Name	Inf	Veh	Road	Cover	Obs LOS
clear	1	1	-	-	-
rough	2	1	-	1	-
woods	2	3	-	2	YES
road	1 along road	1 along road	1/3	as main	as main
stream shallow	2	4	-	-	-
stream deep	3	NO	-	-	-
stream flood	NO	NO	-	-	-
pond	NO	NO	-	-	-
bridge	1	1	1/3	1	-
hill	+1 uphill	+1 uphill	-	complicated	complicated
building	2	NO	-	3	Y
dunes	2	3	-	1	Y
dirt road	1	1	1/2	as main	as main
wooden bridge	1	1	1/2	1	-
crevass	NO	NO	-	-	-
bunker	2	NO	-	8	Y
hedgerow	2	NO	-	3 (except area)	Y
beach	2	1 (no trucks)	-	-	-
swamp	3	NO	-	1	-
graveyard	2	NO	-	1	-
supply depot	1	2 trucks only	-	1	Y
road x stream	1	1	1/3	-	-
forest stream	as scenario	as scenario	-	2	Y
crater	+1	+1 (no trucks)	-	-	-
frozen stream	2 (danger)	3 (danger)	-	-	(no op fire)
icy bridge	1	1 (danger)	1/3	1	-

Who	Black Dice	Red Dice
Att	assault sq FP + 0-2 support sq halved FP + 2 per flamethrower HIT on 4+	target hex cover + target units cover bonuses -5 if attack incl flamethrower SAVE on 5+
Def	FP of fresh squads in hex +FP of fatigued squads in hex +FP of light veh in hex +FP of pinned squads (1/2 if no officer) HITS on 4+	*Attacker gets no cover*

Range Modifiers

Antitank specialist vs veh	squad range =3 against veh
On a hill higher than target	squad range +1
In a bunker?	you count as being on level 2. (poss +1 range)
Veh firing at bunker/building	range +3
Next hex	"CLOSE RANGE"
less than Range	"NORMAL RANGE"
less than 2x Range	"LONG RANGE"
Target squad has recon?	no attack
Moved, target@LONG RNG?	no attack
Moved, sqd has HMG/mortar?	no attack
Squad in building/pillbox?	mortars may not fire
You moved?	you may not be supported
Anyone but mortar, no LOS	no attack
Mortar, no LOS	can attack if ANY unit in division has LOS.
Mortar + other figures	choose mortar area attk OR normal attk
Squad is pinned (target)	no attack or support.
Squad is disrupted (flag)	no attack or support.
Squad is pinned, officer in hex	Squad may shoot (but not fire-and-move)

Movement Modifiers

Squad has an officer	+1 point
Squad is recon	+1 point
Squad is pinned (target)	no move
Squad is disrupted (flag)	no move
Squad in minefield	1 hex at most
Squad pulling equipment	1 hex at most
Moving uphill along road	only costs 1pt

Assault Values

	Assault	Support	Defend
Squad fatigued	NO	1/2 FP	FP
Squad has h.wpns	NO	1/2 FP	FP
Pin'd sq	NO	NO	1/2 FP
Pin'd sq, offc. in hex	NO	NO	FP
Disrupted squad	NO	NO	NO
Light vehicle	NO	NO	FP
Targ hex has smoke	1/2 FP	NO	1/2 FP, +2 cover

			vs INF		vs VEH		vs HEX	vs BLDG	
Unit	**Mv**	**Arm**	**Rng**	**FP**	**Rng**	**FP**	**Rng**	**Rng**	**FP**
Infantry	4	-	4	1	1	1	-	-	-
Officer	4	-	4	1	1	1	-	-	-
Elite Infantry	4	-	4	2	1	1	-	-	-
Mortar	4	-	-	-	-	-	8min2	-	-
HMG	4	-	5	3	3	2	-	-	-
Antitank	-	-	-	-	3	+3	-	-	-
2.5 Ton Truck (tr:2)	4	-	-	-	-	-	-	-	-
M3A1 Half Track (tr:1)	7	1	5	4	3	2	-	-	-
M3A1 HT/6lbr AT (tr:1)	7	1	-	-	7	9	-	-	-
M4A1 Sherman	6	4	5	6	6	8	-	8	9
M4A1 Sherman 76mm	6	4	5	6	8	10	-	8	9
M10	6	4	5	6	8	10	-	-	-
57mm AT gun	equip	2	5	4	7	9	-	8	7
251 (tr:1)	7	1	5	4	3	2	-	-	-
251/9 75mm (tr:0)	7	1	6	6	6	3	-	9	9
Opel Blitz (tr:2)	4	-	-	-	-	-	-	-	-
Panzer III	6	3	4	6	6	6	-	9	9
Panzer IV	6	4	5	6	8	10	-	8	9
Tiger I	5	6	5	6	8	13	-	8	9
88mm Flak 36	equip	2	5	4	9	13	-	8	7
75mm Pak 40	equip	2	5	4	8	10	-	8	7
Panzer III	6	3	5	6	6	6	-	8	9
Panther	7	5	5	6	8	6	-	8	9
StuG III	6	5	5	6	8	10	-	8	9
StuG III E	6	4	5	6	7	6	-	8	9
sIG 33b	5	4	8	10	6	8	-	11	13
sIG 33b +Stielgranate	no	4	-	-	-	-	-	8	16
Jadgpanzer	6	5	5	6	8	12	-	8	9
King Tiger	5	6	5	6	9	13	-	8	9
Bedford truck (tr:2)	4	-	-	-	-	-	-	-	-
Bren Carrier (tr:1)	6	1	5	4	3	2	-	-	-
6lbr	equip	2	5	4	7	9	-	8	7
Crusader II	7	3	5	6	6	5	-	8	9
Matilda II	5	5	5	6	6	5	-	8	9
ZiS-3 76mm	equip	2	5	4	8	8	-	8	7
T34/76	7	5	5	6	6	8	-	8	9
KV-1	4	6	5	6	6	8	-	8	9
SU-122	7	5	10	10	6	8	-	13	13
AZP m1939 37mm gun	equip	-	LOS (6=hit)	2	LOS (6=hit)	6	-	-	-

To Hit Rolls

CLOSE RANGE	Hit on 4+
NORMAL RANGE	Hit on 5+
LONG RANGE	Hit on 6
Mortar area @ NORMAL RANGE	Hit on 5+
Mortar area @ LONG RANGE	Hit on 6
HE ammo (red)	Hit on 4+
Expert specialisation	re-roll 1 dice

Defence Rolls

default	Success on 5+
Tank, thick armour	convert 1 dice into a success.
Tank, v.thick armour	convert 2 dice into a success.
Tank, attacked by M10	convert 1 dice less

Firepower Modifiers
(If you halve twice, no attack possible.)

Alpha (eagle wings up) unit?	+1 dice for each star
AP-B ammo (orange)	+1 dice
AP-C ammo (black) @CLOSE	+2 dice
AP-C ammo (black) @LONG	-1 dice
Flamethrower @CLOSE vs inf	+2 dice
Anti-tank specialist vs veh	+3 dice
Mortar doing suppression	add 2 dice
Tank/AT gun firing at building?	add 3 dice
Are you supporting?	halve your dice
Did you move?	halve your dice
Veh which is heavily damaged?	halve your dice
Smoke in firer's hex	halve your dice
Mines in firer's hex	halve your dice
Razor wire in firer's hex	halve your dice