

Who can cross what

A few interesting things emerge, such as halftracks are completely stopped by walls, trenches and even wire..

Even more interesting is that cmaqs Tall Hedges can only be crossed by Allied tanks (from Jul44), but German tanks can never, ever cross them, thereby giving the Allies a big tac advantage.

	<u>CAN CROSS</u>	<u>CAN'T CROSS</u>
Fence -	All	_____
Railway -	All	_____
Shallow ford -	All	_____
Deep ford -	Foot	_____ Fulltrack / Halftrack / Ar car / Truck / Kubel / Guns
Roadblock -	Foot	_____ (ditto)
Small hedge -	Fulltracks / Halftracks / Ar cars / Foot	_____ Truck / Kubel / Guns
Wall -	Fulltracks / Foot	_____ Halftrack/ Ar car/ Truck/ Kubel/ Guns
Trench -	Fulltracks / Foot / Guns	_____ Halftrack/ Ar car/ Truck/ Kubel
Tall hedge -	Foot / Allied fulltracks from Jul44	_____ Ger fulltracks/ Halftrack/ Ar car/ Truck/ Kub/ Guns
Wire -	Fulltracks / Foot	_____ Halftrack/ Ar car/ Truck/ Kubel/ Guns
Sandbag emplacements -	Fulltracks / Foot	_____ (ditto)