



The Dark Valley



Living Document

The East Front Campaign, 1941-45

March 2013

Combat Results Table A

Used by Axis all turns except 7-9 (Dec 41-Feb 42)
Used by Soviets only on Turns 1-9 (Jun 41-Feb 42)

Combat Odds

DR	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	AE	AE	AL1	AL1	AL1	BL1	BL1	DR*
2	AE	AE	AL1	AL1	BL1	BL1	DR*	DR*
3	AE	AL1	AL1	BL1	BL1	DR	DR*	DR*
4	AL1	AL1	BL1	BL1	DR	DR*	DR*	EX
5	AL1	AL1	BL1	DR	DR*	DR*	EX	DE
6	AL1	BL1	DR	DR	DR*	EX	DE	DE
7	BL1	DR	DR	DR*	EX	DE	DE	DE
8	DR	DR	DR*	EX	DE	DE	DE	DE

Combat Results Table B

Used by Soviets all turns after Turn 9 (Feb 42)
Used by Axis only on Turns 7-9 (Dec 41-Feb 42)

Combat Odds

DR	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	AE	AE	AL1	AL1	AL1	NE	NE	DR
2	AE	AE	AL1	AL1	NE	NE	DR	BL1
3	AE	AL1	AL1	NE	NE	DR	BL1	BL1
4	AL1	AL1	NE	NE	DR	BL1	BL1	EX
5	AL1	AL1	NE	DR	BL1	BL1	EX	EX
6	AL1	NE	DR	BL1	BL1	EX	EX	DE
7	NE	NE	BL1	BL1	EX	EX	DE	DE
8	NE	DR	BL1	EX	EX	DE	DE	DE

Combat Results:

AE: All attacking units eliminated.

AL1: Attacker loses one step.

BL1: Both Attacker and Defender lose 1 step.

EX: Defender eliminated, Attacker loses equal number of steps.

DR: Defender retreats two hexes; if no retreat possible, defending units are eliminated.

DR*: Defender retreats as above and if Defender has two or more steps, Defender loses one step. If German (not Axis) Defender takes a step loss on CRT (only), Soviet attacker must take a step loss as well.

DE: All Defending units are eliminated (unless it is Soviet Attacker vs. German defending, then the attacking Soviets lose a step in addition to the DE result).

NE (No Effect): Soviet Player may accept No Effect result or roll again; a second NE is automatically treated as an AL1.

Odds less than 1-3 are automatic AE.

Odds greater than 6-1 are treated as 6-1.

No unit may be eliminated for loss until all involved units are reduced to one step.

Air Bombardment

Die Roll	1-1	2-1	4-1+
* 1-2	-	-	-
* 3	-	-	DL1
4-5	-	DL1	DL1
6	DL1	DL1	DL1

DL1: Defender loses 1 step

German Air: -1 DRM Mixed, Mud; -2 DRM Snow

Russian 18th Air: -2 DRM Mud

German 8th Air: +1 Combat Result only

* = Air/Artillery Unit Done



The Air Bombardment table is also used for Artillery Bombardment.
The listed weather Air modifiers do not apply to Artillery Bombardments.

Axis Depot Advance Table

Die Roll	Fair	Mixed	Mud/Snow
1-3	4	3	2
4	6	4	3
5	6	5	3
6	6	6	3

Result is number of hexes Axis Depot may advance

+2 to die roll in Jun 41 (Turn 1)

+1 to die roll in Jul 41 (Turn 2)



This is a "Living" document for the game. It includes errata and clarifications to the original text. To aid readability, errata is indicated in blue text.

Terrain Effects Chart



Terrain Image	Terrain Name	MP Cost (non-Mech/Mech)	Combat	Bombardment
	Clear	1	No Effect	1
	Woods	1/2	Each Panzer/Tank unit -1 CF (f)	2
	Marsh	2/3	Mech halved	2
	Rough	2 (a)	One shift	2
	Mountain	2/4 (a)	Defender doubled	4
	Town	OT	Defender +1	OT
	City	OT	Mech halved; one shift (g)	4
	River	0/+1	One shift (b)	OT
	Major River	+1/+2	Attacker halved	OT
	Volga River	+2/All (c)	Attacker halved (d)	OT
	Road	1 (e)	OT	OT
	Fortified Zone	+2 (c)	One shift	OT
	Defensive Works	OT	Soviet Defender +1	2
	Weak Fort	OT	OT	2
	Fort	OT	Defender doubled	4
	Rail	OT	OT	OT
	Kerch Straits	Stop on crossing	Defender doubled	OT
	Desert Steppe	2	Defender halved	1
	Lake/impassible hexside	Impassible	Not allowed	—

Notes:

OT = Other Terrain

CF = Combat Factor

(a) Mountain divisions spend 1 MP in Fair turns only.

(b) If all units are attacking across a river hexside.

(c) Axis units only.

(d) Soviet attacks only. Axis units may not attack.

(e) Fair/Mixed/Mud Weather only. Units may treat railroads as roads for this purpose in Mountain terrain only. Roads do not exist during Snow turns.

(f) May not be reduced to less than 1 CF in total from all Tank/Panzer unit(s) from each hex on attack or defense.

(g) See rule 17.1.2.