

B. TERRAIN CHART

Rule#	Terrain	Example	LOS Obstacle/ Hindrance	TEM/ Indirect†	Infantry	Cavalry	Horse Drawn	Motorcycle	Armored Car	Fully Tracked	Halftrack	Truck	Kindle #/ Spread #	Fortifiable	Notes
P3.	Barb-Wire Fence	StC20	—	0	1+COT	2+COT	COT	NA	COT Be*	COT Be*	COT Be*	COT Be*	—	—	No extra effect on MP
9.5	Bocage	2T1/2U2	Level-One	+2/+1 ©	2+COT	NA	NA	NA	NA	Z+COT B	NA	NA	—	—	
6.	Bridge (½)	5Y8	Hindrance	FFMO: -1*/+1	NA R	NA R	NA R	NA R	NA R D	NA R D	NA R D	NA R D	—	No Ent/HIP Mines	FFMO if LOS is thru road depiction; otherwise +1; TEM: +1
12.	Brush (½)	12AA10	Hindrance	0	2	2	2	4	4	2	2	6	9/6	Yes	Deep snow becomes Open Ground
23.	Building-Stone	1J2	1-3½ Levels	+3(+1*)	2	NA	NA	NA P	NA	Z B	NA	NA	8/9	Mines only	Move assumes no road or VBM
23.	Building-Wooden	1C7	1-3½ Levels	+2(+1*)	2	NA	NA	NA P	NA	Z B	NA	NA	7/8	Mines only	IF added +1/level above target
9.7	Cactus Hedge	SSR	Half-Level	+1/0 ©	Y	NA	NA	W	W	W	W	NA	—	—	Wall/hedge hexsides
14.7	Cactus Patch*	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
11.	Cliff	2W5/2V4	—	-2/NA*	CLIMB	NA	NA	NA	NA	NA	NA	NA	—	—	vs climber; otherwise DOT
17.	Crag (½)	15X9	—	+1	2	4 C	NA	NA	NA	NA	NA	NA	—	Wire only	
FB2.	Debris	Counter	Half-Level	+1*	2	2	NA	NA	NA	¼ B1	NA	NA	—	Wire only	* [EXC: FB2.63]
25.	Fire / Blaze	Counter	Smoke	DOT*	NA	NA	NA	NA	NA	NA	NA	NA	—	—	+3 for Smoke; +2 if Burning Wreck
27.	Foxhole	Counter	—	+2/+4 ©	COT*	1+COT	1+COT [NA]	2+COT [NA]	2+COT [NA]	COT [B]	COT [NA]	4+COT [NA]	—	—	1 MF enter/exit beneath
15.	Grain (½)	3K9	Hindrance*	0	1½	1½	1½	4	4	1	1	5	10/6	—	June-Sept Only; MF/MP Apr-Sept
18.	Graveyard	12W4	—	+1	1	2 C	NA [1]	4 [1]	NA [1]	Z B [1]	NA [1]	NA [1]	—	Yes	[via Grave road hexside only]
19.	Gully	5Y3	Depression	DOT	2*	2*	ALL	4+COT	4+COT	2+COT	3+COT	6+COT BB	—	Yes	+COT if not Open Ground
9.	Hedge	2T1/2U2	Half-Level	+1/0 ©	1+COT	1+COT	NA	NA P	3+COT B	1+COT	2+COT B	NA	—	—	
9.6	Hedge-Hillside	25X4-X5 25U3-U4	Half-Level	+2 or +1*© /+1 or 0*©	W	W	NA	W	W	W	W	NA	—	—	Wall Advan and TEM NA to lower unit
10.	Hill	2E8	1-4 Levels	DOT*	DOT h	DOT h	DOT h	DOT H	DOT H	DOT H	DOT H	DOT H	—	Yes	+1 HA TEM if no other TEM
Q1.	Irrigation Ditch	PB FF25	—	1*	COT**	1+COT	NA	NA	NA	2+COT BB	3+COT Be BB	NA	—	Yes	* Infantry only; ** 1+COT FFMO NA
16.	Marsh [Mudflat] (½)	7G2	Hindrance	0*	ALL @ [2]	ALL C [2]	NA	NA [P]	NA	NA	NA	NA	—	No	HE FP halved; [Mudflat only]
28.	Minefield	Recorded	—	DOT*	COT	COT	COT	COT	COT	COT	COT	COT	—	—	TEM NA to mine attack
14.8	Olive Grove*	SSR	—	+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	1B1	—	FFMO: -1*	1	1	1	3	3	1	1	4	—	Yes	NA if Height Advantage applies
14.	Orchard	6F5	Level-One* or Hindrance**	0	1	1	1	3 R	3 R	1 R	1 R	4 R	11/9	Yes	*To higher LOS only in Apr-Oct **Max. Hindrance +1 with 2 Level advantage
FB5.12	Orchard-Dense	FB EE37	Level-One	1	2	2	2	6 R	6 R	2 R	2 R	8 R	11/9	Yes	
30.	Pillbox	Counter	—	LOS*	COT**	COT	COT	COT	COT	COT	COT	COT	—	—	*Based on type & LOS **costs 1 MF extra to enter/exit beneath
36.	Prepared Fire Zone	Counter	—	0	2 R	2 R	2 R	4 R	4 B R	2 B R	2 B R	6 B R	9/6	Yes f	NA if Height Advantage applies
	PFZ Vineyard	Counter	Hindrance	FFMO: -1*	1	1	1	3	3	1	1	4	—	Yes	
	PFZ Open Ground	—	—	—	—	—	—	—	—	—	—	—	—	—	
32.	Railroads-GLRR	Overlays	—	FFMO: -1*	1 [DOT]	1 [1+COT]	2 [1+COT]	2 [1+COT]	3 [2+COT]	2 [1+COT]	2 [1+COT]	5 [5+COT]	—	No Entrench	If Height-Advantage/Crest-Status are NA
32.	Railroads-EmRR (D)	Overlays	Half Level	FFMO: -1*	1 [DOT]	1 [1+COT]	2 [1+COT]	2 L [2+COT]	3 L [3+COT]	2 L [2+COT]	2 L [2+COT]	5 L [6+COT]	—	No Entrench	If Height-Advantage/Crest-Status are NA
32.	Railroads-EIRR (D O)	Overlays	Level-One	FFMO: -1*	1 [h]	1 [h1]	2 [h1]	2 L [NA]	3 L [NA]	2 L [5+COT B]	2 L [5+COT B1]	5 L [NA]	—	No Entrench	If Height-Advantage/Crest-Status are NA
32.	Railroads-SuRR (D S)	Overlays	Depression	FFMO: -1*	1 [1+COT]	1 [2+COT]	2 [NA]	2 [NA]	3 [NA]	2 [NA]	2 [NA]	5 [NA]	—	No Entrench	If Height-Advantage/Crest-Status are NA

