

CHAPTER AD ARID/DESERT TERRAIN

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AD1. Arid/Desert (AD) Terrain Rules

AD1.1 AD RULE NOTATION

Whenever AD Terrain rules are in effect, the following sentence will be used: “AD Terrain is in effect.” When referencing an AD Terrain rule, the initials “AD” will be used before the specific rule number (e.g., AD4.2).

AD1.2 CHAPTER F

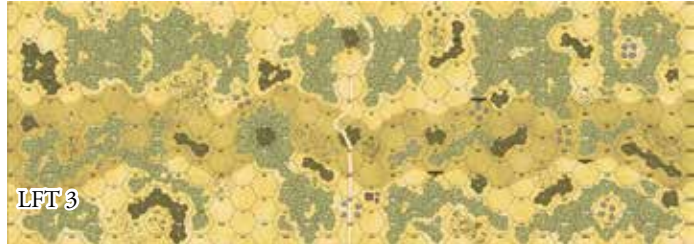
When AD Terrain rules are in effect, all Chapter F rules are also in effect, except as modified herein. If there is a conflict between AD Terrain rules and Chapter F, AD Terrain rules take precedence.

AD2. LFT ARID/DESERT (AD) BOARDS

AD2.1 LFT AD BOARDS

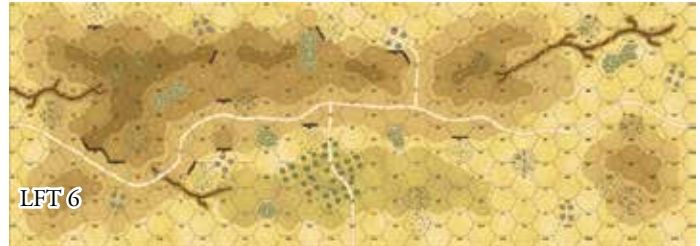
LFT AD Boards are those with the Board Identification Number (BIN) of “LFT3” through “LFT10” and this BIN is found in hex B8 [EXC: the BIN for board LFT5 is in hex B9].

AD2.11 BOARD LFT3



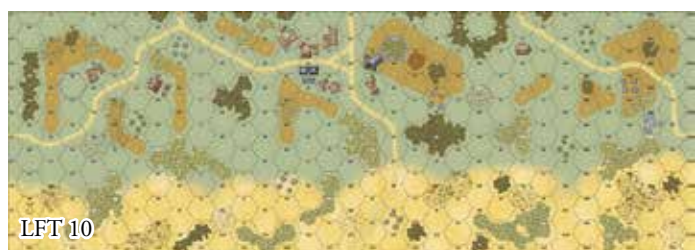
LFT3 has a ravine called ‘La Cañada’ (The Glen). The depth of ‘La Cañada’ is either a Half-Level like a Deir (F4) or a full level like a valley (B22.2). It is considered to be a valley if undefined by a SSR.

AD2.12 BOARDS LFT6 & LFT7

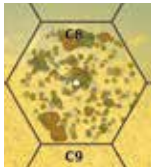


Boards LFT6 and LFT7 are hill boards. Board LFT7 is identical to LFT6 except that LFT7 has a village on the hill.

