

WINTER TERRAIN & WEATHER



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European winters present the battlefield commander with a number of challenges over and above the normal hazards of terrain, such as snow covered woods, muddy and icy roads, and frozen waterways.



FORESTS & WOODS

Large parts of Europe are Heavily wooded making this country difficult to cross. When combined with the snows of winter only the most skilled woodsmen can find their way with any certainty or speed.

Woods are Difficult Terrain. Tanks moving through a wood risk getting stuck. Woods are Tall terrain. Teams at the edge of a wood are Concealed.

VILLAGES

Europe is dotted with small villages and farmsteads. A village or Farmstead consisted of wooden, stone, or brick houses depending on where you were in Europe.

OPEN GROUND

Between the forests, the land is broken by fields, pastures, and areas cleared by logging.

Open Ground is Cross-country Terrain.

ROADS & TRACKS

Many of the roads of eastern Europe are unpaved gravel or dirt. While in western and central Europe paved roads are more common.

STREAMS & RIVERS

The Europe is cut through with winding rivers and streams.

When they are not frozen over, Streams are Difficult Terrain with Fords where Tracks cross. Rivers are wider than streams and can be Deep so Impassable for Tanks/Guns and Difficult Terrain for Infantry. Fords across Deep Rivers are Difficult Terrain, but most Roads cross by Bridges.

BATTLEFIELD IN A BOX

All of the terrain on this table, other than the hills, is available from the Battlefield in a Box range of pre painted terrain, making it quick and easy to create a winter battlefield for your troops to fight over.

SNOW

The winters Europe can be harsh. Snowfall adds another difficulty to the fighting. The snow covers the ground, making it hard to locate streams, fences, and uneven ground. This means troops have to be more cautious when moving in snow covered terrain.

All teams treat snow-covered Roads as Cross-country Terrain, and all other snow-covered Terrain as Terrain Dash.

SNOW DRIFTS

During wild Winter storms the snow can collect against obstacles such as fences, buildings, natural rises, and stands of trees.

All teams treat Snow Drifts as Difficult Terrain.

ICE

Packed snow and ice make moving vehicles a risky affair. Black ice, which is extremely hard to spot, makes honest men out of even the most reckless drivers!

If a vehicle moves more than 8"/20cm in the Movement Step, at the end of its movement roll a Skill Test for that vehicle.

- *If successful, the vehicle navigates through the ice and carries on unharmed.*
- *Otherwise, the vehicle slips on the ice and stops moving immediately. Even if the team is still where it started, it has now moved.*

PONDS & LAKES

Europe has many lakes and ponds of all different sizes and shapes. In the depths of Winter many of these freeze over. Some are almost as solid as the land around them and can be traversed. However, many others prove treacherous, with patches of weak or thin ice lying in wait for unsuspecting travellers. You can represent some smaller bodies with just a pond or you could represent a larger lake by making part of the table the surface of a frozen Lake.

FROZEN RIVERS AND PONDS

Frozen rivers, streams, lakes, and ponds posed their own threats, not least of which was the temptation to cross them with armoured vehicles to outflank the enemy.

For light vehicles, such as trucks, jeeps, and other utility vehicles, a frozen river is easier to cross. For these vehicles a frozen river is rated as Cross-country terrain.

However, a crossing is far more risky for armoured vehicles. When an Armoured Tank Team tries to cross a frozen river, it must roll a die.

- *If the total is less than the vehicle's Front armour, the ice gives way under the vehicle's weight and the vehicle is Destroyed.*
- *Otherwise the vehicle safely navigates the river and it may continue as normal.*

ARDENNES BATTLEFIELDS

The Ardennes is a region of hills, rivers, and woods covering southeast Belgium, the neighbouring area of France, and the small state of Luxembourg. When viewed with the tactical eye, the Ardennes seems an unlikely place to drive a major offensive through, an assumption that the Germans used successfully against their enemies in both 1914 and 1940. In late 1944 they once again planned to push through the Ardennes into the heart of Belgium through its picturesque backdoor.

