

Table 30b: Clearance with Bulldozers (Rules Sections; B9.541, 23.21, 24.7-76, 26.53, G2.211, 3.1, 13.624, 15.1-27)

Terrain Type ^{*P, *C}	Process	Outcome	Clearance DRMs
Wire	- B.D. cannot assist with standard wire removal clearance attempts but can remove wire as a FT AFV with a Bog check odr =1 per B26.53. - Alternatively, a B.D. may declare a dozing/clearance attempt during the MPh, become TI, and automatically removes the wire (unless it Bogs).	Wire cleared per the methods described.	Bog Check DRMs only.
Rubble	B.D. expends entire MP allotment to enter (or remain in) Rubble Location w/o checking for Bog. Becomes TI. Roll for Clearance in friendly CCPH.	Final DR ≤ 2; places TB across Rubble.	-5 for first B.D. and -1 for each additional B.D. (plus other Clearance DRMs per B24.7).
Flame (Blazes cannot be effected by Clearance attempts)	- B.D. expends entire MP allotment to enter (or remain in) Flame Location. Becomes TI. Roll for Clearance in friendly CCPH. - May also become TI if in Flame Location during the DFPh of the enemy's player turn in order to roll for Clearance in the enemy CCPH.	Final DR ≤ 2; Flame extinguished. Final DR >2 but ≤6; Hampers Flame.	
Roadblock	- B.D. expends entire MP allotment to enter (or remain in) Roadblock Location. Becomes TI. Roll for Clearance in friendly CCPH. - May also become TI if in Roadblock Location during the DFPh of the enemy's player turn in order to roll for Clearance in the enemy CCPH.	Final DR ≤ 2; removes Roadblock.	
Low Seawall	- B.D. expends entire MP allotment to enter (or remain in) Seawall hex. Becomes TI. Roll for Breach/Clearance in friendly CCPH. - May also become TI if in Seawall hex during the DFPh of the enemy's player turn in order to roll for Breach/Clearance in the enemy CCPH.	Final DR ≤ 2; Breaches Seawall.	Dozer DRMs only (-5 for first B.D. and -1 for each additional B.D.).
Pillbox(Bombproof)/Entrenchment/Tunnel(Passage)	During FR MPh, B.D. enters (or remains in) "target" Location and Stops. Becomes TI. Must remain Mobile and out of Melee end of CCPH. Roll for Clearance in Friendly CCPH.	Final DR ≤ 2; "Target" is eliminated and all contents as well (EXC: if a usable tunnel exists).	-5 for B.D., -1 per 25% (FRD) of MPs spent in Delay after Stopping, +TEM (excluding Shellhole, Bridge, Fortification and/or Artificial Terrain (B.9), plus other Clearance DRMs per G15.21.
Single Story House	B.D. expends entire MP allotment to enter (or change VCA in) Building Location. Bog occurs only on an Original DR of 12. This DR also serves as a Clearance/Rubbling attempt DR. A B.D. is immune to dropping into a Cellar while attempting to Rubble a single story house.	If Final DR ≤ 2 and B.D. remains Mobile; single story house is Rubbled w/o affecting building occupants.	The only applicable Clearance DRM are: -5 for B.D., Labor Status, and +3 if Single Story House is stone.
Dense Jungle/Bamboo	B.D. expends entire MP allotment to enter (or change VCA in) Dense Jungle/Bamboo Location. In either case, the extra +2 Bog DRM for Dense Jungle/Bamboo does not apply if dozing declared.	Full TB placed per B13.421 once Dozer leaves Location showing vehicle's path of movement.	Bog Check DRMs only.
Bocage/Rice Paddy ^{*RP}	B.D. expends entire MP allotment to cross Bocage hexside (may not use Reverse movement or be carrying passengers but is not subject to Unberbelly Hits in the process).	Breach across Bocage hexside placed if Dozer doesn't Bog in the process. Thereafter, the Breach allows movement across Bocage hexside as OG but does not affect other Bocage rules otherwise.	Bog Check DRMs only.

Other Armored Bulldozer Rules:

OT Fully-Tracked and Unnamed AFV, must always be BU. May not use ½ MP road rate. MPs =8, LGP, CVPs =4, Weight = 10 tons. Includes inherent driver, therefore no CS#. May carry 1SMC and 2PP as a Rider. Target size = 0, but +2 HH TH DRM applies vs. a Direct Fire front hull Hit (EXC: from ≥1 full level higher). DRM of +2 applies vs. non-ordnance IFT Direct Fire from VCA (EXC: FT, DC, or MOL or from ≥1 full level higher). A Mobile (non-TI) B.D. may conduct an OVR with 2FP and is considered 'dozing' while doing so.

*C: See G15.22 for dozer clearance rules for Caves. *P: See G9.73-9.731 for dozer clearance details for Panjis. *RP: See G8.8 for dozer Breach details for Drained/In-Season Rice Paddies.