

COMMUNICATIONS

GOOD
(level 3)



FAIR
(level 2)



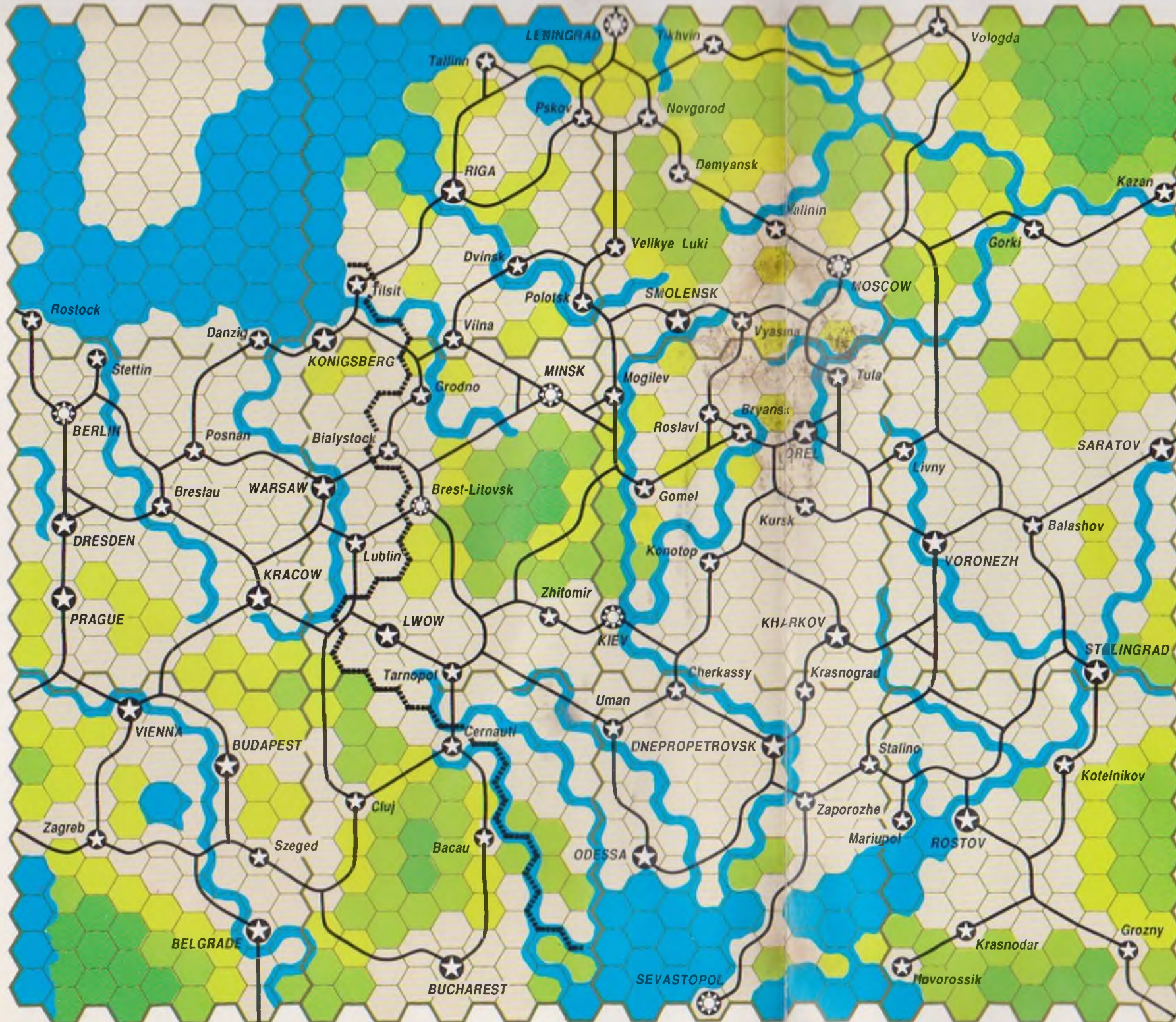
POOR
(level 1)



NONE
(level 0)



Each Korps (Axis) and Army (Soviet) will attempt to maintain an overland supply line to its parent HQ. The likelihood that a supply line can be kept open is related primarily to the communication value of each hex the line passes through. Please read the Chapter on Logistics and Administration in the Player's Manual.



