

COMBINED ARMS CHARTS & TABLES

Whatever the table used, attacks and Overruns at less than one-to-one odds are not permitted; odds higher than ten-to-one are treated as ten-to-one.

[13.2] HARD ATTACK STRENGTH COMBAT RESULTS TABLES

(used by Tanks, Assault Guns, and Anti-Tank Units)

[13.21] CLEAR TERRAIN, Hard Attack Strength Combat Results Table

Die Roll	ODDS [Attack Strength to Defense Strength]										Die Roll
	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	
1	3	D1	D2	D3	De	De	De	De	De	De	1
2	2	3	D1	D2	D3	De	De	De	De	De	2
3	2	3	D1	D2	D3	De	De	De	De	De	3
4	1	2	3	D2	D3	De	De	De	De	De	4
5	1	2	3	D1	D3	De	De	De	De	De	5
6	•	1	3	D1	D2	D3	De	De	De	De	6

[13.22] ROUGH #1, Hard Attack Strength Combat Results Table

Die Roll	ODDS [Attack Strength to Defense Strength]										Die Roll
	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	
1	2	3	D1	D2	D3	D3	D3	D3	De	De	1
2	2	2	D1	D1	D2	D2	D3	D3	D3	De	2
3	1	2	3	3	D1	D2	D3	D3	D3	D3	3
4	1	2	3	3	D1	D2	D2	D3	D3	D3	4
5	•	1	2	2	3	D1	D1	D2	D2	D3	5
6	•	•	2	2	3	D1	D1	D1	D2	D2	6

[13.23] ROUGH #2, Hard Attack Strength Combat Results Table

Die Roll	ODDS [Attack Strength to Defense Strength]										Die Roll
	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	
1	1	2	2	2	3	3	3	De	De	De	1
2	1	1	1	2	2	3	3	3	De	De	2
3	1	1	1	1	2	2	3	3	3	De	3
4	•	1	1	1	2	2	2	3	3	3	4
5	•	•	1	1	1	2	2	2	3	3	5
6	•	•	•	•	•	1	2	2	2	3	6

[13.3] SOFT ATTACK STRENGTH COMBAT RESULTS TABLES

(used by Infantry, Artillery, Recon, and Air Strikes)

[13.31] CLEAR TERRAIN, Soft Attack Strength Combat Results Table

Die Roll	ODDS [Attack Strength to Defense Strength]										Die Roll
	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	
1	2	3	3	3	D2	D3	D3	D3	D3	D3	1
2	1	2	2	3	D2	D2	D3	D3	D3	D3	2
3	1	1	2	2	D1	D2	D2	D3	D3	D3	3
4	•	1	1	2	3	D1	D2	D2	D2	D3	4
5	•	1	1	1	3	D1	D1	D1	D2	D2	5
6	•	•	1	1	3	D1	D1	D1	D1	D1	6

[13.32] ROUGH #1, Soft Attack Strength Combat Results Table

Die Roll	ODDS [Attack Strength to Defense Strength]										Die Roll
	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	
1	2	3	3	3	D1	D2	D2	D3	D3	D3	1
2	1	2	2	3	3	D1	D2	D2	D3	D3	2
3	1	1	2	2	3	D1	D1	D1	D3	D3	3
4	•	1	1	2	3	3	D1	D1	D2	D3	4
5	•	1	1	1	3	3	3	3	D2	D2	5
6	•	•	1	1	2	3	3	3	D1	D1	6

[13.33] ROUGH #2, Soft Attack Strength Combat Results Table

Die Roll	ODDS [Attack Strength to Defense Strength]										Die Roll
	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	
1	1	2	2	2	3	3	3	3	3	3	1
2	1	1	1	1	2	2	3	3	3	3	2
3	•	1	1	1	2	2	2	3	3	3	3
4	•	•	1	1	1	2	2	2	3	3	4
5	•	•	•	1	1	2	2	2	2	3	5
6	•	•	•	•	•	1	2	2	2	2	6

For explanation of Combat Results Tables see 9.0.

