

Table 10: Vehicle/Wreck In-hex (MP costs to enter -- leave the hex).

Rules Sections: B3.42, 4.42, 5.42, 6.43, 13.41 and D2.14, 10.2

Situation: Vehicle types listed moving into the terrain type indicated with ONE other Vehicle/(non-burning) Wreck already in the hex and then moving out of this hex and into same terrain type. The extra MP cost for the Vehicle/Wreck itself is shown in [brackets], while the cost to exit the hex is shown after the '--'.

Vehicle Type ^{*1}	Open Ground	Road [in OG (w/o using Road Rate)]	Road [in OG (using Road Rate)]	Other ^{*2} Road using Road Rate
BU FT or BU HT	2[1] -- 1	2[1] -- 1	3[2] -- 1	5[4] -- 1
CE FT	2[1] -- 1	2[1] -- 1	2½[2] -- ½	4½[4] -- ½
CE HT	2[1] -- 1	2[1] -- 1	2½[2] -- ½	4½[4] -- ½
CE AC	4[1] -- 3	4[1] -- 3	2½[2] -- ½	4½[4] -- ½
BU AC	4[1] -- 3	4[1] -- 3	3[2] -- 1	5[4] -- 1
Truck	5[1] -- 4	5[1] -- 4	2½[2] -- ½	4½[4] -- ½

Notes:

*1: FT = Fully-Tracked Vehicle, HT = Half-Tracked Vehicle, AC = Armored Car

*2: Includes sunken road, elevated road, woods-road and non-one lane bridges in which all MP penalties for entering a hex with a wreck/vehicle are doubled.

Notes on additional MP affects caused by Vehicles/Wrecks:

- All MP penalties should be increased per Vehicle/Wreck in the hex. See examples below:

Example 1: A CE FT Vehicle entering an Road hex in OG containing two Wrecks and/or Vehicles using the Road Rate will pay 4½ MPs to enter and ½ MP to exit into another Road hex in OG.

Example 2: The same CE FT Vehicle entering a Woods-Road hex containing two Wrecks and/or Vehicles using the Road Rate will pay 8½ MPs to enter and ½ MP to exit into another Woods-Road hex.

- If a Wreck is also burning, the MP cost of Smoke cost needs to be applied as well.

- If moving uphill, the additional MP cost of moving to higher elevation also needs to be applied.