

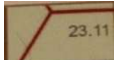

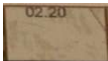

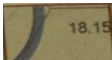






Storm in the East: Operation Barbarossa

TERRAIN EFFECTS CHART

TYPE		COST TO ENTER Rule 7.3	DEFENDER BONUS Rule 8.2	INTERVENING HEXES FOR SUPPLY Rules 5.2 & 6.0
CLEAR		1	NONE	1
CITY		1	+2	1
FORTIFIED HEX		1	+2	1
FOREST		2 -1 FOR CAV	+2	2
ROUGH		2 -1 FOR CAV	+2	2
MARSH		2 -1 FOR CAV	+2	2
RIVER		-	+2	Impassable unless Frozen Rule 14.2
BRIDGE		-	+2	-
VICTORY CITY		N/A	N/A	N/A
<u>IMPASSABLE TERRAIN</u> SEA				
WETLANDS				
MOUNTAINS	