

Eastern Europe Map

Ceded Lands Box

A Ceded Land marker here indicates the status of that Country, Dependent or Region.

Central Asia Box

- Use the Hex-to-Hex procedure to move to any Land hex in Russia along the East Map edge.
- Replacement Location for Russian units.
- Soviet Supply Source.



East Map Edge

Terrain Effects Chart

Hex Terrain Type	MP Cost	CRT Column Shift
Clear (including Desert)	1 MP	No effect
City or Capital	1 MP	1 left
Port	1 MP	No effect
Town	Other	No effect
Limited Stacking	Other	1 right
Rough (Hills, Forest, Swamp)	2 MP	1 left
All-Sea (without Beachhead marker)	Prohibited	Prohibited
Hexside Terrain Type	MP Cost	CRT Column Shift
Mountain	+2 MP	+2 left
River or Canal	+1 MP	+1 left
Road or Rail (one-step unit)	1/2 MP	No effect
Road or Rail (multi-step unit)	1 MP	No effect
Strait (connected)	As Road or Rail	+2 left
Strait (not connected) or BH -2	Entire MA	+2 left
BH -1	Entire MA	+1 left
All-Sea or Lake	BH or Marine	Marine only (+2 left)

Movement Notes:

- Others: Pay the MP cost of the other terrain in the hex.
- Road or Rail: Movement along a Road or Rail negates any other terrain MP costs.
- As Road or Rail: Pay the respective Road or Rail MP cost.
- Entire MA: Unit must start adjacent to the hexside and expend its entire movement allowance.
- BH or Marine: Movement is prohibited unless moving onto Beachhead, or moving unit is Marine.
- EZOKs do not extend across Mountain, All-Sea or Strait Hexsides.

CRT Column Shift Notes:

- 1 left or 1 right: Shift one column to the left or right on the Combat Results Table.
- +2 left: Shift that many additional columns to the left on the Combat Results Table. Hexside column shifts are not cumulative and only the lowest shift applies. *Example:* A defender attacked across both mountain and river hexsides would only receive one shift for the river. If the hex also included a city, it would receive two shifts to the left.
- Marine only (+2 left): Combat across All-Sea Hexsides is prohibited except to Marine units.

Terrain Key



Central Mediterranean

On Station

Convoys Br, It

Used

At start of Second Admin Phase, return Troop Convoys to Convoys Box

Eastern Mediterranean

On Station

Supply Convoys Br, Fr, It

Used

At start of Second Admin Phase, return Troop Convoys to Convoys Box

Middle East Box

- Use the Port-to-Port procedure to move to a port in the Arabian Sea Naval Zone.
- Use the Off-Map Box to Off-Map Box procedure to move to the East Africa Box or West Africa Box.
- Replacement Location for British *Aus*, *Ind*, and *NZ* colonial units.
- Western **Naval Base**, Home Country Port, Key Port, and Supply Source.

Arabian Sea Naval Zone

East Africa Box

- Use the Hex-to-Hex procedure to move to e1012 or e1013 on the South Map edge.
- Use the Port-to-Port procedure to move to a port in the Arabian Sea Naval Zone.
- Use the Off-Map Box to Off-Map Box procedure to move to the West Africa or Middle East Box.
- Replacement Location for British *Afr* colonial units.
- Western **Naval Base**, Home Country Port, Key Port, and Supply Source.

East Africa CLOSED

+East Africa Box Status (+17.6)

South Map Edge

Arabian Sea

On Station

Supply Convoys Br, Fr, US

Used

At start of Second Admin Phase, return Troop Convoys to Convoys Box

The only ports in this Naval Zone are Suez, Basra and Kuwait, and the only All-Sea hex is e1327.