

F. DESERT 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	Car	Fully Tracked	Halftrack	Truck	Kindle# Spread#	Fort	Notes
13.1	Broken Ground*	SSR	—	+1	2 r	2 r	2 Br	6 Ir	6 Br	2 Br	2 Br	8 Br	—	—	Non-Depression OG hexes Accessible to hammada
13.3	Cactus Hedge (B9.7)	SSR	Half-Level	+1/0 ©	Y	NA	NA	W	W	W	W	NA	—	—	Wall/hedge hexsides
13.4	Cactus Patch* (B14.7)	SSR	■ Half-Level	+1	3 r	3 r	3 r	9 r	9 r	3 r	3 r	12 r	12/10	Yes f	"Ex-orchard" hexes. Always in season
13.7	Candelabra Trees	SSR	■ Hindrance	+1	1	1	2 r	3 r	3 r	2 r	2 r	4 r	11/10	Yes f	"Ex-scrub" hexes
4.	Deir	Ovrly "D"	—*	+1**©/0 S	COT	COT	COT	DOT hi	DOT bbhi	DOT bbh	DOT bbhi	DOT bbhi	—	Yes f	*Limited LOS if entrenched/Emplaced in non-Lip hex ** (or HD) vs same-level fire across non-adjacent Lip
7.5	Dune Crest	Ovrly "SD"	Half-Level	+1*©/0	1+COT	1+COT	1+COT	1+COT	1+COT	1+COT	1+COT	1+COT	—	—	Vs fire along/across Crest from elevation ≤ target's; otherwise 0
3.	Hammada	26D4	—	-1* F	1	3 r	3 r	4 Ir	4 Ir	2 r	3 Ir	6 Ir	—	Yes f	Cumulative, DC, or ordance/OBA HE, vs unarmored; otherwise 0
6.	Hillock	Ovrly "H"	■ Half-Level	0* FS	COT	COT	COT	DOT iL	DOT bbiL	DOT bbL	DOT bbiL	DOT bbiL	—	Yes f	+1 TEM or HD possible if behind and "adjacent" (F6.4) to hillock
10.	Hillside Wall / Hedge (B9.6)	25X4-X5; 25U3-U4	Half-Level	+2 or +1*© W /+1 or 0*©	W	W	NA	W	W	W	W	NA	—	—	Wall/hedge respectively. Wall Advan and TEM NA to lower unit
13.5	Olive Grove* (B14.8)	SSR	■ One-Level or Hindrance	+1	2 r	2 r	2 r	6 r	6 r	2 r	2 r	8 r	11/9	Yes f	"Ex-orchard" hexes. Always in season
1.	Open Ground	26B1	—	0 FS	1	1	1 bb	1 Gir	1 bbGir	1 bbr	1 bbir	1 bbGir	—	Yes f	
7.	Sand	Ovrly "S" and "SD"	—**	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***	*Reduce by 1 for Wet/Mud EC **■ Half-Level if High Dune ***pillbox/trench/sangar NA; foxhole TEM halved if no Wet/Mud EC
8.	Sangar	Counter	—	+1/+3 ©	COT*	COT**	COT**	COT**	COT**	COT**	COT**	COT**	—	—	*+1 MF to enter/exit beneath [EXC: via Accessible trench; (F8.6, B27.6)] **COT x2 if Accessible trench present; F8.5
2.	Scrub E	26E9	—	0 FS	1	2 r	2 r	4 r	4 bbr	2 bbr	3 bbr	6 bbr	—	Yes f	
9.	Track*	SSR	—	DOT FS	T	T	T	T	T	T	T	T	—	Yes f	Can negate Bog/Hammada-Immobilization DR
13.6	Vineyard (B12.7)	SSR	■ Hindrance	0	2 r	2 r	2 r	4 r	4 Br	2 Br	2 Br	6 Br	9/6	Yes f	
5.	Wadi	25P9; Ovrly "W"	Depression	DOT*	2** r	2** r	ALL r	4+COT ir	4+COT bbir	2+COT bbr	3+COT bbir	6+COT bbir	—	Yes f	*Crest status possible for all units; HD possible if in Crest **COT if not OG

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

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

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

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

b: Requires Sand Bog DR to enter/chang VCA within (even if scrub is present) unless on road or track

bb: May require Sand Bog DR if Accessible to Sand; F7.31

©: Not cumulative with +TEM in same hex

COT: Cost of Terrain

DOT: Dependent on Other Terrain in hex

E: Concealment Terrain only for Infantry/Entrenchments/Emplaced-Guns; F2.3

F: -1 FFMO can apply if no HA

f: +2 DRM for Entrenching Attempt on Desert Board (F.1) unless Sand is present; F.1B

G: Chap. B costs if on a Board 25 hill hex; F2A

h: 1 MP + COT if leaving deir hex via Lip hexside; otherwise, cost is COT (usually OG)

I: Hammada Immobilization DR required unless on road or track; F3.1

i: May require Hammada Immobilization DR if Accessible to Hammada; F3.31

L: 1 MP/MF + COT if entering a higher elevation; otherwise, cost is COT (usually OG)

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

S: Most ordnance/OBA FP halved on IFT if Sand is present; F7.4

T: If crossing Track hexside, reduce *total* MF/MP cost by 1 (to minimum of 1) before adding any Weather/Towing/Convoy/SMOKE/Dust cost; F9.1

W: As per Chapter B Terrain Chart for wall/hedge

Y: Crossable only via Minimum Move, Low Crawl, or Advance vs Difficult Terrain

Terrain listed in red is Concealment Terrain

F3.31 HAMMADA IMMOBILIZATION DR

Δ

Original DR ≥ # = Immob.

	In Hammada Hex		In OG ^b Hex Acc. To Ham.	
MP Type	COT	2 × COT	COT	2 × COT
Truck, < 4 tons	11	12	12	NA
Truck, ≥ 4 tons:				
British-built	11	12	12	NA
Other	10	11	11	12
Armored Car	11	12	12	NA
Halftrack	11	12	12	NA
Full-track	NA	NA	NA	NA
Motorcycle	10 ^c	11 ^c	11 ^c	12 ^c

^a NA if following a track or road ^b [EXC: scrub, hammada, sand]

^c The Rider breaks and is dismounted as per D15.46. An Original DR > this # eliminates the motorcycle; F3.32

F7.31 SAND BOG DR

Δ

Original DR ≥ #^b = Bog^a

	Non-British-built tr ^c	British-built tr; AC; ht	Fully-Tracked
Ground Pressure	In Sand	In Access. OG ^d Hex	In Access. OG ^d Hex
Low	10 ^e	11	12
Normal	9 ^e	10	11
High	8 ^e	9	10

^a NA if following a track or road ^d [EXC: hamanda; sand.]

^b Increase # by one if EC are wet or Mud

^c (And weighing ≥ 4 tons) ^e Lower # by one if the present hex was via a Dune Crest (F7.51) hexside