

7.1 – Order of a Game Turn

- 1 Roll d6 for each Smoke Marker. On a score of 1 or 2 it is removed.
- 2 Resolve Pre-Planned Artillery Attacks due this Game Turn.
- 3 Players determine their number of Orders for this Game Turn.
These along with any remaining 'Brigade' Orders (generated before the game starts) are used to Activate Units during the Game Turn.
Each component part of a 'Combined' Unit is treated separately when counting the number of Units when determining the number of Orders.
- 4 Roll for Initiative: $d10 \pm$ Total TQ of Unpinned Officers
 - If the dice rolled are the same there are additional effects, these are determined now.
 - The loser adds or removes any Challenge Tokens from those Units he wants to place on or take off Challenge. The winner then does same.
 - The winner decides which side will Activate a Unit first.
- 5 Play alternates between the two sides, each Activating one Unit at a time. If a Unit has finished its Actions it is marked as Activated.
 - A Unit can just be Deployed from a Contact Marker without being given any Orders. This is still treated as an Activation.
 - A Player may choose to 'Defer' Activation of a Unit. If both sides 'Defer', one immediately after the other, the Game Turn ends.
 - When both Players are in this position the Game Turn ends.
- 6 At the end of the Game Turn all Air Attack Tokens, Order Counters and Activated Markers are removed. Used 'Brigade' Orders are discarded. Challenge Tokens are left in place.
- 7 Determine the arrival of Reinforcements or Close Air Support. Reinforcements are deployed now. Close Air Support attacks will be used next turn.
- 8 Players check if they have lost. They lose:
 - If there are no Markers on their Break Point Track.
 - If they have no Combat Units deployed as models On-Table. Units arriving as Reinforcements count as being On-Table.
- 9 Advance the Game Turn Counter.
- 10 If Turn 6 has just ended, if the game is an Encounter or Hasty Defence, and there is no victor, the game is a draw. In an All Out Attack, if the Attacker has not defeated the enemy, the Defender wins.

7.2 – Number of Orders

- One Order is provided for each On-Table Combat Unit **which is not Shaken**, Officer or Observer, Artillery Observation Aircraft (all of which may be represented by Contact Markers), and for each Off-Table Artillery Unit or attached Officer.
- Close Air Support attacks do not provide any Orders.
- Each Officer deployed as a model on the table and is not **Pinned** rolls a d10 in the table below:

Orders per Officer (d10)	
Modifiers	\pm TQ of Officer
'Motorised' Officer	+ 1
Final Score	# of Orders
4 or less	1
5 to 7	2
8 or 9	3
10 or more	4

4.6 – Spot a Contact Marker

Spot a Contact Marker (d10)	
Base Modifier	\pm TQ
Officer Attached to the Unit	\pm TQ (may not be Pinned)
Spotter is a Reconnaissance Unit	+ 2
Fatigue on Spotter	- 1 per Fatigue Marker
Spotter is a fully enclosed Armoured Vehicle or being conveyed in such	- 2 (not applied to Reconnaissance, Officers and OP Units)
Final Score	Effect
6 or greater	Contact Marker must be revealed
5 or lower	No effect

6.4 – Visibility

Table of Visibility Distances to Concealed Bases	
Target Base Size	Distance
0	30cm
1	40cm
2	50cm
3	60cm
Over 3, or a Contact Marker	70cm

7.6 – Digging In

'Dig-In' (d10)	
Base Modifier	\pm TQ
Officer Attached to the Unit	\pm TQ (may not be Pinned)
Unit is Reconnaissance or Observer	+ 1
Unit is Combat Engineers	+ 2
Unit is within 10cm of one or more friendly Combat Engineers	+ 1 (not applied to Combat Engineers)
Fatigue on Unit	- 1 per Fatigue Marker
Attempting to 'Dig-In' in Bog, Marsh, Mud, Soft Sand, Snow or Paddy Field	- 1
All Units	- Size
Final Score	Effect
6 or greater	Success – Unit is Concealed and gains CSB of 2
5 or lower	No effect – Dig a bit faster !

