

Terrain	LOS Obstacle /Hindrane	TEM /Indirect †	Kindle/ Spread #	Fortifiable	Notes	Terrain	Infantry	Fully Tracked	Halftrack	Truck	Armored Car	Motorcycle	Cavalry	Horse Drawn
<b>Bocage 9.5.</b>	Level-One	+2/+1 ☉	—	—		<b>Bocage 9.5.</b>	2 & COT	2 & COT B	NA	NA	NA	NA	NA	NA
<b>Bridge 6.</b>	Hindrane	LOS: -1*/+1	—	No Ent/HIP Mines	If LOS is thru road depiction; otherwise +1; TEM: +1	<b>Bridge 6.</b>	NA R	NA R D	NA R D	NA R D	NA R D	NA R	NA R	NA R
<b>Brush 12.</b>	Hindrane	0	9/6	Yes	Deep Snow becomes Open Ground	<b>Brush 12.</b>	2	2	2	6	4	4	2	2
<b>Building Stone 23.</b>	1-3½ Levels	+3(+1*)	8/9	Mines only	Move assumes no road or VBM	<b>Building Stone 23.</b>	2	Z B	NA	NA	NA	NA P	NA	NA
<b>Building Wooden</b>	1-3½ Levels	+2(+1*)	7/8	Mines only	IF adds +1/level above target	<b>Building Wooden 23.</b>	2	Z B	NA	NA	NA	NA P	NA	NA
<b>Cactus Hedge 9.7.</b>	Half-Level	+1/0 ☉	—	—	Wall/hedge hexsides	<b>Cactus Hedge 9.7.</b>	Y	W	W	NA	W	W	NA	NA
<b>Cactus Patch* 14.7.</b>	■ Half Level	+1	12/10	Yes f	"Ex-orchard" hexes. Always in season	<b>Cactus Patch* 14.7.</b>	3 R	3 R	3 R	12 R	9 R	9 R	3 R	3 R
<b>Cliff 11.</b>	—	-2/NA*	—	—	vs climber; otherwise DOT	<b>Cliff 11.</b>	CLIMB	NA	NA	NA	NA	NA	NA	NA
<b>Crag 17.</b>	■ Hindrance	+1	—	—	Wire only	<b>Crag 17.</b>	2	NA	NA	NA	NA	NA	4 C	NA
<b>Entrenchment   Trench   27.</b>	—	+2/+4 ☉	—	—	1 MF enter/exit beneath	<b>Entrenchment   Trench   27.</b>	COT*	COT [B]	COT [NA]	4 & COT [NA]	2 & COT [NA]	2 & COT [NA]	1 & COT [NA]	1 & COT [NA]
<b>Fire (Blaze) 25.</b>	■ Smoke	DOT*	—	—	+3 for Smoke; +2 if Burning Wreck	<b>Fire (Blaze) 25.</b>	NA	NA	NA	NA	NA	NA	NA	NA
<b>Grain 15.</b>	Hindrane*	0	10/6	—	June-Sept Only; MF/MP Apr-Sept	<b>Grain 15.</b>	1 ½	1	1	5	4	4	1 ½	1 ½
<b>Graveston 18.</b>	■ Hindrance	+1	—	Yes	[via Grave road hexside only]	<b>Graveston 18.</b>	1	Z B [1]	NA [1]	NA [1]	NA [1]	4 [1]	2 C	NA [1]
<b>Gully 19.</b>	Depression	DOT	—	Yes	+COT if not Open Ground	<b>Gully 19.</b>	2*	2 & COT	3 & COT	6 & COT BB	4 & COT	4 & COT	2*	ALL
<b>Hedge 9.</b>	Half-Level	+1/0 ☉	—	—		<b>Hedge 9.</b>	1 & COT	1 & COT	2 & COT B	NA	3 & COT B	NA P	1 & COT	NA
<b>Hill 10.</b>	1-4 Levels	DOT*	—	Yes	+1 HA TEM if no other TEM	<b>Hill 10.</b>	DOT h	DOT H	DOT H	DOT H	DOT H	DOT H	DOT h	DOT h
