

## Terrain Key 9/22/2007 8:12:32 PM For Scenario WF1

**Abbreviations:** ● = Movement; ⇨ = LOS; ☛ = Combat; ⚡ = Morale; \* = Misc.; n/e = no effect; Stat. = stationary; Caut. = Cautious move order; Hasty = Hasty move order; BUA = Built Up Area; Pers = Personnel; Tracked = Tracked vehicle; Wheeled = Wheeled vehicle; x2= cost of 2" movement allowance for each inch moved; 2x= double; BMA= Base Move Allowance. Adv. Rules= Advanced Game Rules.

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**Bocage** ● To cross: Pers -2", Wheeled- Prohibited; Tracked- BMA (unless if Class IV-VI AFV with hedgerow-cutter, then at half BMA creating gap through which all but fully Wheeled may pass as if Open terrain). ⇨ blocks, 2 levels. ☛ Medium cover -2 for personnel (AFV max. Light cover -1). AFV without hedgecutter crosses exposing 'belly' (Flank) armor to Op Fire even if via Front face. ⚡ cover +2.

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**BUA, Substantial** ● x2 (Wheeled x4); Maximum of 2 combat stands per perimeter sector (1 can be an AFV) & maximum of 1 (personnel only including manhandled gun/crew) stand in center sector. ⇨ blocks, 1-3 levels high ☛ Stat/Caut: Hard cover: -3 personnel & AFV -2; Hasty -0. ⚡ cover +2.

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**Contour** ● n/e. ⇨ blocks, 2 levels high. ☛ AFV hull down -2 (to enemies at lower elevation or same level, different hill); Personnel- n/e. ⚡ cover for AFV if hull down to all enemies: +2.

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**Creek** ● x2 (& Wheeled only at ford). ⇨ n/e. ☛ Light Cover -1. ⚡ cover +2.

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**Entrenchments** ● n/e ⇨ n/e ☛ Medium cover -2 for personnel only (AFV cannot be entrenched). ⚡ personnel cover +2. \*Adv. Rules: Personnel ordered with Hasty Advance (& declared at end of turn) may entrench on roll of 5 or less (+/-1 for Elite/Vet. or Trained/Green). Already entrenched may improve their positions with a roll of 3 or less (same +/-, same order).

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**HE Template** ● full BMA to enter; may leave freely ⇨ blocks, 1 level high. ☛ maximum of 1 ROF against moving target; normal ROF if target Stat. ⚡ n/e.

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**Open** ● n/e. ⇨ n/e. ☛ Stat considered in light cover -1; no cover if moving in open. ⚡ n/e.

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**Rise** ● n/e. ⇨ blocks, 1 level high. ☛ If "Open" & stat stand considered in light cover -1; no cover if moving through. ⚡ n/e.

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**Road** ● Must start & end on a road to use Road BMA (Caut up to 1x, Hasty 1x to 2x). Or if (advanced rule) Road March declared (Hasty order) at 3-5 x Road BMA. ⇨ n/e. ☛ n/e if Caut; -2 if Hasty; fire not allowed if in Road March (Adv Rules). ⚡ n/e Caut/Hasty; -2 if in Road March

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**Swamp, Dense** ● Pers x2 (prohibited for all Vehicles) ⇨ blocked, 2 levels. ☛ Light cover -1. ⚡ cover +2.

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**Wreck** ● Vehicles cannot move through without pushing out of the way. ⇨ blocks, 1 level high. ☛ n/e. ⚡ n/e.