

EASTERN EUROPE TABLE

The war on the Eastern Front is dominated by the steppes and forests of Russia and the Ukraine. To make an Eastern Front table start with a polystyrene sheet glued to a thin sheet of MDF or plywood. Cut balkas (gullies) into the surface and add hills with additional polystyrene. Paint and flock the entire table. Show rough areas around hills and balkas by painting them in earthy tones.



Add extra terrain such as buildings, wheat fields, woods and hills to complete the effect.

EASTERN EUROPE TERRAIN CHART

Though, as with any theatre of war, fighting tended to focus around villages and towns, the vast grassy steppes of Eastern Europe played host to a large number of open field battles. 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 features are up to the players.

BASIC TERRAIN

The predominant terrain feature in these areas is open steppes or grasslands. These are rated as Cross-country.



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 Slow Going.

2 or 3 Ridge

A low ridge (at least 12"/30cm long) juts from the surrounding steppe.

The ridge is Difficult Going and taller than a tank or truck. Connect ridges in adjacent squares.

4 or 5 Rise

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

A rise is Cross-country terrain. 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.



RIVERS, STREAMS, AND MARSHES

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

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).

A marsh is Very Difficult Going.



WOODS AND FIELDS

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 tall wheat or corn are growing in this area.

Standing crops are Area Terrain standing about shoulder high (1/2"/12mm). Standing crops will completely hide infantry and jeeps, but leave a tank partially exposed and are Slow Going terrain.



VILLAGES AND FARMS

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 and four or five smaller buildings.

5 Isolated Farm

A small farm consisting of one or two buildings.

All farms and villages have a road leading to another road, village, or a table edge.

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



Wheatfields WINTER

One or two wheatfields (at least 12"/30 across) of tall wheat or corn are growing in this area.

Standing crops are Area Terrain standing about shoulder high (1/2"/12mm). Standing crops will completely hide infantry and jeeps, but leave a tank partially exposed and are Slow Going terrain.

For the effects of Winter. More rules for Winter terrain and weather are available in Devil's Charge and Nuts.

All wheat/corn fields for Shifting Sands 14: Kursk will be considered Standing Crops. See page 78 of the rulebook for the area terrain 6" rule and clarifications.