

# Gazala: The Cauldron – Player Chart

Revision 11-12-13

Die Roll	Combat Results Table								
	1-3	1-2	1-1	3-2	2-1	3-1	5-1	7-1	9-1
-4	**RD/	**RD/	**RD/	*RD/	*D/	*R/	RD/	D/	R/
-3	**RD/	**RD/	*RD/	*D/	*R/	RD/	D/	R/	*/
-2	**RD/	*RD/	*D/	*R/	RD/	D/	*/	*/	-
-1	*RD/	*D/	*R/	RD/	*/	*/	R/	-	*/
0	*D/	*R/	*/	*/	D/	R/	-	*/	*/
1	*R/	*/	RD/	D/	R/	-	*/	*/	/R
2	*/	RD/	D/	R/	-	*/	*/	/R	/D
3	RD/	D/	R/	-	*/	*/	/R	/D	/
4	D/	R/	-	*/	*/	/R	/D	/	/RD
5	R/	-	*/	*/	/R	/D	/	/RD	*/
6	-	*/	*/	/R	/D	/	/RD	*/	*/RD
7	*/	*/	/R	/D	/	/RD	*/	*/RD	*/RD
8	*/	/R	/D	/	/RD	*/	*/RD	*/RD	*/
9	/R	/D	/	/RD	*/	*/RD	*/RD	*/	*/RD
10	/D	/	/RD	*/	*/RD	*/RD	*/	*/RD	*/RD
11	/	/RD	*/	*/RD	*/RD	*/	*/RD	*/RD	*/RD
12	/RD	*/	*/RD	*/RD	*/	*/RD	*/RD	*/RD	*/RD
13+	*/	*/RD	*/RD	*/	*/RD	*/RD	*/RD	*/RD	*/RD

Terrain/Action	Movement Point Costs			Combat Modifiers
	Wheeled	Tracked	Foot	
Track	1	1	1	-
Road	½	½	1	-
Desert	2	1	1	-
Rough	4	2	2	-1
Hill	6	3	2	-2
Location	OT	OT	OT	-
Escarpment	P	P	P	-2r
Minefield	12a	12a	P	-2
Fort	-	-	-	-2
Light Attack	8	8	3	-2
Medium Attack	16	16	6	-
Heavy Attack	24	24	9	+2

a – Allied unit only    r – Road only    OT- Other Terrain

## CRT Results – Attacker / Defender

- \* 1 Step Loss
- \*\* 2 Step Loss
- R Retreat
- D Disrupted

## Unit Effects Table

Condition	Modifier
Attacker Disrupted	-2
Attacker Out of Supply	-2
Defender Disrupted	+2
Defender Isolated	+2

## Allied Action Chits Per Turn

Formation	27am	27pm	28 <sup>th</sup>	29 <sup>th</sup>	30-31	1-2	3-4	5-6	7-8	9-10	11-12	13-14
4 <sup>th</sup> Armour	1	1	1	1	1	1	-	1	1	1	1	1
22 <sup>nd</sup> Armour	-	1	1	1	1	1	-	1	1	1	1	1
2 <sup>nd</sup> Armour	-	1	1	1	1	1	-	1	1	1	1	1
1 <sup>st</sup> ATB	-	1	1	1	1	1	-	1	1	1	1	1
32 <sup>nd</sup> ATB	-	-	-	-	-	-	-	1	1	1	1	1
7 <sup>th</sup> Motorized	1	1	1	1	1	1	1	1	1	1	1	1
9 <sup>th</sup> Indian	-	-	-	-	-	-	1	1	1	1	-	-
10 <sup>th</sup> Indian	-	-	-	-	-	-	1	1	1	1	-	-
Double Move	-	-	1	1	1	1	1	-	1	1	1	1

## Axis Action Chits Per Turn

Formation	27am	27pm	28 <sup>th</sup>	29 <sup>th</sup>	30-31	1-2	3-4	5-6	7-8	9-10	11-12	13-14
15 <sup>th</sup> Pz/21 <sup>st</sup> Pz	2	2	2	2	3	3	-	3	1	2	3	3
90 <sup>th</sup> Lt/Pavia-Brescia	1	1	1	1	1	1	1	1	1	1	1	1
Trieste/Ariete	1	1	1	1	2	1	1	2	1	1	2	1