

G. PTO TERRAIN CHART (#. rule number referenced in Chapter B for each terrain type unless another rulebook chapter precedes the #.)

Rule#	Terrain	Example	LOS Obstacle/ Hindrance	TEM/ Indirect†	Infantry	Cavalry	Horse Drawn	Motorcycle	Armored Car	Fully Tracked	Halftrack	Truck	Kindle #/ Spread	Fortifiable	Notes
3.	Bamboo dmm	35P8 (Brush)	■ One-Level	+1*/-1	M jpst\$	NA Cp\$	NA	NA	NA	ALL/Z a B**DRt	NA	NA	10/10**	No Wire/ Entrench g	\$Dense Jungle *-1 vs DC/HE; see G3.3 **EC DRM x 2 ***If not using road/TB; +2 DRM unless dozing
13.22	Beach, Moderate	Overlay "Be"	Level -1 [Level 0]	0 FS [+1/0]	1*+COT r	2*+COT r	2*+COT br	4*+COT r	4*+COT br	2*+COT br	3*+COT br	6*+COT br	—	Yes gg	\$Sand (F7.; G13.3) *Reduce by 1 if Hard [Deir vs LOS along/across Beach-Hinterland hexside (veh. is HD)]
13.21	Beach, Slight	Overlay "Be"	Level-1 [Level 0]	0 FS	1*+COT r	2*+COT r	2*+COT br	4*+COT r	4*+COT br	2*+COT br	3*+COT br	6*+COT br	—	Yes gg	\$Sand (F7.; G13.3) *Reduce by 1 if Hard [vs LOS along/across Beach-Hinterland hexside]
13.23	Beach, Steep	Overlay "Be"	Level -1	0 FS [+2/0]	1*+COT r	2*+COT r	2*+COT br	4*+COT r	4*+COT br	2*+COT br	3*+COT br	6*+COT br	—	Yes gg	\$Sand (F7.; G13.3) *Reduce by 1 if Hard [Crest status possible along Beach-Hinterland hexside]
11.1	Cave	Counter	—	+4 or +6* ©	2**	NA	NA	NA	NA	NA	NA	NA	—	No	*+6 vs OBA/Area-Target-Type; G11.8 **0 if unit remains hidden; see alto G11.7-.77
11.2	Cave Complex	Multi-hex Subterranean Location	—	—	0*	NA	NA	NA	NA	NA	NA	NA	—	No	*See G11.73-.77
2.2	Dense Jungle dmn	35B4 (Woods)	■ Two-Level	+2/-1	2 pRst\$	NA CpR\$	NA DR	NA PR	NA DR	ALL/Z a B*DRt	NA DR	NA DR	12/12	Yes g	\$Woods *If not using road/TB; +2 DRM unless dozing
8.11	Drained Paddy	Overlay "RP"	—	+1q/0	1 c	1 c	NA*	3 cJ	NA*	1 c	NA*	NA*	—	Yes	*Open Ground COT if entering via breach; G8.8
5.	Hut [Collapsed k]	35P6 (> 1 Single-Story Wood Bldg)	One-[Normal-] Level Hindrance	+1 [0]	2 [2]	NA [2]	NA [NA]	NA [NA P]	4 [4 B]	2 [2]	2 [2]	NA [5 B]	6/7	Mines only*	\$Wooden Single-Story Building [Hut but not Building] * [Mines/Wire or Panjis]
2.	Light Jungle d	35B4 (Woods)	Two-Level	+1/-1	2 pRt	4 CpR	ALL B*DR	NA PR	ALL B*DR	ALL/Z B*DRt	ALL B*DR	ALL B*DR	12/12	Yes g	\$Woods *If not using road or VBM (or TB if fully-tracked)
8.13	In-Season Paddy E	Overlay "RP"	■ Hindrance*	+1q/0	1½ c	1½ c	NA**	4 cJ	NA**	1 c	NA**	NA**	10/6	Yes	*\$Grain (halved; FRD) **Grain COT if entering via breach; G8.8
8.12	Irrigated Paddy	Overlay "RP"	—	{+1q[+2q]/+1}	3 cj	3 Cc	NA	NA	NA	4 B*c	NA	NA	—	Mines/Wire or Panjis	{DC/HE FP halved; see G8.12} [vs HR; G8.5] *Mud & +2 Bog DRM

G.1 PTO TERRAIN: Except as mentioned otherwise, the following apply whenever "PTO Terrain" is stated as being in effect:

