

Table 30a: Clearance Rules (other than with a Dozer)

Rules Sections: A20.5, B24.7-24.8, 25.151, 25.5, 26.51-53, 28.61-.8, 29.5, 31.1411, E3.751, G2.7, 9.71, O1.5, 3.2, T4.22, 5.2

Situation: This table describes the procedures for the Clearance of various items by Infantry¹ as Tasks without the use of Dozers. [The rules for Clearance with Dozers are specialized and are described on Rules Table 30b].

Clearance Objective	Friendly Player Turn Procedure ^{*F}	Clearance allowed in Enemy Player Turn? ^{*D}	Hazardous Movement?	-1 per Sapper HS; -1 per Hero?	Potential Outcome(s) ^{*O}	Other ways (non-Dozer) Clearance can occur?
Fallen Rubble ^{*R} / (Palm) Debris	During MPh; spend all MF to enter (or to remain in) Rubble/Debris hex and declare TI status	no	yes	no	Final Clearance DR ≤2 allows the placement of a TB across the Rubble/Debris hex.	none
Roadblock ^{*B} /Drift	During MPh; Declare TI status from either hex containing RB/Drift hexside	yes	yes	no	Final Clearance DR ≤2 removes Roadblock/Drift. Separate stacks make separate Clearance DRs.	A Roadblock/Drift is removed by any HE attack (including DC) that results in a Final KIA against the Roadblock/Drift per B29.5.
Wire/Panji ^{*P}	During MPh; Declare TI status from beneath the Wire counter (before moving)	yes	no	yes	Final Clearance DR ≤2 removes Wire.	Wire also removed by: (1) a Placed or Set DC KIA per B26.51, (2) an FFE KIA per B26.52, or (3) a Fully-Tracked Vehicle Bog check cdr =1 per B26.53.
Mines	During MPh; Declare TI status in Minefield Location ^{*M}	no	no	yes	Final Clearance DR ≤2 allows the placement of a TB across the Minefield hex. An Original Clearance DR =12 (11 if Inexperienced) causes C.R. v. Clearing units.	Mines also potentially removed by: (1) A Fully-Tracked Vehicle moving through Minefield (not via bypass) ^{*TB} , (2) an FFE or Aerial Bomb KIA or K/ result per B28.62, or (3) with Flail Tanks per B28.7.
Flame	During MPh; Declare TI status in Flame ^{*FL} Location	yes	yes	no	Final Clearance DR ≤2 removes Flame. A Final Clearance DR between 3 and 6 Hampers Flame in the next AFPh. ^{*H}	Flames are also extinguished if the Final Spread DR is ≤2 during the AFPh per B25.151.
Set DC	During MPh; Declare TI status in Set DC's Location	yes	no	yes	Final Clearance DR ≤2 removes DC. DC is not recoverable.	Set DCs are also removed via Random SW destruction per A9.74 via a KIA result on the IFT.
Jungle/Bamboo ^{*JB}	During MPh; One MMC can declare TI status per Jungle/Bamboo Location	yes	yes	no	Final Clearance DR ≤2 places a Path counter across the Jungle/Bamboo hex.	none

Notes:

*B: In a Narrow Street, Clearance of a RB can be made from four ground level locations that straddle the RB hexside per B31.1411.

*D: When allowed during the Enemy player turn, Infantry units must declare a Clearance attempt during the DFPh before firing and become TI.

*F: Clearing Infantry units must not have fired in the preceding PFPh and must declare a Clearance attempt during their MPh.

*FL: More than one Flame in the same Location can be targeted for extinguishing each player turn, but each Flame counter utilizes its own Clearance DR. +EC DRM (if not in Building) is also applicable to the Clearance DR.

*H: Place a Pin counter on the Hampered Flame counter to indicate that it can't change to a Blaze in the next AFPh.

*I: All of these Clearance attempts receive DRMs for: +x Labor Status, +y leadership of one participating leader, and -1 for each participating HS (beyond the first and this DRM N/A for Jungle/Bamboo Clearance). Prisoners can also be made to clear terrain as Tasks by their Good Order Guard per A20.5.

*JB: Other restrictions and Clearance DRMs apply. See G2.7 for details.

*M: Must be beneath Wire counter (if applicable). Additionally, Infantry may enter a Known Minefield hex free of attack via a Partial TB by expending All MF to enter and declaring TI status for Clearance.

*O: In all cases the clearing Infantry units must remain G.O. and UnPinned until the Clearance DR attempt(s) at the end of the CCPh.

*P: Panji Clearance procedures are similar to that of Wire. See G9.71 for details.

*R: On the RB map, the only printed Rubble that is considered Fallen is that which lies in a road or Gully Location. On the Tarawa map, printed Rubble is not considered Fallen and therefore cannot be Cleared.

*TB: Infantry utilize a Trail Break to avoid Minefield attack by expending twice their normal MF cost and are subject to a special -1 Defensive First Fire DRM due to their restricted movement (in addition to FFNAM/FFMO) per B13.4212.