Morale

12.4 – Rally

Rally Order (d10)	
Base Modifier	\pm Unit Morale Rating
Officers within 20cm or Attached	\pm Morale Rating(s) (may not be Pinned)
Fatigue on Unit	- 1 per Fatigue Marker
Unit is Weakened	- 2 (also applies to any Attached Command Bases)
Final Score	Effect
6 or greater	Success – Remove all Pinned markers from a Unit or Unattached Command Base
5 or lower	No effect

12.5 – Unit Morale

Morale Test (d10)	
Base Modifier	\pm Unit Morale Rating
Officers within 20cm or Attached (see above)	\pm Morale Rating(s) (may not be Pinned)
Unit is Weakened	- 2 (also applies to any Attached Command Bases)
Final Score	Effect
6 or greater	Success – The Unit passes the test and carries on
2 to 5	Withdraw 2d6 x 5cm. If impossible, or Unit is immobile (i.e. Bunker) it surrenders
1 or lower	The Unit routs or surrenders. Any Attached Command Bases must roll a Command Base Saving Throw [2.5]

9.1 – Movement Rates

<i>Unit Type</i>	<i>Road</i>	<i>Cross Country</i>	<i>Bad Going</i>
Officers, Observers "On Foot"	40cm	30cm	20cm
Infantry	15cm	15cm	15cm
Man-handled Weapons	15cm	15cm	15cm
Cavalry	30cm	30cm	15cm
All Vehicles	See <i>National Data Tables</i> Generic soft-skin transport vehicles appear below		
... Amphibious vehicles	<i>Move at Bad Going Speed on water</i>		
Contact Markers	15cm		

9.4 – Repositioning Weapons

<i>Man-handling Weapons (d10)</i>	
Base Modifier	± TQ
Officer Attached to the Unit	± TQ (may not be Pinned)
All movement will be on a road	+ 1
Any movement will be in Bad Going	- 2
Fatigue on Unit	- 1 per Fatigue Marker
No Towing vehicles present	- Size of largest weapon
<i>Final Score</i>	<i>Effect</i>
6 or greater	Success – Bases in Unit may change facing and/or move up to 15cm (and must remain 'In Command')
5 or lower	Fail ! The Unit may not move.

5.7 – Generic soft-skin transports

<i>Unarmoured Wheeled Transport and Towing Vehicles</i>							
<i>Type</i>	<i>Movement in cm</i>			<i>Size</i>	<i>Capacity</i>		<i>Cost</i>
	RR	CC	BG		Bases	Gun Size	
Motorcycle	60	30	20	0	1	—	15
Small	55	25	15	1	1	1	20
... Amphibious	15 on water					—	24
Medium	50	20	10	1	2	2	25
Large	45	15	5	2	3	3	40
Horse Drawn	30	20	10	1	1	1	15

HC Weapons

<i>Weapon</i>	<i>Range</i>	<i>Penetration</i>
Bazooka	20cm	2d6
Panzerfaust 30 (early)	10cm	2d6+2
Panzerfaust 30 (late), 60 and 100	10cm	2d6+4
Panzerschreck	20cm	2d6+2
Stielgranat 41 (for 37mm Pak)	25cm	2d6+5
'Faustnika'	10cm	2d6+2
PIAT	15cm	2d6+1
Guns up to 67mm	n/a	2d6
Guns 68mm to 86mm	n/a	2d6+1
Guns 87mm to 104mm	n/a	2d6+2
Guns 105mm to 126mm	n/a	2d6+3
Guns 127mm to 149mm	n/a	2d6+4
Guns 150mm and over	n/a	2d6+5
Improvised Tank Assault weapons	Close Assault ONLY	1d6

Vehicle Machine Gun ranges

<i>Machine Guns</i>	
Ball mounted Machine Gun (i.e. in the front of a Tank's hull) Fixed forward-firing Machine Gun	20cm
Co-axial Machine Gun or Machine Gun in Deck-mounted turret	35cm
Flexible Machine Gun (such as on a Half-track SdKfz 250 or 251)	35cm
<i>Main Weapons</i>	
Flexible Heavy Machine Gun (such as on a Half-track (M3 etc.))	50cm
Heavy Machine Gun in turret or fixed hull mount	60cm

10.8 – To Hit with Direct Fire

To Hit with Direct Fire (d10) <i>(Snipers have a separate Table under the Snipers rules)</i>	
Base Modifier	± TQ
Officer Attached to the Unit	± TQ (may not be Pinned)
Target is Building or Bridge	+ 2
Target is Bunker or 'Tobruk Pit'	+ 1
Base is shooting using FPF	+ 0
AP or HC rounds	± Range Modifier (+1/+0/-1/-2)
HC maximum range is 70cm even if on High Ground	
Anti-tank Rifles, Panzerschreck, Panzerfaust, 'Faustnika', Bazooka, PIAT	+ 0 (No Range Modifier is applied)
HE fired direct	+ 0 (No Range Modifier is applied)
LOS to target is Obscured	- 1
Fatigue on Unit	- 1 per Fatigue Marker
Target is Infantry riding on an Armoured Vehicle (You cannot shoot at Tank Riders)	- 1
Final Score	Effect
6 or greater	Target is hit
5 or lower	Missed !