Terrain listed in red is Concealment Terrain

Terrain shown underlined confers -1 Rally DRM.

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

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

■: Whole hex affects LOS; not the terrain depiction (Inherent Terrain; B.6)

@: May not enter during Aph

◆: Deep Stream: Infantry must become CX; Motorcycles may not enter

©: Not cumulative with terrain in same hex [EXC: LOS Hindrance DRM]

B: Requires Bog DR to enter/change VCA within

Be: Requires Bog DR to enter

BB: Requires Bog DR to exit via non-depression hexside

B1: Requires Bog Check with +1 DRM to enter

C: Cavalry may not charge

COT: Cost of Terrain

D: All MP penalties for entering a hex containing a wreck/vehicle or changing VCA are doubled

DOT: Dependent on Other Terrain in hex

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

FFMO: -1 DRM vs Moving Infantry in Open Ground

h: MF cost of each full level higher elevation entered is doubled (i.e., 2 x COT) [EXC: changing levels within a building costs 1 MF]

h1: 2 x [1+COT]

H: Add 4 MP for each full level higher elevation entered [EXC: Via road add 2 MP]

L: +1 MP if entering a half-level higher elevation

M: Minimum Move required

NA: Not allowed

O: One-Lane Bridge rules (6.4-.431) apply [EXC: VCA no restricted] when crossing RR hexside

p: Paved Road rules apply unless noted otherwise

P: May be Pushed

Pv: If Paved

R: or per road cost if through Road/Runway, or track cost if through track, hexside

S: Sunken Lane rules apply (B4.43)

