

# Objective: Schmidt Terrain Effects Chart



Feature	Movement			Combat	
	Foot	Vehicle/Carrier other than truck	Truck	Type	Notes
Open	1	2	4	Open	
Open - Mud *	2	4	P	Open	
Village Hex	1/2	1/3	1/3	Protective	
Building	ot	ot	ot	Partly Protective	
Forest * (Includes all forests regardless of color/type)	2	10	P	Partly Protective	
Hedge	NE	+1	+2	Partly Protective	
Primary Road	1/2	1/3	1/3	ot	
Secondary Road (Switchbacks: hex 34.14 only)	1 (2)	1 (5)	2 (8)	ot	
Kall Trail	1	See OS rules	See OS rules	ot	
Kall River	+2	P	P	ot	
Bridge	ot	ot	ot	ot	Bottle-neck
Stream	+2	+5	P	ot	
Contour Line	+1	+1	+1	ot	
Contour Number (Spot Elevation)	ot	ot	ot	ot	
Entry Area	ot	ot	ot	ot	
Bergstein Arty Zone	ot	ot	ot	ot	See OS rules
Bergstein Observer	ot	ot	ot	ot	See OS rules

**NE = No Effect, ot = other terrain, P = Prohibited**

\* **Bog Check:** Any Vehicle or Carrier that enters this hex must roll one die: on a 5-6 the unit is destroyed. Any units being carried disembark in Move Mode and may not voluntarily move further that Action Phase; they may change to Fire Mode. Units lost to a bog check do not count toward battalion morale but do count toward victory conditions if applicable. Vehicles and Carriers may not set up (start a scenario) in a "Bog Hex" unless the hex contains a primary or secondary road.