

| OBSTACLE | ARMOR CLASS | ENDURANCE POINTS |
|-----------------|-------------|------------------|
| Abatis | 3 | 1 |
| Barbed wire | 4 | 1 |
| Cheval-de-frise | 4 | 1 or 2 |
| Devil's forks | 6 | 2 or 3 |
| Demon spurs | 6 | 2 or 3 |
| Dragon's teeth | 7 | 1 or 2 |
| Hedgehog | 6 | 1 or 2 |
| Spanish rider | 4 | 1 or 2 |

NOTES:

1. Most obstacles will be size 0 for hit/miss determination purposes. Some large obstacles may be size 1.
2. A successful attack is one that both hits and penetrates the obstacle. Each successful attack counts as one hit, causing one point of damage.
3. The endurance points given above are only suggestions. Most obstacles such as individual dragon's teeth and hedgehogs may require only one penetrating hit by a large or powerful weapon before they are destroyed. Since the amount of damage will be affected by the sizes of the obstacles that the players use, players should decide before a game begins how many damage points each type of obstacle on the battlefield will take.
4. Barbed wire and wooden obstacles may be crushed and passed over by vehicles of size 2 or larger.