

Terrain	LOS Obstacle		MF ENTRANCE COST				MP ENTRANCE COST				Kindle #	
	/Hindrance	TEM/Indirect††	Infantry	Cavalry	Horse Drawn	Motorcycle	Armored Car	Fully Tracked	Halftrack	Truck	Fortifiable	Notes
1 Open Ground	-	FFMO: -1*	1	1	1	3	3	1	1	4	-	Na if Height Advantage applies
2 Shellholes	-	+10*	1 or 2*	2	2	2 & COT X	2 & COT	COT	COT	4 & COT	-	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	-	FFMO if entered at road rate
4 Sunken Road	Depression	FFMO: -1*	2R	2R	NAR D	NAR	NAR D	NAR D	NAR D	NAR D	-	Pv No Ent/HIP Mines
5 Elevated Road	Level-One	FFMO: -1*	2R	2R	NAR D	6 X R P	NAR D	5 R D	5 R D	NAR D	-	No Entrench
6 Bridge	Hindrance	LOS: -1†/1+	NAR	1R	1R	NAR	NAR D	NAR D	NAR D	NAR D	-	If Height Advantage NA
7 Runway	-	-1*	1R	1R	1R	3R	3R	1R	1R	4R	-	If LOS thru road depiction; otherwise +1; TEM +1
8 Sewer	-	-2NA	ALL @	NA	NA	NA	NA	NA	NA	NA	-	In any fire phase; NA vs armor
9 Wall	Half-Level	+2/+1 @	1 & COT	1 & COT	NA	NA P	NA	1 & COT	NA	NA	-	LOS to adjacent sewer hex only
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	Z & COT B	NA	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	-	+1 HA TEM if no other TEM
11 Cliff	-	-2NA*	CLIMB	NA	NA	NA	NA	NA	NA	NA	-	vs climber; otherwise DOT
12 Brush	Hindrance	0	2	2	2	4	2	2	2	6	9/6	Deep Snow becomes Open Ground
12.7 Vineyard	Hindrance	0	2R	2R	2R	4R	4BR	2BR	2BR	6BR	9/6	Yes f
13 Woods	Level-One	+1/-1	2R	4CR	ALL BR	NAP R	ALL BR	ALL B7Z D R	ALL BR	ALL BR	9/7	Yes
14 Orchard	Level-One* or Hindrance**	0	1	1	1	3R	3R	1R	1R	4R	11/9	Yes
14.7 Cactus Patch*	Half-Level	+1	3R	3R	3R	9R	9R	3R	3R	12R	12/10	To higher LOS only in Apr-Oct
14.8 Olive Grove*	Hindrance	+1	2R	2R	2R	6R	6R	2R	2R	8R	11/9	**Max. Hindrance +1 with 2 Level advantage
15 Grain	Hindrance	0	11/2	11/2	11/2	4	4	1	1	5	10/6	"Ex-orchard" hexes. Always in season
16 Marsh/Mudflat	Hindrance	0*	ALL @ [2]	ALL C[2]	NA	NA [P]	NA	NA	NA	NA	-	June-Sept only; MF/MP Apr-Sept
17 Crag	Hindrance	+1	2	4C	NA	NA	NA	NA	NA	NA	-	HE FP halved; [Mudflat only]
18 Graveyard	Hindrance	+1	1	2C	NA [1]	4 [1]	NA [1]	Z B [1]	NA [1]	NA [1]	-	Wire only
19 Gully	Depression	DOT	2*	2*	ALL	4 & COT	4 & COT	2 & COT	3 & COT	6 & COT BB	-	Yes
20 Stream	Level -1	FFMO: -1*	2*/3/4	2*/3/4	ALL BB	4 & COT X	4 & COT BB	2 & COT BB	3 & COT BB	6 & COT BB	-	via Grave road hexside only]
21 Water Obstacle	Level -1	DOT	ALL @	ALL *	ALL *	NA	NA	NA	NA	NA	-	+COT if not Open Ground
22 Valley	Level -1	DOT	DOT	DOT	DOT	DOT	DOT	DOT	DOT	DOT	-	Dry/Shallow/Deep
23 Wooden Building	1-3 1/2 Levels	+2(+1*)	2	NA	NA	NAP	NA	Z B	NA	NA	-	Only if Fordable (B20-8)
23 Stone Building	1-3 1/2 Levels	+3(+1*)	2	NA	NA	NAP	NA	Z B	NA	NA	-	Note h and H when moving higher
24 Rubble	Half-Level	+2 or +3*	3	NA	NA	NAP	NA	Z B	NA	NA	-	IF adds +1/level above target
25 Fire (Blaze)	Smoke	DOT*	NA	NA	NA	NA	NA	NA	NA	NA	-	Move assumes no road or VBM
26 Wire	-	DOT	COT	NA	NA	NA	4 & COT B	2 & COT B	4 & COT B	4 & COT B	-	Same as Wood or Stone Building
27 Entrenchment	-	+2/+4 @	COT*	1 & COT	1 & COT	2 & COT	2 & COT	COT	COT	4 & COT	-	+3 for Smoke; +2 if Burning Wreck
28 Minefield	-	DOT*	COT	COT	COT	NA	NA	NA	NA	NA	-	Exit only in MPH/RtPh
29 Roadblock	Half Level	+2/+1	1 & COT	1 & COT	NA	NA	NA	NA	NA	NA	-	1 MF enter/exit beneath
20 Pillbox	-	LOS*	COT**	COT	COT	COT	COT	COT	COT	COT	-	TEM NA to mine attack
33 Stream-Woods	Level-One	+1/-1*	4/5/6	4/5/6	M	NA P	M	M B/Z & 3	M	M	9/7	Connects to adjacent bldg/woods
33 Stream-Brush	Half-Level	0*	4/5/6	4/5/6	M	11	11	5	6	16	-	enter/exit beneath
33 Stream-Orchard	Level-One* or Hindrance**	0***	2/3/4	2/3/4	ALL	7	7	3	4	10	9/6	Vs unit without Crest Status [if IN stream (and LOS crosses stream hexside)]
34 Tower hex	SSR	DOT	1 + COT	NA	NA	NA P	NA	Z B	NA	NA	11/9	Vs unit without Crest Status [if IN stream (and LOS crosses stream hexside)]
D10 Wreck	Hindrance	+1 @	COT	COT	COT	DOT	DOT +1*	DOT +1*	DOT +1*	DOT +1*	-	*To higher LOS only in APR-Oct** Max Hindrance +1 with 2 level advantage *** Vs unit without crest status [if IN stream (and LOS crosses stream hexside)]
											-	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: 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

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

