



ASSAULT RESOLUTION TABLE [13.5]

14	<ol style="list-style-type: none"> Attacker conducts a Vehicle Destruction Attempt [13.6.2]. Defender must retreat 4 hexes. Each retreating non-vehicular unit suffers a casualty and disrupts, <i>unless</i> already disrupted. Attacker <i>may</i> advance (once) into an adjacent hex and immediately conduct an assault if the hex is occupied. Disrupted riders and truck passengers must dismount. Check for Leader Loss [13.6.5], and Promotion Points [Optional, 19.3].
10-13	<ol style="list-style-type: none"> Both players conduct a Vehicle Destruction Attempt [13.6.2]. Defender must retreat. Each retreating <i>Disrupted</i> unit suffers a casualty. Each retreating un-disrupted non-vehicular unit must conduct a Cohesion Check and disrupt if they pass, or suffer a casualty and disrupt if they fail. Disrupted riders and truck passengers must dismount. Check for Leader Loss [13.6.5], and Promotion Points [Optional, 19.3].
6-9	<ol style="list-style-type: none"> If Urban Assault [13.6.1] and the <i>unmodified</i> die roll is 6 or 7, the single best attacking and defending non-vehicular unit suffers a casualty. Both players conduct Vehicle Destruction Attempts [13.6.2]. Defender must retreat. Each retreating non-vehicular unit must conduct a Cohesion Check [12.3.1]. Disrupted riders and truck passengers must dismount. Check for Leader Loss [13.6.5], and Promotion Points [Optional, 19.3]. Attacking and defending non-vehicular units not disrupted are marked with a Regrouping marker.
2-5	<ol style="list-style-type: none"> If Urban Assault [13.6.1] and the <i>unmodified</i> die roll is 4 or 5, the single best attacking non-vehicular unit suffers a casualty. Both players conduct Vehicle Destruction Attempts [13.6.2]. Attacker must retreat. Each retreating non-vehicular unit must conduct a Cohesion Check [12.3.1]. Riders and truck passengers remaining in the assault hex must dismount. Check for Leader Loss [13.6.5], and Promotion Points [Optional, 19.3]. Attacking and defending non-vehicular units not disrupted are marked with a Regrouping marker.
-1-1	<ol style="list-style-type: none"> Both players conduct Vehicle Destruction Attempts [13.6.2]. Attacker must retreat. Each retreating <i>Disrupted</i> unit suffers a casualty. Each retreating <i>un-disrupted</i> non-vehicular unit must conduct a Cohesion Check and disrupt if they pass, or suffer a casualty and disrupt if they fail. Riders and truck passengers remaining in the assault hex must unload. Check for Leader Loss [13.6.5], and Promotion Points [Optional, 19.3].
< -1	<ol style="list-style-type: none"> Defender conducts a Vehicle Destruction Attempt [13.6.2]. Attacker must retreat 4 hexes. Each retreating non-vehicular unit suffers a casualty and disrupts, <i>unless</i> already disrupted. Riders and truck passengers remaining in the assault hex must dismount. Defender <i>may</i> advance (once) into an adjacent hex and immediately conduct an assault if the hex is occupied by enemy units. Check for Leader Loss [13.6.5], and Promotion Points [Optional, 19.3].

ASSAULT VALUE MODIFIERS [13.4]

[Maximum Assault DRM is limited to +/- 4.]

DRM:

-1	Participating Vehicle is in Motion [13.4j]
1	Assaulting a Regrouping Force [13.4b]
1	Defender in a non-Urban Building hex, IP or behind a Wall [13.4c]
1	Defender is Concealed [13.4d]
1	LATW vs Bunker or Towed Gun [13.4e]
1	Hero vs Bunker [13.4f]
1	Defender in a Hill hex [13.4g]
1	Envelopment [13.4h]
2	Defender in an Urban Building or Urban Road hex [13.4i]
X	Cohesion Differential [+3 max] [13.4a]

VEHICLE DESTRUCTION DRM [13.6.2.1]

All DRMs are cumulative
[Maximum Net DRM allowed is 8.]

DRM If the Friendly Force includes an eligible:

2	a) <i>squad</i> or bunker of any Nationality, <i>or</i> b) a German MG or infantry section after 9/43
3	a) LATW, <i>or</i> b) the <i>squad</i> selected or bunker is German after 9/43
1	a) a Hero, <i>or</i> b) the <i>squad</i> selected has an Assault Value of 3

DRM If the Enemy Vehicle is:

2	Unsupported (<i>i.e.</i> , no other <i>un-disrupted</i> or <i>unshocked combat unit in the hex</i>), and in or adjacent to a cover terrain hex, hex side or Improved Position
2	Carrier or shocked AFV
-1	in Motion

VEHICLE DESTRUCTION RESOLUTION [13.6.2.2]

Destroyed if the die roll is ≥ 10 .

