

Designed by Eric Burgess

TERRAIN	MP Cost Ground Troops	MP Cost Ground Vehicles	MP Cost Helo NOE ²	Defensive Dice Bonus Troops	Defensive Dice Bonus Vehicles	Assault Modifiers (13.1)
CLEAR	1	1	1	0	0	NO
CULTIVATED	1	2	1	+1d6	0	NO
ROUGH	2	3	1	+1d6	+1d6	NO
CITY	1	2	P	+2d6	+1d6	YES
WOODS	1	2	P	+1d6	+1d6	NO
HILL	COT+1 ^B COT ^C	COT+1 ^B COT ^C	COT	+1d6 ^A 0	+1d6 ^A 0	NO
HILL-CITY	1	2	P	+3d6 ^A +2d6	+2d6 ^A +1d6	YES
HILL-WOODS	1	2	P	+3d6 ^A +2d6	+2d6 ^A +1d6	NO
All WATER	P	Amphib: 1 Others: P	1	NO	-1d6	NO
MARKERS						
WRECKS	COT	COT	COT	+1d6	+1d6	NO
SMOKE	COT+1	COT+1	COT+1	+1d6	+1d6	NO
RUBBLE	2 – No roads	3 – No roads	3 – No roads	+2d6	+1d6	YES
CLEARED	2	3	3	+2d6	+1d6	YES
FIRE	P	P	P	NO	NO	NO
BURNT OUT	2	3	3	+2d6	+1d6	YES

- A. Attacked from downhill hex.
 B. Moving Uphill
 C. Moving Downhill or Moving Hill hex to Hill hex

Notes:

- Abbreviations:** COT = Cost of Terrain in hex, NOE = Nap of Earth mode for helicopters. MP = Movement Points.
- Helicopter in Flying Mode** are always 1 MP per hex except; prohibited in Fire hex, and Smoke hex is COT+1.
- Roads:** when crossing a Road hex side, the COT of the hex entered becomes 1 (including Hill hexes) (9.4 Road or Trail Movement)
- Crossing rivers at Bridges and Ford hex-sides** cost 0 MP. Pay the COT of the hex entered after crossing (9.5). The arrow on the Bridge and Ford markers points to the specific hex-side with the bridge or ford.
- Crossing rivers without bridges or fords** can only be done by amphibious vehicle units (blue or blue/green circle). Troops may cross rivers if transported by these amphibious vehicles. Otherwise, no ground units may cross rivers without a bridge or ford, unless the scenario states otherwise. (9.5)
- Improved Positions** – units in improved positions ignore the first hit it receives.
- Placed and Random Minefields** – +1 MP to enter when not breaching, all MPs if breaching. See section 16.2 for details.

TERRAIN	LOS Effect	Possible Conceal Bonus (T\V)	Obstacle Height	Unit Height					
				Ground Units	Helo Landed	Helo NOE	Helo Hover	Helo Flying	CAS
Clear	NA	No\No	0	0	0	0	1	2	2
Cultivated	Obscures	Yes\No	0	0	0	0	1	2	2
Rough	Obscures	Yes\Yes	0	0	P	0	1	2	2
City	Blocks	Yes\Yes	1	0	P	1	2	3	3
Woods	Blocks	Yes\Yes	1	0	P	1	2	3	3
Hill	Blocks	No\No	2	2	2	2	3	4	4
Hill-City	Blocks	Yes\Yes	3	2	P	3	4	5	5
Hill-Woods	Blocks	Yes\Yes	3	2	P	3	4	5	5
All Water	NA	No\No	-1	-1 ^A	P	1	0	1	1
MARKERS									
Wrecks	Obscures	Yes\Yes	0	AOTH	AOTH	AOTH	AOTH	AOTH	AOTH
Smoke	Blocks	Yes\Yes	20	AOTH	AOTH	AOTH	AOTH	AOTH	AOTH
Rubble	Blocks	Yes\Yes	AOTH	AOTH	P	AOTH	AOTH	AOTH	AOTH
ClearedB	Blocks	Yes\Yes	AOTH	AOTH	P	AOTH	AOTH	AOTH	AOTH
Fire	Blocks	No\No	20	P	P	P	P	P	P
Burnt Out	Obscures	Yes\No	AOTH	AOTH	P	AOTH	AOTH	AOTH	AOTH

- A. Amphibious units only.
 B. Cleared Rubble

Notes:

Abbreviations: T\V = Troops \ Vehicles, NA = No Affect, CAS = Close Air Support, AOTH = As Other Terrain in Hex.

- Helo in Hover mode is always +1 above Obstacle height.
- Helo in Flying mode is always +2 above Obstacle height.
- Close Air Support (CAS) is always +2 above Obstacle height.
- Concealment qualifications (+1 Defensive Bonus Die to the target if concealed):
 - Not moving, and
 - Not marked Ops Complete, and
 - In a hex with a Defensive Bonus, and
 - Not adjacent to an enemy unit, and
 - Not within 5 hexes of an enemy Recon unit (red triangle)