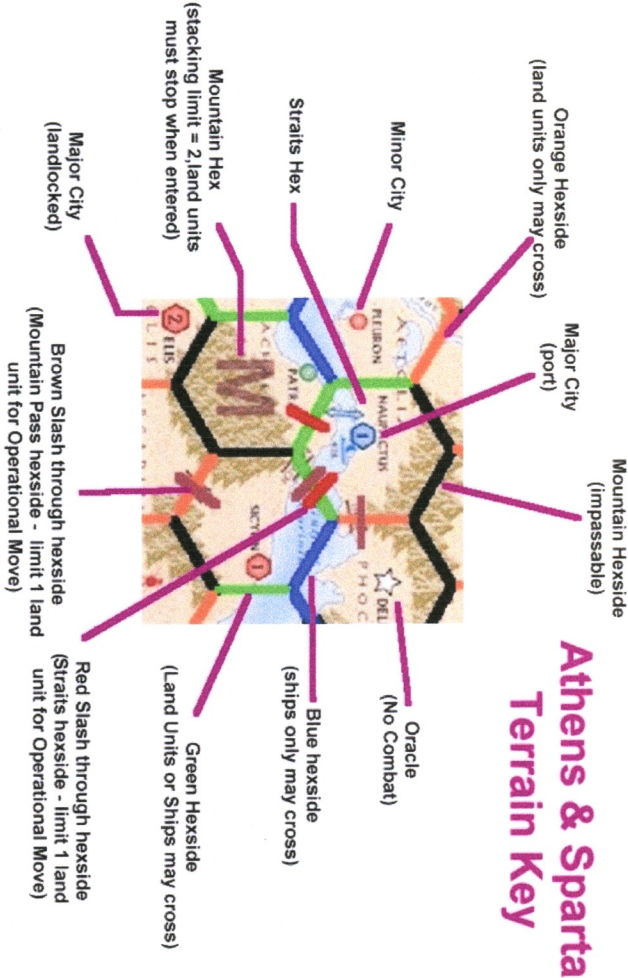


Athens & Sparta

Terrain Effects Chart

Terrain	Stacking Limit	Garrison Stacking Limit	Operational Movement Limit
Clear	4	n/a	n/a
Mountain	2	n/a	NOTE 1
Sea	0	n/a	NOTE 2
Clear Hexside	n/a	n/a	NOTE 3
Sea Hexside	n/a	n/a	NOTE 2
Mountain Hexside	n/a	n/a	0
Mountain Pass Hexside	n/a	n/a	NOTE 4 & 6
Straits Hexside	n/a	n/a	NOTE 1
Major City	n/a	4	n/a
Minor City	n/a	2	n/a
Athens	6	6	n/a

NOTE 1: Land units must stop movement when entering a Mountain hex.
(Operational and Strategic March Movement)
NOTE 2: Only ships may enter sea hexes using Operational Movement.
(Land units and Ships may cross sea hexes using Strategic Movement)
NOTE 3: Hexsides that are both clear and sea have a combined crossing limit of 2 units (land units and ships), exception: Straits (NOTE 5)
NOTE 4: The 1 land unit limit applies whether entering a mountain hex or exiting a mountain hex.
NOTE 5: The 1 land unit limit applies to crossing a strait hexside in either direction. Ships may cross using sea hexside limit, however the combined crossing limit of 2 total units still applies (NOTE 3)
NOTE 6: Hexsides that have a mountain pass and a straits crossing, have a combined limit of 1 land unit, additional strait restrictions still apply if occupied by enemy ships.



Siege/Blockade Attrition

city type	Besieged	Besieger	Blocked	Blockader
Port	5,6	4,5,6	1,2	1
Island	4,5,6	4,5,6	1,2,3	1
Landlocked	3,4,5,6	4,5,6	n/a	n/a

die roll resulting in step loss

(inside city) (outside city) (non-sea control) (sea control)