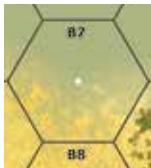
AD2.13 BOARD LFT10



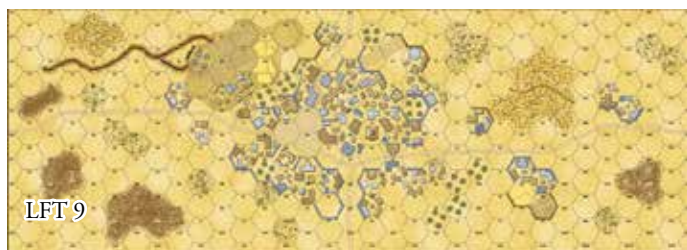
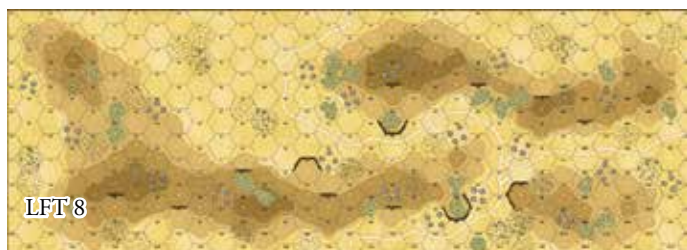
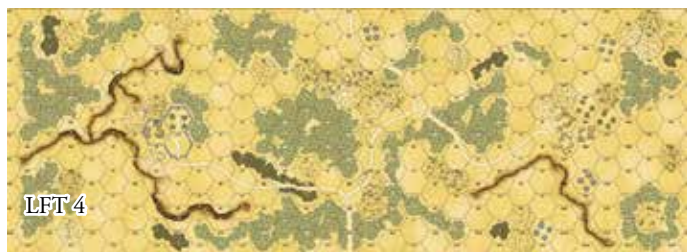
Board LFT10 is a Transitional Board. The Transitional Board has two types of Base Terrain hexes. The Base Terrain of a hex whose center dot is in (primarily) a desert-colored hex, regardless of the other type(s) of terrain in that hex, is considered an Arid/Desert hex. The Base Terrain of a hex whose center dot is in (primarily) a temperate-colored hex (i.e., green colored hex), regardless of the other type(s) of terrain in that hex, is considered a Temperate hex.



(EX: Some of the board LFT10 Arid/Desert hexes are: C8, F8, H7, N7, P8, W7, X7, AA8, & DD6.)



Some of the board LFT10 Temperate hexes are: B7, I7, P7, & EE6.)



AD2.2 OVERLAYS

When placing an overlay, that overlay is considered Desert Terrain if surrounded only by Desert Terrain hexes or Temperate Terrain if surrounded only by Temperate Terrain hexes. Otherwise, the overlay is considered according to the base color of its hexes (tan for Desert or green for Temperate).

AD2.3 ROADS AND BRIDGES

Roads and Bridges exist only by SSR. Treat a road symbol as a Track (F9) and all bridges as Fords (B20.8) [EXC: to both, a road remains a road and a bridge remains a bridge in a Temperate hex].

AD2.4 DTO/ETO TERRAIN RULE APPLICATION

Chapter F Terrain Chart for MF/MP expenditure costs apply to any LFT AD Board hex which is desert-colored [EXC: Open Ground hexes which are also Broken Ground hexes are treated as per Chapter B]. Chapter B Terrain Chart for MF/MP expenditure costs apply to any LFT AD Board hex which is Temperate-colored [EXC: Scrub and Hammada hexes are treated as per Chapter F]. Entrenching and Routing is governed by the Base Terrain (AD2.13) of the hex. Rule F.2 applies to any Temperate Board half-hex abutted up to an AD Board half-hex. A non-fully-tracked vehicle is subject to a F3.31 Immobilization DR upon entering or changing its VCA in a Temperate Hammada hex.¹

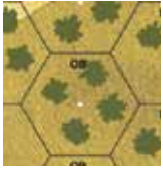
AD3.0 PRINTED TERRAIN

LFT AD Boards contain many different printed terrain types which are either Chapter F terrain with a new design or new terrain altogether.



AD3.1 VEGETATION

AD3.11 OLIVE GROVE



All orchards in a desert-colored hex are treated as Olive Groves (B14.8). [EXC: AD3.12](EX: LFT6 O8).

AD3.12 AD PALM TREES

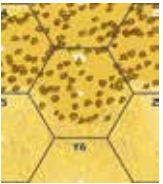
A SSR may declare an Orchard hex as Palm Trees (G4). [EXC: their Kindling and Spreading numbers are 10].

AD3.121 DENSE PALM TREES

A SSR may declare that orchards are Dense Palm Trees. A Dense Palm Tree hex is treated as if an Inherent Forest (B13.7) [EXC: Riders are allowed]. Only a fully-tracked vehicle may enter or change its VCA in an AD Dense Palm Tree hex without the use of a road or TB but is then subject to a Bog Check with a cumulative +1 DRM. A Trail Break is created as per B13.421.

AD3.13 CACTUS

AD3.131 CACTUS PATCHES



Some hexes on LFT9 are printed as Cactus Patches (EX: Y5) and are treated as Cactus Patches (B14.7). One Cactus Patch on board LFT9 has a Path (B13.6) running through it.