<b>Hillside Wall/Hedge 9.6.</b>	Half-Level	+2 or +1*☉ /+1 or 0*☉	—	—	Wall/hedge respectively. Wall Advan and TEM NA to lower unit	<b>Hillside Wall/Hedge 9.6.</b>	W	W	W	NA	W	W	W	NA
<b>Marsh[Mudflat] 16.</b>	Hindrane	0*	—	No	HE FP halved; [Mudflat only]	<b>Marsh[Mudflat] 16.</b>	ALL@[2]	NA	NA	NA	NA	NA [P]	ALL C [2]	NA
<b>Minefield 28.</b>	—	DOT*	—	—	TEM NA to mine attack	<b>Minefield 28.</b>	COT	COT	COT	COT	COT	COT	COT	COT
<b>Olive Grove* 14.8.</b>	■ Hindrance	+1	11/9	Yes f	"Ex-orchard" hexes. Always in season	<b>Olive Grove* 14.8.</b>	2 R	2 R	2 R	8 R	6 R	6 R	2 R	2 R
<b>Open Ground 1.</b>	—	FFMO: -1*	—	Yes	NA if Height Advantage applies	<b>Open Ground 1.</b>	1 R	1	1	4	3	3	1	1
<b>Orchard 14.</b>	■ Level-One* / Hindrance**	0	11/9	Yes	To higher LOS only in Apr-Oct **Max. Hindrance +1 with 2 Level advantage	<b>Orchard 14.</b>	1	1 R	1 R	4 R	3 R	3 R	1	1
<b>Pillbox 30.</b>	—	LOS*	—	—	Based on type & LOS: *costs IMF extra to enter/exit beneath	<b>Pillbox 30.</b>	COT**	COT	COT	COT	COT	COT	COT	COT
<b>Railroads(GLRR/EmRR/E1RR/SuRR). 32.</b>	—/Half Level/ Level-One/Depression	FFMO: -1*	—	No Entrench	If Height-Advantage/Crest-Status are NA	<b>Railroads(GLRR/EmRR/E1RR/SuRR). 32.</b>					See Railroad Movement Chart			
<b>Road 3.</b>	—	DOT*	—	Pv No Ent/HIP Mines	FFMO if entered at road rate	<b>Road 3.</b>	1	½ [BU:1]	½ [BU:1]	½ [BU:1]	½ [BU:1]	½	1	1
<b>Road Elevated 5.</b>	Level-One	FFMO: -1*	—	No Entrench	If Height Advantage NA	<b>Road Elevated 5.</b>	2 R	5 R D	5 R D	NA R D	NA R D	6 X R P	2 R	NA R D
<b>Road Sunken 4.</b>	Depression	FFMO: -1*	—	No Entrench	vs unit without Crest status	<b>Road Sunken 4.</b>	2 R	NA R D	NA R D	NA R D	NA R D	NA R	2 R	NA R D
<b>Roadblock 29.</b>	Half-Level	+2/+1	—	—	Connects to adjacent bldg/woods	<b>Roadblock 29.</b>	1 & COT	NA	NA	NA	NA	NA	1 & COT	NA
<b>Rubble 24.</b>	■ Half Level	+2 or +3*	*	No	Same as Wood or Stone Building	<b>Rubble 24.</b>	3	Z B	NA	NA	NA	NA P	NA	NA
<b>Runway 7.</b>	—	-1*	—	Wire & Roadblock only	In any fire phase; NA vs armor	<b>Runway 7.</b>	1 R	1 R	1 R	4 R	3 R	3 R	1 R	1 R
<b>Sewer 8.</b>	—*	-2/NA	—	No	LOS to adjacent sewer hex only	<b>Sewer 8.</b>	ALL@	NA	NA	NA	NA	NA	NA	NA
<b>Shellholes 2.</b>	—	+1☉*	—	Yes	Treat as OG if entered at 1 MF	<b>Shellholes 2.</b>	1 or 2*	COT	COT	4 & COT	2 & COT	2 & COT X	2	2