SMALL ARMS FIRE DRM TABLE [11.3.3]

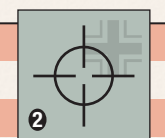
[Fire Attacks < -4 are not allowed.]

		Range of the firing unit is:				
DRM		4	8	10	12	15
-		1	1-2	1-3	1-3	1-4
-1		2	3-4	4-5	4-6	5-9
-3		3-4	5-8	6-10	7-12	10-15
-2		Split Fire [11.3.3d]				
-1/-2		Motion Firer [from current/adjacent hex] [11.3.3g]				
-1		For each Smoke and MDRM marker [11.3.3j]				
-1		Hex Contains a Friendly Vehicle [11.3.3l]				
-1		Suppressed Firer [11.3.3b]				
-1		Regrouping Firer [11.3.3f]				
-1		Obscure Target [11.3.3h]				
-1		Concealed Target [11.3.3i]				
1		Enfilade [11.3.3e]				
1		Target Density [11.3.3k]				
1		Target Maneuvered within two hexes [11.3.3c]				
X		TEM [see Terrain Table]				



MORTAR FIRE DRM TABLE [11.4.7]

1	Airburst
1	Density of Target hex
X	TEM [see Terrain Table]



MORTAR FIRE ACTION TABLE [11.4.6]

Type	Mortar Value (MV)		# of Accuracy die rolled	
	Primary	Secondary	HE	SMK
60mm Sec. (US)	0	-1	1	2
8cm Sec. (Gr)	2	0	1	4
8cm/81mm Plt.	2	0	5	7

SMALL-ARMS/MORTAR-FIRE RESOLUTION [12.1]

- If **Final Fire Attack Result** is > the **Cohesion** of the *best* non-vehicular *Combat* unit in the hex, that unit Disrupts and is Casualty Reduced if already Disrupted, and all other non-vehicular units in the hex must conduct Cohesion checks.
- If **Final Attack die roll** is ≥ 10 , the non-vehicular *Combat* unit with the *best* Cohesion is Casualty Reduced and Disrupts (unless already Disrupted) and all other nonvehicular units in the hex must conduct Cohesion checks.
- If the **Final Fire Attack Result** is > 10, a single *stationary* vehicle selected at random is shocked if an AFV, or is destroyed if a Carrier.

The Last HUNDRE YARDS COMBAT TABLES

ANTI-TANK FIRE DRM TABLE [11.5.4]

[Fire Attacks < -4 are not allowed.]

		Range of the firing unit is:						
DRM	LATW	4	5	15	21	24	30	
-		1	1-2	1-3	1-5	1-7	1-8	1-10
-1		2	3-4	4-5	6-10	8-14	9-16	11-20
-2		3	-	-	11-15	11-21	17-24	21-30
-2 ^L		Split Fire [11.5.4c]						
-1 ^L /-2 ^L		Motion Firer [current / adjacent hex] [11.5.4d]						
-1 ^L		Obscure Target [11.5.4f]						
-1 ^L		Opportunity Fire (Optional) [11.5.4g]						
-1		For each Smoke and MDRM marker [11.5.4i]						
-1		Suppressed Firer [11.5.4b]						
-1		Motion Target [11.5.4e]						
-1		Concealed Target [11.5.4h]						
X		TEM [see Terrain Table]						



^L Not Applicable to LATW Units.

ANTI-TANK FIRE RESOLUTION TABLE [12.2]

Target is Destroyed if...	Final Fire Attack Result is > the Target's armor value or armor enfilade value
AFV is Shocked if...	Final Attack Result is = to the Target's armor value or armor enfilade value
No Effect if...	the unmodified die roll is = 1

MINEFIELD EFFECTS TABLE [16.2.2]



- If the unit selected is:
- Non-Vehicular:** Disrupted if the Mine Effects die roll is > 7, and suffers a casualty and disrupts if die roll is equal to 10; otherwise there is no effect.
 - Vehicular:** An AFV is shocked if the Mine Effects die roll is > 8, and destroyed if die roll is equal to 10, while a Carrier is destroyed if the die roll is > 7, otherwise there is no effect. The shock or destruction of a vehicle may cause Collateral Damage [12.3.7].