- All woods are Jungle
- All brush is Bamboo
- All orchards are Palm Trees
- All grain is Kunai
- All bridges are Fords (B20.8)
- No roads exist (all brush-roads and woods-roads are Paths, with no Open Ground in the brush-/woods-road portion of those hexes; Sunken Roads [B4.] & Elevated Roads [B5.] are still in effect but with the road treated as Open Ground)
- Each marsh hex adjacent to ≥ one Jungle hex is a Swamp hex
- All *wooden* Single-Story Houses in hexes containing ≥ two separate buildings, but no *partial* building depiction, are Huts
- Cellars (B23.41) can exist only in *multi-hex stone* buildings
- Stream "end-hexes" (whether overlay hexes or not) that are adjacent to each other but on different boards are assumed to represent a continuous stream; i.e., each hexside common to two such hexes is treated as a stream hexside [EXC: for LOS/LOF purposes, that hexside is considered a stream hexside only if the LOS/LOF begins in/IN one of those two stream hexes and ends in/IN the other]

Terrain listed in red is Concealment Terrain

Terrain shown underlined confers -1 Rally DRM (A10.61)

†: Indirect Fire TEM is listed following "/" only if different from Direct Fire TEM

*, **, ***, See Notes Column

■: Whole hex affects LOS (Inherent Terrain; B.6)

\$: Stacking limit two if no road; G2.2 & G3.1

§: Except as specified otherwise in rules, treat as the terrain type indicated by the symbol

@: Aph entry NA

a: Tankette/Carrier entry NA; G2.21 & G3.1

B: Requires Bog DR to enter/change-VCA-within unless on road

b: Requires Sand Bog DR to enter/change-VCA-within unless on road or track

C: Cavalry may not Charge/Gallop in Jungle/Bamboo (even along path; G2.4) [EXC: *Gallop allowed along road*], IN Irrigated Paddy (G8.12), along Paddy Bank (G8.2112), or onto/off-of non-hidden Panjis (G9.422)

c: COT IN Paddy (plus cost to cross Bank if applicable)

©: Not cumulative with +/- TEM in same hex

COT: Cost of Terrain; B.2

D: All MP penalties for entering hex that contains wreck/vehicle, or for changing VCA, are doubled

d: Special rules for Detection apply, see G.4; +2 Recovery drn can apply, see G.5; Ambush terrain (+1 ATTACKER ddm), see G.6

DOT: Dependent on other terrain in hex

E: Concealment Terrain only for

infantry/Fortifications/Emplaced-Guns; G8.13

e: Eliminated (and Rider must Bail out) if entering onto Panji counter across its covered hexside [EXC: *Cavalry expending 11 MF and not Galloping/Charging*]; G9.422

F: -1 FFMO can apply if no HA

g: Set up and revealed as if at Night; see G.2

gg: Pillbox/trench/sangar NA; foxhole TEM halved if sand is Soft

I: Hammada Immobilization dr required; F3.31

ii: Immobilized if entering onto Panji counter across its covered hexside, unless it is a fully-tracked AFV/dozer (G9.42); VCA change NA on Panji counter (G9.52)

J: Sidecar NA

k: Manhandling NA (G3.2) [EXC: *via TB*]; G8.12 [EXC: *boat*]; G8.21 [EXC: *cycle*]; G9.5

K: Commandoes only; others NA (G13.61)

k: Concealment Terrain only for Infantry/Emplaced-Guns; G5.51

M: Requires Minimum Move, Low Crawl, or Advance vs Difficult Terrain; G3.2

m: Mortar fire NA from, and Bypass NA in, this terrain; G2.212, G2.24, & G3.1

n: FG restrictions apply; see G.3

P: May be Pushed

p: Or per path cost if crossing path hexside (for Bamboo, see also G3.2)

q: Vs target IN Paddy. Reduce TEM by 1 vs LOF from higher elevation/across non-bank hexside of target location; G8.3

R: Or per road cost if crossing road hexside

r: Road cost instead if through Road/Runway, or Track cost if through Track, hexside

S: Most ordnance/OBA FP halved on IFT; F7.4

s: Straying may be possible even in daytime; G2.22 & G3.21

t: Or per Trail break cost if crossing TB hexside (for bamboo, see also G3.2)

U: Swamping possible if in Heavy Surf; G13.441

u: COT = one land MP if Waterproofed or two if not (G13.422); Swamping possible if non-Waterproofed (G13.4222) or in Heavy Surf (G13.441)

v: 0 + COT for Infantry/Cavalry entering Beach hex, or for any unit crossing Breached low seawall; G13.621

w: HA can apply to unit on pier only vs adjacent, in-LOS unit in water/Beach Location; G13.72

x: Entry NA from beneath same (or to beneath stone) Pier counter; Manhandling (and Horse) entry onto Pier counter NA from water/Beach Location (G13.73)

Z: Or may use half of MP allotment at greater Bog risk

G. PTO TERRAIN CHART (#. rule number referenced in Chapter B for each terrain type unless another rulebook chapter precedes the #.)

