





BLOOD AND JUNGLE CAPABILITIES CHART

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NATIONALITY	LG	MMC	ORDNANCE TH# Color/ OBA ACCESS	HoB DRM	SMOKE GRENADES	MISCELLANEOUS
Burmese (BIA/BNB)	8	Use Axis Minors	Red N/A	+2	None	<ul style="list-style-type: none"> • May designate Dare Death Squads (G18.6) as if Chinese • Elite and 1st Line MMC are Stealthy (A11.17) • Squads may not Deploy [EXC: A20.5 & A21.22], although they can take HS losses and Recombine into squads again. • Leaders: Morale/Beserk/Rally as a Commissar (A25.221-.223)
Indian (INA)	7	Use Axis Minors	Red 6B/3R	+3	Smoke	<ul style="list-style-type: none"> • Escape NA (A20.55) • The +1 CC Capture DRM is NA (A20.22) • May use British SW without Captured Use penalty
Indonesian (IRA)	7	Use Axis Minors	Red 5B/3R	+3	None	<ul style="list-style-type: none"> • T-H/DC Heroes as if 1945 Japanese (G1.421) • May declare Hand-to-Hand Combat (J2.31) • May Massacre (A20.4) • HOB DR \geq 12 is treated as Berserk • Squads may not Deploy [EXC: A20.5 & A21.22], although they can take HS losses and Recombine into squads again.
Thai	6	Use Axis Minors	Black 7B/3R	0	Smoke	
Kachins	3	Use Partisan 3-3-7/1-2-7	N/A N/A	0	None	<ul style="list-style-type: none"> • Partisans (A25.24) [EXC: leaders are Allied (A10.7) to American/British units] • -1 CC DRM [EXC: if Ambushed or vs. a Vehicle] • 1.5 MF for Jungle, Kunai, Huts (this movement advantage also applies to Allied units moving with a Kachin unit) • Treat as Commandos when Climbing (B11.433) • Use Japanese SW with Captured Use (A21) and Non-Qualified Use (A21.13); all other SW Non-Qualified Use (A21.13). Use of any 5/8" counter is NA.

BLOOD AND JUNGLE TERRAIN COUNTERS

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Terrain Counter	LOS Obstacle/ Hindrance	TEM/ Indirect†	MF ENTRANCE COST			MP ENTRANCE COST					Kindle # /Spread #	Fortifiable	Notes
			Infantry	Cavalry	Horse Drawn	Motorcycle	Armored Car	Fully Tracked	Halftrack	Truck			
Light Jungle d 	■ Two-Level	+1/-1	2 pRt	4 CpR	All B*DR	NA PR	ALL B*DR	ALL/Z B*DRt	ALL B*DR	ALL B*DR	12/12	Yes g	\$Woods *If not using road or VBM (or TB if fully tracked)
Dense Jungle dmn 	■ Two-Level	+2/-1	2 pRst\$	NA CpR\$	NA DR	NA PR	NA DR	ALL/Z a B*DRt	NA DR	NA DR	12/12	Yes g	\$Woods *If not using road/TB; +2 DRM unless dozing
Orchard or Palm Trees, Olive Grove*, Cactus Patch* 	■ One-Level* or Hindrance** Olive Grove: ■ One-Level Cactus Patch: ■ Half-Level	0 Olive Grove, Cactus Patch: +1	Orchard, Palm Trees								Orchard/Olive Grove: 11/9 Palm Trees: 11/11 Cactus Patch: 12/10	Yes Olive Grove, Cactus Patch: Yes f	*To higher LOS only in Apr-Oct **Max. Hindrance +1 with 2 Level advantage Olive Grove,Cactus Patch: Always in season
			1	1	1	3 R	3 R	1 R	1 R	4 R			
			Olive Grove										
			2 R	2 R	2 R	6 R	6 R	2 R	2 R	8 R			
			Cactus Patch										
			3 R	3 R	3 R	9 R	9 R	3 R	3 R	12 R			
Crag 	■ Hindrance	+1	2	4 C	NA	NA	NA	NA	NA	NA	-	Wire Only	

Terrain listed in red is Concealment Terrain.

Terrain shown underscored confers -1 Rally DRM.

†: Indirect Fire TEM is listed following a "/" only if different from Direct Fire TEM.

*, **: See Notes Column.

■: Whole hex affects LOS (Inherent Terrain; B.6.)

\$: Stacking limit two if no road; G2.2 & G3.1.

§: Except as specified otherwise in the rules, treat as terrain type indicated by the symbol.

a: Tankette/Carrier entry NA; G2.21 & G3.1.

B: Requires Bog DR to enter/change VCA within unless on road or track.

C: Cavalry may not Charge/Gallop in Jungle/Bamboo (even along path; G2.4) [EXC: Gallop allowed along road].

D: All MP penalties for entering hex that contains wreck/vehicle, or for changing VCA, are doubled.

d: Special rules for Detection apply; see G.4. +2 Recovery DRM can apply; see G.5. Ambush terrain (+1 Attacker drm); see G.6.

f: +2 DRM for Entrenching Attempt on Desert Board (F.1) unless Sand is present; F.1B.

g: Set up and revealed as if at night; see G.2.

m: Mortar fire NA from, and Bypass NA in, this terrain G2.212 G2.24 G3.1.

n: FG restrictions apply; see G.3.

P: May be Pushed.

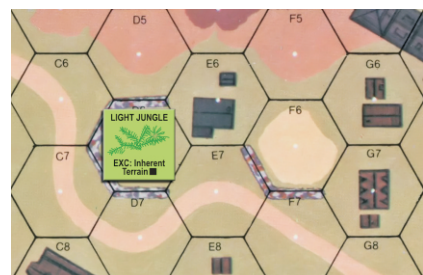
p: Or per path cost if crossing path hexside (for Bamboo, see also G3.2).

R: or per road cost if through Road/Runway, or track cost if through track, hexside s: Straying may be possible even in daytime; G2.22 & G3.21/

t: Or per Trail Break cost if crossing TB hexside (for Bamboo, see also G3.2).

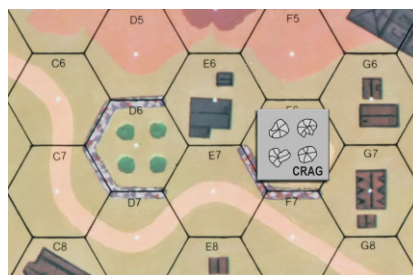
Z: Or may use half of MP allotment at greater Bog risk.

Placement of these counters effects terrain the same as a Rubble counter (B24). The terrain in the hex is replaced by the terrain on the counter (B24.121). Any hexside walls/hedges remain (B24.2) [EXC: Light and Dense Jungle counters eliminate any hexside walls/hedges (G.9C)], and turns Gullies/Streams/ Wadis into Combination Terrain.



Example 1

15D6: Light Jungle
D6 is Light Jungle, which as a counter is considered Inherent Terrain, the hexside walls do not exist. The small portions protruding into D5, C6, C7, and D7 are open ground. Bypass is NA.



Example 2

15F6: Crag
F6 is a Crag. The F6-E7 and F6-F7 wall exists normally.



Example 3

48G4: Dense Jungle 48H4: Orchard
G4 is a combination Dense Jungle-Gully, and H4 is a combination Orchard (Palm Trees)-Gully.

The Orchard and Crag counters can be used in any theater of operation. Since the kindling and spreading numbers are different for Orchards, all four possible types have been listed in the column above.