



Tessy-sur-Vire, France

July 30, 1944

Dirt Roads = Roads

Bridges = Roads (**Exception**: Slow tank teams (i.e. heavy tanks) must pass a Bog Check when crossing to avoid destroying the bridge and bogging. They also cannot move at the double while crossing a bridge.)

Open Ground (including level hill areas) = Cross-country

Corn Fields = Cross-country, Area Terrain

Hedges = Difficult Going, Linear Obstacle

Low Walls (around fields and houses) = Difficult Going, Linear Obstacle, Bullet Proof Cover (except vs. Bombardments)

High Walls (around Church) = Very Difficult Going, Linear Obstacle, Bullet Proof Cover (except vs. Bombardments)

Woods = Difficult Going, Area Terrain

Hill Slopes = Difficult Going

Wooded Hill Slopes = Very Difficult Going, Area Terrain

Stream = Very Difficult Going

Buildings = Very Difficult Going, Bullet Proof Cover

