

COMBAT MODIFICATION CHART

MODIFICATION OF ATTACK OR DEFENSE STRENGTH

Combat strength modifications are **NOT** cumulative; a unit's attack or defense strength may not be doubled or halved more than once. If a unit's strength is halved and doubled in the same battle, use the unit's printed strength.

A. A Unit's Attack Strength is HALVED for:

- 1) Units that are unsupplied (2.4), not in attack supply (11.4).
- 2) Units that are Fatigued (5.1.5).
- 3) Armor units attacking into a forest hex along a trail or across a non-road hexside (7.2.4).
- 4) Armor units attacking into Marsh (7.2.5), *Westwall* (7.2.15) or across a severe terrain hexside (7.2.6), regardless of roads.
- 5) Non-artillery units attacking across a ford, river or waterway hexside, regardless of crossings (7.2.7).
- 6) German Flak units on a clear weather AM turn.

B. A Unit's Attack Strength is DOUBLED for:

- 1) Armor units attacking non-armor units defending in clear terrain hexes (Anti-armor (D0) unit exceptions, 7.2.1).

C. A Unit's Defense Strength is HALVED (Fractions Rounded Up) for:

- 1) Units that are isolated (2.8).
- 2) Units that are in strategic movement (SM) (5.1.3).
- 3) Units that are disrupted by air attack (4.6.3) or disorganized following a retreat (7.10.8, 7.11.3).
- 4) Non-ZOC armor units defending a forest hex, town or city without infantry support (KG/TF exceptions) (7.2.4/13/14).
- 5) German *Flak* units on a clear weather AM turn.

D. A Unit's Defense Strength is DOUBLED for:

- 1) Armor units defending in clear terrain hexes (Armor superiority exception, 7.2.1).
- 2) Units defending in Cities (Non-ZOC Armor unit exceptions, 7.2.14).
- 3) Units occupying *Westwall* terrain (7.2.15) or an Improved Positions (IP) (7.2.16), only one may apply.

E. A Unit's Defense Strength is Increased by One Point for:

- 1) Infantry unit defending a castle (Maximum one point per castle) (7.2.11).

F. Artillery Barrage Strength is HALVED or QUARTERED (Fractions Rounded Up, 7.7):

- 1) See Artillery Modification Table.

G. Artillery Barrage Strength is DOUBLED (11.20):

- 1) Allied Time-on-Target Fire (11.20).

COMBAT-ODDS SHIFTS (Apply in the following order).

Note: All combat-odds shifts ARE cumulative (i.e., multiple attack / defensive odds-shifts are possible).

- H:** Coordinated Attack vs. Uncoordinated Defense (+1) (supply limitations, 7.4.2).
- I:** Coordinated Defense vs. Uncoordinated Attack (-1) (isolation and good order limitations, 7.4.3).
- J:** Coordinated Flanking Attack (+1) (Exception for "1" morale defenders, 7.4.5).
- K:** Successful Ground Defense Support (7.8.2) or mistaken Ground Attack Support (-1) (7.8.1).
- L:** Successful Ground Attack Support (7.8.1) or mistaken Ground Defense Support (+1) (7.8.2).
- M:** Superior Morale (+1 for attack, -1 for defense) (7.3).
- N:** Attacking a lone Engineer battalion (+1) (7.6.4).
- O:** First turn of attacks for *Panzer Brigade 150* (+1) (10.8).
- P:** First attack by a *KG Peiper* multi-unit *Kampfgruppe* (+2) (10.7.3).
- Q:** All *KG Peiper* Night Combat beginning on 16PM (+1 for attack, -1 for defense) (10.7.3).
- R:** 16AM German Surprise Attacks (+1 for 6th *Panzer Arme*e zone; +2 for 5th *Panzer Arme*e or 7th *Arme*e zones) (10.10.2).
- S:** 16PM German Surprise Attacks (+1 for all zones) (10.10.2).
- T:** Town Defense (-1) (7.2.13).
- U:** German Tiger Tanks (+1 for attack, -1 for defense) (7.6.1).
- V:** Flame Tanks (7.6.3) or German "*Sturm*" Tanks & infantry (7.6.2) attacking city, town, village, hamlet, *Westwall* or IP (+1).
- W:** German units defending in *Westwall* terrain (-1) (7.2.15).
- X:** Commander Personal Presence Augmentation (+1) (11.14.5.2).
- Y:** Successful Commando Combat Deception (+1) (11.15.5).
- Z:** FOG weather Uncertainty Die-Roll (UDR) of 1-3 = +1; UDR of 4-5 = 0; UDR of 6 = -1 (11.2.3).
- ZZ:** German Ammunition Shortages Die-Roll (0 or -1) (11.22)
- ZZZ:** Barrage attacks fired into open-terrain forest hexes (+1) (7.2.4)

COMBINED-ARMS DIE-ROLL MODIFIER

Claimed combined arms or armor superiority advantage, attacker (-1) OR defender (+1) (7.4, 7.5). See the modifications for Clear (7.2.1), Forest (7.2.4), Marsh (7.2.5), River, Waterway, Fords (7.2.7), *Westwall* terrain (7.2.15) and German *Flak* on Clear AM