

Terrain	Halftrack MP Cost	Terrain	Halftrack MP Cost	Terrain	Halftrack MP Cost
Open Ground	1	Water Obstacle	NA	Kunai	2
Road	1/2 [BU: 1]	Stream/Woods	M [4 if IN Stream]	Swamp	NA
Woods/Pine Woods	All Bog R	Stream/Brush	6 [4 if IN Stream]	Cactus Hedge	W
Wall	NA	Stream/Orchard	5 [4 if IN Stream]	Vineyard	2 Bog R
Hedge	2 + COT Bog	Crag	NA	Cactus Patch	3 R
Brush	2	Graveyard	NA [1 via g-y road]	Olive Grove	2 R
Orchard	1 R	Valley	DOT	Desert Open Ground	1 bb 1 R
Wooden Building	NA	Cliff	NA	Scrub	3 bb R
Stone Building	NA	Sunken Road	NA R D	Hammada	3 1 R
Marsh	NA	Elevated Road	5 R D	Deir	DOT bb 1 h
Grain	1	GL Railroad	2 [1+COT crossing non-RR hexside]	Wadi	3+COT bb R
Hill	DOT H	Em Railroad	2 Z D [2+COT crossing non-RR hexside]	Hillock	DOT bb 1 L
Bocage	NA	El Railroad	2 Z D O [5+COT, +1 Bog crossing non-RR hexside]	Sand	3+COT b R (Wet/Mud EC: 1 less)
Shellholes	COT	Su Railroad	2 S [NA crossing non-RR hexside]	Dune Crest	1 + COT
Rubble	NA	Tower	NA	Sangar	COT (x2 if accessible trench present; F8.5)
Entrenchment [Trench]	COT [NA]	RB Debris	NA	Track	T
Minefield	COT	RB Factory	NA	Broken Ground	2 b R
Roadblock	NA	Culvert	NA	Slope Hexside	1+COT for Upslope
Pillbox	COT	RB Storage Tank	VBM Only	Barbed Wire Fence	Bog (+1 Bog DR)
Fire (Blaze)	NA	RB Railway Embankment	1 + COT	Narrow Street	1/2 VBM Cost
Wire	4 & COT Bog	Light Jungle	All Bog	Irrigation Ditch	3+COT Bog
Wreck	DOT +1/veh [+2 by road]	Dense Jungle	NA	Partial Orchard	As Orchard or Open Ground, as per hexside entered
Bridge	NA R D	Bamboo	NA	Irrigation Ditch/Partial Orchard	4 Bog
Runway	1 R	Palms	1	Stream/Partial Orchard	Via Stream: normal Stream cost Via Orchard: cumulative
Sewer	NA	Hut	2		

**Notes**

- Bog: Requires Bog DR to enter or change VCA within.  
R: or per road cost if through Road/Runway, or track cost if through track, hexside.  
D: MP penalties if changing VCA or hex contains wreck/vehicle are doubled.  
W: Entry as per wall/hedge.  
DOT: Dependent on Other Terrain in Hex.  
H: Add 4 MP for each full level higher elevation entered (EXC: via road add 2 MP).  
COT: Cost of Terrain.  
BB: Requires Bog DR to exit via non-depression hexside.  
M: Minimum Move Required.  
bb: May require Sand Bog DR if Accessible to Sand; F7.31.
- I: Hammada Immobilization DR required unless on road or track; F3.31.  
h: 1 MP + COT if leaving deir hex via Lip hexside; otherwise cost is COT (usually OG).  
L: 1 MP + COT if entering a higher elevation; otherwise cost is COT (usually OG).  
b: Requires Sand Bog DR to enter/change VCA within unless on road or track.  
T: If crossing Track hexside, reduce *total* MP cost by 1 before adding any Weather/Towing/Convoy/SMOKE/Dust cost; F9.1.  
Z: +1MP if entering a half-level higher elevation.  
O: One-Lane Bridge rules (6.4-6.431) apply [EXC: VCA not restricted] when crossing RR hexside.  
S: Sunken Lane rules apply (4.43).

