

## 41. SPECIAL TERRAIN RULES. (V 08.05.18)

### 41.A. TERRAIN.

Some areas on the map have special terrain effects.

#### 41.A.1. CAUSEWAYS.

Roads and rail lines which cross sea or lake hexsides are causeways. Ground units' treat such a hexside as a major river hexside for all movement and combat purposes.

Causeways block all-sea routes (and thus naval movement). *For example, a naval unit in 16A:0827 cannot move 16A:0827-0826-0825, due to the causeway on the 16A:0827-0727 hexside.*

Causeways count as bridges for all construction and destruction purposes.

#### 41.A.2. RAIL FERRIES.

Each rail ferry line on the map has an additional intrinsic ability. It enables up to 3 REs of units to move the entire length of the rail ferry as if it was crossing a single major river hexside. *Note: This MP cost cannot be reduced with engineers.* This ability does not use any rail capacity.

#### 41.A.3. ICE AIRFIELDS.

Temporary airfields may be built on frozen partial lake hexes. All units are considered to be construction units for purposes of building and maintaining a temporary airfield on a frozen partial lake hex. There is no SMP cost for an ice airfield.

When the lake in a hex containing an ice airfield thaws, remove the ice airfield from play; any air units there must then attempt to escape per Rule ???.

#### 41.A.4. FLOODING OF CANAL INTENSIVE HEXES.

Canal intensive hexes may be flooded by the owning player under certain circumstances as described below:

##### 41.A.4.a. PARTIAL FLOODING.

When enemy units attack a canal-intensive hex, the player owning the hex may attempt to flood it. Follow this sequence:

- 1) The attacking player announces his attack on the hex and indicates his attacking units.
- 2) The player owning the hex may attempt to flood the hex, if he wishes. If he decides to do so, he consults the SUCCESS TABLE, modifying the die roll by +2 if the hex is in the Netherlands. A failure result means that he failed to flood the hex before the attack. A success result means the hex is flooded for the rest of the player-turn (only). Treat the hex as a swamp hex (but still also count city modifiers) for combat and exploitation purposes.
- 3) If the hex is flooded, the attacking player may call off the attack if he wishes. If called off, the units indicated for the attack may not attack a different hex.
- 4) If the hex is flooded after the surrender of the Netherlands (regardless of which player flooded the hex), the Allied player must immediately spend 3 SRPs as disaster relief if the hex contains a dot city, or (only if in the Netherlands) the hex is adjacent to a dot or major city in the Netherlands. These SRPs must be removed from the national SRP pools.

Table 1 Flooding Results and Modifiers

FLOODING	
Results:	
F*:	Complete Failure: The attempt fails.
F:	Failure: The attempt generally fails. The attack suffers an additional -1 to the die roll.
S:	Success: The attempt succeeds.
S*:	Great Success: The attempt succeeds. Count the hex as prohibited terrain for the next two turns.
Modifiers (Cumulative):	
+2	Flooding attempt is made in the Netherlands

#### 41.A.4.b. MASSIVE FLOODING.

When Allied units attack certain canal-intensive hexes after the surrender of the Netherlands, the Axis player may attempt to flood them massively. The hex must be in the Netherlands and must be a coastal hex or have a river or canal hexside. *For example, The Axis player could massively flood hexes 16A:0623 and 0922, but not hexes 16A:1122 or 0417.* Follow the same sequence for partial flooding (above), with these changes:

- 1) If flooded, the hex becomes a prohibited terrain hex for the remainder of the player-turn and throughout the following player-turn. Thereafter, the hex is treated as a swamp hex (but still count city modifiers) for the remainder of the game.
- 2) Upon flooding, Axis units in the hex must immediately retreat, the same as if they received a defender retreat result in combat. Axis air units at airbases in the hex must attempt to escape. Axis naval units in port in the hex, immediately put to sea.
- 3) Upon flooding, any airbase or port in the hex is damaged to its maximum extent.
- 4) Allied units allocated to attack the hex may not attack (and may not advance into the hex, since it is now prohibited terrain). Air dropped units still occupy the hex but have a "+3 MP" marker placed on them. *Note: They could not be attacked in the following player-turn since they are in prohibited terrain.*
- 5) The Allied player must spend 7, not 3 SRPs as disaster relief immediately upon the flooding of the hex. Thereafter, he must spend 1 SRP in disaster relief for the hex during each months 1 and 3 Allied initial phases for the rest of the game.

Place a marker of your choice in the hex to note that it is massively flooded. *Note: Only the Axis player may massively flood a hex. (The Allied player cannot massively flood a hex, due to humanitarian and political considerations that governed the Allied coalition.)*

#### 41.B. THE SUEZ CANAL.

The Suez Canal is the canal running from Port Said (19A:3413) to Suez (19A:3718). Allied naval groups may move along the riverine hexsides of the Suez Canal if the hexside in question is Allied-owned and the canal is open (per below). *Note: Axis naval groups may never move along the Suez Canal, even if all of the canal is Axis-owned.*

A side owns a Suez Canal hexside if it owns both hexes adjacent to the canal hexside or was the last to do so.

