

## Tables and Player Aids

### Unit Status Summary

**In enemy ZOC:** May not recover from suppression or disruption, and may not receive replacements.

**Column formation:** Firepower halved, lose indirect fire capability, -2 to morale rating when assaulted in close combat, unable to enter fortifications, trenches or foxholes, and no engineering activity.

**Suppressed:** -2 to MP allowance, may not assault, no withdrawal attempts, fire power halved, lose indirect fire capability, -1 to morale rating, and may not receive replacements.

**Disrupted:** Halve MP allowance, may not assault, no withdrawal attempts, only defensive fire capped at 1 point maximum, lose indirect fire capability, -2 to morale rating, exert no ZOC, may not observe for indirect fire, HQ provides no command, no engineering activity, and may not receive replacements.

**Cut off:** Out of supply if either cut off two turns in a row or the unit fires, and may not receive replacements.

**Out of supply:** -1 to morale rating, motorised units movement allowance halved, fire power halved, lose indirect fire capability and no AA fire.

**Out of command:** Halve MP allowance, may not observe for indirect fire, -2 to morale rating, only able to advance one hex, no engineering activity, may not trace supply to a friendly HQ, and may not receive replacements.

**Involved:** Only defensive fire, lose indirect fire capability, no ZOC fire, no AA fire, and may not receive replacements.

### Combat summary

#### Fire combat

**Barrage:** Only regular fire combat may be initiated. Must not be assaulting.

**Offensive:** Only against the hex assaulted.

**Defensive:** Only against assaulting units.

**Direct:** After all assaults are resolved. Defender may only reply in kind.

**ZOC:** Against units which move out of a hex, change formation, or conduct engineering in an enemy ZOC.

**Indirect:** Must have an observing unit.

**Air strikes:** Only barrage and direct. Maximum of 1/3<sup>rd</sup> for Germans and 1 for the Soviets.

#### Close combat

**Morale ratings:** Minimum of one.

Ignore armour, AA, AT, artillery and HW.