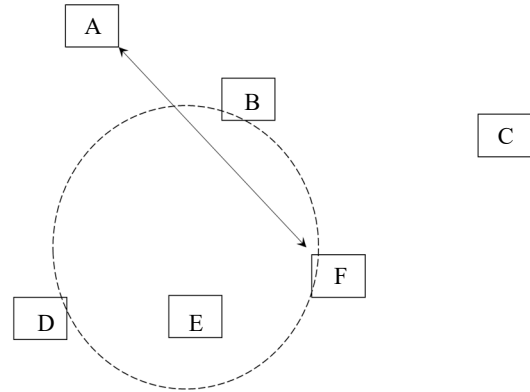
Summarised sequence of resolution of Shooting.

- Determine the number of hits on Combat Units.
- Direct HE hits on Bases in Towns, on Bridges or behind Road Blocks or Dragons Teeth automatically hit these as well.
- Determine hits on Structures.
- Roll Saving Throws for Bases hit.
- Roll Passenger Saving Throws if transports are destroyed.
- Roll Saving Throws for Structures, applying any penalty from previous damage, when saving against Toughness.
- If a Town collapses, roll Saving Throws for Occupants. If a Transport is destroyed at this stage, Passengers roll Saving Throws but survivors do not have to roll Saving Throws for Occupants.
- If Bridges are destroyed all Bases on them are eliminated.
- If the Unit lost any Bases, then it must take a Morale Test when the current Order is completed.

To Hit with Snipers (d10)	
Base Modifier	± TQ
Officer Attached to the Unit	± TQ (may not be Pinned)
Sniper Shooting	+ 1
LOS is Obscured	- 1
Fatigue on Sniper's Unit	- 1 per Fatigue Marker
Final Score	Effect
6 or greater	Target is hit
5 or lower	Missed !
Saving Throws for Sniper Fire	
Base Modifier	± TQ
All Targets	+ Size
Final Score	Effect
6 or greater	Success. The Base is unaffected
2 to 5	The Base is Pinned
1 or lower	A target BASE is Pinned and its UNIT must take a Morale Test immediately. A target COMMAND BASE is killed; if it is Attached to a Unit, that Unit must take a Morale Test.

Am I "In Command"?

The dotted circle has a diameter of 20cm, the line with arrows is 20cm long. Base A is further than 20cm from F, thus it is "Out of Command". The same applies to C if measuring to A or D. You may also use a circular template placed above the Unit to see if any parts of the Bases fall under it.



Engineering Test (d10)	
Base Modifier	± TQ
Officer Attached to the Unit	± TQ (may not be Pinned)
Fatigue on Unit	- 1 per Fatigue Marker
LOS to target is Obscured	- 1 (Specialised Vehicles only)
Final Score	Effect
6 or greater	Success – Target Obstacle must take Engineering Saving Throw for each hit against a DF generated using 1 or 2 d6 (depending on attack type).
2 to 5	No progress with the Task
1 or lower	Whoops ! – something has gone badly wrong – The testing Base is Pinned

Vehicles crushing Barbed Wire Effects	
Final Score	Effect
6 or greater	Vehicle crosses successfully and may have cleared the Wire, which has to take an Engineering Saving Throw using the Vehicle's Size as its Demolition Factor.
2 to 5	Vehicle crosses successfully but has no effect on the Wire.
1 or lower	Whoops ! – Vehicle tracks get entangled – The testing Base is Pinned with its rear in contact with the Wire.

Engineering Saving Throws (d10)	
Feature	+ Toughness
Demolition Factor	- DF - HE# (if attacked by a Specialised Vehicle) - Size (if Vehicle crushing Wire)
Current level of damage	- 1 per Damage Marker
Final Score	Effect
6 or greater	Success. The feature is unaffected
5 or lower	The feature is cleared. Defensive Obstacles revert to the underlying Terrain Type. High Walls and Bocage become Bad Going.

