

Primosole Bridge Terrain Chart

Terrain	LOS		TEM/ Indirect	Bomb. 2MC						Sight TC DRM	Fort.	Notes
	Obs	Ind		Infantry	Fully Tracked	Halftrack	Armored Car	Jeep/ Truck	M			
Barbed-Wire Fence (J23-J24)			0	1*+COT	COT ^{BW}	COT ^{BW}	COT ^{BW}	COT ^{BW}				*1/2 if breached; NA to CX
Bridge (N22)	Yes		0 or +1	NA R	NA R D	NA R D	NA R D	NA R D			M ^P	Indestructible bridge
Brush (H20)	Yes		0	2	2	2	4	6	-1		EGM	
Foxhole (counter)			+2/+4Ⓞ	COT*	COT	COT	2+COT	4+COT	-4			*1MF to enter/exit
Irrigation Ditch (P26, Q25)			+1*Ⓞ	1 or 2	2+COT ^B	2+COT ^B	NA R	NA R	-1		GM	*Like OG if entered at 1 MF
Irrigation Ditch+Brush (Q20)	Yes		+1*Ⓞ	2 or 3	2+COT ^B	2+COT ^B	NA R	NA R	-1	+1	GM	*Like Brush if entered at 2 MF
Irrigation Ditch+Vineyard (R19)	Inh		+1*Ⓞ	2 or 3	2+COT ^B	2+COT ^B	NA R	NA R	-1	+1	GM	BAAATC; Bog+3; *Like Vineyard if entered at 2 MF
Olive Grove (W17)	1*	Yes	+1	2	2 ^{WA} R	2 ^{WA} R	6 ^{WA} R	8 ^{WA} R	-1	+3	EGM	Ambush terrain; BAAATC; *Only to upper level viewer
Open Ground (X27)			FFMO:-1	1	1	1	3	4			EGM	
Pillbox (counter)			+5/+7	COT*	COT	COT	COT	COT	-7			360° CA; Encirclement OK; Gun NA; SW Field of Fire
River (Q22)			0	5*								*1MF to enter/exit
Road (paved: O19, dirt: O25)			DOT*	1	1 ^{1/2}	1 ^{1/2}	1 ^{1/2}	1 ^{1/2}			EGM ^P	Haz Move; Fordable in MPH and Aph; no Low Craw
Stone Building (W26)	1		+3	2	Z B				-3	+3	GM	dim SW; Pin NA; *TC for 3 River hexsides
Sunken Road (O9)	Dep		*	2 R	NA R D	NA R D	NA R D	NA R D				*FFMO at road rate
Trench (counter)	1/2*	Inh	+2/+4Ⓞ	COT*	COT ^B				-4			*FFMO vs unit not in crest status
Vineyard (H16)	1/2*		0	2	2 ^B R	2 ^B R	4 ^B R	6 ^B R	-1	+1	EGM	Connect to adj Sunken Road; *1MF to enter/exit
Wall (T27-U27)	1/2		+2/+1Ⓞ	1+COT	1+COT				-1			Ambush terrain; BAAATC; *to entrenched unit:

© Not cumulative with other terrain in hex

B Bog Check (calculate DRM normally)

BAAATC British Armoured Assault Task Check

BW Barbed-Wire bog check: +1 for not fully-tracked, +2 for Truck-type MP expenditure

D MP penalties for vehicle/wreck, or changing VCA, are doubled

Dep Depression

Inh Inherent

NA Not Allowed

R or per road cost if through Road hexside

WA Vehicles may gain Wall Advantage

Z Half of MP allotment

concealment terrain

rally & concealment terrain

Not Applicable

rally terrain

Fortification notes:

E Entrenchment allowance

G Gun Emplacement allowance

M A-T mine

P Only non-hidden AT mines on Paved Roads