

# TERRAIN KEY For Scenario BH1 The First Tank Battle at Gabr el Ahmar August 5, 1940 1000

**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; Veh = Vehicle; Tracked = Tracked vehicle; Wheeled = Wheeled vehicle; x2 = cost of 2" movement allowance for each inch moved; 2x = double; BMA = Base Move Allowance. Psgr = Passenger; Adv. Rules = Advanced Game Rules. Updated as of 3/18/2009 1:20:36 PM

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**A-Z Desert Rules** ☼ TRANSPORTS may be taken off board as soon as they dismount passengers; may return to psgr at Prep Fire declared but may not be reloaded til next turn. 🌀 n/e ⚔ SOFT VEHICLE hits are all considered as 'Green' regardless of actual quality. TOWED GUNS are not auto-elim when towing vehicle is elim; they suffer same effect as gun crew (and if force back, remain in place and can be re-crewed later). PORTEE mounted guns are auto-elim when vehicle is; gun crews roll separately for hit effect. 🏠 n/e

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**Broken** ☼ Tracked/Pers. x2; Wheeled x4. 🌀 n/e ⚔ Stat/Caut: light cover: -1 (Hasty -0). 🏠 cover +2.

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**BUA, Individual** ☼ x2 (Wheeled x4); maximum of 1 (personnel only. Vehicle may drive through but gains no cover. 🌀 does NOT block LOS. ⚔ Stat/Caut: medium cover: -2 (Hasty -0); has all-around field of fire. 🏠 cover +2. 2x2 cm.

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**Contour** ☼ n/e. 🌀 blocks, 2 levels high. ⚔ AFV hull down -2 through front arc, to enemies at lower elevation or same level/different hill. Personnel- n/e. 🏠 cover for AFV if hull down: +2.

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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** ☼ cross-country rate. 🌀 no LOS blockage but stationary personnel are considered concealed. If hot/dry weather, heat shimmer causes open to be as 'open blocking terrain' or normal 'open' if spotter at higher level. ⚔ Stat considered in light cover -1; no cover if moving in open. 🏠 n/e.

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**Open Blocking Terrain** ☼ n/e. 🌀 halves spotting distance. ⚔ n/e. 🏠 n/e.

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**Rise** ☼ n/e. 🌀 n/e if stand is ON rise, otherwise blocks as 1 level high; no 'shadow' if spotter on hill contour. ⚔ 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 (adv. rule) Road March declared (Hasty order) at 5x Road BMA. 🌀 n/e. ⚔ n/e if Caut/Stat.; -2 if Hasty; fire not allowed if in Road March (Adv Rules). 🏠 -2 if in Road March; n/e otherwise.

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**Sangars** ☼ n/e 🌀 concealed. ⚔ Medium cover -2 for personnel only (AFV cannot be entrenched) & does NOT trigger suppression of AFV's. 🏠 personnel cover +2. Personnel ordered with Hasty Advance (& declared at end of turn) may dig Sangars on roll of 5 or less (+1 if Elite/Vet. or -1 if Trained/Green). May not further improve the position as you can in areas of softer ground.

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**Track** ☼ Must start & end on a road or trail to use Road BMA if through Open terrain or if through Broken terrain, trail is considered Open (cross country BMA). NO Road March. 🌀 n/e. ⚔ n/e if Caut/Stat.; -2 if Hasty; fire not allowed if in Road March (Adv Rules). 🏠 n/e.

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**Wadi, Shallow** ☼ Pay BMA penalty to enter or leave plus distance moved (thus requiring Hasty) or if via broken bank, no penalty. 🌀 concealed. ⚔ medium cover to pers & veh are hull down; both are in medium cover against HE; no cover/hull down from close assault. 🏠 cover +2. Should be a broken bank every 12-24".

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**Wreck** ☼ Vehicles cannot move through without pushing out of the way. 🌀 open blocking terrain, 1 level high. ⚔ n/e. 🏠 n/e.