		LOS Obstacle		MF ENTRANCE COST				MP ENTRANCE COST				Kindle #		
Terrain		/Hindrance	TEM/Indirect†	Infantry	Cavalry	Horse Drawn	Motorcycle	Armored Car	Fully Tracked	Halftrack	Truck	/Spread #	Fortifiable	Notes
1	Open Ground	-	FFMO: -1*	1	1	1	3	3	1	1	4	-	Yes	Na if Height Advantage applies
2	Shellholes	-	+1©*	1 or 2*	2	2	2 & COT X	2 & COT	COT	COT	4 & COT	-	Yes	Treat as OG if entered at 1 MF unless BU
3	Road	-	DOT*	1	1	1	1/2	1/2 [BU:1]	1/2 [BU:1]	1/2 [BU:1]	1/2	-	Pv No Ent/HIP Mines	FFMO if entered at road rate
4	Sunken Road	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
5	Elevated Road	Level-One	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
6	Bridge	Hindrance	LOS: -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	If LOS thru road depiction; othervise +1; TEM +1
7	Runway	-	-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	-*	-2/NA	ALL @	NA	NA	NA	NA	NA	NA	NA	-	No	LOS to adjacent sewer hex only
9	Wall	Half-Level	+2/+1 ©	1 & COT	1 & COT	NA	NA P	NA	1 & COT	NA	NA	-	-	
9	Hedge	Half-Level	+1/0 ©	1 & COT	1 & COT	NA	NA P	3 & COT B	1 & COT	2 & COT B	NA	-	-	
9.5	Bocage	Level-One	+2/+1 ©	2 & COT	NA	NA	NA	NA	Z & COT B	NA	NA	-	-	
9.6	Hillside Wall/ Hedge	Half-Level	+2 or +1*© /+1 or +0*©	W	W	NA	W	W	W	W	NA	-	-	Wall/hedge respectively. Wall Advan ant TEM NA to lower unit
9.7	Cactus Hedge	Half-Level	+0/1©	Y	NA	NA	NA	NA	NA	NA	NA	-	-	Wall/hedge hexsides
10	Hill	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
11	Cliff	-	-2/NA*	CLIMB	NA	NA	NA	NA	NA	NA	NA	-	-	vs climber; otherwise DOT
12	Brush	Hindrance	0	2	2	2	4	4	2	2	6	9/6	Yes	Deep Snow becomes Open Ground
12.7	Vineyard	■Hindrance	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	
13	Woods	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
14	Orchard	■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. Hinderance +1 with 2 Level advantage
14.7	Cactus Patch*	■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
14.8	Olive Grove*	■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
15	Grain	Hindrance	0	1 1/2	1 1/2	1 1/2	4	4	1	1	5	10/6	-	June-Sept only;MF/MP Apr-Sept
16	Marsh[Mudflat]	Hindrance	0*	ALL @ [2]	ALL C[2]	NA	NA [P]	NA	NA	NA	NA	-	No	HE FP halved; [Mudflat only]
17	Crag	■Hindrance	+1	2	4 C	NA	NA	NA	NA	NA	NA	-	Wire only	
18	Graveyard	■Hindrance	+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	Depression	DOT	2*	2*	ALL	4 & COT	4 & COT	2 & COT	3 & COT	6 & COT BB	-	Yes	+COT if not Open Ground
20	Stream	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
21	Water Obstacle	Level -1	FFMO: -1*	ALL*@	ALL *	ALL *	NA	NA	NA	NA	NA	-	No	Only if Fordable (B20.8)
22	Valley	Level -1	DOT	DOT	DOT	DOT	DOT	DOT	DOT	DOT	DOT	-	Yes	Note h and H when moving higher
23	Wooden Building	1-3 1/2 Levels	+2(+1*)	2	NA	NA	NA P	NA	Z B	NA	NA	7/8	Mines only	IF adds +1/level above target
23	Stone Building	1-3 1/2 Levels	+3(+1*)	2	NA	NA	NA P	NA	Z B	NA	NA	8/9	Mines only	Move assumes no road or VBM
24	Rubble	■Half-Level	+2 or +3*	3	NA	NA	NA P	NA	Z B	NA	NA	*	No	Same as Wood or Stone Building
25	Fire (Blaze)	■Smoke	DOT*	NA	NA	NA	NA	NA	NA	NA	NA	-	-	+3 for Smoke; +2 if Burning Wreck
26	Wire	-	DOT	COT	NA	NA	NA	4 & COT B	2 & COT B	4 & COT B	4 & COT B	-	-	Exit only in MPh/RtPh
27	Entrenchment [Trench]	-	+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
28	Minefield	-	DOT*	COT	COT	COT	COT	COT	COT	COT	COT	-	-	TEM NA to mine attack
29	Roadblock	Half Level	+2/+1	1 & COT	1 & COT	NA	NA	NA	NA	NA	NA	-	-	Connects to adjecant bldg/woods
20	Pillbox	-	LOS*	COT**	COT	COT	COT	COT	COT	COT	COT	-	-	Based on type & LOS; ** cost 1 MF extra to enter/exit beneath
33	Stream-Woods	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)]
33	Stream-Brush	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	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** Max Hinderance +1 with 2 level advantage *** Vs unit without crest status [if IN stream (and LOS crosses stream hexside)]
34	Tower hex [Tower Location]	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
D10	Wreck	■Hindrance	+1 ©	COT	COT	DOT +1*	DOT	DOT +1*	DOT +1*	DOT +1*	DOT +1*	-	-	Per Veh./Wreck; +2 if enter via road

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: Infantery 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

BB: Requires Bog DR to exit via non depression hexside
C: Cavalry may not charge
COT: Cost of Terrain
D: All MP penalties for entering a hex containing a wreck/vehicle or changing VCA is doubled
f: +2 DRM for Entrenching Attempt on Desert Board (F.1) unless Sand is present; F.1.B.
FFMO: -1 DRM vs Moving Infantry in Open Ground
h: MF cost of each full level higher elevation entered is doubled [*EXC: changing levels within a building costs 1 MF*]
H: Add 4 MP for each full level higher elevation entered [*EXC: Via road att 2 MP*]

M: Minimum Move required
NA: Not Allowed
P: May be Pushed
Pv: If Paved
R: or per road cost if through Road/Runway, or track cost if through track, hexside
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

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