Around a third of the Ardennes is covered with forest, much of which is coniferous plantations with neat rows of trees. The forests are scattered in a patchwork across the countryside. The landscape is cut through with winding rivers and streams.

The road network in 1944 was quite extensive, despite the low population and industry of the region. The roads were expanded and improved in the 1930s with the growth of automobile tourism. Not a single main highway traversing

the Ardennes was in a straight east-west direction, making the intersections and crossroads important for traversing the region. The area also is dotted with towns and villages.

CULTIVATED WOODS

Many Ardennes forests have been replanted in massive groves; the trees planted in long and precise rows with large gaps in between. The sandy soil prevents undergrowth, so it is easy to see long distances into the woods.

You can model this on your battlefield by covering a majority of your table with wooded areas. Rather than treating these forests as normal Tall terrain, simply make the area they occupy concealment to those teams inside, with no limit on line of sight. To represent the complications of manoeuvring vehicles in these forests, they are still Terrain but do not require a Cross check. As Terrain a team's fastest movement through them can only ever be Terrain Dash.

BRIDGE DEMOLITION

All across the Ardennes front the American engineers worked hard to destroy the very bridges they had rebuilt only a few weeks before. The destruction of these bridges slowed down the advance of the Germans.

Agree with your opponent which bridges have been prepared for demolition.

If at the beginning of their Movement Step, a player has one or more Pioneer teams adjacent to a bridge that has been prepared for demolition, roll a die:

- If the result is 6, the bridge is demolished and collapses. Any teams on the bridge are immediately Destroyed.
- Otherwise the bridge was not ready for demolition and nothing happens this turn.

A demolished bridge becomes Impassable for Tank and Gun teams, and Difficult Terrain for Infantry teams.

RICKETY BRIDGES

There was a broad assortment of bridges that spanned the many rivers in the Ardennes. Some were sturdy stone structures, while others were much lighter and never meant to support the weight of a tank!

Agree with your opponent which bridges are rickety. Typically, a rickety bridge is one that is made of wood, as opposed to one made from stone or metal. However, even ones that look sturdy can be structurally unsound due to artillery or botched demolition attempts.

When an Armoured Tank team attempts to cross a Rickety Bridge, it must roll a die and add 4 to the result.

- If the total is less than the Tank team's Front armour, the bridge collapses under its weight and the vehicle is Destroyed.
- Otherwise the vehicle safely navigates the bridge and it may continue as normal.

A collapsed bridge becomes Impassable for Tank and Gun teams, and Difficult Terrain for Infantry teams.





WINTER WEATHER

YOUR BATTLEFIELD

These rules are optional. Feel free to use all of them, but be aware that this can lead to slower and longer games.

If that isn't your style but you'd still like to add some flavour to your battle, go ahead and choose a few of the rules on this and the previous terrain pages to use in your game and leave the others for another time and another battle.

SNOW STORM

Snow storms are frequent during the Winter in Finland and Russia, and can cause confusion and frustration.

If both players agree, your battle can take place during a snow storm. The game is played under the Night Fighting rules (see page 113 of the rulebook). The mission is played using the Dawn rules (see page 113 of the rulebook).

BLIZZARD

Blizzards are a more serious breed of snow storm. They can strike suddenly, delivering a pile of deep snow within a matter of minutes.

If both players agree you can decide to risk having a blizzard strike your battlefield.

If a Blizzard could strike in your battle, roll a die at the start of each player's turn. On a 1, the Blizzard strikes. That turn and those following are played under the Night Fighting rules (see page 113 of the rulebook).

Instead of using the Night Visibility Table, use the Blizzard Visibility Table below to find out how far your teams can see in the Blizzard.

Players continue to roll at the start of their turn. On a 5+ the Blizzard dies down, and the rest of the game uses the normal visibility rules.

If the game is not already using the Snow-covered Terrain rule when the Blizzard strikes, the rest of the game is played with them in effect (see page 3).

BLIZZARD VISIBILITY TABLE

Dice Roll	Distance
1 or 2	4"/10cm
3 or 4	8"/20cm
5 or 6	12"/30 cm