


















Terrain	Description	Movement Cost				NOTES
		L	W	HT	T	
	Dirt Trail	1	1	1	1	Units on Dirt Trail moving through Ruins/Village pay Trail cost
	Improved Road	1	1/3	1/2	1/2	Units moving on Improved Road through Ruins/Village pay Road cost
	Ruins	1	2	2	2	Units are considered under cover. Blocks LOS as Village/Urban Strip
	Village	1	1	1	1	Units are considered under cover. Blocks LOS
	Woods Groves	1	2	2	2	Only L class units may cross green woods hexside
	Stream	1	P	P	P	May be crossed at Road/Dirt Trail by W/HT/T; May be bridged W/HT/T may move along hex but not cross
	Lake	1	2	2	1 1/2	Units may bypass around shoreline.
	Full Lake	P	P	P	P	May be crossed by amphibious units +2 additional movement cost
	Anti-tank Ditch	1F	P	P	P	Contains Single Density Camo AT Minefield; Minefield may be breached; Ditch may be bridged by AVLB
	IDF Entrance	O	O	O	O	Other Terrain Costs
	Syrian Entrance	O	O	O	O	Other Terrain Costs
	Non-navigable Wadi	1F	P	P	P	May not be bridged. L-class are fatigued up entering/crossing dark brown hexside; All units may cross via Road/Trail
	Steep Terrain	1F	P	P	P	W/HT/T may cross on Dirt Trail/Asphalt Road +1 to Movement Costs. L Class are fatigued
	Elevation Change 	1	1 1/2 ⁺	+1	+1	Costs applied when moving uphill Road/Trail negates additional costs
	Earthen Ramp	NA	NA	NA	NA	-2 to Hit die roll for Israeli units firing across hexside.
	Clear	1	2	2	1 1/2	