

[8.73] CLOSE ACTION RESULTS TABLE

Combat Strength Ratio

Close Action Value

	1 to 3	1 to 2	1 to 1	2 to 1	3 to 1	4 to 1	1	2	3	4	5	6	7	8	9
Die Roll:							3/•	3/•	3/•	3/•	3/•	2/•	2/•	1/•	1/•
	1						3/•	3/•	3/•	3/•	2/•	2/•	1/•	1/•	D/•
	2						3/•	3/•	3/•	2/•	2/•	1/•	1/•	D/•	D/D
	3	1					3/•	3/•	3/•	2/•	2/•	1/•	1/•	D/•	D/D
	4	2					3/•	3/•	2/•	2/•	1/•	1/•	D/•	D/D	D/D
	5	3	1				3/•	2/•	2/•	1/•	1/•	D/•	D/D	D/D	•/•
	6	4	2				2/•	2/•	1/•	1/•	D/•	D/D	D/D	D/D	•/•
Die Roll:							5	3	1						
	6	4	2				1/•	1/•	D/•	D/D	D/D	•/•	•/D	•/D	•/1
Die Roll:							6	4	2						
	5	3	1				1/•	D/•	D/D	D/D	•/•	•/D	•/D	•/1	•/1
Die Roll:							6	4	2						
	5	3	1				D/•	D/D	D/D	•/•	•/D	•/D	•/1	•/1	•/2
Die Roll:							6	4	2						
	5	3	1				D/D	D/D	•/•	•/D	•/D	•/1	•/1	•/2	•/2
Die Roll:							6	4	2						
	5	3	1				•/•	•/D	•/D	•/1	•/1	•/2	•/2	•/3	•/3
Die Roll:							6	4	2						
	5	3	1				•/D	•/D	•/1	•/1	•/2	•/2	•/3	•/3	•/3
Die Roll:							6	4	2						
	5	3	1				•/D	•/1	•/1	•/2	•/2	•/3	•/3	•/3	•/3
Die Roll:							6	4	2						
	5	3	1				•/D	•/1	•/1	•/2	•/2	•/3	•/3	•/3	•/3

KEY

• = No Effect
 D = All units in the indicated stack are disrupted
 # = Stack suffers indicated losses and is disrupted. The opposing Player always determines the distribution of opponent's losses.

EXPLANATION OF CLOSE ACTION RESULTS

The symbol to the left of the slash is the result inflicted upon the attacker. The symbol on the right of the slash is the result inflicted upon the defender. A disrupted defender must retreat one hex or be eliminated. It may not retreat into an Enemy-controlled hex unless a Friendly unit is present. If a disrupted unit suffers a second disruption, it is destroyed. A disrupted attacker remains in place. Undisrupted attacking units must occupy hex vacated by disrupted defenders. Note: Attacks at less than 1-3 (greater than 4-1) or at 0-any value (any value-0) are treated as 1-3 (4-1).

[10.15] TERRAIN EFFECTS CHART FOR MOVEMENT, STACKING AND OBSERVATION

Movement Costs (by Mode)

Terrain Type	Disp						Conc		Trav		Observation	
	Stacking Limit (SP's)	Inf HW,HQ Eng	Armor Recon	Inf HW,HQ Eng	Armor Recon	All	Range (hexes)	Blocked by (terrain types)				
Clear	24	1	1	1/2	1/4	1/8	5	1-9				
Mixed	24	2(3)	2(3)	1(3)	1(3)	1/2	6	1-9				
(1) Woods	24	3	3	2	2	1	6	2-9				
(2) Town	12	2	2	1	1	1/4	7	2,4-9				
(3) Broken	12	2	3	2	P	P	7	2,4-9				
(4) Forest	12	3	3	2	P	P	8	2,4-9				
(5) Rough	12	4	P	3	4	P	8	2,4,6-9				
(6) City	12	3	4	2	3	1/4	9	6-8				
(7) Hilltop	•	•	•	•	•	•	10	6-8				
Stream/(8) Dike	•	+2	P	+1	P	P	•	•				
Canal/River/Blocked	•	P	P	P	P	P	•	•				
Road	•	•	•	1/2	1/4	1/8	•	•				
Trail/Railroad	•	•	•	1	1/2	1/4	•	•				
Raised Road	•	•	•	•	•	1/8	•	•				
(9) Slope	•	•	•	•	•	•	•	•				
Lake	•	+1	+1	+1	+1	P	•	•				
Ferry	12	P	P	+2	+2	+2*	•	•				