Saving Throws

Shooting Saving Throws <i>Command Bases not Attached to a Unit save as their type of Base</i> <i>Saving Throws for Sniper Fire are found in the Snipers rules</i> <i>Occupants of Destroyed Buildings only use the modifiers marked thus: (#)</i> (Occupying Bases are limited to Size 0 for Guns and Vehicles or Sizes 0, 1 or 2 for Cavalry and Infantry)						
A Infantry, Cavalry, Combat Engineers	B Deployed Artillery or Anti-tank guns	C Combat Vehicles	D Armoured vehicle * PEN value of HC hits on 'Side Skirts' are halved	E Bunkers	F Unarmoured Transports	G Buildings, Bridges Terrain with a Toughness Value
± TQ (#)						
± TQ of Officer Attached to the Unit (Officer may not be Pinned) (#)						
+ Size (#)			+ Front or Side (vs. AP or HC) + Side (vs. any HE or Close Air Support)	+ Toughness	+ Size (#)	+ Toughness
+ CSB (where applicable)						
- PPF (Small Arms, Machine Guns or Aircraft Strafing)				- 1 per Damage Marker		- 1 per Damage Marker
	- PEN (0) PEN = 0 for all AP or HC Rounds against this type of target. This includes HC Rockets or Bomblets and Airborne A/Tk Guns		- PEN * (AP or HC Rounds; HC Rockets or Bomblets; Airborne A/Tk Guns)		- PEN (0) (See left columns B and C)	
- HE# (HE Direct and Area Fire, Bombs, and HE Rockets)						- HE# (see left)
- 2 (Occupant of Building destroyed by a Flamethrower in Close Assault) (#)					- 2 (see left) (#)	
Saving Throws (d10 – Modified by factors above)						
6 or better : No Effect						
2 to 5: Pinned; If Base is already Pinned this is ignored; Bases can only be pinned once				+ 1 Damage	Knocked Out	+ 1 Damage
1 or worse :Knocked Out; The Unit must take a Morale Test						Demolished

Command Base Saving Throw (d10)	
Base Modifier	± TQ
Final Score	Effect
6 or greater	Success. The Base is unaffected
2 – 5	The Base is Pinned; if the test was required during a Close Assault the Base is killed or captured
1 or lower	The Base is killed or captured

Saving Throw for Passengers or Towed Weapons (d10)	
Base Modifier	± TQ
Officer Attached to the Unit	± TQ (may not be Pinned)
Infantry and Towed Weapons	+ Size
Their unarmoured transport vehicle was destroyed by a hit using AP Ammunition	+ 2
Their vehicle was destroyed during a Close Assault	- 2
Final Score	Effect
6 or greater	The Base passes the test and disembarks or is unlimbered.
2 – 5	The Base disembarks or is unlimbered and is then Pinned
1 or lower	The Base is Knocked Out.

Minefield Attack (d10) modifiers	
Minefield Effectiveness	± 2
Result	
6 +	Base is hit and must save (below)
5 or less	Base crosses safely
Saving Throws when crossing Minefields (d10)	
Base Modifier	± TQ
Officer Attached to the Unit	± TQ (may not be Pinned)
Infantry or Cavalry	+ Size
Strength of attack	- HE# (3)
Final Score	Effect
6 or greater	No effect. The Base continues with its current Move Order
2 – 5	The Base is Pinned and does not enter the area
1 or lower	The Base is Knocked Out..

10.15-.18 – Area Fire

Calling for Fire using an Observer (d10)	
Base Modifier	± TQ
Communications Modifier or Observer is an American Unit linked to a Fire Direction Centre	+ 0 / + 1 / + 2 + 0 (from 1943)
Observer is in a Command Vehicle or Bunker, or... Observer is any US Vehicle Unit if using an FDC	+ 1 (has the benefit of higher powered and better radios, or a direct telephone link. This modifier can only be applied once)
Officer Attached to the Observer	± TQ (may not be Pinned)
Fatigue on Observer	- 1 per Fatigue Marker
Final Score	Effect
6 or greater	Success – Place an Aim Point Token on the target location
5 or lower	No effect – You did not get through

Firing Ranging Rounds (d10)	
Base Modifier	± TQ
Officer Attached to the Battery	± TQ (may not be Pinned)
Firing Battery can trace a Line of Sight to the Aim Point Token	+ 1
Fatigue on Battery	- 1 per Fatigue Marker
Final Score	Effect
6 or greater	Success – Rounds are on target
5 or lower	Whoops! – The Ranging Round deviates d6 x 5cm

'Adjusting' an Aim point (d10)	
Base Modifier	± TQ
Observer is in a Command Vehicle or Bunker, or... Observer is any US Vehicle Unit if using an FDC	+ 1 (has the benefit of higher powered and better radios, or a direct telephone link. This modifier can only be applied once)
Officer Attached to the Observer	± TQ (may not be Pinned)
Communications Modifier or Observer is an American Unit linked to a Fire Direction Centre	+ 0 / + 1 / + 2 + 0 (from 1943)
Fatigue on Observer	- 1 per Fatigue Marker
Final Score	Effect
6 or greater	Success
5 or lower	No effect

To Hit with Artillery (Area) Fire (d10)	
Base Modifier	± TQ
Officer Attached to the Battery	± TQ (may not be Pinned)
Mortar Battery firing	+ 1
Target is Building or Bridge	+ 2
Target is Bunker or 'Tobruk Pit'	+ 1
Fatigue on Battery (Not used with Pre-Planned or Pre- Registered Artillery fire)	- 1 per Fatigue Marker
Final Score	Effect
6 or greater	Target is hit
5 or lower	No effect