<b>Stream 20.</b>	Depression	DOT	—	Mine/Wire only	Dry/Shallow/Deep	<b>Stream 20.</b>	*2/3/4 ♦	2 & COT BB	3 & COT BB	6 & COT BB	4 & COT BB	4 & COT X	*2/3/4	ALL BB
<b>Stream-Brush 33.</b>	Half-Level [—]	0*	9/6	Mine/Wire only	Vs unit without crest status [if IN stream (and LOS crosses stream hexside)]	<b>Stream-Brush 33.</b>	4/5/6 [2/3/4] ♦	5 [3]	6 [4]	16 [10]	11 [7]	11 ♦ [7]	4/5/6 [2/3/4]	M [ALL]
<b>Stream-Orchard 33.</b>	Level-One* or Hindrance** [—]	0*** [FFMO: -1]	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)]	<b>Stream-Orchard 33.</b>	3/4/5 [2/3/4] ♦	4 [3]	5 [4]	14 [10]	10 [7]	10 ♦ [7]	3/4/5 [2/3/4]	M [ALL]
<b>Stream-Woods 33.</b>	Level-One [—]	[FFMO: -1]	9/7	Mine/Wire only	Vs unit without crest status [if IN stream (and LOS crosses stream hexside)]	<b>Stream-Woods 33.</b>	4/5/6 [2/3/4] ♦	M B/Z & 3 [3]	M [4]	M [10]	M [7]	NAP ♦ [7]	4/5/6 [2/3/4]	M [ALL]
<b>Tower hex [Tower Location] 34.</b>	SSR	DOT [0*]	DOT [7/8]	Mines only [No]	If Height Advantage NA	<b>Tower hex [Tower Location] 34.</b>	1+ COT [1 per level]	Z B	NA	NA	NA	NAP	NA	NA
<b>Valley 22.</b>	Level -1	DOT	—	Yes	Note h and H when moving higher	<b>Valley 22.</b>	DOT	DOT	DOT	DOT	DOT	DOT	DOT	DOT
<b>Vineyard 12.7.</b>	■ Hindrance	0	9/6	Yes f		<b>Vineyard 12.7.</b>	2 R	2 B R	2 B R	6 B R	4 B R	4 R	2 R	2 R
<b>Wall 9.</b>	Half-Level	+2/+1 ☉	—	—		<b>Wall 9.</b>	1 & COT	1 & COT	NA	NA	NA	NA P	1 & COT	NA
<b>Water Obstacle 21.</b>	Level -1	FFMO: -1*	—	No	Only if Fordable (B20.8)	<b>Water Obstacle 21.</b>	ALL*@	NA	NA	NA	NA	NA	ALL*	ALL*
<b>Wire 26.</b>	—	DOT	—	—	Exit only in MP/RI/Ph	<b>Wire 26.</b>	COT	2 & COT B	4 & COT B	4 & COT B	4 & COT B	NA	NA	NA
<b>Woods 13.</b>	Level-One	+1/-1	9/7	Yes	If no road, VBM, or TB	<b>Woods 13.</b>	2 R	ALL B*Z D R	ALL B R	ALL B R	ALL B R	NA P R	4 C R	ALL B R
<b>Wreck D10.</b>	■ Hindrance	+1 ☉	—	—	Per Veh./Wreck; +2 if enter via road	<b>Wreck D10.</b>	COT	DOT +1*	DOT +1*	DOT +1*	DOT +1*	DOT	COT	DOT +1*

**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 are doubled

DOT: Dependent on Other Terrain in hex

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 add 2 MP]

M: Minimum Move required

NA: Not Allowed

P: Maybe 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

## B. Terrain Chart v1.2

Cotel1664.net ASL pour les nuls