

TERRAIN CHART

The Soviet Union is vast, with huge areas of empty countryside, however fighting on the Eastern Front tended to coalesce around areas of strategic importance such as villages, rivers or railway lines. This chart provides an optional way to decide what terrain to place on the table. Divide the table into 2"/60cm squares. The players take turns to pick a square and roll to see what terrain they should place in it. The exact number and dimensions of the feature are up to the player.

Basic Terrain

The predominant terrain feature in these areas is open steppes or grasslands. These are rated as Easy Going.



Hill or Balka

Roll again:

1 Hill

A large hill (at least 12"/30cm across) with gently sloping sides dominates the surrounding steppe.

The hill is Easy Going.

2 or 3 Ridge

A low ridge (at least 12"/30cm long) juts from the surrounding steppe. Connect ridges in adjacent squares.

The ridge is Easy Going and taller than a tank or truck.

4 or 5 Rise

One to three low rises (up to 12"/30cm long) grow gently from the surrounding steppe.

A rise is Easy Going. It is just high enough to conceal tanks positioned on the far side.

6 Balka

A steep-sided *balka* or gully (at least 12"/30cm long) cuts through the steppe.

The sides of a balka are Very Difficult Going. The floor is Difficult Going. A balka must have a Difficult Going vehicle access on each bank per square. A balka is deep enough to hide a vehicle in it.



Water feature

Roll again:

1 River

A wide river wends its way across the steppe.

A river flows across the table through this square. Its course must start on one table edge and exit an adjacent table edge, passing through all other river squares.

A river is Impassable and must have a road bridge or a ford (Difficult Going) in each square it passes through.

2 Stream

A stream runs through the steppe.

Streams are Very Difficult Going.

3 or 4 Creek

A creek runs through the steppe.

Creeks are Difficult Going.

Connect creeks and streams in adjacent squares. They must meet the table edge or a river at one or both ends.

5 or 6 Marsh

An area of wetland (at least 12"/30cm across or three smaller areas up to 6"/15cm across) forms a soggy barrier.

A marsh is Difficult Going.



Vegetation

Roll again:

1 to 3 Woods

One or two small woods (at least 12"/30cm across) cover this area.

4 to 6 Standing Crops

One or two fields (at least 12"/30 across) of crops are growing in this area.

Crops count as a wood, but are Easy Going and only shoulder high (1/2"/12mm). Since a team must be at least half obscured by terrain to be concealed, scrub will hide a low-slung T-60 tank, but leaves a tall Tiger tank completely exposed.



Settlements and Communication

Roll again:

1 or 2 Village

A small village of three to twelve houses.

3 or 4 Kholkoz

A *kholkoz* or collective farm composed of one large building, four or five smaller buildings.

5 Isolated Farm

A small farm consisting of one or two buildings.

6 Railway Embankment

A railway line crosses the table. In this area it runs along an embankment creating an obstacle to movement.

A railway crosses the table through this square. It starts on one table edge and exits on the opposite table edge, passing through all other railway embankment squares.

A railway line is Difficult Going.

A railway embankment is Very Difficult Going and high enough to conceal tanks positioned on the far side.



General Winter

Russian winters are harsh and cold. Deep snow covers everything and rivers freeze solid. Worse, the spring thaw which follows, the *rasputitsa*, turns the previously frozen ground to mud making movement all but impossible.

Roll again. On a roll of 1 General Winter joins the battle. Roll once more to determine the season with a 1 giving Spring and the *rasputitsa*, and a 2+ giving Winter.

In Spring all Roads become Easy Going, while all Easy Going counts as Difficult Going. Streams become rivers, creeks become streams, and marshes become Very Difficult Going.

The rules for Winter are given on page 21.