

Tables and Player Aids

Weather Table			
Historical Weather		Random Weather	
Date	Weather	Die roll	Weather Effects
Oct 10 (night)	Clear	1 to 7 Clear	None
Oct, 11	Clear	8 & 9 Intermittent snow	Soviet receives 3 less air strikes, the German 5 less.
Oct, 12	Clear		
Oct, 13	Clear		
Oct, 14	Intermittent snow		
Oct, 15	Intermittent snow	10 Thaw	Each hex, except when using either primary roads or secondary roads, costs one more MP to enter.
Oct, 16	Intermittent snow		
Oct, 17	Intermittent snow		
Oct, 18	Intermittent snow		
Oct, 19	Intermittent snow		

Movement Effects chart			
Terrain Type	Movement point cost by mobility type		
	Leg	Wheeled	Tracked
Clear	1	1	1
Woods	1	4	2
Marsh	2	P	4
Hill	2	4	2
Village	1	½	1
Urban ^h	1	½	2
Fortification ^h	NE	NE	NE
Stream hexside	1	2	1 / 0 ^d
River hexside ^h	P / All ^c	P	P / 1 ^d
Cross Ford ^a	1	2	2
Cross Bridge ^a	1	1	1
Raised Highway ^a	NE / NE ^b	P / NE ^b	+1 / NE ^b
Paved ^a	1	¼	½
Unpaved ^a	1	½	½
Trail ^a	1	2	1
Railroad ^a	1	1	1
Change formation	1	1	1
Place assault marker	1 ^e	1 ^e	1 ^e
Destroy bridge/fort	4 ^{f, g}	4 ^{f, g}	4 ^{f, g}

Notes:

All costs are cumulative.

NE No additional affect

a Must be in column formation to use (7.4).

b Deployed formation / Column formation (7.4).

c May cross with the assistance of an engineer unit (15.2).

d Amphibious (18.3): Streams at no cost, and rivers 1 MP.

e Must be unaffected by suppression or disruption (12.19).

f Must not be out of command (17.1).

g Must not be out of supply (13.2).

h ZOC (12.1) does not extend into.