• = Terrain has no effect. Other terrain in hex controls Movement or Observation; e.g., a dispersed unit gains no benefit for travelling along a Road. P = Prohibited, units may not enter. Every unit has a four-point Movement Allowance. # (#) = Movement cost on Maps C and D (A and B), respectively. * = Only artillery-type units

may move across a ferry in Travel Mode. All other units must cross in Concentrated Mode. Note that only German units may use Ferris. Numbers in the Blocked By column refer to numbers to left of terrain types.

[14.11] WEATHER CONDITIONS TABLE

Dice Roll	0201-0600		Dice Roll	1201-1400	
	North	South		North	South
2	0	0	2	3	6
3	6	6	3	6	6
4	6	6	4	3	3
5	3	3	5	P	6
6	0	0	6	6	6
7	6	6	7	P	P
8	0	0	8	0	0
9	P	6	9	6	3
10	3	0	10	3	6
11	6	6	11	0	0
12	3	0	12	P	P

On night Game-Turns, add five (5) Weather Condition points.
 P=No air operations permitted.

[11.51] DISRUPTION RECOVERY TABLE

Note that the Morale Rating used in this procedure is always the original rating printed on the unit.

UNIT MORALE RATING

Die Roll	1	2	3	4
-2	•	•	•	•
-1	•	•	•	•
0	•	•	•	•
1	•	•	•	•
2	•	•	•	R
3	•	•	R	R
4	•	R	R	R
5	R	R	R	R
6	R	R	R	R

• = Disruption not removed. Disruption persists until the Player's next Command Phase when he may again attempt to remove it.

R = Disruption removed. Marker is removed, and unit or stack of units is no longer disrupted. If the stack of units was disrupted because it exceeded Stacking Limits, the Owning Player has until the end of his next Movement Phase to cure the overstacking. When removing Disruption from a stack of units, the Player concerns himself with the topmost unit in the stack only. If he succeeds in removing disruption from this unit, then he has removed disruption from all the units in the stack.

[11.54] Adjustment to Disruption Recovery Die Roll

When rolling for Disruption Removal, the Player should adjust the value of the roll according to the following situations.

1. Add one to the roll value if the unit is stacked with (or is itself) a Friendly armor unit.
2. Add one to the roll value if the unit is stacked with (or is itself) any Friendly HQ or Leader unit.
3. Subtract one from the roll value if the unit is adjacent to enemy armor units.
4. Subtract one from the roll value if the unit is out of supply.
5. Subtract one from the roll value if the unit is adjacent to another Friendly disrupted unit or stack of units.

These adjustments are cumulative. An adjusted die roll greater than six counts as six. All modifications are applied at the instant of the die roll.

[14.92] AIR LANDING TABLE

TOTAL FLIGHT CONDITION POINTS (Weather, plus night, plus flak)

Dice Roll	0-3	4-6	7,8	9,10	11+
2	A	A	A	A	A
3	S1	S2	S2	S2	S2
4	•	S1	S2	S2	S2
5	•	•	S1	S2	S2
6	•	•	•	S1	S1
7	•	•	•	•	S1
8	•	•	•	•	•
9	•	•	•	•	L1
10	•	•	•	L1	S1
11	•	S1	L1	S1	S2
12	L1	L1	S1	S2	A

• = Serial lands in designated hex. Place units in hex Allied Player has defined as the drop hex.

S1 = Serial scatters and lands in some hex, other than the designated drop hex. Allied Player rolls one die to determine direction of scatter away from designated hex. (See scatter diagram on map.) He then rolls another die. The number of the die roll is the number of hexes away from designated drop hex which the units are actually placed on.

S2 = Serial scatters. Same procedure as S1 except the Allied rolls two dice to determine the distance of scatter.

L1 = Serial lands in designated hex. Each unit in the serial suffers a loss of one strength point.

A = Serial aborts. Units do not land. Allied Player rolls two dice. If he rolls a 2, 3, or 4 the units are eliminated. With a roll of five or higher the serial is returned to formation display. The Allied Player may attempt to land them into play on some subsequent day.