Tracks, no benefit to movement

Limit of Axis deployment

Allied forces enter here - Move One

- Limit of
- Medium hills x 3
  - with small tomb on central hill
- Escarpment, very rough ground cut through by deep impassable wadiis
- Dip in ground, sandy, test for bogged down
- Dip in ground, sandy, test for bogged down
- Low rise
- Tracks, no benefit to movement