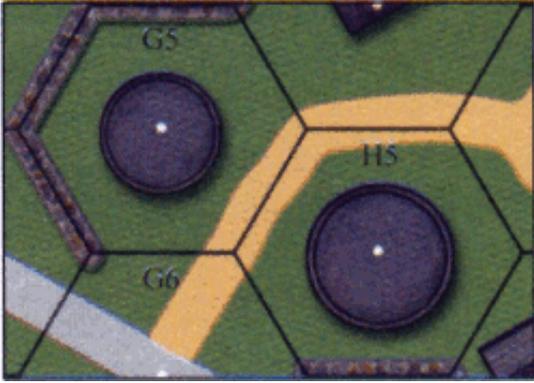




12. STORAGE TANKS



12.1 The round structures in hexes G5 and H5 represent Storage Tanks, which are 1½-level obstacles with no Rooftop Location and are Concealment Terrain with a +1 TEM. However, while its Location is Encircled ([A7.7](#)), a Storage Tank's TEM is reduced to 0 and it is not considered Concealment Terrain. It is not a building for any purpose, [J10](#) nor can it ever catch Fire.

12.2 ENTRY: Infantry pay 1 MF to enter a Storage Tank hex. Vehicular entry is possible only via VBM. A Gun may neither set up in, nor enter, nor may a dm 76-82mm mortar be assembled in, such a hex. The structure itself may never be entered/Scaled/Climbed by any unit.