Fire for Effect Area (Radius)	
1 or 2 Bases	5cm (Rocket Launchers 10cm)
3 to 6 Bases	10cm (Rocket Launchers 20cm)
7 to 12 Bases	15cm (Rocket Launchers 30cm)
More than 12 Bases	20cm (Rocket Launchers 40cm)

11.9 - .10 – Close Assault

To Hit with Close Assault (d10)	
Base Modifier	± TQ
Officer Attached to the Unit	± TQ (may not be Pinned)
Target is Building or Bridge	+ 2
Target is Bunker or 'Tobruk Pit' (by permitted attackers)	+ 1 through the Bunker's firing arc - 2 through any other arc.
Flamethrower attack	+ 1
LOS to target is Obscured	- 1 (Specialised Vehicles only)
Fatigue on Attacking Unit (Not used when 'Fighting Back')	- 1 per Fatigue Marker
Final Score	Effect
6 or greater	Target is hit
5 or lower	No effect

Close Assault Saving Throws for Combat Units and Command Bases not Attached to a Unit (d10)	
Base Modifier	± TQ
Officer Attached to the Unit	± TQ (may not be Pinned)
Infantry, Cavalry, Deployed Weapon, Combat or Transport Vehicles	+ Size
Armoured Vehicles (may not be Pinned)	+ Side armour
Target attacked by Base using ... Small Arms ... AP or HC or other weapon with PEN ... HE weapon	- CAF - PEN - HE#
Target attacked by Armoured or Combat Vehicle	- 'Squish' Factor
Final Score	Effect
6 or greater	Success. The Base is unaffected
5 or lower	The Base is Knocked Out

Close Assault Saving Throws – Structures (d10)	
Modifiers marked * are only used by Bunkers and 'Tobruk Pits'	
* Base Modifier	± TQ
* Officer Attached to the Unit	± TQ (may not be Pinned)
Structure	+ Toughness
Attacking Factor	DF or HE# (if attacked by a Flamethrower or Spigot Mortar)
Current level of damage	- 1 per Damage Marker
Final Score	Effect
6 or greater	Success. Structure is unaffected
5 or lower	Structure is Destroyed (see below)
Bunkers and 'Tobruk Pits are destroyed becoming Wreckage. Buildings become Ruins, Occupants save as described earlier. ... If the hit which destroyed the Building was caused by a Flamethrower these are Burning Ruins. Bridges Collapse, surviving Occupants are eliminated.	

14.9 – Air Attacks

Designating an Air Attack Target (d10)	
Base Modifier	± TQ of FAC
FAC is in a Command Vehicle or Bunker	+ 1 (has the benefit of higher powered and better radios, or a direct telephone link to the air base)
Officer Attached to the FAC	± TQ (may not be Pinned)
Communications Modifier	- 2 to +2
Fatigue on FAC	- 1 per Fatigue Marker
Final Score	Effect
6 or greater	Success – Place a Designated Target Token on the location
5 or lower	No effect

Accuracy of an Air Attack (d10)	
Base Modifier	± TQ of aircraft
Sortie is using a Designated Target Token	+ 2
Air Attack Token is within a Wood	- 2
Air Attack Token is within 10cm of, but outside, a Wood	- 1
Final Score	Effect
6 or greater	Success – Resolve the attack
5 or lower	Attack inaccurate – Resolve at new location

To Hit with an Air Attack (d10)	
Base Modifier	± TQ of aircraft
Attack using any type of Rocket	- 2
Target is a Building or Bridge	+ 2
Target is Bunker or 'Tobruk Pit'	+ 1
Final Score	Effect
6 or greater	Target is hit
5 or lower	No effect

10.24 – AA Fire

Challenging Unit rolls to hit using Direct Fire rules. Lines of Sight apply.

If the Target Unit or Sortie is hit, record the HIGHEST AAF to modify Reaction Test (below). then Target Unit or Sortie rolls d10:.

Anti-aircraft Fire (d10)	
Base Modifier	± TQ
Officer Attached to the Battery	± TQ (may not be Pinned)
Fatigue on Unit	- 1 per Fatigue Marker
Final Score	Effect
6 or greater	A Hit – Reaction Test required (see below)
5 or lower	No effect

Anti-aircraft Reaction Test (d10)	
Aircraft Base Modifier	± Morale Rating
Anti Aircraft Factor	- (highest) AAF value
Final Score	Effect
6 or greater	Success – Air Attacks proceed; Observation Aircraft continue with Orders
2 – 5	Driven off – Observation Aircraft are removed temporarily; Air Attacks are delayed and reappear at the end of the current turn.
1 or lower	Observation Aircraft destroyed (counts as a lost Unit); Air Attack destroyed (does NOT count as a lost Unit)

16.11 – Controlling Objectives

If the enemy takes control of an Objective, this counts as the loss of a Unit to the Player who deployed it, and will count when checking if he has reached his Break Point. If the original owner takes back a lost Objective then its status as a 'lost Unit' no longer applies and his progress towards his Break Point is adjusted.

