

Terrain Movement Summary

The following table provides a summary of terrain and the effect it has on troops in the game. A dash indicates there is no penalty. Dense terrain affects command and control (see *Command Phase* on page 12).

Troops	Linear Terrain	Low Area Terrain	High Area Terrain	Hills	Mountains	Partially Wet Terrain	Shallow Wet Terrain	Deep Wet Terrain	Firm Snow	Frozen Terrain	Trenches & Pits	Wire	Anti-Tank Obstacles	Minefield, visible	Minefield, unmarked
Troops on foot	O	-	O	As covering terrain	-	OD	O	I	-	OD	O	OD	O	OD	-
AFVs (tracked)	O	-	OD		I	I	O	I	-	OD	O	-	I	OD	-
AFVs (half-tracked)	O	-	OD		I	I	O	I	-	OD	I	OD	I	OD	-
AFVs (wheeled)	O	-	OD		I	I	O	I	-	OD	I	OD	I	OD	-
Soft-skins	B	-	OD		I	I	O	I	-	OD	I	I	I	OD	-
Towed guns	B	-	OD		I	I	O	I	-	OD	I	I	I	OD	-
Cavalry	O	-	O		-	OD	O	I	-	OD	O	I	I	OD	-
Draught Animals	B	-	O		-	OD	O	I	-	OD	I	I	I	OD	-
Command units	-	-	-		-	-	-	I	-	-	-	-	-	O	-

O: Obstacle (count as linear terrain), D: Dense terrain, I: Impassable terrain, B: Impassable terrain unless breached.

Hit Summary

Terrain	Hit On
Units in the open (including tank riders)	4, 5 or 6
Units in soft or partial cover (i.e. hedges, scrub, woods, hills, scree, water)	5 or 6
Units in hard or full cover (i.e. walls, buildings, trenches, pits, pill-boxes, dug-outs, bunkers)	6
Units	
Command units when hit by off-table artillery and aircraft	6
Rece units when under direct fire	increase by one
Weapons	
Off-table artillery fire, on-table mortars, and infantry guns using Indirect Fire vs open-AFVs	5 or 6
Off-table artillery fire, on-table mortars, and infantry guns using Indirect Fire vs full-AFVs	6
Counter-battery fire vs towed guns	5 or 6
Counter-battery fire vs self-propelled guns and naval artillery	6
Anti-Aircraft weapons vs aircraft	5 or 6
Flamethrowers vs all targets	4, 5 or 6
All units when crossing minefields	4, 5 or 6

Note that the term “increase by one” means increase the score to hit the target by one, e.g. a score of 4, 5 or 6 becomes 5 or 6.

Save Summary

Situation	Save
Units hit in the flank by direct fire weapons, unless <i>Tough</i>	decrease by one
Units hit in the rear by direct fire weapons	decrease by one
Units hit by aircraft	decrease by one

Note that the term “decrease by one” means decrease the save value by one, e.g. a save value of 5 becomes 6. A save value of 6 is not reduced.