

Objective: Schmidt (TCS #2) update for 4.0 rules

1.6 Slow Go Terrain: Any woods, forest or hex marked with an x is difficult terrain for vehicles. Any vehicle entering such a hex must roll a D6: on a 5-6 the vehicle is destroyed (though do not count this towards vehicle morale).

5.3 Ignore trafficability, it is factored into the Terrain Effects Chart below.

5.4 P-47 values: Area 36, Point 6+ Normal sortie table used, no special rules as at the end of 5.4.

Objective: Schmidt Terrain Effects Chart

| | Foot | Vehicle/Halftrack | Truck |
|-----------------------------|------|-------------------|-------|
| Open | 1 | 2 | 4 |
| Open w/ red x ¹ | 2 | 4 | P |
| Woods ¹ | 1 | 6 | P |
| Forest ¹ | 2 | 10 | P |
| Primary Road ² | 1/2 | 1/3 | 1/3 |
| Secondary Road ² | 1 | 1 | 2 |
| Stream | +2 | +5 | P |
| Kall River | +2 | P | P |

(1) All vehicle and halftrack units roll when they enter: on a 5-6 the unit is destroyed. Any units being carried disembark in Move Mode.

(2) Negates other terrain in hex if entered via the same type of road hexside.