What can control an Objective ?

Any Base which fulfils the following conditions is a valid Base:

- Combat Bases, Command Bases and Armoured Transport Bases are valid.
- Passengers in or on any Transport Vehicles do not count, they must have disembarked.
- Bases may be Pinned or Units may be Shaken (or both).

What CANNOT control an Objective ?

- Passengers in or on Transport Vehicles of any type.
- Unarmoured Transport Bases and Artillery Observation Aircraft.
- Passengers being carried in, or guns being towed by a vehicle do not count. They must have dismounted or been deployed from any transport or towing vehicles.

Who controls an Objective ?

Driving a Unit past an Objective without stopping does not cause it to change hands.

- At the end of the first Game Turn if there are no valid Bases within 10cm, the Objective Marker is controlled by the Player who deployed it.
- At the end of any other Game Turn, if there are no valid Bases within 10cm, the Objective is controlled by the last Player to control it.
- If only one Player has valid Bases within 10cm at the end of the Game Turn, then the Objective is controlled by that Player.
- If both players have valid Bases within 10cm, then the Objective is controlled by the Player with the greater number of valid Bases. If both Players have the same number of valid Bases the Objective does not change hands.

16.12 – Determining who has LOST

At the END of every Game Turn these steps are required by each Player to check whether he has lost.

- If the Player has Reinforcements, ascertain if he will be receiving any Units in the following Game Turn. If he is, they are deployed now.
A Player loses if:..

- He has no Combat Units deployed on the table as models. On-Table Command Bases, Off-Table Artillery (and any attached Officers), Artillery Observation Aircraft, Close Air Support and Units still represented by Contact Markers are ignored for this purpose.
- He has reached his Break Point through losing Units (and Objectives if using Game Option A).

Using the Break Point Track

- 1 Remove 1 Marker from the Break Point Track for each lost or Weakened Unit.
 - 2 Remove Markers equal to the value of the Objective Marker from the Break Point Track when an Objective is lost. If the Objective is regained by its original owner, replace the Marker(s) on the Track.
- When there are no Markers on a Break Point Track, that army has reached its Break Point and lost. If both forces have reached their Break Point the result is declared to be a draw.

If Game Turn 6 has just been completed the game ends. If the game is an Encounter or Hasty Defence, and neither side has lost, it is deemed to be a draw. If the game was an All Out Attack, and the Attacker has not broken the Defender, then the Defender wins.

Linear Terrain Effects Table <i>If a CSB is allowed at ground level, then it is also allowed if the target is shot at from a Hill.</i>						
Type	Movement Rate across	Height	Line of Sight across		Cover Save Bonus Toughness (T = n)	Remarks
			at Ground Level	to/from Hills		
Bocage	Impassable	High	Blocked	Clear with Dead Zone	n/a; T = 3	Notes C, 4 and 5
Elevated Road	See Note 2	High	Blocked	Clear with Dead Zone	n/a	Notes C, 1 and 2
Fence	Bad Going	Low	Obscured	Clear	1; T = n/a	Notes A and B
Hedge	Bad Going	Low	Obscured	Clear	1; T = n/a	Notes A and B
Railway Track	Bad Going	Ground	Clear	Clear	None	
Embankment (low)	Bad Going	Low	Obscured	Clear	1; T = n/a	Notes A and B
Embankment (high)	See Note 2	High	Blocked	Clear with Dead Zone	n/a	Notes C, 1 and 2
Stream	Bad Going	Ground	Clear	Clear	n/a	
Trees (line of)	Bad Going	High	Blocked	Clear with Dead Zone	n/a	Notes A, B and C
Wall (low)	Bad Going	Low	Obscured	Clear	2; T = n/a	Notes A and B
Wall (high)	Impassable	High	Blocked	Clear with Dead Zone	n/a; T = 2	Notes C and 5
Effects caused during a game						
Smoke	Bad Going	n/a	Blocked	Blocked	None	Notes 1 and 3
Wreckage	Bad Going	Low	Obscured	Clear	1; T = n/a	Notes A and B
<p>Note A: The CSB is only applied if the LOS is traced across the Feature and the target is in contact with it. Note B: Bases behind and in contact with this Terrain can only be seen at the distance shown in the Table of Visibility Distances to Concealed Bases [6.4]. Note C: Area Fire cannot be conducted over this Terrain if the firing Base is within 10cm of the edge of the it. Note 1: Area Fire can only be resolved against targets behind the Terrain if at least one enemy Base can be seen by the shooting Base or Observer. Note 2: Impassable to all EXCEPT Infantry or Cavalry Bases of Sizes up to 2, or Combat Vehicles, Unarmoured Transports or Weapons of Size 0 who cross at Bad Going Speed. Note 3: Smoke extends to all levels so an LOS to or from an Aircraft is also blocked by it. Note 4: Bocage can be cleared by Engineers or Specialised Vehicles. Note 5: When cleared this type of terrain is replaced with a section of Bad Going.</p>						

