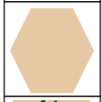
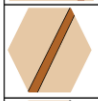
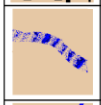
Golan Terrain Charts

Terrain Costs

Hex Symbol	*Description*	*March Formation Movment Class*					*Combat Formation Movment Class*					*Notes*
		HT	*T*	*L*	*R*	*W*	*HT*	*T*	*L*	*R*	*W*	
	Clear	1	1	1	2	1	1	1	1	2	1	*No Effect*
	Woods/Grove	2	2	1	2	2	2	2	1	P	2	*Other terrain costs are cumulative*
	Rough	2*	2*	1	P	P	P	P	1	P	P	*HT and T class units consult Rough Terrain Mobility Chart* *HT and T class units may only use March Formation* *L class units may only move in one movement phase per turn through rough terrain hex.* *Elevation of rough terrain is +1*
	Marsh	P	P	NE	P	P	P	P	1F	P	P	*Amphibious units may enter at a movement cost of 2* *L-class units in Combat Formation become fatigued upon entering*
	Navigable Wadi	2	2	1	2	2	2	2	1	2	2	*Units may only enter/exit at wadi ends; L class enter anywhere* *May not be bridged* *Units must be adjacent to fire in/out of wadi, unless at wadi entrance/exit where no wadi fire restriction* *-2 elevation*
	Non-navigable Wadi	+2	+2	1	P	P	P	P	1	P	P	*Only L Class units may enter & move down wadi* *T/HT Class units may cross over at +2* *May be bridged by AVLB* *-1 elevation*
	Anti-tank Trench-Mines	P	P	1	P	P	P	P	1	P	P	*Only L class units may cross without bridging* *Trenches may be crossed by AVLBs* *Trenches may be breached by engineering operations* *Minefields are hex DMXC*
	Anti-tank Trench	P	P	1	P	P	P	P	1	P	P	*Only L class units may cross without bridging* *Trenches may be crossed by AVLBs* *Trenches may be breached by engineering operations:* *Eng: 20 phases; Eng + ▼ :15 phases; Eng + ♦ :10 phases*
	Secondary Road	1	1	1	1/2	1/3	1	1	1	1	1/2	*Roads negate other terrain except for effects of steep slopes* *Vehicular units add +1 to road coast when entering/crossing a steep slope*
	Primary Road	1/2	1/2	1	1/3	1/4	1	1	1	1/2	1/3	*Roads negate other terrain*
	Ruins	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE	*Terrain costs are those of any other terrain in hex* *Blocks LOS; LOS sight is 1 level of elevation for P Class only*
	Village	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE	*Terrain costs are those of any other terrain in hex* *Blocks LOS; LOS sight is 1 level of elevation for P Class only* *Functions as urban strip in combat effects*
	Ford	2	1	1	2	3	3	2	1	P	P	*R and W mobility class may not cross in combat formation*
	Fordable Stream	+2	+1	1	P	P	+3	+2	1	P	P	*HT and T class may cross; add value to other terrain costs* *L class may cross* *Other movement classes may cross at bridged sites*
	Non-fordable Stream	P	P	1F	P	P	P	P	1F	P	P	*Only L class may cross and become fatigued after crossing* *May not be bridged by AVLB*
	Lake (all water)	P	P	P	P	P	P	P	P	P	P	*Amphibious units may enter at a movement cost of 1* *May be crossed by standard Ferry operations* *P-L class units may cross using Assault Boats*
	Steep Slope	P	P	1	P	P	P	P	1F	P	P	*Non-L class units must use roads to cross* *L-class units in combat formation become fatigued* *Roads negate fatigue effects*

Units may always move at least 1 hex unless terrain is prohibited

Rough Terrain Mobility		
Mobility Class	Mobile Die roll	Immobile Die roll
T	1-5	8-10
HT	1-3	6-10

Roll once upon entering on the Immobile column for each unit. Unit becomes immobile die roll falls within range. May not move further. On the next friendly movement phase roll on the Mobile table. Unit becomes mobile and may move if die roll falls within range.
If a mobile ARV is present subtract -2 on mobile die roll
If a mobile AFV is present subtruct -1 on mobile die roll