

# 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)

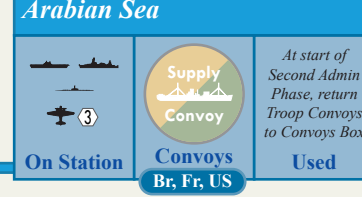
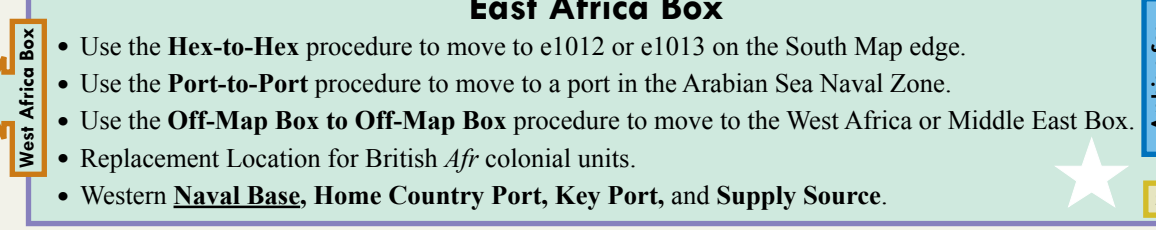
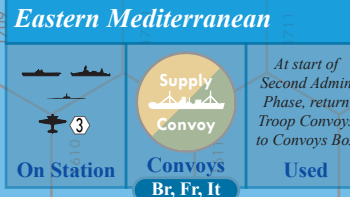
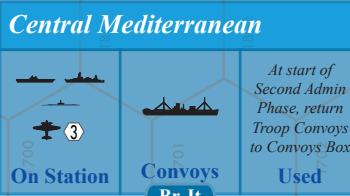
### Movement Notes:

- 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



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