Area Terrain Effects Table <i>If a CSB is allowed at ground level, then it is also allowed if the target is shot at from a Hill.</i>							
Type	Movement Rate across	Height	Line of Sight across		Cover Save Bonus	'Dig-In' ?	Remarks
			at Ground Level	to/from Hills			
Bog	V. Bad Going	Ground	Clear	Clear	None	Yes	Notes D, 3 and 7
Canal	See Note 2	Ground	Clear	Clear	None	No	Notes 2, 3 and 7
Fields (Crops)	Bad Going	Low	Obscured	Clear	1	Yes	Note B
Field (Ploughed)	Bad Going	Ground	Clear	Clear	None	Yes	
Ford	Bad Going	Ground	Clear	Clear	None	No	Note 4
Jungle	V. Bad Going	High	Blocked; Note 1	Clear with Dead Zone	2	No	Notes B, C, 1, 3 and 5
Lake	See Note 2	Ground	Clear	Clear	None	No	Notes 2, 3 and 7
Marsh	V. Bad Going	Ground	Clear	Clear	None	Yes	Notes D, 3 and 7
Mud	V. Bad Going	Ground	Clear	Clear	None	Yes	Notes D, 3 and 7
Paddy Field	V. Bad Going	Ground	Clear	Clear	None	Yes	Notes D, 3 and 7
Palm Groves	Bad Going	High	Blocked; Note 1	Clear with Dead Zone	2	No	Notes B, C, 1, 3 and 5
Pond	See Note 2	Ground	Clear	Clear	None	No	Notes 2, 3 and 7
River	See Note 2	Ground	Clear	Clear	None	No	Notes 2, 3 and 7
Rocky	Bad Going	Low	Obscured	Clear	2	No	Note B
Ruins ... Burning	Bad Going Impassable	Low	Obscured Blocked	Clear	2 n/a	No No	Note B n/a
Sand Dunes	Bad Going	Low	Obscured	Clear	1	Yes	
Sand (Hard)	Road	Ground	Clear	Clear	None	Yes	
Sand (Soft)	V. Bad Going	Ground	Clear	Clear	None	Yes	Notes D, 3 and 7
Scrub	Bad Going	Low	Obscured	Clear	1	Yes	Note B
Snow	Bad Going	Ground	Clear	Clear	None	Yes	
Tree-lined Road	See Note 8	High	Blocked; Note 1	Clear with Dead Zone	1	Yes	Notes B, C, 1, 3 and 6
Vineyards	Bad Going	Low	Obscured	Clear	1	Yes	Note B
Woods	Bad Going	High	Blocked; Note 1	Clear with Dead Zone	2	No	Notes B, C, 1, 3 and 5
<p>Note B: Bases in this Terrain can only be seen at the distance shown in [6.4 – Table of Visibility Distances to Concealed Bases]. Note C: Area Fire cannot be conducted over this Terrain if the firing Base is within 10cm of the edge of the it. Note D: Any Movement Action starting, ending or passing through such terrain requires the use of 2 Orders. Note 1: Lines of Sight to Bases in this Terrain are Obscured. Note 2: Impassable to all EXCEPT Amphibious vehicles, Infantry of Sizes up to 2, or Weapons of Size 0 in Assault Boats which cross at Bad Going Speed. Note 3: Direct Fire is permitted from this Terrain; Indirect Area Fire is not permitted. Note 4: Fords allow Movement of all Units across otherwise Impassable Rivers. Note 5: Bases in this Terrain can only see out or be seen if the LOS drawn within the Terrain is no greater than 10cm. Note 6: Bases leaving the road use Bad Going Speed. Note 7: Ranging Rounds are ineffective if they land in this Terrain.</p>							

Buildings and Bridges Effects Table <i>If a CSB is allowed at ground level, then it is also allowed if the target is shot at from a Hill.</i>						
Type	Movement Rate across	Height	Line of Sight across		Cover Save Bonus Toughness (T = n)	Remarks
			at Ground Level	to/from Hills		
Bridge	See Note 5	Low	Obscured; Note 1	Clear	2 (1 to 3); T = CSB	Notes B, C, 1, 3, and 4
Building	See Note 2	High	Blocked; Note 1	Clear with Dead Zone	4 (3 to 6); T = CSB	Notes B, C, 1, 3 and 4

