

TERRAIN EFFECTS (0.2)

	Snow		Mud		
Terrain	Infantry	Mech	infantry	Mech	Combat effects
Clear	1	1	1.5	2	None
Forest ("Foret")	2	3	2	4	-1 col, Attack optional
Marsh ("Marais")	3	impassable	4	impassable	-1 col, Attack optional
Hill ("Colline")	2	2	3	3	-1 column
Village	1	other terrain unless on road	1	other terrain unless on road	-1 col + terrain, Attack optional
City ("Ville")	1	1 unless on road	1	1	-2 col + terrain, Armor x 1/2, Attack opt
Road	1	1 if alone in hex	1	2	None
River ("Riviere")	+1 mp	+3 mp	+1 mp	1 AP	infantry only, Attacker x 1/2, Attack opt
Stream ("Cours d'eau")	+0 mp	+1 mp	+0 mp	+1 mp	-1 col if all attacking across
Dnepr	impassable	impassable	impassable	impassable	No attacks across
Bridge	+0 mp	+2 mp	+0 mp	+2 mp	Attacker x 1/2, Attack opt

* "Attack optional": A unit in this terrain is NOT required to attack enemy units which exert ZoC into the hex.

ATTACK TYPES (7.4)

Type	Modifier	Support	Attacker Results	Advance
Normal	-	1 marker	Retreat possible	Optional
Prepared	+2 col	2 markers	Retreat possible, but at least 1 loss	Mandatory

DOCTRINE (9.0)

Nationality	Command Range	Formation Activation	General Activation
Germans	8	Entire	6
Russians	6	Entire +2	4

ARMOR SUPERIORITY (7.5)

Armor Superiority Difference attacker - defender	0 1 2 3 4 5 6 7								
	-3	0 col †	-1 col	-1 col	-1 col	-1 col	-1 col	-1 col*	-1 col*
-2	0 col †	0 col	-1 col	-1 col	-1 col	-1 col	-1 col*	-1 col*	-1 col*
-1	0 col †	0 col †	-1 col	-1 col	-1 col	-1 col	-1 col*	-1 col*	-1 col*
0	1 col †	1 col †	1 col	1 col	0 col	-1 col	-1 col*	-1 col*	-1 col*
1	1 col †	1 col	1 col	1 col	0 col	-1 col	-1 col*	-1 col*	-1 col*
2	2 col †	1 col †	2 col	2 col	1 col	0 col	0 col	0 col*	0 col*
3	3 col †	3 col †	3 col	2 col	2 col	1 col	1 col	1 col*	1 col*

Die roll modifiers:
 +1 if defender using Tiger or antitank marker
 -1 if attacker using Tiger marker
 * 1 attacker armor loss † 1 defender armor loss

ACTIONS (3.4.1)

Action	APs required
Movement	1
Normal attack	1
Prepared attack	2
Enter IP	1 (12.1)
Recover fatigue	2 (3.5.2)

AIR SUPPLY (14.0)

1d6	armor/mech APs	inf APs	support check
1,2	1	1	+2
3	1	1	+2
4	2	1	+2
5	1	1	+1
6	2	2	+1
7	2	2	0

+1 to die roll on turn the Kessel is declared

COMBAT RESULTS TABLE CRT (7.6)

1d6	1:4+	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8+:1
-0	E/-	*4/-	*3/1	*3/1	*3/1	*2/-	*2/1	1/1	-1	-1	-1
1	*4/-	*3/-	*3/1	*2/-	*2/-	*2/1	1/1	-1	-1	1/2	-2*
2	*4/-	*3/-	*2/-	*2/1	*2/1	1/1	-1	1/2	1/2	-2*	-2*
3	*3/-	*2/-	*2/1	1/1	1/1	-1	-1	-2	-2*	-2*	1/3*
4	*3/-	*2/-	1/1	1/1	-1	-1	1/2	-2*	1/3*	-3*	-3*
5	*2/-	*2/1	1/1	-1	-1	1/2	-2*	1/3*	-3*	-3*	-3*
6	*2/-	1/1	1/1	-1	1/2	-2*	-2*	-3*	-3*	1/4*	-4*
7	1/-	1/1	-1	1/2	-2*	-2*	1/3*	-3*	1/4*	-4*	1/E
8+	1/1	-1	1/2	1/2*	-2*	1/3*	-3*	1/4*	-4*	1/E	-E

Combat results are in the form attacker/defender

#: combat steps lost and or optional retreat (7.5, 7.5.1)

Bold: Breakthrough (7.5.3)

*: 1 step must be lost by the afflicted side(s)

E: entire stack is eliminated

COMBAT MODIFIERS (7.4)

Modifier	Effects
Terrain	See table (0.2)
Prepared Attack	+2 col
Combined arms attack	+1 drm
Armor superiority	See table
Unit status	See table (1.4)
Artillery, Nebelwerfer, Katyusha support markers	+/- 1 or 2 cols
Quality difference	+/- drm
Improved Position	-1 col