[14.0] SCENARIO UNIT VALUES

**SCENARIO Nr. 1,
Russia, 1944**
Terrain Mode: Mixed

ALPHA (Russians, CCL: 2)

	[4]	[10]	4	[4]	12
	1	8	1	8	3
	1	10	27	1	10

Attack Strength, Hard
Attack Strength, Soft
Range
Defense Strength
Movement Allowance

BRAVO (Germans, CCL: 1)

	[5]	[10]	5	[5]	10
	1	6	1	6	3
	1	10	27	1	10

**ALL SCENARIOS,
ALL FORCES**

	0	0	0	1	10
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**SCENARIO Nr. 2,
Vistula Bridges**
Terrain Mode: Open

ALPHA (Germans, CCL: 2)

	[4]	[10]	4	[4]	10
	[2]	[10]	2	[2]	10
	1	8	1	[8]	10

	1	5	1	5	3
	1	10	27	1	10
	[2]	[10]	2	1	10

BRAVO (Poles, CCL: 4)

	[2]	[10]	2	[2]	10
	1	1	1	[1]	10
	1	4	1	4	3

	1	10	27	1	10
	1	10	20	1	10
	[2]	[10]	2	1	10

**SCENARIO Nr. 3,
Prochorovka**
Terrain Mode: Open

ALPHA (Germans, CCL:1)

	[6]	[10]	6	[6]	11
	[5]	[10]	5	[5]	10
	[3]	[10]	3	[3]	10

	1	6	1	6	3
	1	10	30	1	10
	1	10	27	1	10

BRAVO (Russians, CCL: 3)

	[3]	[10]	3	[3]	12
	[2]	[10]	2	[2]	12
	1	8	1	8	3

	1	10	13	1	10
	[3]	[10]	3	1	10

**SCENARIO Nr. 4,
Arrancourt**
Terrain Mode: Mixed

ALPHA (U.S., CCL: 1)

	[4]	[10]	4	[4]	11
	[6]	[10]	6	[6]	10
	1	5	1	5	3

	1	10	30	1	10
	1	10	27	1	10
	0	0	0	[1]	10

BRAVO (Germans, CCL: 3)

	[6]	[10]	6	[6]	11
	[4]	[10]	4	[4]	10
	1	9	1	[9]	10

	1	5	1	5	3
	[5]	[10]	5	1	10

**SCENARIO Nr. 5,
The Chinese Farm**
Terrain Mode: Open

ALPHA (Egyptians, CCL: 3)

	[4]	[10]	4	[4]	12
	1	3	1	[3]	10
	1	11	1	11	3

	1	10	27	1	10
	1	10	13	1	10
	0	0	0	[1]	10

BRAVO (Israelis, CCL: 1)

	[11]	[10]	11	[11]	12
	1	8	1	8	3
	1	10	27	1	10

	0	0	0	[1]	10
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**SCENARIO Nr. 6,
Heartbreak Ridge**
Terrain Mode: Closed

ALPHA (U.S., CCL: 3)

	[5]	[10]	5	[5]	[10]
	1	6	1	6	3
	1	10	33	1	10

	1	10	28	1	10
	0	0	0	[1]	10

BRAVO (Chinese, CCL: 2)

	1	2	1	2	4
	1	10	20	1	3
	1	10	13	1	3

[13.1] TERRAIN EFFECTS CHART

Terrain Feature In...	Movement Point Cost to Enter or Cross Hexside	Multiplying Effect on Unit's Defense Strength	TERRAIN KEY:											
			Clear	Rough #1	Rough #2	Road	Trail	River	Ford	Bridge	Lake			
CLOSED MODE														
Clear	2MP	x1	Clear	1MP	x1	Clear	1MP	x1	Clear	1MP	x1	Road	1MP	na
Rough #1	4MP	x3	Rough #1	2MP	x2	Rough #1	2MP	x2	Rough #1	1MP	x1	Improved Position	na	x2
Rough #2	8MP	x4	Rough #2	5MP	x3	Rough #2	2MP	x4	Rough #2	2MP	x2	Bridge	(a)	na
River	+4MP	x2	River	+2MP	x2	River	+2MP	x2	River	+1MP	x2	NOTES: MP = Movement Point Cost		
Trail	2MP	na	Trail	1MP	na	Trail	1MP	na	Trail	na	na	(a) = Bridge negates River crossing cost		
Ford	+1MP	na	Ford	+1MP	na	Ford	+1MP	na	Ford	+1MP	na	na = not applicable; no effect		
												* In the OPEN MODE, Rough #1 is treated as Clear Terrain.		