

Combat Results Table (16.1)

Die Roll	1-4	1-3	1-2	3-4	1-1	3-2	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	Die Roll
0	1/R	-/R	-/1R	1/2	-/2R	-/2R	-/2R	-/3R	-/3R	-/4R	-/E	-/E	-/E	-/E	-/E	0
1	R/-	1/R	1/1	*/1	-/1R	-/2R	-/2R	-/3R	-/3R	-/3R	-/4R	-/E	-/E	-/E	-/E	1
2	R/-	R/-	1*/R	1/1	1*/2	1*/2	1*/2	-/2R	*/3R	-/3R	-/3R	-/4R	-/E	-/E	-/E	2
3	R/-	R/-	-/-	1*/R	2/1	-/R	-/1	1*/2	-/2R	*/3R	-/3R	-/3R	-/4R	-/E	-/E	3
4	R/-	R/-	R/-	-/-	1*/R	2/1	1/1	1/1	1*/2	-/2	*/3R	-/3R	-/3R	-/E	-/E	4
5	R*/-	R/-	R/-	R/-	-/-	1*/R	2/1	2/1	-/1	1*/2	-/2R	*/3R	-/3R	-/3R	-/E	5
6	2R/-	R*/-	R/-	R/-	R/-	-/-	1*/R	-/R	2/1	-/1	1*/2	-2R	*/3R	-/3R	-/E	6
7	2R/-	2R/-	R*/-	R*/-	R/-	R/-	-/R	-/R	-/R	1/1	1/1	1*/2	-/2R	*/3R	-/3R	7
8	2R/-	2R/-	2R/-	1R/-	R*/-	R/-	-/-	1*/R	-/R	-/R	-/R	1/1	1/2	-/2R	-/3R	8
9	3R/-	2R/-	2R/-	2R/-	1R/-	R*/-	R*/-	-/-	1*/R	-/R	-/R	-/R	1*/1	-/1R	-/2R	9
10	E/-	3R/-	2R/-	2R/-	2R/-	1R/-	1R/-	R*/-	-/-	1*/R	1*/R	-/R	-/R	1/1	-/2R	10
11	E/-	E/-	3R/-	2R/-	2R/-	2R/-	1R/-	1R/-	R/-	-/-	-/-	1/R	-/R	1/R	-/1R	11

Air Combat Table

Air Combat Differential (attacker-defender)

Die Roll	-3	-2	-1	0	+1	+2	+3
1	A	A	D	D	X	X	X
2	-	A	A	D	D	X	X
3	-	-	A	A	D	X	X
4	-	-	A	A	A	D	X
5	-	-	-	-	A	D	D
6	-	-	-	-	-	A	D
7	-	-	-	-	-	A	A
8	-	-	-	-	-	-	A
9	-	-	-	-	-	-	-
10	-	-	-	-	-	-	-

AA Fire Chart

Die Roll	Result
7 or less	No Effect
8 - 9	Aborted
10 - 11	Damaged
12	Destroyed

Overrun Table

(11.4.3.i)

Die Roll	Result
2 or less	Successful. Stack in overrun hex loses one step (for the stack) and is retreated two hexes
3-7	Successful. Units in overrun hex are retreated two hexes.
8-10	Overrun fails. Overrunning stack ceases movement.
11+	Overrun fails. Overrunning stack loses one step (for the stack) and ceases movement.

Overrun DRMs

German Only		All Other	
+2	5-1	-1	9-1 or greater
0	6-1	-2	12-1 or greater
-1	7-1 or greater		
-2	10-1 or greater		
-3	14-1 or greater		

Soviet Artillery Suppression Chart

# Artillery units stacked with HQ	Number of Artillery units which can contribute strengths at:	
	Interdiction Level 1	Interdiction Level 2
1	0	0
2	1	0
3	2	1
4	3	2

Retreat Table (16.6.6)

Die Roll (modified)	Retreat through the enemy ZOC succeeds?
3 or less	Yes
4+	No

DRMs: -2 All retreating units German
 -2 The hex in an EZOC is in a woods hex.
 +2 Any of the retreating units are artillery.
 (Players may first sacrifice the artillery to avoid the DRM.)