

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 1/3rd for Germans and 1 for the Soviets.

Close combat

Morale ratings: Minimum of one.

Ignore armour, AA, AT, artillery and HW.