannot attack if in. Friendly units cannot retreat into.
Friendly Minefield				Friendly defender doubled
Stack/Unstack	+3	+1		Defends as total
Friendly Map Edge			Supply source	May retreat off and later reenter map on hex exited if not in EZOC
Non-Friendly Map Edge			No trace	May not retreat off