

Terrain Effects

Hello Command Decision 3 fans! Please proceed only if own a copy of Command Decision 3. The chart assumes many points covered therein & buying a copy supports the copyright owner & author, Frank Chadwick. This way he can continue to improve this game for our benefit.

The following 2 pages is the same chart of Terrain Effects. Goal of the chart is to minimize frequent referencing of the rules and confusion about what specific terrain is present (since, for example, there are several types of woods).

The first chart should print out 12x18" in size (and thus may requiring "tiling" by most printers) and the second 11x17". Both are in "portrait", vertical format. The first one has 1" boxes for terrain samples with the smallest font being in 7 point type and the second in 90% of size (thus the terrain boxes are .9" and smallest type 6.3 pts). I hope one helps!

The 12x18" version I printed out on 13x19" paper via an Epson Stylus Color 1520. I attached this chart to steel backing so that magnetic samples of the terrain could be placed. These samples help the players know 3 things:

1. what terrain is present (if a box is blank, then the terrain is not present or unknown to at least one player)
2. what the terrain looks like
3. description at right is how the terrain affects the troops (and page number references are provided so that you can more quickly look up unclear items)

The terrain samples can be made by cutting up sheets of magnets into 1" squares and affixing sample terrain to each. Unneeded samples can be stuck to the back of the chart.

I made up the Terrain Key from of a different view of how the rules could be written. Currently CD3 (like most games) describes the various effects of a given terrain feature across numerous rules. However it can be helpful, particularly with an atypical feature, if all the effects (movement, spotting, combat & misc.) could be grouped with the each feature. The process of gathering this information into this format was laborious. And subject to some interpretation as effects are condensed. Therefore, if you find snafus please advise!

The title of this file Terrain#.pdf has an actual number instead of "#". That shows the version number of this chart. As I correct snafus, I will post corrected versions with higher version numbers on my website:

<http://members.aol.com/wmowen/spot.htm>

There I've also posted a Spotting chart to help avoid most math required otherwise. I am also planning to have other helpful charts relating to turn sequence and miscellaneous charts on the same page above.

If you direct your friends (who also own Command Decision) there, please remind that they must download a free copy of the Acrobat Reader program from:

www.adobe.com

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Game Design, PO Box 711, Decatur IL 62525

Terrain Key

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If example in boxes below, terrain present on board:

- Effects:
 ➡ Movement
 ◻ LOS/Spotting
 ✱ Combat
 ❖ Misc.

N/A

Abatis

➡ Felled trees impassable to all stands;
 ◻ LOS 1 lvl ✱ n/a ❖ engineer stand in woods/forest constructs 1"/turn under CA order; breached by engineer after 2 turns adjacent with CA order then 1" gap is created
 pg26:4.547/pg20A: 19.514-5.23/pg33:5.54

N/A

Anti-Tank Ditch

➡ Personnel only may cross by paying 1" to enter & 1" more to leave ◻ concealed ✱ in concealment ❖ impassable to vehicles until engineer spends 4 turns (bulldozer 1 turn) under CA order
 pg25:4.544/pg19A: 19.511-19.521/pg33:5.54

N/A

Anti-Vehicle Obstacle

➡ Pers. only may cross w/o penalty ◻ Pers. concealed ✱ Pers. concealment ❖ impassable to vehicles; engineer doing nothing else may clear 1" path every 2 turns; engineer may build 4" of obstacles in 8 hours with a ton of supplies. Bulldozers cannot help.
 pg25:4.544/pg20A:19.515/pg33:5.54

N/A

Barbed Wire

➡ Pers. that begin adjacent take whole cautious MP to cross; impassable to Wh.; trak./htrk. cross w/o penalty & create gap ◻ n/a ✱ n/a ❖ engineer stand may place a ton of wire in 1 hour covering 12" frontage(non-engrs. @6" frontage)
 pg25:4.543/pg20A:19.512

