

Tables and Player Aids

Combat Results Table											
Die-roll	FP Column										
	0	1	2	3	5	8	12	18	30	45	60+
1	-	-	-	-	-	-	-	c	c	c	1
2	-	-	-	-	-	-	c	c	c	1	1
3	-	-	-	-	-	c	c	c	1	1	1
4	-	-	-	-	c	c	c	1	1	1	1
5	-	-	-	c	c	c	1	1	1	1	2
6	-	-	c	c	c	1	1	1	1	2	2
7	-	c	c	c	1	1	1	1	2	2	2
8	c	c	c	1	1	1	1	2	2	2	3
9	c	c	1	1	1	1	2	2	2	3	3
10	1	1	1	1	1	2	2	2	3	3	4

Note: Requires 2 shift mods to shift a column to the right of the 12 column.

Antitank Combat Results Table							
Die-roll	FP Column						
	1	2	3	5	8	12	20+
1	-	-	-	-	-	c	c
2	-	-	-	-	c	c	c
3	-	-	-	c	c	c	c
4	-	-	-	c	c	c	1
5	-	-	c	c	c	1	1
6	-	c	c	c	1	1	1
7	c	c	c	1	1	1	2
8	c	c	1	1	1	2	2
9	1	1	1	2	2	2	3
10	1	1	2	2	3	3	4

Key:

- No effect.

c Unit takes a morale check (12.17).

1,2,3 or 4 Unit loses that many steps and takes a morale check (12.17).

Notes:

Shifts to a column further to the left of those on the table automatically result in no effect. Shifts to a column to the right of those on the table are ignored and lost.

Rocket attacks (18.2, 18.7) cause a morale check, even if the result is no effect, and a penalty of one to the morale rating otherwise.

Morale Test summary	
Morale rating exceeded by	Effect on unit
0	Assault marker removed
1	Unit suppressed
2 to 4	Unit disrupted
5+	Unit eliminated

Modifiers (to a minimum of 1):

Out of Supply	-1
Out of command	-2
Suppressed	-1
Disrupted	-2
Katyusha rockets	-1