





















Winter of No Surrender - TERRAIN QUICK REFERENCE v2.3	
Terrain	Effects
 Main Road	<p>LOS: Unlimited Cover: Open</p> <p>Infantry move: Open</p> <p>Tracked and half-tracked vehicles move: Road - Slow vehicles move with no speed modifier, average vehicles at +1" per d6, fast at +2".</p> <p>Wheeled vehicles: No double movement. If the road has not been snow-plowed, roll 3+ on d6 to not be forced to go half-speed in an uphill. If the roll was a 1, roll 3+ on another d6 to not become <i>temporarily immobilized</i>. If leave road, become <i>temporarily immobilized</i> in shallow roadside ditch on roll of 5+ on d6.</p> <p>Cannon move: May be manhandled normally. If leave road become <i>temporarily immobilized</i> in shallow roadside ditch on roll of 5+ on d6.</p>
 Side Road, Cart Road	<p>LOS: Unlimited Cover: Open</p> <p>Infantry move: Open</p> <p>Tracked and half-tracked vehicles move: Road. No speed modifier.</p> <p>Wheeled vehicles: No double movement. If the road has not been snow-plowed, roll 3+ on d6 to not be forced to go half-speed in an uphill. If the roll was a 1, roll 3+ on another d6 to not become <i>temporarily immobilized</i>. If leave road, become <i>temporarily immobilized</i> in shallow roadside ditch on roll of 6 on d6.</p> <p>Cannon move: May be manhandled normally. If leave road become <i>temporarily immobilized</i> in shallow roadside ditch on roll of 6 on d6.</p>
 Path	<p>LOS: Unlimited Cover: Open</p> <p>Infantry move: Open</p> <p>Vehicles move: Impassable</p> <p>Cannon move: May be manhandled normally</p>
 Finnish Woods	<p>LOS: 4" into woods, 9" inside woods Cover: Light</p> <p>Infantry move: Heavy Going (1 subtracted from each d6, no moving at the double). Troops in regular woods may only use mortars and rifle grenades if within 4" of woods edge and their target is visible.</p> <p>Tracked vehicles move: Heavy Going (normal move with no speed modifier). Roll 5+ on d6 to not become <i>temporarily immobilized</i> (light/medium tanks +1/+2)</p> <p>Wheeled and halftrack vehicles move: Become <i>temporarily immobilized</i> after 1d6"</p> <p>Cannon move: May be manhandled to 2" from the edge of the woods only</p> <p>Special: Mortars &amp; Rifle Grenades can be used 4" from edge only</p>
 New Woods	<p>LOS: 18" Cover: Light</p> <p>Infantry move: Broken Ground (no moving at the double)</p> <p>Tracked move: Broken Ground. Slow vehicles move with no speed modifier, average vehicles at +1" per d6, fast at +2".</p>

Winter of No Surrender - TERRAIN QUICK REFERENCE v2.3	
Terrain	Effects
	<p>Wheeled move: Roll 6+ to not become temporarily immobilized (heavy armored cars +1, halftracks at +1)</p> <p>Cannon move: May be manhandled to 2" from the edge of the woods only</p>
 <p>Struggling Woods</p>	<p>LOS: Unlimited Cover: Light</p> <p>Infantry move: Broken Ground (no moving at the double)</p> <p>Tracked move: Broken Ground. Slow vehicles move with no speed modifier, average vehicles at +1" per d6, fast at +2".</p> <p>Wheeled move: Roll 3+ to not become temporarily immobilized (heavy armored cars +1, halftracks at +1)</p> <p>Cannon move: May be manhandled normally</p>
 <p>Felled Woods</p>	<p>LOS: Unlimited Cover: Light</p> <p>Infantry move: Heavy Going (1 subtracted from each d6, no moving at the double)</p> <p>Tracked vehicles move: Heavy Going (normal move with no speed modifier). Roll 5+ on d6 to not become <i>temporarily immobilized</i> (light/medium tanks +1/+2)</p> <p>Wheeled and halftrack vehicles move: Become <i>temporarily immobilized</i> after 1d6"</p> <p>Cannon move: May be manhandled to 2" from the edge of the woods only</p>
 <p>Individual Boulder</p>	<p>LOS: Unlimited Cover: As predominant terrain, plus: vs. small arms: Heavy for 4 men, 6"+ range. vs. HE: Open vs. other attacks: Light or none, depending on line of sight</p> <p>Move: As predominant terrain</p>
 <p>Group of Boulders</p>	<p>LOS: Unlimited Cover: Light</p> <p>Infantry move: Broken Ground (no moving at the double)</p> <p>Tracked vehicles move: Heavy Going (normal move with no speed modifier). Roll 5+ on d6 to not become <i>temporarily immobilized</i> (light/medium tanks +1/+2)</p> <p>Wheeled and halftrack vehicles move: Become <i>temporarily immobilized</i> after 1d6"</p> <p>Cannon move: May be manhandled normally</p>
<p>Field, unplowed</p>	<p>LOS: Unlimited Cover: Open</p> <p>Infantry move: Open</p> <p>Tracked and half-tracked vehicles move: Road - Slow vehicles move with no speed modifier, average vehicles at +1" per d6, fast at +2".</p> <p>Wheeled move: Roll 3+ on d6 to not become <i>temporarily immobilized</i> (heavy armored cars +1)</p> <p>Cannon move: May be manhandled normally</p>