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TERRAIN TABLES

TERRAIN EFFECT TABLE [4.0]

Terrain occupied by the Defender ²	Level	MP Cost				TEM ¹		Notes
		Non-Vehicular	AFV	HT	Truck	Non-Vehicular	Vehicular	
Rural/Urban	OT	1	1	1	2/1	0	0	see 4.1.1, 4.1.2
Woods/Forest	1/2	1½	3/4	P	P	-1	0	See 4.1.3
Hills	Varies	+½ ³	+1 ³	+1 ³	+1 ³	-1/0 ⁴	-1	See 4.1.4
Wooden Bldg.	0	1	1	1	2	-2	-1	See 4.1.6a
Stone Bldg.	1	1	1	1	2	-3	-1	See 4.1.6b
Urban Bldg.	1	1½ ⁵	P	P	P	-3 ⁵	NA	See 4.1.6c
Wall	0	OT	+1	P	P	-1	-1	See 4.1.7
Roads	OT	1	1	1	1	OT	OT	See 4.1.8
Urban Road	1	1	1	1	1	-3/0 ⁶	0	See 4.1.9
River	-1	2	P	P	P	0	0	See 4.1.10
Bridge	0	1	1	1	1	0	0	See 4.1.11
Ford	-1	+½	+1	+1	+2	0	0	See 4.1.12
Improved Position	OT	OT	OT	OT	OT	-2	-2	See 4.1.13

P Prohibited.

OT Other Terrain in hex determines TEM.

NA Not Applicable.

Footnotes:

- TEMs are not cumulative and if more than one is applicable, only the one most beneficial to the defender is used.
- Terrain listed in **bold black** are Blocking Hexes. Terrain types listed in **bold red** are Blocking Terrain Features.
- Applicable only when maneuvering uphill and not along a road.
- The TEM on the left is for small arms fire and the TEM on the right is for mortar fire.
- Dismounted Towed Guns are prohibited.
- The TEM on the right is for Towed Guns.

BLIND HEX TABLE [4.2.3]

Level difference between the highest hex and Blocking Terrain hex	Number of hexes from the <i>highest hex</i> to the intervening Blocking Terrain hex or Building Feature																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	0*	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
2	0*	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7
3	0	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5
4	0	0	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4
5	0	0	0	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3

* The value is "1" when the adjacent hex contains a woods or forest hex or intersects a building feature.

STACKING LIMITS [2.4; 13.5]

	# of units allowed per player in a hex	# of steps or units allowed per player to participate in an Assault
Squads	3	Maximum of 4 steps of non-vehicular combat units
MG	2	
Towed Guns	1	
Bunkers	1	
Vehicles	2	1 vehicle
Leaders or LATW units	two of each	one of each

MANEUVER POINT ALLOWANCE [10.1]

Unit Type	Activation	Reaction	Reverse
Non-Vehicular	3 (2)	2 (1)	-
AFV/Halftracks	5	4	3
Trucks	6	4	3

(x) = The number of hexes a unit can move regardless of the MP cost.

TACTICAL OBJECTIVE TABLE [19.3.1]

PP awarded for:		
Capture or Destruction	Defend	Objective [as defined]
1	1	Improved Position [13.4c]
4	1	Bunkers [13.4f, g]
2	1	Hill [13.4g]
1	1	Towed Gun [13.5, step 1b; or 13.6.3c]
2	1	Successful Vehicle Destruction Attempt
1	1	MOP (per Mission Special Rule*)
1		AFV [13.6.2]
1		Mission Win
-1		Per Step Lost in the Mission

* Terrain Features specified in the MSR as Mission Objective Points.

DISRUPTION/REGROUPING RECOVERY TABLE [14.1]

- Recover if the modified die roll is ≤ Cohesion
 - Rally [14.5] if the un-modified die roll = "1"
 - Heroic [14.6] if the un-modified die roll = "10"
- | | |
|----|-----------------------------|
| 1 | Unit is Suppressed [14.2 a] |
| -1 | Platoon Leader [14.2 b] |

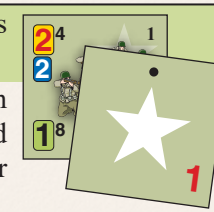
SHOCK RECOVERY TABLE [14.7]

- Recover if the modified die roll is ≤ 6
 - Rally [14.5] if the un-modified die roll = "1"
 - Destroyed if the un-modified die roll = "10"
- | | |
|---|-------------------|
| 1 | AFV is Suppressed |
|---|-------------------|

CONCEALMENT LOSS [4.3.1]

4.3.1.1 A Non-Vehicular Unit loses concealment immediately when...

- it maneuvers into, or fires from, an open terrain hex within 8 hexes and in LOS of an un-disrupted or non-shocked enemy unit.
- it maneuvers into, or fires from a cover terrain hex within 3 hexes (2 hexes for LATWs) and in LOS of an un-disrupted or un-shocked enemy unit.
- the Final Fire Resolution die roll is ≥ the cohesion of the affected unit [EXC: not applicable to Dummies; see 17.7.1].
- the Assault Resolution in which it participated ends.



4.3.1.2 A Vehicular Unit loses concealment immediately when...

- it is in open terrain, and an enemy unit maneuvers within 10 hexes and in LOS.
- it maneuvers into, or fires from, an open terrain hex or, if in motion while in LOS of an enemy unit at any range.
- it maneuvers into, or fires from, a cover terrain hex within 8 hexes and LOS of an enemy unit.
- an enemy unit is in an adjacent hex.

