

# Axis & Allies

## MINIATURES

### Comprehensive Terrain Effects (as of January 7, 2009)

Terrain	Vehicle Movement	Soldier Movement	Vehicle has Cover?	Soldier has Cover?	Blocks LoS?
Clear	Normal	Normal	No	No	No
Hills	Double Cost	Normal	On a roll of 5+	On a roll of 4+	Yes
Forest	Double cost, must roll 4+ to enter	Normal	On a roll of 5+	On a roll of 4+	Yes
Town	Normal	Normal	On a roll of 5+	On a roll of 4+	Yes
Large Buildings	Must roll 5+ to enter	Normal	On a roll of 5+	On a roll of 4+	Yes
Marsh	Can't enter	Normal	No	On a roll of 4+	No
Pond	Can't enter	Can't enter	No	No	No
Stream	Must roll 4+ to cross	Must roll 4+ to cross	No	No	No
Road	Normal when moving along road, +1 road bonus once per phase	Normal	As base terrain	As base terrain	As base terrain
Bluffs	Can't enter or exit through a cliff hexside	Must roll 4+ to enter or exit through a cliff hexside	On a roll of 5+ <sup>a</sup>	On a roll of 4+ <sup>a</sup>	Sometimes <sup>b</sup>
Hedge	Must roll 5+ to cross <sup>c</sup>	Must roll 5+ to cross <sup>c</sup>	On a roll of 5+ <sup>a</sup>	On a roll of 4+ <sup>a</sup>	Yes
Shell Holes	Double cost for wheeled vehicles with High Gear	Normal	No	On a roll of 4+	No
Barren	Normal	Normal	No	No; 6s count as 2 successes against soldiers	No
Sand	Double cost for wheeled <sup>e</sup> vehicles with High Gear	Normal	No	No	No
Brush	Double cost for wheeled <sup>e</sup> vehicles with High Gear	Normal	On a roll of 5+	On a roll of 4+	Yes
Jungle	Can't enter	Soldiers can enter this terrain only in the assault phase and can move only 1 hex in the turn they enter.	On a roll of 5+	On a roll of 4+	Yes

<sup>a</sup> Only if the attack's line of sight enters the bluffs hex through a hexside with a cliff along it.

<sup>b</sup> If a sight line passes through a bluffs hex and crosses one of the hexsides with a cliff along it, then that LoS is blocked.

<sup>c</sup> Units with the Brushcutters ability get +1 on this movement roll.

<sup>d</sup> Only if the attack's line of sight crosses a hedge.

<sup>e</sup> A wheeled vehicle is any vehicle without tracks. Inspect the model to make this determination.