

Snakeshead Ridge Terrain Chart															
Terrain	Type	Height	Cover	Entry Cost					Im	Cu	Flam	AirB	H-D	Hide	Notes
				Personnel	Tracked	Half Tracked	Wheeled								
Bridge	Blocking	+5	I*	**	**	**	**	-	-	-	-	Yes*	-	*If LOS touches Bridge artwork; **MP use Road/Path cost; Non-road/path hexsides treated as Wall	
Broken Ground	Obscuring ^e	+0	S* G**	2***	1/4 Total MP	1/4 Total MP	1/4 Total MP	Before	-	-	Yes	-	-	*All non-moving units; **Moving Personnel; ***No Running; H weapons may only be setup/towed into/out of; Only placements allowed are Mines, Wire, Bunkers, Caves, Hedgehogs, Foxholes, and Sangars; Hex OO2 is Broken Ground	
Building	Blocking	+10	M*	2	2**	2**	No Entry	After	-	Yes	-	-	Yes	*Masonry cover; **Only Close Topped Tracked AFV & APC may enter; H weapons may only set up in	
Cliffs, Same Level	Clear	+0	S	No Entry	No Entry	No Entry	No Entry	-	-	-	-	-	-	Does not hinder LOS; Does not give any cover; Impassable just like a Black Bar hexside	
Cliffs, On Hill	Blocking	+10	G*	No Entry	No Entry	No Entry	No Entry	-	-	-	-	Yes*	-	*Good cover and auto H-D from lower units across contour	
Graveyard	Obscuring ^e	+5	G	2	2	2	2	After	-	-	Yes	-	Yes	Hex P26 is Graveyard	
Hill	Blocking	+10	G*	1 1 + CoT**	1 1 + CoT**	1 1 + CoT**	1 1 + CoT**	-	-	-	-	Yes*	-	*Good cover and auto H-D from lower units across contour; **To move up	
Hill, Precipitous	Blocking	≥ +15	G*	4 + CoT**	4 + CoT**	4 + CoT**	4 + CoT**	Before	-	-	-	Yes*	-	*Good cover and H-D from lower units; **Winded units may not move or Infiltrate (Exc: Infiltrate ONLY on Road/Path), and Road/Path = 3 + CoT;	
Hill, Terraced, Different Level	Blocking	+10	G*	1 1 + CoT**	1 1 + CoT**	1 1 + CoT**	1 1 + CoT**	-	-	-	-	Yes*	-	**Road/Path = 2 + CoT	
Hill, Terraced, Same Level	Blocking	+5	I	1 + CoT	1 + CoT	No Entry	No Entry	Before	-	-	-	Yes**	-	*Good cover and auto H-D from lower units across contour; **To move up; Thin Wall hexsides along contour; Creates adjacent lower level blind hex from higher non-adjacent Hill	
Hilllock	Clear	+5	G*	1 1 + CoT**	1 1 + CoT**	1 1 + CoT**	1 1 + CoT**	-	-	-	-	Yes**	-	*Only Fully Tracked AFVs may cross; **All vehicle receive auto HD; If on a Hilllock, then LOS exists over all same level Terraced Hills and Level +5 terrain; Floorpan hits; Gates; No cover from adjacent +20 or higher units; Thin Wall hexsides ONLY	
Hillside Scrub	Obscuring ^e	+5	G	2*	1/2 Total MP	1/2 Total MP	1/2 Total MP	Before	-	-	Yes	-	-	*UP units from lower level units; **Moving up; ***Die roll of 1 to receive H-D when UP; No cover or H-D from adjacent UP units	
Shellhole	Clear	+0	G*	2	2	2	2	After	-	-	-	-	-	*No Running; H weapons may only be setup/towed into/out of; Only placements allowed are Mines, Bunkers, Caves, Hedgehogs, Foxholes, and Sangars; Hex PP2 is Hillside Scrub	
Ravine	Linear Depression	Up +0, Down -10	S G	2 4* 1**	2	2	2	After	-	-	-	-	Yes***	*Non-H weapons and Personnel only; No cover for vehicles; Shellhole in Road/Path takes precedence	
Rock-Strewn	Obscuring ^e	+5	G	2	2	2	2	After	-	-	Yes	Yes*	Yes	*To move UP from DOWN position; **To move DOWN from UP position; ***If out of LOS to enemy units; Only Personnel with L & M weapons may move to UP position; Other terrain in hex adds to MP cost	
Rubble	Blocking ^e	+5	M*	2**	2**	No Entry	No Entry	After	-	-	Yes	-	Yes	*H-D on a DR of 2 or less for Turreted vehicles ONLY	
Wall Hexside	Blocking	+5	I	1 + CoT	1 + CoT	1 + CoT	Gate Only	Before	-	-	-	Yes*	-	*Masonry cover; **No Cross Country; H weapons may set up ONLY	
														*All vehicle receive auto H-D; Floorpan hits; Gates; No cover from adjacent +20 or higher units	