Russia

The Great War in the East 1941-1945

TERRAIN FEATURES

OCEAN/LAKE



CLEAR



FOREST



ROUGH



MOUNTAIN



SWAMP



MAJOR CITY



MINOR CITY



FORTIFIED CITY



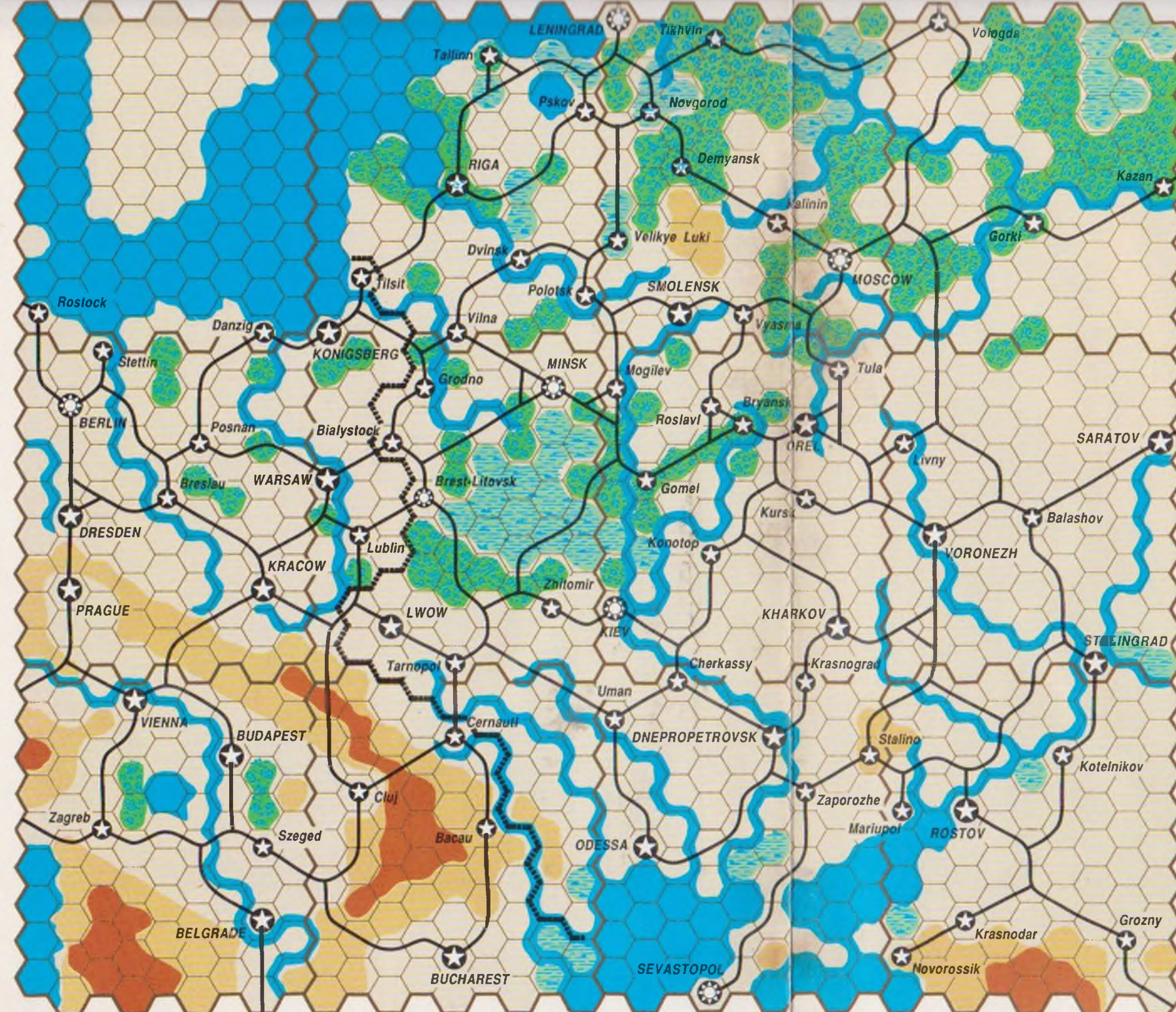
RAIL LINE



RIVER



1941 START LINE



RUSSIA

SAVE GAME DISK

- | | |
|--------|--------|
| 1..... | 5..... |
| 2..... | 6..... |
| 3..... | 7..... |
| 4..... | 8..... |

RUSSIA

SAVE GAME DISK

- | | |
|--------|--------|
| 1..... | 5..... |
| 2..... | 6..... |
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RUSSIA

SAVE GAME DISK

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RUSSIA

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RUSSIA

SAVE GAME DISK

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| 1..... | 5..... |
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