The Suez Canal may be open, temporarily closed, or permanently closed. It is automatically open at the start of the game. Thereafter its status may change as follows:

- 1) **Temporary Closure:** The Allied player may temporarily close an open Suez Canal during any Allied initial phase in which at least one Axis unit in regular supply (Rule ???) is present anywhere in The Egyptian Delta. *Note: This closure represents the temporary withdrawal of the British fleet and shipping from the Eastern Mediterranean in order to prevent its isolation there at a time when permanent closure of the canal appears possible.*
- 2) **Reopening:** The Allied player may reopen a temporarily closed Suez Canal during any Allied initial phase in which all hexsides of the canal are Allied-owned.
- 3) **Permanent Closure:** The Suez Canal is automatically and permanently closed at the start of the first Allied or Axis initial phase in which one or more hexsides of the canal is Axis-owned. *Note: Permanent closure represents implementation of Allied plans to demolish the canal's facilities and to block its channel with obstructions if Axis capture of the canal appeared eminent. These measures were so extensive, that it is unlikely the canal could have been made usable again by either side within the time frame covered by the game.*

#### 41.C. THE CORINTH CANAL.

The Corinth Canal is the canal at the 15B:0813/0814 hexside. If a side owns both hexes 0813 and 0814, any naval group of that side that does not contain any TFs or CGs may move through the canal.

#### 41.D. SHATT AL ARAB-TIGRIS.

The Shatt al Arab-Tigris major river system (labelled circa 22A:4211, 4114, and 3217) has inland ports at Abadan (22A:4410), Khorramshahr (22A:4311), Basra (22A:4313), and Kut-al-Imara (22A:3219). Any naval group that does not contain any TFs or CGs may move along riverine hexsides between the coast and the inland ports. A group may move no further upriver on this system than the 22A:3219/3220 hexside adjacent to the inland port at Kut-al-Imara. *Note: Riverine naval movement is only possible on the hexsides of the Shatt al Arab and Tigris rivers between Kut-al-Imara and the sea; and that it cannot be used along the hexsides of the connecting Karun, Euphrates, Shatt al Garaff, or Shatt Dujala rivers or Hammar, Khoir, Auda, Sanniya, or Suwaiqiya lakes.*

#### 41.E. SOVIET TERRAIN.

##### 41.E.1. KERCH STRAITS.

Hexes 4A:3525 and 3526 are the Kerch Straits. Ground units may move and overrun across the 4A:3525/3526 hexside as if it were a major river hexside, but they may not attack across this hexside. This hexside is treated as a major river hexside when tracing supply lines (Rule 18).

Naval units may not move through the Kerch Straits if the enemy player owns both strait hexes. *Note: Naval units may move to these hexes even when both are enemy-owned and may disembark units making amphibious landings (Rule 37). However, they may never move through the straits between the Sea of Azov and the rest of the Black Sea while both straits' hexes are enemy-controlled.*

##### 41.E.2. BALTIC ISLANDS.

The Baltic Islands are the four islands just off the coast of Estonia. All sea hexsides between the islands and between the islands and the coast of Estonia are treated as major river hexsides for all movement, overrun, combat, and supply purposes.

##### 41.E.3. KRONSHTADT.

Kronshtadt (2A:0832), although an island, is not treated separate from the coastal portion of its hex. *For example, an Axis unit entering 2A:0832 from an adjacent land hex gains ownership of the entire hex.*

The Soviet player may treat the all-sea hexside between Kronshtadt and the northwest hex of Leningrad as a major river for all game purposes as long as he owns both hexes.

##### 41.E.4. THE SIVASH.

The Sivash is a shallow, swampy body of water off the northeast coast of the Crimea: it is impassable to naval units. Accordingly, naval units may not enter any hex in the line from 4A:2929 through 4A:3240.

##### 41.E.5. THE SEA OF AZOV.

The Sea of Azov is the protected body of water in the Black Sea north of the Kerch Straits. A river flotilla may enter any all-sea hex in the Sea of Azov.

##### 41.E.6. THE VUOKSA RIVER SYSTEM.

A large hydro-electric plant located at the Imatra Falls on the Vuoksa River (hexside 35:4317/4316) generates enough heat that the lower course of this river (including the two lakes along its course) never freezes enough to allow ground units to cross the ice. This stretch of the Vuoksa River, including the two Vuoksa lakes, counts open water throughout the game when moving ground units. Use the unfrozen minor river and lake effects on the TEC.

#### 41.F. EXITING THE MAP. (Germany/Russia)

Soviet units may exit the west edge of the map in or south of Greater Germany in east front scenarios. Axis units may exit the south edge of the map in Iran in east front scenarios. Any unisolated supplied unit may exit the west edge of the map when moving by spending MPs. The MP cost to exit the map is equal to the MP cost of the hex on the map edge from which the unit is exiting. Total the printed attack strengths of a player's units which exit the map. For the Soviet player, keep two separate totals: one for units that exit the map in Greater Germany and one for units that exit the map south of Greater Germany.

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