

TEC TERRAIN EFFECTS CHART	
TERRAIN FEATURE	EFFECT ON MOVEMENT
CLEAR	Costs 1 MF to enter. Costs truck units 2 MF to enter.
ROADS	Costs 1/2 MF to enter. If entered from non-road hex, MF cost is that of other terrain in hex.
TOWNS	Costs 1/2 MF to enter (even from non-road hexes).
WOODS	Costs 1 MF to enter. Vehicular units may not move through green hex-side symbols except on roads. Costs truck units 2 MF to enter.
SWAMPS	Costs 1 MF to enter. Vehicular units may not enter except on roads.
GULLIES & STREAMBEDS	Apply MF cost to that of accompanying terrain for entry and movement along gullies. Costs trucks 5 MF to LEAVE. Costs other vehicles 3 MF to LEAVE.
STREAM FORD	Treat as CLEAR terrain (no "heaving penalty").
SLOPES	Costs 4 MF for trucks to enter. Costs all other vehicles 2 MF to enter.
HILTTOPS	MF cost as per other terrain on hillock-hex. Attacker's MF is halved. See TET.

TET TARGET ELEVATION TABLE			
UNITS FROM	INTERFERING OBSTACLE/FEATURE, SIDE SYMBOL, & WHICH OBSTRUCT THE LINE OF FIRE WHEN TARGET IS ON...		
GROUND LEVEL	ALL	BROWN ORANGE	HILTTOPS
SLOPES	BROWN ORANGE	BROWN ORANGE	see Note B
HILTTOPS	see Note A	BROWN ORANGE	see Note D
	see Note A	see Note E	see Note E

WEC WEAPONS EFFECTIVENESS CHART		
CLASS OF WEAPON FROM	TYPE OF TARGET	
ARMORED VEHICLES (including attacking)	ARMORED VEHICLES (including attacking)	ALL OTHERS (including trucks)
At Half Range or Less	At Greater Than Half Range	At All Ranges
I	May attack only when using Close Assault	Attacking not allowed
A	Double AF	Normal AF
H & M	Normal AF	Half AF

CRT COMBAT RESULTS TABLE													
DIE ROLL	1-4	1-3	1-2	1-1	2-1	3-1	4-1	DIE ROLL	1-2	1-1	2-1	3-1	4-1
-2	DD	X	X	X	X	X	X	-2					
-1	D	DD	X	X	X	X	X	-1					
0	D	D	DD	DD	X	X	X	0					
1	D	D	D	DD	X	X	X	1					
2	-	-	D	DD	X	X	X	2					
3	-	-	-	D	DD	X	X	3					
4	-	-	-	-	D	DD	X	4					
5	-	-	-	-	-	D	DD	5					
6	-	-	-	-	-	-	X	6					
7	-	-	-	-	-	-	-	7					

Explanation

X-Unit eliminated.
 D-Unit dispersed (turn counter face down) may not move in next player turn, may not fire. Subtract 1 from roll of subsequent attacks at the end of that player's next turn. See PLAY SEQUENCE.
 DD-Special dispersed. If defender already dispersed by fire in that turn, unit is destroyed. If unit was undispersed treat as normal dispersal.
 -No Effect.
 Ods are always simplified and rounded off in defender's favor. No attacks permitted at worse than 1-4. Ods greater than 4-1 are treated as 4-1.

The roll additions and/or subtractions affecting a given attacker (due to terrain or position) or defender (due to terrain or position) are net figures and applied to the die. Example: 2 and -1 combined means add one to die roll.
 A unit may conceivably be attacked as many as three times in any one turn: first by a "meathead" attack, second by a normal attack, third by a "Close Assault" attack. The sequence of this series of attacks would be: Normal Attack-Overrun Attack-Close Assault.

Note: If the defending unit is not in a "meathead" it could also be attacked by the Overrun method. The sequence of this series of attacks would be: Normal Attack-Overrun Attack-Close Assault.

