

Combat Results Table (CRT) ODDS (Attacker to Defender)								
Die Roll	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	AL1	AL1	AL1	AL1	NE	BL1	BL1	DR
2	AL1	AL1	NE	NE	BL1	BL1	DR	DR*
3	AL1	NE	BL1	BL1	BL1	DR	DR*	DR*
4	NE	NE	BL1	BL1	DR	DR*	DR*	DEX
5	NE	DR	DR	DR	DR*	DR*	DEX	DE
6	DR	DR	DR	DR*	DR*	DEX	DE	DE

AL1 = Attacker losses 1 step

NE = No Effect

DR = Defender must retreat 2 hexes

DR\* = if defender has two or more steps then Defender losses 1 step and then retreats 2 hexes

BL1 = Both Attacker and Defender losses 1 step

DEX = Defender Eliminated and Attacker losses 1 step

DE = Defender Eliminated

### Terrain Effects Chart (TEC)

Terrain Type	Movement Point Cost		Combat Effect	Nebelwerfer Attack Strength Modifier
	Infantry	Motorized		
Clear	1	1	Armor Shift (f)	+1
Light Woods	1	2	-	-
Woods	1	3	Infantry Defense Shift	-
Forest	2	P (a)	Infantry Defense Shift	-1
Rough	1	2	Defender Shift	-2
Minor River	+1	P	Defender Shift (b) (c)	-
Major River	+2	P	Defender Shift (c) (d)	-
Road	1	1/2 (e)	-	-
Bridge (destroyed)	OT	+3	Defender Shift (b) (c) (d)	-
Bridge (no road)	0	+2	Defender Shift (c)	-
Bridge (with road)	0	0 (e)	Defender Shift (c)	-
Village	OT	OT	+1 Defense Strength	-1
Town	OT	OT	Defender Shift	-2
Westwall	OT	OT	German infantry doubled on defense	-1

P = Prohibited OT= Other Terrain

a. Motorized along roads only using road movement

b. Motorized units may only attack across rivers at bridge locations including destroyed bridges

c. Only if all attackers attacking across a river or bridge

d. Motorized may only attack across major rivers at intact bridges

e. From road hex to road hex using road movement

f. Armor shift applies to a clear hex, including hexes with a Village but not a Town