## Halftrack Cheat Sheet

**Armor Status:** *Passengers can be either BU or CE.*

1. **BU:** If BU, they share AFV's invulnerability to Small Arms Fire. May not be attacked separately from vehicle unless firer has elevation advantage > the range to the halftrack (in which case +2 CE DRM applies, but reduced by 1 per full level elevation adv > range; if so, either CE or BU passengers may fire back). BU passengers may not fire (EXC: see above), Spot/Observe, attack in CC, provide Personnel Escort DRM. Broken/shocked Passengers are automatically BU.
2. **CE:** Entitled to +2 CE DRM. Not subject to Stun; instead, become BU (and broken if they fail a MC). Must be CE to fire (EXC: see above), direct attacks, attack in CC, or Spot/Observe.

### In and Out

1. **#PP:** Squad 10 PP, HS/Crew 5 PP, ≤ 4 SMC 0 PP.
2. **Abandonment:** Crew can abandon by expending all MF; vehicle/crew may not have moved/fired. Considered Infantry & subject to FFNAM.
3. **SW Removal:** Crew abandoning halftrack may remove weapons (placed appropriate Disabled counters on vehicle). SW must be dm if possible. **MG takes form of MG counter ≤ FP as available to vehicle.** Passengers, if allowed by particular vehicle notes, may remove SW as part of normal unloading cost. *Scrounged (as opposed to Removed) MG are represented by LMG of halftrack's nationality (British LMG for U.S., Free French); see D10.5.*
4. **Loading (D6.4):** Halftrack must be stopped, may not move in MPH prior to loading. Costs 1 MF to board (only during MPH, not APH), plus 1/4 halftrack's MP. Unloading costs 1/4 MP for halftrack and 1 MF for unit (considered to have spent 1 MF for every 1/4 MP spent by halftrack). May leave halftrack that fired earlier in turn, but cannot leave halftrack's location that phase. FFNAM applies for loading/unloading. Can unload in enemy occupied hex (place CC counter). Units that fire or add FP to OVR may not unload.
5. **Riders:** Only 1 SMC and its 2 PP. See D6.2 for rules on Riders.
6. **Broken:** Passengers may remain in halftrack even if broken (even if enemy units are ADJACENT, in the same hex, or vehicle is moving towards an enemy unit), or may rout beneath a Stopped vehicle per D5.311. If inherent crew is eliminated, breaks, or abandons the vehicle, broken Passengers must rout beneath the vehicle.

### Leaders

1. See #3 under Firing for leader direction.
2. CE Passenger leader may provide a leader MF bonus to Infantry if they all move as a stack throughout their MPH.
3. Passenger leader can only affect Rally/MC/TC of other Passengers in same vehicle unless he is CE in a halftrack that has not entered a new hex/hexside or been in Motion. Armor Leader can affect only inherent crew. Non-Passenger leader in hex may only affect Passengers of non-moving vehicle (CE status doesn't matter).

### Combat

1. **FP (Passengers):** FP not halved for Mounted Fire for *armored* halftracks. It is halved for Bounding(First) Fire/Motion.
2. **SW:** Passengers can only use LMG, PIAT, and Thrown DC. EXC: Desperation attacks by SCW/RCL per C13.8-13.81. PRC may not Recover SW not already in their halftrack, but they may transfer SW to other Inf/Cav in same Location or other PRC on same halftrack. Otherwise, SW must be Recovered by Infantry and loaded as Infantry loads—cannot be loaded onto halftrack by themselves. However, SW can be left alone in halftrack by themselves.
3. **Leaders:** Either Armor Leader or leader Passenger can direct a fire-group consisting of its CE halftrack and Passengers/Infantry/Cavalry. Passenger leader must be CE to direct fire; may not direct fire of other units in hex if that halftrack has entered a new hex/hexside or been in Motion during that phase. Passenger leader may not direct the halftrack alone. Armor Leader cannot direct Passengers/others separately—only

if their FP is added to halftrack's FP. Armor Leader/Passenger Leader can either direct an OVR.

