Movement-Related Actions Table

Purpose	Action Change Formation	Mount/ Dismount	Land/ Take Off	Perform Popup†	Deploy/ Undeploy†	Enter Cover†
Need to spend operations points	—	Y*	Y	Y	Y	Y
Spotting and opportunity fire	Y	Y*	Y	Y	Y	N
Passthrough fire	N	Y*	Y	N	Y	N

This table specifies which activities other than movement are considered to be movement for various purposes. † A unit must be in combat formation to perform these actions. * The transported unit is affected, not the transporting unit.

Command Rating Table

Die Roll	Rating HQ	Rating TOC
1	0	1-5
2-5	1	2-10
6-8	2	2-15
9-10	3	2-20

Opportunity Fire Limits

Range	Limits
4	Maximum range for Msl or fire at unit performing popup.
5-8	Target must be in 2nd consecutive spotted hex (4th hex for helicopter in march formation).
9-12	Target must be in 3rd consecutive spotted hex (6th hex for helicopter in march formation).

Limits above (except for Msl) do not apply if target begins the phase visible and remains visible. ROF is 1 per hex entered by target.

Wind Velocity Table

Die Roll	Velocity
1-3	Light
4-7	Moderate
8-10	Strong

Thermal Sight Units (U.S. only)

M-1, M-2, M-3, M-60A3, M-901, AH-1, AH-64, TOW, Infantry B, Motorcycle B, Infantry A (for missile fire and spotting only)

Terrain Effects Chart

Terrain		March Formation T	W	R	L	Combat Formation T	W	R	L
Hexes	Clear	1	1	1	NE	1	1	1	NE
	Woods	1	1	2	NE	2	2	P	NE
	Town	2	2	2	NE	3	3	2	NE
	Urban Strip	NE	NE	NE	NE	NE	NE	NE	NE
	Primary Road	½	⅓	¼	NE	NE	NE	NE	NE
	Secondary Road	½	⅓	½	NE	NE	NE	NE	NE
	Full Lake**	2*	2*	P	P	2*	2*	P	P
	Marsh	3*	3*	P	6 —	4*	4*	P	8 —
Hexsides	Full Lake	+2*	+2*	P	P	+2*	+2*	P	P
	Stream	+1	+1	P	NE	+2	+2	P	NE
	Dense Woods	P	P	P	4 —	P	P	P	6 —
	Steep Slope (Climbing)	+1	+2	P	F	+1	+2	P	F

NE = No effect on movement.

P = Prohibited.

F = Fatigued; the unit may enter the hex only in the first movement phase.

*Amphibious only; all others prohibited.

**Units entering a full lake hex also pay the cost of crossing a full lake hexside.