AD3.132 CACTUS HEDGES

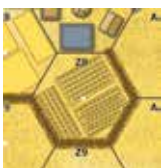


The Brown-and-Green Hedges on LFT9 (EX: X4/W5) are Cactus Hedges (B9.7).

AD3.14 WOODS

All woods in a desert-colored hex are Light Woods (B35). All woods in a Temperate-colored hex are Woods (B13).

AD3.15 VINEYARDS



Some hexes on LFT9 are printed Vineyards (EX: Z8) and are treated as Vineyards (B12.7).

AD3.16 GRAIN

AD3.161 GRAIN



A Grain hex is always treated as if a plowed field (B15.6) for movement purposes [EXC: Thick Grain, AD3.162]. A Grain hex is never Broken Terrain.

AD3.162 THICK GRAIN

A Grain hex becomes a Thick Grain hex during the months of September and October. A Thick Grain hex is treated as Grain except as modified herein. Thick Grain is a +2 Hindrance to same-level LOS. Thick Grain has a 2 MF cost for Infantry, Calvary, and Horse-Drawn units. A Thick Grain hex is Rout (A10.5) and Rally Terrain (A10.61).

AD3.2 COMBINED TERRAIN



LFT5 has Combined Terrain in the form of Crag-Brush (EX: CC2) and Crag-Hammada (EX: V1). The only 5/8" counters which are allowed in a Combined Terrain hex are MTR of ≤ 82 mm, RCL, and Wire. A MTR may not set up Emplaced and neither a MTR nor a 5/8" RCL may be Manhandled into/out of a Combined Terrain hex.

AD3.21 CRAG-BRUSH



A Crag-Brush hex is treated as a Crag hex except as modified herein. A Crag-Brush hex is treated as a Brush hex for concealment and terrain fires. A Crag-Brush hex is subject to the cumulative MF costs for both Crag and Brush. A Crag-Brush hex is never Broken Terrain.

AD3.22 CRAG-HAMMADA

A Crag-Hammada hex is treated as a Crag hex except as modified herein. The TEM of a Crag-Hammada hex is +1; however, this TEM is reduced to zero for DC, Bombardment, or ordnance ≥ 15 mm /HE attacks [EXC: a Critical Hit changes the TEM to -2].

AD3.3 MOSQUE / TEMPLE



A single-hex building may be designated by SSR as being either a Mosque or a Temple. A Mosque or a Temple is always a stone building, but may never be Fortified. A single-hex Mosque / Temple is denoted as a square building with a round top (EX: LFT5V4; LFT9R5). A multi-hex Mosque or multi-hex Temple is denoted by SSR only.

AD3.31 MINARET / TOWER

A Minaret / Tower Location is treated as a Steeple Location (B31.2-.21), but is always two levels higher than the base level of the Mosque / Temple. A single-hex Mosque has one Minaret and a single-hex Temple has one Tower. A multi-hex Mosque / Temple will have ≥ 1 Minaret / Tower, and a SSR will denote each Minaret's / Tower's hex.

AD3.311 SHAFT

The Shaft Location is between the base level of the Mosque / Temple and the Minaret / Tower Location. The Shaft Location is treated as if a Minaret / Tower Location but has a LOS only to the base level of the Mosque / Temple directly below it and the Minaret / Tower Location above it.

AD3.312 STACKING

The stacking limit of a Minaret or a Shaft Location in a Mosque is only 1 HS or crew and ≤ 1 SW of ≤ 3 PP and ≤ 4 SMC per side.

The stacking limit of a Tower or a Shaft Location in a Temple is ≤ 1 squad equivalent and ≤ 2 SW totaling ≤ 5 PP and ≤ 4 SMC per side. Voluntary overstacking is NA.

Involuntary overstacking in either is allowed (e.g., Hero creation, routing); however, Random Selection is used at the end of the current Player Turn {ASOP 8.45B} to eliminate overstacked units/SW, always starting with non-Good Order units.

AD3.4 ARID DEBRIS

When AD Terrain is in effect, Debris on an AD Board is termed Arid Debris and is modified as below:

AD3.41 ARID DEBRIS



Arid Debris is Inherent Terrain (B.6) and Concealment Terrain. Arid Debris is a Hindrance to same-level LOS which adds a +1 DRM, has a +1 TEM [EXC: FT], and is Burnable Terrain as if a wooden building.