N/A

Bridge

➡ Treat as road; classified I-VI & supports same or lesser weight class vehicle (unless advised in orders look under bridge once adjacent for class; railway bridges always VI)
 ◻ n/a ✱ n/a pg11:1.536

N/A

Broken Ground

incls. heath/vineyards ➡ Pers. x2, Wh. x4, Trak. x2 ◻ concealed ✱ in concealment; TEC
 pg24:4.51/pg9:1.514/pg33:5.54

N/A

Bush

Tall grasses/harvest-time crops ➡ no move penalty; ◻ LOS 1 lvl; 1" max visibility within unless on edge; concealed ✱ in concealment
 pg10:1.522/pg31:5.213-5.231/pg33:5.54

N/A

Canal

➡ Impassable except at bridges ◻ n/a ✱ n/a
 TEC pg24:4.51/pg11:1.533

N/A

Causeway/Embankment, Low

➡ n/a ◻ concealed ✱ pers. in concealment; veh. hull down
 pg25:4.531/pg33:5.54

N/A

Causeway/Embankment, High

➡ pers. -2" to climb & get off, veh. access at road/entrances only ◻ LOS 1 lvl ✱ targets on high causeway during daylight are skylined: +1 mod.
 pg25:4.532

N/A

Clear

➡ n/a ◻ n/a ✱ Pers. considered in concealment if stationary (unless on truly flat terrain like airfield)
 pg9:1.511/pg43:7.42

N/A

Cliff/Escarpment

➡ impassable by all ◻ LOS 2 lvls ✱ veh. hull down if stationary or only in general fire phase if cautious advance
 TEC pg24/pg10:1.518

N/A

Contour Line

➡ n/a ◻ LOS 2 lvls ✱ veh. hull down if stationary or only in general fire phase if CA
 pg10:1.516/pg31:5.231

N/A

Depression

➡ n/a ◻ no line of sight in or out same level except from/to higher contour level ✱ n/a House rule inverse to Rises

N/A

Destroyed Vehicle

7+ higher penetration ➡ n/a ◻ left on board with black cotton to indicate blocks LOS 1 lvl; concealed ✱ in concealment ❖ unrecoverable even in campaign
 pg14:2.222/pg31:5.231/pg33:5.54

N/A

Disabled Vehicle

Eliminated through gradual hits or surrender ➡ n/a ◻ left on board with white cotton but does not block LOS ✱ n/a ❖ recoverable in campaign game
 pg14:2.222

N/A

Ferry

➡ Carries 1 stand in 1/2 turn if river ≤36" wide takes 1/2 turn to load & unload ferry ◻ n/a ✱ # of hits to destroy as soft target Class I/II: 1, III: 2, IV 3; V-VI 4 ❖ Engineer can build a Class I ferry in one turn or in half turn if specified building equip available
 pg17A:19.23-19.231

Fields & Hedges

➡ n/a ◻ hedge adjacent field does not block LOS (unless field contains harvested crops considered bush above), concealed ✱ hedge provides concealment
 pg10:1.521/pg33:5.54

N/A

Flooded Area

➡ Areas adj. overflowing rivers/creeks are either: ◻ impassable or ◻ heavy mud ... possibly blocking access to some bridges; if impassable, area with 2" is considered heavy mud ◻ n/a ✱ n/a
 pg24A:21.34

N/A

Ford

➡ Only way Wh. can cross stream/creek & at 2x cost; only way any can cross river & at 2x cost. ◻ n/a ✱ n/a TEC pg24

N/A

Forest

➡ Pers. x2, Wh. P, Trak. P ◻ LOS-2 lvls; 1" max visibility within unless on edge, concealed ✱ in concealment
 pg10:1.522/pg31:5.213-5.231/pg33:5.54

N/A

Fortifications:

➡ n/a ◻ concealed ✱ Modifiers for various fortifications: Direct Fire- Entrenchment & Bunker -2; Pillbox -3; HE Burst modifiers- Entrenchment -3; Bunker -4; Pillbox -5
 Reference Charts