Winter of No Surrender - TERRAIN QUICK REFERENCE v2.3	
Terrain	Effects
Field, plowed	<p>LOS: Unlimited Cover: Open</p> <p>Infantry move: Broken Ground (no moving at the double)</p> <p>Tracked and half-tracked move: Broken Ground. Slow vehicles move with no speed modifier, average vehicles at +1" per d6, fast at +2".</p> <p>Wheeled move: Roll 4+ to not become <i>temporarily immobilized</i> (heavy armored cars +1)</p> <p>Cannon move: May be manhandled normally in direction of plow, otherwise at -1"</p>
 Ditch, Stream or Irrigation Canal	<p>LOS: Unlimited Cover: Light (only if in the ditch itself)</p> <p>Infantry move: Medium Obstacle (2d6, discard higher die), but check scenario</p> <p>Tracked move: Broken ground, (2d6, discard lower, if roll double becomes <i>temporarily immobilized</i>), but see scenario</p> <p>Half-tracked and wheeled vehicles, and cannon move: Impassable</p>
 Bridge	<p>Cover: Primitive bridges: None. Sophisticated bridges with railings provide Light Cover from the side</p> <p>Move: As Road</p>
 Marsh	<p>LOS: Unlimited Cover: Open</p> <p>Infantry move: If temperature is 0° or below - Open Ground. Otherwise Broken Ground (no moving at the double)</p> <p>Tracked move: Broken Ground. Slow vehicles move with no speed modifier, average vehicles at +1" per d6, fast at +2".</p> <p>Wheeled and cannon move: Impassable</p>
 Lake or Pond	<p>LOS: Unlimited Cover: Open</p> <p>Move: Open ground</p>
 House	<p>Cover: Timber buildings provide Heavy Cover versus pistol-caliber fire such as SMGs but only Light Cover against rifles and machine guns. Buildings constructed of wooden planks provide only Light Cover. Windows and doorways are narrow and can typically provide a field of fire for only two men or a single support weapon.</p> <p>Infantry move: (2d6, discard lower die)</p>
	<p>Tracked move: (2d6, discard lower die) See CoC rules section 11.6.3</p>

Winter of No Surrender - TERRAIN QUICK REFERENCE v2.3	
Terrain	Effects
Barn	
 Church	
 Fence	<p>LOS: Unlimited            Cover: Karelian fences provide Light Cover against pistol-caliber fire such as SMGs but no cover against rifle-caliber fire.            Fences built of wood planks provide Light Cover.</p> <p>Infantry move: Low fence 2d6, discard lower die. High fence 2d6, discard higher die</p> <p>Tracked move: (2d6)</p>
 Stone Wall	<p>LOS: Unlimited            Cover: Heavy</p> <p>Infantry move: Low fence 2d6, discard lower die. High fence 2d6, discard higher die. See scenario.            Tracked move: (2d6)</p>
 Sand Pit	<p>LOS: Unlimited if at the edge of pit            Cover: Provides Heavy Cover vs. small arms fire to one section of men. Light Cover vs. HE and other attacks.</p>