

CONDITION	EFFECT ON MOVEMENT
Firm ground	Normal movement rates.
Soft ground	Movement rates are halved. (Movement rates for grav, hover, jet and thruster vehicles are normal.)
Slope	Movement rates are halved. (Movement rates for grav, hover, jet and thruster vehicles are normal.)
Road	Movement rates are doubled. (Movement rates for grav, hover, jet and thruster vehicles are normal.)
Bridge	As for Road.
Ford	Movement rates are halved. (Movement rates for grav, hover, jet and thruster vehicles that can pass over the water are normal.)
Water	Cross only at bridge or ford. (Movement rates for amphibious, grav, hover, jet and thruster vehicles are halved.)
Vegetation	Movement rates are halved. Dense vegetation is impassable. Individual trees may be knocked down by medium and heavy vehicles at a cost of one inch per tree.
Obstacle	Movement rates are halved. (Movement rates for grav, hover, jet and thruster vehicles that can pass over the obstacle are normal.)
Building interior	Movement rates are doubled. (Movement rates for grav, hover, jet and thruster vehicles are normal.)
Stairs	Movement rates are halved. (Movement rates for grav, hover, jet and thruster vehicles are normal, if the stairs are wide enough to accommodate the vehicle.)
Ladder	Infantry only. Movement rate is one-third normal movement.