AD3.42 MOVEMENT

Infantry expend 1 MF + COT to enter an Arid Debris hex. Only a fully-tracked AFV may enter an Arid Debris hex and does so by expending $\frac{1}{4}$ of its MP allotment (FRU). After this MP expenditure and any Defensive First Fire vs this AFV due to the MP expenditure, the AFV is subject to a Bog Check (D8.21) with a cumulative +1 DRM. Arid Debris is treated as Road-Negating Terrain (B3.43).

AD3.43 RUBBLE

Rubble falling onto or created in an Arid Debris Location causes that Location to become a Rubble Location and the Arid Debris is ignored. If the Falling rubble is subsequently Cleared, the Location reverts back to being an Arid Debris Location.

AD3.44 SHELLHOLES

If Shellholes are placed in an Arid Debris hex, the Arid Debris and any Flame/Blaze in that Arid Debris Location no longer exists.

AD3.45 CLEARANCE

Non-printed Arid Debris may be Cleared as if it were Fallen rubble (B24.71).

AD3.46 FORTIFICATIONS

Any Fortification is allowed in an Arid Debris Location [EXC: if another Fortification and/or terrain in that Location prohibit that Fortification].

AD3.47 AERIAL

There is a +1 DRM to the Sighting TC (E7.3) vs a unit in Arid Debris.

AD3.48 NON-VEHICULAR CA CHANGE

The Case A TH DRM (C5.11) is not doubled regardless if the Non-Vehicular Gun is Emplaced or not.

AD3.5 ARID PLAZA



There are three hexes on LFT9 that are Arid Plaza hexes (EX: N5). Hex I6 on LFT7 is a one hex Arid Plaza. An Arid Plaza hex is treated as a wide city boulevard (B7) but is dirt. Street Fighting (A11.8) and Dash (A4.63) are NA "across" an Arid Plaza.

AD3.6 OASIS

AD3.61 OASIS WELL



LFT5 has an Oasis Well in hex W7. The Oasis Well has a TEM of +1, is a +2 Hindrance to same-level LOS, and is Ambush (A11.4) and Rally Terrain (A10.61). Only one Horse-Drawn or one motor vehicle or one squad-size motorcycle / Horse may be in an Oasis Well hex. No 5/8 inch Gun may exist in an Oasis Well hex unless dm or while being Animal-Packed [EXC: Towed]. No Fortification counter may be placed in an Oasis Well hex [EXC: Mines, Wire].

AD3.62 OASIS

An Oasis is treated as a shallow stream (B20.) for all purposes. A Pond overlay adjacent to an Orchard hex is an Oasis.

AD3.63 OASIS PALM TREES

Each Orchard hex ≤ 2 hexes from an Oasis is an AD Palm Tree (AD3.12) and is Rally Terrain (A10.61).

AD3.7 FOUNTAIN



LFT9 has a Fountain at hex N4. The normal stacking limit for this hex is two squad-equivalents. There are no Rooftop Locations in this hex. Only one Horse-Drawn or one motor vehicle or one squad-size motorcycle/Horse may be in a Fountain hex, along with ≤ 4 SMC motorcycles/Horses. No 5/8 inch Gun may exist in a Fountain hex unless dm or while being Animal-Packed [EXC: a MTR of $\leq 82mm$ may set up but not Emplaced]. No Fortification counter may be placed in a Fountain hex [EXC: A-P Mines]. Bypass is allowed only to Infantry and only along the two hexsides of N4/N5 & N4/O5.

AD4. ARID / DESERT TERRAIN

AD4.1 ROUTING

A broken unit forced to rout treats Brush, Grain, Thick Grain (AD3.162), Crag, Combined Terrain (AD3.2), Oasis Palm Trees (AD3.63) or a Trench as if these were Woods for determining direction of Rout (A10.51).

AD4.2 NON-VEHICULAR GUN CONCEALMENT LOSS

A Large Target Non-Vehicular Gun loses concealment on a 4-6 rather than 5-6 of the colored dr of its Original TH DR (A12.34) [EXC: if EC are Wet or Mud].

