

Terrain	LOS Obstacle		MF ENTRANCE COST					MP ENTRANCE COST				Kindle #		Notes
	/Hindrance	TEM/Indirect†	Infantry	Cavalry	Horse Drawn	Motorcycle	Armored Car	Fully Tracked	Halftrack	Truck	/Spread	Fortifiable		
1 Open Ground	-	FFMO: -1*	1	1	1	3	3	1	1	4	-	Yes	Na if Height Advantage applies	
2 Shellholes	-	+10*	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	-	No	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; otherwise +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. Hindrance +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	2 & COT	2 & COT	COT	COT	4 & COT	-	-	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 adjacent 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 Hindrance +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: 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