4. **FG, Halftrack:** Halftracks (not just Passengers/Riders) can be part of a multi-unit FG. Each must be CE and using vehicular-mounted non-ordnance weapons (EXC: FT, IFE). Such a FG must be composed only of Halftracks, Carriers, Infantry, and/or Cavalry. This can include CE halftrack Passengers.
5. **FG, Halftrack Passenger:** Passengers can be part of a FG composed only of other Passengers/vehicular-mounted non-ordnance weapons, and only if all elements are on the same vehicle.
6. **VR:** CE armored halftrack Passengers can add 1/2 of their printed FP to an OVR (this is subject to TPBF).
7. **Close Combat:** AFVs may attack in CC with CE Passengers in a half-track (can combine with other applicable attacks or be resolved alone); can be halved due to Motion.

### Miscellaneous

1. **DM:** Broken Passengers are DM'd by any ordnance hit or by any attack against halftrack or PRC capable of possibly inflicting an NMC on a hypothetical CE target (even though such fire is not normally effective vs. a BU target).
2. **Unarmored halftracks:** Both vehicle and Passengers are subject to all forms of attack (always Vulnerable). Passengers halved for Mounted Fire.

### Special Halftracks

#### German.

1. **SPW 250/sMG & 251/sMG (entry 58).** Has inherent crew and 2-4-7 HS as passenger. Has 7 FP CMG removable as LMG & a 3 FP AAMG removable (by crew or passenger) as a dm HMG. Both may be Scrounged, but only as LMG.
2. **SPW 250/7 & 251/2 (entry 59).** Manned by 2-2-8 Inf. crew. Has onboard 81mm MTR, removable dm (leaves inherent driver).
3. **SPW 251/10 (entry 65).** Carries ATR or (9/43+) a PSK; inherent crew may fire either LATW or normal armament. Can be Removed by crew or Passenger, or Scrounged.

#### U.S.

1. **M3 (entry 28).** MA removable as MMG.
2. **M3A1 (entry 29).** Removable latest model BAZ. Inherent crew may fire either BAZ (per C13.8-13.81) or normal armament. May be Removed by crew or Passenger, or Scrounged.
3. **M3(MMG) & M3(HMG) (entry 30).** Starts each scenario with inherent crew and a 6-6-6 squad (or that squad's two HS; owner's option) as a Passenger. Very complicated MG; see Entry, plus Veh. Notes E & H.
4. **M4 MC (entry 31), M4A1 MC (entry 32), M21 MC (entry 33).** Manned by 2-2-7 Infantry crew. Mortar removable dm; halftrack retains inherent driver. AAMG is .50 cal HMG if 4 or 6 FP or MMG if 2 FP, and may be Removed as such.
5. **T30 HMC (entry 35), T19 HMC (entry 36).** AAMG is .50 cal HMG if 4 or 6 FP or MMG if 2 FP, and may be Removed as such.

#### British

1. **White (a) Scout Car (entry 69).** Vehicle can retain any unpossessed SW aboard it. Its Passengers' FP is not subject to halving for Mounted Fire.

#### Free French

1. **U.S. Halftracks (entry 47).**
  - M5A1 halftracks carry a BAZ 44(a) (regardless of date). Otherwise, treat like U.S. M3A1 halftrack.
  - M9 halftrack's MG armament treated like that of M2.
  - M5(MMG) and M5(HMG) have 4-5-8 at-start Passenger squad (or 2 HS; owner's option). Otherwise, treated like U.S. M3 (MMG) and M3(HMG).
  - M21/M4A1 MC halftracks have Inherent infantry crew (2-2-8).

#### Polish/Belgian

1. **CK P17(f) & P19(f) (entry 35).** In addition to normal 10% deployment, owning player may freely Deploy # squads sufficient to provide one Passenger HS for each CK/P19 in his OB, excluding vehicles that will set up towing a gun or carrying a crew. These HS may Recombine as if they were Carrier HS.