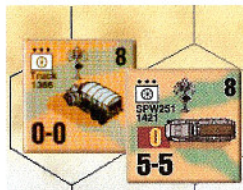


Banner Grenadier

TERRAIN EFFECTS



Hex Type	Terrain	Foot/Horse	Motorized	Mechanized	Spotting Range Effects	Combat & Other Effects
	Clear Sand	1	2	2	12 hexes during daylight, 1 at night. Variable during dusk/dawn turns	No effect on combat. Hidden units are spotted at 1/4 range.
	Road	2/3	1/2	1/2	No Effect (same as other terrain in hex)	Move rate if continuous road
	Track	+1	2	1	No effect on the Line of Sight. <i>Foot units gain one movement point</i>	No effect on combat
	Salt Marsh	2	5*	4*	No effect on the Line of Sight. <i>A die roll of 5 or less vehicle is mired and lost. If partial hex +2 roll modifier</i>	Direct Fire +1 Bombard -1 Anti-Tank +1
	Anti-Tank Ditch	+0	P	P	Units in an anti-tank ditch may only be spotted by enemy units within 3 hexes <i>To fill ditch: engineers 3 turns; infantry 5</i>	Direct Fire -1 (from 2+ hexes)
	Wadi	2	P	P	Units in a wadi may only be spotted by enemy units within 3 hexes.	Direct Fire -1 (from 2+ hexes)
	Hill	+0	+2	+1	One elevation line blocks LOS between hexes at lower elevation. Two lines of equal elevation block LOS from a hex that is lower than both lines. Units may be spotted only by enemy units within 3 hexes. Add 6 to spotting for every level higher.	Direct Fire -1 Anti-Tank -1 (from lower) Assault +1 (to defender on 1 st round if assault hex is higher than all hexes the attacker entered from)
	Barbed Wire	+1	+3	+3x	No effect on the Line of Sight	To remove barbed wire, a foot unit must spend an entire turn; a tank unit 3 movement points to destroy the barbed wire.

Wrecks negate road movement

smoke blocks the line of sight (section 16.1)

Movement Point Costs

P = prohibited

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