Rule#	Terrain	Example	LOS Obstacle/ Hindrance	TEM/ Indirect†	Infantry	Cavalry	Horse Drawn	Motorcycle	Armored Fully Tracked	Car	Halftrack	Truck	Kindle #/ Spread	Fortifiable	Notes
6.	Kunai dn	35O8 (Grain)	Hindrance	0	2	2	2	4	4	2	2	6	9/8	Yes g	§Brush
13.4	OCEAN	Overlay "OC"	Level -1	0 F	NA [3*]	NA [3*]	NA [ALL]	NA [NA P]	NA [4+COT u]	NA **U [2+COT u]	NA [3+COT u]	NA **U [6+COT u]	—	Tetra/Wire, A-T/A-B	*Unless amphibious [shallow] **& CX if in Heavy Surf; G13.447
8.21	Paddy Bank	Counter Overlay "RP"	—	0	[1 *] {1+COT}	[1 C] {1+COT}	[NA] {NA}	[3 J] {3+COT J}	[NA] {NA}	[NA] {1+COT}	[NA] {NA}	[NA] {NA}	—	No	[Onto Bank counter] *Hazardous Movement applies {Across Bank hexside <i>not</i> onto Bank counter}
4.	Palm Trees	35O6 (Orchard)	■ One- Level* or Hindrance**	0	1	1	1	3 R	3 R	1 R	1 R	4 R	11/11	Yes	§In-Season Orchard *To higher LOS **To same-level LOS at Palm Trees' Base Level
9.	Panjis	Counter	—	DOT	COT* [1***j]	COT Ce [1]	COT ii [NA]	COT e [NA]	COT ii [NA]	COT ii [1**]	COT ii [NA]	COT ii [NA]	—	"Beneath" only	*Panji MC possible **NA unless AFV/dozer [Above to beneath or vice-versa] ***Advance <i>off</i> NA
13.7	Pier	Counter	■ One- Level* [Hindrance*]	0** ©Fw [0 ©Fw]	2 Rx	NA R	NA R	NA R	NA RD	NA RD	NA RD	NA RD	— [8/9]	No entr. or HIP mines	§Bridge *EXC: <i>see</i> G13.71-.711 [wooden] **See also G13.711
13.43	Reef	SSR- designated Ocean hex	■ Level -1	0 [-1*] F	** [1]	** [3]	** [3]	** [4 I]	** [4 I]	** [2]	** [3 I]	** [6 I]	—	Tetra/Wire, A-T/A-B	*DC, or ordnance/OBA HE, vs unarmored; otherwise 0 [Exposed] **Same as shallow Ocean
13.6	Seawall	SSR- designated or Beach- Hinterland hexside	½-Level Hindrance [One-Level]	+2*/+1* © [-2/NA**] K	1+COT v [Climb K]	1+COT v [NA]	NA v [NA]	NA P v [NA]	NA v [NA]	NA v [NA]	NA v [NA]	NA v [NA]	—	—	*NA to Hinterland unit [High] **See B11.42
7.	Swamp n	35O10 (Marsh Jungle)	Two-Level (but no adjacent to Hindrance)	+1*/-1	ALL @	ALL	NA	NA	NA	NA**	NA	NA**	—	No	§Marsh *DC/ordnance-HE FTP halved; see G7.2 **Unless amphibious, see G7.3
14.51	Tetrahedron Counter	— (non- OG)	—	DOT	COT	COT	COT	COT	1+COT	1+COT	1+COT	1+COT	—	—	Attacks LC on Final dr of ≤ 2

G.1 PTO TERRAIN: Except as mentioned otherwise, the following apply whenever "PTO Terrain" is stated as being in effect:

