

## The Great Crusade Scenario (25) Display

Turn Track			1943	May-June SUMMER EMSV 4	June-July	July-Aug	Aug-Sept AUTUMN EMSV 4	Sept-Oct Mud	Nov-Dec WINTER EMSV 4 Snow
1944	Jan-Feb Snow	Mar-Apr SPRING EMSV 3	Apr-May Mud	May-June SUMMER EMSV 2	June-July	July-Aug	Aug-Sept AUTUMN EMSV 0	Sept-Oct Mud	Nov-Dec WINTER EMSV -1 Snow
1945	Jan-Feb Snow	Mar-Apr SPRING EMSV -3	Apr-May Mud	May-June SUMMER EMSV -4	June-July	July-Aug	Aug-Sept AUTUMN EMSV -4	Sept-Oct Mud	Nov-Dec WINTER EMSV -4 Snow

### Western Conditional Events Box

#### Red Army Advances (25.4)

If there is a Red Army marker in the Western Force Pool, the Western faction may roll one die and place that many Red Army markers on the map. Red Army markers may be placed in Posen (w3827), Breslau (w3626), Prague (w3524), and Vienna (w3226). After Red Army markers have been placed in those four hexes, the fifth and final marker may be placed in Berlin (w3825) or Munich (w3323).

### Ceded Lands Box

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

### 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
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)