W: Entry as per wall/hedge

X: Requires Wreck Check dr

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

Z: Half of MP allotment

z: One-third of MP allotment

½ Half-level hindrance per Chapter P note 6

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3.	Road	1Y10/1Z8	—	DOT*	1	1	1	½	½ [BU:1]	½ [BU:1]	½ [BU:1]	½ [BU:1]	—	Pv No Ent/HIP Mines	FFMO if entered at road rate
5.	Road-Elevated	13L5	Depression	FFMO: -1*	2 R	2 R	NA R D	6 X R P	NA R D	5 R D	5 R D	NA R D	—	No Entrench	If Height Advantage NA
4.	Road-Sunken	14T3	Depression	FFMO: -1*	2 R	2 R	NA R D	NA R	NA R D	NA R D	NA R D	NA R D	—	No Entrench	vs unit without Crest status
29.	Roadblock	Counter	Half Level	+2/+1	1+COT	1+COT	NA	NA	NA	NA	NA	NA	—	—	Connects to adjacent bldg/woods
24.	Rubble	Counter	■ Half Level	+2 or +3*	3	NA	NA	NA P	NA	Z B	NA	NA	*	No	Same as Wood or Stone Building
7.	Runway	14M6	—	-1*	1 R	1 R	1 R	3 R	3 R	1 R	1 R	4 R	—	Wire & Roadblock only	In any fire phase; NA vs armor
8.	Sewer	1D5/1E4	—*	-2/NA	ALL@	NA	NA	NA	NA	NA	NA	NA	—	No	LOS to adjacent sewer hex only
2.	Shellholes	2U6	—	+1©*	1 or 2*	2	2	2+COT X	2+COT	COT	COT	4+COT	—	Yes	Treat as OG if entered at 1 MF
FB12.	Storage Tanks	FB G5	1½	+1	1	NA	NA	NA	NA	NA	NA	NA	—	—	Not considered a Building; VBM allowed
20.	Stream	13N6	Depression	DOT	*2/3/4 ♦	*2/3/4	ALL BB	4+COT X ♦	4+COT BB	2+COT BB	3+COT BB	6+COT BB	—	Mine/Wire only	Dry/Shallow/Deep
33.	Stream-Brush	StMM11	Half-Level [—]	0* [FFMO: -1]	4/5/6 [2/3/4] ♦	4/5/6 [2/3/4]	M [ALL]	11 ♦ [7]	11 [7]	5 [3]	6 [4]	16 [10]	9/6	Mine/Wire only	Vs unit without crest status [if IN stream (and LOS crosses stream hexside)]
33.	Stream-Orchard	StLL14	Level-One* or Hindrance** [—]	0*** [FFMO: -1]	3/4/5 [2/3/4] ♦	3/4/5 [2/3/4]	M [ALL]	10 ♦ [7]	10 [7]	4 [3]	5 [4]	14 [10]	11/9	Mine/Wire only	*To higher LOS only in Apr-Oct; ** Hindrance +1 with 2 level advantage; ***Vs unit without crest status [if IN stream (and LOS crosses stream hexside)]
33.	Stream-Woods	47F6	Level-One [—]	+1/-1* [FFMO: -1]	4/5/6 [2/3/4] ♦	4/5/6 [2/3/4]	M [ALL]	NA P ♦ [7]	M [7]	M B/Z & 3 [3]	M [4]	M [10]	9/7	Mine/Wire only	Vs unit without crest status [if IN stream (and LOS crosses stream hexside)]
FB10.	Tennis Courts	1B1	—	*	1	1	1	3	3	1	1	4	—	Yes	Treat as Open Ground
34.	Tower hex [Tower Location]	PB C9	SSR	DOT [0*]	1+COT [1 per level]	NA	NA	NA P	NA	Z B	NA	NA	DOT [7/8]	Mines only [No]	If Height Advantage NA
27.	Trench	Counter	—	+2/+4 ©	COT*	1+COT	1+COT [NA]	2+COT [NA]	2+COT [NA]	COT [B]	COT [NA]	4+COT [NA]	—	—	1 MF enter/exit beneath
22.	Valley	24P8	Level -1	DOT	DOT	DOT	DOT	DOT	DOT	DOT	DOT	DOT	—	Yes	Note h and H when moving higher
12.7	Vineyard	SSR	■ Hindrance	0	2	2	2	4	4 B	2 B	2 B	6 B	—	Yes	Parachute landing requires NMC (E9.42); see Z.PBr15.1
9.	Wall	2H1/2I1	Half-Level	+2/+1 ©	1+COT	1+COT	NA	NA P	NA	1+COT	NA	NA	—	—	Wall Advan and TEM NA to lower unit
9.6	Wall-Hillside	25X4-X5 25U3-U4	Half-Level	+2 or +1*© /+1 or 0*©	W	W	NA	W	W	W	W	NA	—	—	Wall Advan and TEM NA to lower unit
21.	Water Obstacle	7E2	Level -1	FFMO: -1*	ALL*©	ALL*	ALL*	NA	NA	NA	NA	NA	—	No	Only if Fordable (B20.8)
26.	Wire	Counter	—	DOT	COT	NA	NA	NA	4+COT B	2+COT B	4+COT B	4+COT B	—	—	Exit only in MP/RRtPh
13.	Woods	1C9	Level-One	+1/-1	2 R	4 C R	ALL B R	NA P R	ALL B R	ALL B*/Z D R	ALL B R	ALL B R	9/7	Yes	If no road, VBM, or TB
35.	Woods-Light	SSR	Level-One* or +2 Hindrance	+1/-1	2 R	4 C R	ALL B R	NA P R	ALL B R	ALL B*/Z D R	ALL B*/z D R	ALL B R	9/7	Yes	* To higher LOS only ** If no road, VBM, or TB
13.8	Woods-Pine	SSR	Level-Two	+1/-1	1½ R	3 C R	ALL B R	NA P R	ALL B R	ALL B*/Z D R	ALL B R	ALL B R	9/7	Yes	If no road, VBM, or TB
D10.	Wreck (½)	Counter	■ Hindrance	+1 ©	COT	COT	DOT +1*	DOT	DOT +1*	DOT +1*	DOT +1*	DOT +1*	—	—	Per Veh./Wreck; +2 if enter via road

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½ Half-level hindrance per Chapter P note 6