

Sinai Desert Terrain Cost Chart

Terrain		March Formation Mobility Category					Combat Formation Mobility Category				
		T	W	R	L	HT	T	W	R	L	HT
HEXES	Clear Desert	1	1	2	NE	1	1	1	2	NE	1
	Orchard	1	1	2	NE	1	2	2	P	NE	2
	Partial Sand	2	2	+2	NE	+2	2	2	+2	NE	+2
	Farmland	2	2	2	NE	2	3	4	P	NE	3
	Sand	2*	3*	P	NE	3*	3*	4*	P	NE	4*
	Suez Canal	2**	2**	P	6**	P	2**	2**	P	6**	P
	Primary Road	1/2	1/3	1/4	NE	1/2	NE	NE	NE	NE	NE
	Secondary Road	1/2	1/3	1/2	NE	1/2	NE	NE	NE	NE	NE
	Marshland	P	P	P	NE	P	P	P	P	1F	P
HEXSIDE	Sand Dune Crest	+1	+1	P	NE	+1	+2	+2	P	NE	+2
	Crest	+1	+1	+2	NE	+1	+1	+1	P	NE	+1
	Steep Slope	+1	+2	P	F	+2	+1	+2	P	F	+2

Mobility Class
T=Track
W=Wheel
R=Road
L=Leg
HT=Half Track

Sand Hex Mobility	
Mobility Category	Die Roll
T	6
W	2
HT	4

* Cost is to enter hex.
 Upon entering Sand hex
 roll one Die.
 Cross reference
 die roll with chart.
 Die roll greater than number
 vehicle becomes stuck (immobile)

** Amphibious only.
 P-Class units may use assault
 boats. All others prohibited.

1F- L Class unit may move 1 hex and
 becomes fatigued