

Barbed wire

Barbed wire makes a formidable obstacle on the battlefield, it is a lot more effective against vehicles than most people expect. It is worth noting that the First World War Rhomboid shape was actually more effective against barbed wire than modern designs as the wire got entangled in the tracks less! A belt of barbed wire is treated as a linear very rough terrain piece with the following exceptions:

- The unit stops on the near side of the obstacle not the far side
- If it is successfully moved through a section equal in width to an infantry base is removed
- Engineers treat as difficult terrain

Minefields

Minefields may be marked or unmarked. Marked minefields are indicated on the tabletop by a mutually agreed method. Unmarked are recorded by the player (using a map or written locating system, etc). These are revealed when the appropriate unit moves into them. You may also have dummy minefields which are treated as a minefield until a unit fails to pass through them. No unit may rapid move in a minefield. Units moving through a known minefield may opt to make a special move cautiously option which counts as a double action but the unit only moves at half normal (not rapid speed). They then roll on the cautious movement column below. Once the unit moves in a minefield roll on the appropriate table below:

Anti-tank minefield

Unit	1	2	3	4	5	6	7	8	9	10
Infantry/Support	No effect	No effect	No effect	No effect	No effect	No effect	No effect	No effect	No effect	No effect
Light	No effect	No effect	1 pin	1 pin	1D6 pins	1D6 pins	1D6 pins	Kill	Kill	Kill
MBT	No effect	No effect	1 pin	1 pin	1 pin	1D6 pins	1D6 pins	1D6 pins	Kill	Kill
Cautious	No effect	No effect	No effect	No effect	No effect	1 pin	1 pin	1D6 pins	1D6 pins	Kill

Anti-personnel minefield

Unit	1	2	3	4	5	6	7	8	9	10
Infantry/Support	No effect	No effect	No effect	1 pin	1 pin	1 pin	1D6 pins	1D6 pins	1D6 pins	1D6 pins
Light	No effect	No effect	No effect	No effect	1 pin	1 pin	1D6 pins	1D6 pins	1D6 pins	Kill
MBT	No effect	No effect	No effect	No effect	No effect	1 pin	1 pin	1 pin	1D6 pins	1D6 pins
Cautious infantry/support	No effect	No effect	No effect	No effect	No effect	1 pin	1 pin	1 pin	1D6 pins	1D6 pins
Cautious vehicle	No effect	No effect	No effect	No effect	No effect	No effect	1 pin	1 pin	1 pin	1D6 pins

Mixed minefield

Unit	1	2	3	4	5	6	7	8	9	10
Infantry/Support	No effect	No effect	No effect	No effect	1 pin	1 pin	1 pin	1D6 pins	1D6 pins	1D6 pins
Light	No effect	No effect	No effect	1 pin	1 pin	1D6 pins	1D6 pins	1D6 pins	Kill	Kill
MBT	No effect	No effect	No effect	1 pin	1 pin	1 pin	1D6 pins	1D6 pins	1D6 pins	Kill

Cautious infantry/support	No effect	No effect	No effect	No effect	No effect	1 pin	1 pin	1 [in	1D6 pins	1D6 pins
Cautious vehicle	No effect	No effect	No effect	No effect	No effect	No effect	1 pin	1 pin	1D6 pins	1D6 pins

Mine resistant vehicles roll two dice and use the lower.

Mines may be removed by an engineer stand using cautious movement. Roll on the table above and no effect becomes move forward that far clearing a path one vehicle/stand wide for that distance. If hits are caused the unit does not move but takes no damage. Giant Viper or similar clears a path through the whole minefield on a 2+ on 1D6.