AD4.3 SCRUB

Contrary to F2.2, when AD rules are in effect, a scrub hex negates FFMO and Interdiction.

AD4.4 BUILDINGS



A building on an AD board *and* in a desert-colored hex, including overlays with buildings in which the overlay is considered to contain desert-colored Base Terrain, is an Arid Building. An Arid Build



ing has an Arid Rooftop [EXC: Mosque / Temple (AD3.3)].

On board LFT 9 only, an Arid Building is considered a stone building regardless of the building(s) color(s) in the hex (EX: R7).

AD4.41 ARID ROOFTOP

An Arid Rooftop is treated as a Rooftop (B23.8) except as modified herein. There is an inherent stairwell that leads to the rooftop location. **An Arid Rooftop Location is considered a building Location for Victory Conditions.** The only 5/8" Ordnance which is allowed on an Arid Rooftop are a MTR of $\leq 82\text{mm}$, or a RCL of $\leq 75\text{mm}$.

AD4.411 ARID ROOFTOP TEM

A unit on an Arid Rooftop receives Hedge TEM [EXC: Aerial Attack].

AD4.412 CONCEALMENT

An Arid Rooftop is considered Concealment Terrain. However, an Arid Rooftop is not considered Concealment Terrain, but is treated as if Open Ground to an unbreached unit ≤ 16 hexes from the building, and with an Elevation Advantage which reduces the TEM to +0; a HIP unit would lose HIP, but would appear and retain concealment.

AD4.42 RUBBLE

Arid Buildings may be Rubbled by an HE attack of $\geq 65\text{mm}$. An Arid Building which is rubbled is replaced by a Stone Rubble counter.

AD4.5 BROKEN TERRAIN

Broken Terrain (F13.1) is in effect only by SSR and as modified herein. Contrary to F13.1, Scrub remains scrub, but is Inherent Terrain (B.6). All Hammada hexes become Boulder-Crag hexes which are treated as Crag hexes but are a Half-Level Obstacle treated as rubble for LOS purposes and provide a +2 TEM. A vehicle may enter/exit a Boulder-Crag hex only via a road. A Boulder-Crag-road is treated as a single-lane road (B6.431). A Crag-Hammada hex is never a Boulder-Crag hex.

AD4.51 BROKEN GROUND

An Open Ground [EXC: Scrub, Sand] or a Brush hex adjacent to a Boulder-Crag hex without an intervening cliff hexside becomes Broken Ground (F13.1). Contrary to D9.52, a Dug-In vehicle in a Broken Ground hex is treated as if an Emplaced Gun for concealment purposes and is treated as if in rubble for all Case A TH DRM (C5.11). An Emplaced Gun or a Dug-In vehicle in an Open Ground Broken Ground hex suffers a +1 drm to the colored dr of its Original TH DR (A12.34) for Concealment loss purposes [EXC: if EC are Wet or Mud].

AD4.6 HIGH WALLS

High Walls come into play only by SSR. These walls are considered a level 1 LOS Obstacle and cost 2 MF + COT for Infantry to cross. Only a fully-tracked AFV may attempt to breach a High Wall by expending 1/2 (FRU) of its printed MP allotment and is subject to an immediate Bog Check with a +3 DRM. A successful Bog Check will create a breach over the entered hexside. Breaches may also be made in these walls exactly like the rules for breaching Factory Interior Walls in Red Barricades (O5.33 - .331). No direct fire (including Street Fighting, A11.8) between ground level Locations across un-breached High Wall hexsides is allowed and no Wall Advantage can be gained. [EXC: A thrown MOL or Thrown DC is allowed across an un-breached High Wall hexside but suffers an additional +1 DRM to its attack vs units across an un-breached High Wall hexside; moreover, on a Final cdr of ≥ 6 , the device was unsuccessfully thrown and lands back in the thrower's Location with full effect. There is a +1 drm to the cdr if the throwing unit is CX. A Thrown DC which is successfully Thrown across an un-breached High Wall has no effect against the Throwing unit.]

¹ Hammada is normally not found on a Temperate Terrain hex. However, AD Board 10 is a Transitional Board. Thus, this board has terrain types that are Desert Terrain and Temperate Terrain on the same board, while also having certain Desert Terrain types on Temperate Terrain hexes. ●