N/A

Hedgerow

➡ Cost to cross: Pers. -2", Wh. P, Trak. -0" but exposes flank armor during Op.; class IV-VI AFV with hedgerow cutter may cut through at cost of 1/2 MP & doesn't expose flank armor; ◻ LOS 2 lvls, concealed ✱ in concealment
 pg25:4.541/pg31:5.21/pg33:5.54

N/A

Minefield

➡ if enters real minefield, halt & withdraw to edge (or attacked again if elects to continue) ◻ no LOS obstacle: 1" square visible to enemy, but face down: face shows whether real or dummy & dummy removed on contact ✱ minefield attacks Non-Cavalry Pers. ≤3, Cavalry/Veh. ≤5 &
 pg17:19.3

N/A

Mud, Light

➡ All stands pay 2x MP cost except on primary & secondary roads; regular ground becomes light mud after 3 hours of rain Note if referee advises # of hours it rained before scenario start ◻ n/a ✱ n/a
 pg24:21.32 21.35

N/A

Mud, Medium

➡ Pers. pay 2x MP cost; Veh. pay 4x MP cost except roads; becomes medium mud after 3 extra hrs after it mud; vehicles may mire on roll of Wh/Htrk ≤2, Trak 1; unmire on 1 (modified by quality) or by being towed/pushed 1" by another vehicle without its being mired ◻ n/a ✱ n/a
 pg24:21.32 21.35

N/A

Mud, Heavy

➡ Same MP costs as medium mud but miring chance higher: Wh./Htrk ≤4, Trak ≤2 & Wh. on dirt road on 1; becomes heavy mud after extra 6 hrs after mdm mud ◻ n/a ✱ n/a
 pg24:21.32 21.35

N/A

Open Water

➡ Impassable to all except those with amphibious capability/aquatic vessels ◻ n/a ✱ n/a
 pg11:1.535

N/A

Orchard

➡ No movement penalty ◻ LOS 2 lvls; visibility inside is up to 4" and if within 2" of edge unlimited out & 2" in; concealed ✱ in concealment
 pg31:5.211/pg33:5.54

N/A

Railroad

➡ As road but at a max of normal Cross Country rate; may have embankment ◻ n/a ✱ n/a
 pg11:1.544/pg25:4.531-4.532

N/A

Rise

➡ n/a ◻ Only blocks LOS between stands on same level (not concealed) ✱ n/a (no concealment)
 pg9:1.515

N/A

River

➡ 2x cost to cross & all only at ford ◻ n/a ✱ n/a
 TEC pg24/pg11:1.534

N/A

Road Crater

➡ Impassable to vehicles for width of road only; Pers. may cross by paying 1" to enter & 1" to leave ◻ concealed ✱ in concealment ❖ engineer may fill in under CA order for 2 turns or dig one under CA for 4 turns (bulldozer can do same twice as fast)
 pg25:4.546/pg20:19.513 19.522/pg33:5.54

N/A

N/A

Road, Dirt/Trail

➡ no Travel March, 1xRdMv ◻ n/a, unless in trees up to 8" in orchard or 4" in woods/forest, or, for stands outside trees 2" into orchard and 1" for forest/woods/bush ✱ n/a ❖ wh. subject to miring in heavy mud
 House Rule about no Tvl March /pg11:1.541/pg24A:21.35

N/A

Road, Secondary

➡ Travel March 1x to 1.5RdMv; Full Move at 1xRdMv ◻ n/a, unless in trees up to 8" in orchard or 4" in woods/forest, or, for stands outside trees 2" into orchard & 1" for forest/woods/bush ✱ n/a ❖ considered hard surface road & thus not subject to miring
 House Rule about lesser Tvl March max/pg11:1.541/pg24A:21.35

