

## Burma Terrain Chart (2<sup>nd</sup> Edition)

Terrain		Track 	Truck 	Leg 	Mud	Quagmire 	Flood 	Combat Line	Armor 	Mech 	Other 
Open		1	2	1	x2	x2	x2	Open	[x2]	[x2]	x1
Jungle		p	p	3	x2	x2	x2	Close	x1/2*	x1/2*	x1
Rough		p	p	3	x2	x2	x2	Very close	x1/3*	x1/2*	x1
Mountain		p	p	All	-	-	-	Extreme / Very close**	x1/4*	x1/3*	x1
Swamp		p	p	3	x2	x2	x2	Very close	x1/4*	x1/3*	x1
Track		4	8	1	x2	x2	x2	Other Terrain			
Fair Weather Road		½	½	½	x2	x2	x2	Other Terrain			
All Weather Road		½	½	½	-	x2	x2	Other Terrain			
Railroad		1	1	1	-	-	-	Other Terrain			
Minor River		+3	+5	+1	x2	x2	Major River	Other Terrain	[x1/2]	[x1/2]	[x1/2]
Major River		p	p	All	-	-	-	Other Terrain	[x1/4*]	[x1/3*]	[x1/2]
Crossing		+2	+3	+0	x2	x2	Minor River	Other Terrain	[x1/2]	[x1/2]	[x1/2]
Minor City		2	1	1	-	-	-	Very Close	x1/2	[x1/2]	x1
Village		Other Terrain			Other Terrain			Close	Other Terrain		

\* Primary road, road, or track only  
 \*\* Very Close if road in hex

p Prohibited  
 - No effect