Note B: Bases in this Terrain can only be seen at the distance shown in the *Table of Visibility Distances to Concealed Bases [6.4]*.
 Note C: Area Fire cannot be conducted over this Terrain if the firing Base is within 10cm of the edge of the it.
 Note 1: Lines of Sight to Bases in this Terrain are Obscured.
 Note 2: Can only be occupied by Infantry or Cavalry Bases of Sizes up to 2, or Weapons, Combat Vehicles or Unarmoured Transports of Size 0.
 Note 3: Direct Fire is permitted from this Terrain; Indirect Area Fire is not permitted.
 Note 4: Bases in this Terrain can only see out or be seen if the LOS drawn within the Terrain is no greater than 10cm.
 Note 5: Movement: Intact Bridge = Road or Cross Country; Damaged = Bad Going; Destroyed = Impassable.

High Ground Terrain Effects Table <i>If a CSB is allowed at ground level, then it is also allowed if the target is shot at from a Hill.</i>							
Type	Movement Rate across	Height	Line of Sight across	Visibility Distance from	Cover Save Bonus	'Dig-In' ?	Remarks
Hill (Gentle)	Cross Country	Higher	Blocked	90cm	None	Yes	
Hill (Steep)	Bad Going	Higher	Blocked	90cm	1	Yes	Notes B and 1
Hill (Impassable)	Impassable	Higher	Blocked	n/a	n/a	No	

Note B: Bases in this Terrain can only be seen at the distance shown in the *Table of Visibility Distances to Concealed Bases [6.4]*.
 Note 1: Lines of Sight to Bases in this Terrain are Obscured.

Linear Fixed Defences Effects Table <i>If a CSB is allowed at ground level, then it is also allowed if the target is shot at from a Hill.</i>						
Type	Movement Rate across	Height	Line of Sight across		Cover Save Bonus Toughness (T = n)	Remarks
			at Ground Level	to/from Hills		
Anti-tank Ditch	See Note 1	Ground	Clear	Clear	None; T = 6	
Barbed Wire	See Note 2	Ground	Clear	Clear	None; T = 2	
Dragons Teeth	See Note 1	Low	Obscured	Clear	None; T = 8	Note 1
Improvised Barricade	Bad Going	Low	Obscured	Clear	2; T = 4	Notes A and B
Minefield	Bad Going	Ground	Clear	Clear	None; T = 5	Attacks Bases with HE# 3 Note 4

Note A: The CSB is only applied if the LOS is traced across the Feature and the target is in contact with it.
 Note B: Bases behind and in contact with this Terrain can only be seen at the distance shown in the *Table of Visibility Distances to Concealed Bases [6.4]*.
 Note 1: Impassable to all EXCEPT Infantry or Cavalry Bases of Sizes up to 2, or Combat Vehicles, Unarmoured Transports or Weapons of Size 0 who cross at Bad Going Speed.
 Note 2: Impassable to all EXCEPT Fully-tracked vehicles and Fully Armoured Half-tracks which cross at Bad Going Speed and must test to see if they crush the Barbed Wire while crossing (see *Engineering [13.4]*).
 Note 3: Minefields are treated as Impassable to all Units when they have to Withdraw after a failed Morale Test.

Area Fixed Defences Effects Table <i>If a CSB is allowed at ground level, then it is also allowed if the target is shot at from a Hill.</i>						
Type	Movement Rate across	Height	Line of Sight across		Cover Save Bonus Toughness (T = n)	Remarks
			at Ground Level	to/from Hills		
'Dug-In' Infantry, Machine Guns, Mortars, Towed Anti-tank Guns and Towed Artillery	As other terrain	Low	Obscured	Clear	2; T = n/a	Notes A, 1
'Dug-In' Vehicles	As other terrain	Low	Obscured	Clear	None; T = n/a	Note A
Gun Emplacement	Bad Going	Low	Obscured	Clear	3; T = n/a	Notes A, 1 to 3
Trench	Bad Going	Low	Obscured	Clear	3; T = n/a	Notes A, 1 and 2

Special Types Effects Table						
Bunker 'Tobruk Pit'	Impassable	Low	Obscured	Clear	None; T = variable	

Note A: Bases in this Terrain can only be seen at the distance shown in the *Table of Visibility Distances to Concealed Bases [6.4]*.
 Note 1: The CSB is applied if the LOS is traced to a target that is in this Terrain.
 Note 2: Infantry and Machine Guns gain the Cover Save Bonus.
 Note 3: Towed Anti-tank guns, Artillery, Rocket Launchers and Mortars gain the Cover Save Bonus.