N/A

Road, Primary

➡ Travel March from 1x to 2xRdMv; Full Move at 1xRdMv ◻ n/a, unless in trees up to 8" in orchard or 4" in woods/forest, or, for stands outside trees 2" into orchard and 1" for forest/woods/bush ✱ n/a ❖ considered hard surface road & thus not subject to miring
 pg11:1.541/pg24A:21.35

N/A

Rubble

Ruins of stone/cement buildings ➡ Pers. x2, Wh. P, Trak P ◻ LOS 2 lvls, if on edge may be seen or see out or within block of rubble visibility of 2" or along street 4"; concealed ✱ in concealment
 pg11:1.552/TEC pg24/pg31:5.22

N/A

Sand

➡ Pers. x2, Wh. x4, Trak. x2 ◻ & if Dune also blocks LOS 1 lvl & ✱ provides cover
 pg9:1.512-1.513/pg31:5.231

N/A

Smoke

➡ n/a ◻ 1" max visibility within unless on edge; LOS 3lvls ✱ fire at point target emerging from smoke is at +1 mod during op phase
 pg31:5.213 5.231/pg55:9.15/9.24

N/A

Stands

➡ n/a (may move through but not end movement overlapped with other stand ◻ Friendly stands do not block LOS, just LOF as 1 lvl elevation; enemy stands do not block either LOS/LOF ✱ n/a
 pg31:5.231/pg32/5.3

N/A

Steep Slope

➡ Pers. only and at x2 cost ◻ LOS 2 lvls ✱ veh. hull down if stationary or only in general fire phase if CA; LOS 2 lvls
 pg10:1.517/pg31:5.231

N/A

Stone Wall

➡ Pers. -0", Wh. P, Bicycle full MP, Trak. Class IV-VI can cross at cost of 1/2 MP making a gap open to all but Wh.) ◻ no LOS obstacle (usually unless checked: ◻) concealed ✱ in concealment
 pg12:1.553/pg25/4.542

N/A

Stream

➡ x2 cost to cross (& wheeled only at ford) ◻ n/a ✱ n/a
 TEC pg24/pg11:1.532

N/A

Sunken Road, deep

➡ n/a ◻ n/a ✱ no fire in or out unless IDF or enemy adjacent to edge
 pg25/4.533

N/A

Sunken Road, shallow

➡ n/a ◻ concealed ✱ provides pers. concealment or veh. to be hull down
 pg25/4.533

N/A

Swamp

➡ Pers. x2, Wh. P, Trak. P ◻ n/a ✱ n/a ❖ other terrain like woods or bush can be added to swamp for additional effects
 pg11:1.531/TEC pg24:4.51

N/A

Town

➡ Pers. x2, Wh. x4, Trak. x2 ◻ LOS 2 lvls, concealed ✱ -2 mod DF or HE burst (vs. HE burst only -3 mod) ❖ block holds 1 Pers. stand/sq. inch (towed wpn doubles/dbl stand counts as 2 stands) or 1 vehicle stand per 4 sq. inches (not counting vehicles on streets)
 TEC pg24/4.52

N/A

Tree Line

➡ n/a ◻ LOS 2 lvls; concealed ✱ in concealment
 pg11:1.526

N/A

Woods

➡ Pers. -0", Wh. x4, Trak. x2 ◻ LOS 2 lvls; visibility is up to 2" unless on edge; concealed ✱ in concealment
 pg11:1.524/TEC pg24:4.51/ pg31:5.212/pg33:5.54

N/A

Abbreviations CA=cautious advance order; Htrk=halftrack (except when indicated otherwise, halftrack is considered a wheeled vehicle); IDF=indirect fire; LOS # lvls=line of sight obstacle of indicated levels of elevation; MP=move allowance; n/a=no effect; N/A=not applicable (not on table according to YOUR map); Op=move/opportunity fire phase; P=prohibited; Pers=personnel stand; pg2A:21.3=page # of rule & rule number (if an "A" after page #, is found in advanced rulebook); RdMv=road move rate; Trak=tracked vehicle; Veh=vehicle; Wh=wheeled vehicle; w/o=without

