

COMBAT TABLES



DELUXE EDITION

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Version 2.0

COMBAT RESULTS TABLE

Attacker's Strength vs. Defender's Strength
(round all fractions down)

Combat Odds Ratio →	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	Adjusted Die Roll ↓
-1	AE*	AE*	AE*	AE*	A3	A2	DR	BR	D1	D1	D2	-1
0	AE*	AE*	AE*	AE*	A2	A1	DR	D1	X2	D1	D2	0
1	AE*	AE*	AE*	AE	A2	A1	BR	D1	X2	D2	D2	1
2	AE*	AE*	AE	A2	A1	AR	BR	X2	D2	D2	D3	2
3	AE*	AE	AE	A2	A1	DR	D1	X2	D2	D3	D3	3
4	AE	AE	A2	A1	AR	BR	D1	D2	D3	D3	DE	4
5	AE	A3	A2	A1	AR	BR	X2	D2	D3	DE	DE	5
6	AE	A3	A2	A1	DR	D1	X2	D3	DE	DE	DE*	6
7	A3	A3	A1	AR	BR	X2	D2	DE	DE	DE*	DE*	7
8	A3	A2	A1	AR	BR	X2	D3	DE	DE*	DE*	DE*	8
9	A3	A2	AR	BR	D1	D2	DE	DE*	DE*	DE*	DE*	9
10	A2	A1	BR	BR	X2	D2	DE	DE*	DE*	DE*	DE*	10
11	A2	A1	BR	BR	X2	D3	DE	DE*	DE*	DE*	DE*	11

COMBAT RESULTS TABLE KEY

AE* All attacking units are eliminated. All attacking units that were surrounded are surrendered immediately. (See Rule 10.68).

AE All attacking units are eliminated.

A# Attacker suffers # step losses and any surviving units must be retreated 2 hexes.

AR Attacker retreats all attacking units 1 or 2 hexes, at his discretion.

BR Battle Rages - The Battle is unresolved and both sides take 1 step loss. No retreat or advance occurs. If the BR result happens in the First Impulse, units are locked in combat for the Second Impulse.

X2 Exchange: Both sides suffer 2 step losses. If either player has only 1 step to lose, then his opponent only loses 1 step. Any surviving defending enemy units are retreated 1 or 2 hexes.

DR All defending units are retreated 2 hexes.

D# Defender suffers # step losses. Any surviving units must be retreated 2 hexes.

DE All defending units in the hex are eliminated.

DE* All defending units in the hex are eliminated. All defending units that were surrounded are surrendered immediately. (See Rule 10.68).

(Units forced to attack at odds less than 1-5 automatically surrender. Modified Rolls of less than -1 are treated as a -1 result. Modified Rolls of greater than 11 are treated as an 11 result.)

BLITZKRIEG ATTACK TABLE

ONE ARMOR TYPE UNIT MINIMUM, REQUIRED

Germans use table from 1941 thru Jul/Aug 1943

Russians use table from Sept 1943 thru Jun 1945

Combat Odds Ratio →	3-1	4-1	5-1	6-1	7-1	10-1	Adjusted Die Roll ↓
1-3	BR	X2	D1	D2	D1-Adv 2	D2-Adv 2	1-3
4-6	X2	D2	D2-Adv 1	D2-Adv 1	D2-Adv 2	D2-Adv 3	4-6
7-9	D2-Adv 1	D2-Adv 2	D2-Adv 2	D3-Adv 2	DE-Adv 2	DE-Adv 3	7-9
10	D2-Adv 2	DE-Adv 2	DE-Adv 3	DE-Adv 3	DE-Adv 3	DE-Adv 3	10

COMBAT DIE ROLL MODIFIERS

† (See Rule 10.5)
* (See Rule 10.37)

	Att.	Def.
Field Marshal used	+1	-1
Armor vs non-armor only in hex†	+1	-1
Mountain units vs units in Mountain hex*	+1	-1
All defenders behind a River		-1
Major City		-1
Forest		-1
Swamp		-1
Mountain		-1

AIR SUPPORT CHART

(Note: Maximum number of air units supporting an attack cannot exceed the number of attacking corps and armies.)

Impulse Weather	Maximum number of Air Units that can be used in any Attack
Clear	4
Lt. Mud	3
Mud	2

RUSSIAN VICTORY CHART

(Sudden Death Victory Conditions)

Check at the end of each Nov/Dec turn	
Turn of Year	Number of Major Cities German Player Requires
1942	17
1943	10
1944	5