- All woods are Jungle
- All brush is Bamboo
- All orchards are Palm Trees
- All grain is Kunai
- All bridges are Fords (B20.8)
- No roads exist (all brush-roads and woods-roads are Paths, with no Open Ground in the brush-/woods-road portion of those hexes; Sunken Roads [B4.] & Elevated Roads [B5.] are still in effect but with the road treated as Open Ground)
- Each marsh hex adjacent to ≥ one Jungle hex is a Swamp hex
- All *wooden* Single-Story Houses in hexes containing ≥ two separate buildings, but no *partial* building depiction, are Huts
- Cellars (B23.41) can exist only in *multi-hex stone* buildings
- Stream "end-hexes" (whether overlay hexes or not) that are adjacent to each other but on different boards are assumed to represent a continuous stream; i.e., each hexside common to two such hexes is treated as a stream hexside [EXC: for LOS/LOF purposes, that hexside is considered a stream hexside only if the LOS/LOF begins in/IN one of those two stream hexes and ends in/IN the other]

Terrain listed in red is Concealment Terrain

Terrain shown underlined confers -1 Rally DRM (A10.61)

†: Indirect Fire TEM is listed following "/" only if different from Direct Fire TEM

***: See Notes Column

■: Whole hex affects LOS (Inherent Terrain; B.6)

§: Stacking limit two if no road; G2.2 & G3.1

§: Except as specified otherwise in rules, treat as the terrain type indicated by the symbol

@: APh entry NA

a: Tankette/Carrier entry NA; G2.21 & G3.1

B: Requires Bog DR to enter/change-VCA-within unless on road

b: Requires Sand Bog DR to enter/change-VCA-within unless on road or track

C: Cavalry may not Charge/Gallop in Jungle/Bamboo (even along path; G2.4) [EXC: *Gallop allowed along road*], IN Irrigated Paddy (G8.12), along Paddy Bank (G8.2112), or onto/off-of non-hidden Panjis (G9.422)

c: COT IN Paddy (plus cost to cross Bank if applicable)

©: Not cumulative with +/- TEM in same hex

COT: Cost of Terrain; B.2

D: All MP penalties for entering hex that contains wreck/vehicle, or for changing VCA, are doubled

d: Special rules for Detection apply, see G.4; +2 Recovery drmm can apply, see G.5; Ambush terrain (+1 ATTACKER ddm), see G.6

DOT: Dependent on other terrain in hex

E: Concealment Terrain only for infantry/Fortifications/Emplaced-Guns; G8.13

e: Eliminated (and Rider must Bail out) if entering onto Panji counter across its covered hexside [EXC: *Cavalry expending 11 MF and not Galloping/Charging*]; G9.422

F: -1 FFMO can apply if no HA

g: Set up and revealed as if at Night; see G.2

gg: Pillbox/trench/sangar NA; foxhole TEM halved if sand is Soft

I: Hammada Immobilization dr required; F3.31

ii: Immobilized if entering onto Panji counter across its covered hexside, unless it is a fully-tracked AFV/dozer (G9.42); VCA change NA on Panji counter (G9.52)

J: Sidecar NA

j: Manhandling NA (G3.2) [EXC: *via TB*]; G8.12 [EXC: *boat*]; G8.21 [EXC: *cycle*]; G9.5

K: Commandoes only; others NA (G13.61)

k: Concealment Terrain only for Infantry/Emplaced-Guns; G5.51

M: Requires Minimum Move, Low Crawl, or Advance vs Difficult Terrain; G3.2

m: Mortar fire NA from, and Bypass NA in, this terrain; G2.212, G2.24, & G3.1

n: FG restrictions apply; see G.3

P: May be Pushed

p: Or per path cost if crossing path hexside (for Bamboo, see also G3.2)

q: Vs target IN Paddy. Reduce TEM by 1 vs LOF from higher elevation/across non-bank hexside of target location; G8.3

R: Or per road cost if crossing road hexside

r: Road cost instead if through Road/Runway, or Track cost if through Track, hexside

S: Most ordnance/OBA FP halved on IFT; F7.4

s: Straying may be possible even in daytime; G2.22 & G3.21

t: Or per Trail break cost if crossing TB hexside (for bamboo, see also G3.2)

U: Swamping possible if in Heavy Surf; G13.441

u: COT = one land MP if Waterproofed or two if not

(G13.422); Swamping possible if non-Waterproofed (G13.422) or in Heavy Surf (G13.441)

v: 0 + COT for Infantry/Cavalry entering Beach hex, or for any unit crossing Breached low seawall: G13.621

w: HA can apply to unit on pier only vs adjacent, in-LOS unit in water/Beach Location; G13.72

x: Entry NA from beneath same (or to beneath stone) Pier counter; Manhandling (and Horse) entry onto Pier counter NA from water/Beach Location (G13.73)

Z: Or may use half of MP allotment at greater Bog risk