

Combat Charts



TEC TERRAIN EFFECTS CHART

Defender is in...	Effect on Attack
Clear/Open	none
Road	according to terrain in the rest of the hex
Town	+1, combined defence
Woods	+1 to die roll
Swamp	+1 to die roll
Gully, Streambed	according to terrain in the rest of the hex
Ford	none (treat as open hex)
Slope	See <i>Elevations Effect Chart</i>
Hill top	

TYPES OF COMBAT

Must have range to target. All units firing at the same target combine into one attack.

Selective Target the single weakest unit in a hex.

Multiple

Attack individual units at 1:1 odds or better, starting with the weakest, then next weakest if all units are not being attacked.

Combination

All units attacked in a single attack with one combined defence factor.

Overrun

Armored vehicles. During movement. Target hex is clear terrain. No blocks, wrecks, mines or forts. Move through target hex, exit opposite side, stop. No road rate. No changes as per WEC. Total defence of all units. Increase odds by 1; -2.

Close Assault Tactics (CAT)

For I class units. May attack after moving no more than 1 hex. No road movement. Subtract 2 from die roll. If engineer combine with infantry increase odds by 1.

ELEVATIONS EFFECT CHART

Attacker is in...	Defender is in...		
	Gully, Streambed, Ford, Ground level	Slope	Hill top
Gully, Streambed, Ford, Ground level	normal	AF halved unless adjacent	AF halved (Attacks to a hill top from a lower elevation are always halved.)
Slope	normal	AF halved unless adjacent (but AF still halved if intervening brown hexside)	
Hill top	normal	AF halved unless adjacent	normal

TET TARGET ELEVATION TABLE			
UNITS FIRING FROM	INTERVENING OBSTACLE/HEX-SIDE SYMBOLS WHICH OBSTRUCT THE LINE-OF-FIRE WHEN TARGET IS ON...		
	GROUND LEVEL	SLOPES	HILLTOPS
GROUND LEVEL	ALL	ORANGE Some GRAY GREEN BROWN See Notes B, D	ORANGE Some GRAY GREEN BROWN See Notes B, D, E
SLOPES	ORANGE Some GRAY GREEN BROWN See Notes A, C	BROWN ORANGE	ORANGE See Note E
HILLTOPS	ORANGE Some GRAY GREEN BROWN See Notes A, C, E	ORANGE See Note E	GRAY GREEN

A	Gray Green	When firing FROM a slope or a hilltop TO a ground-level target, the LOS is obstructed if the target unit is directly behind a Gray or a Green hex-side.
B	Gray Green	When firing FROM ground-level TO a target on a hilltop or a slope, the LOS is obstructed if the FIRING unit is directly behind a Gray or a Green hex-side.
C	Brown	When firing FROM a hilltop TO a ground-level target, the LOS is obstructed by intervening Brown hex-side symbols if such a symbol is closer to the TARGET UNIT than to the firing unit or if the symbol is exactly mid way between the two.
D	Brown	When firing FROM ground-level TO a target on a hilltop, the LOS is obstructed by intervening Brown hex-side symbols if such a symbol is closer to the FIRING UNIT than to the target, or exactly midway between the two.
E	Orange	The ONLY case in which a unit may trace an unobstructed LOS though more than ONE Orange (hilltop) hex-side symbol is when both the target and the firing units are on hilltops. Otherwise, the LOS is obstructed if it must be traced through more than one Orange hex-side.

WEC WEAPONS EFFECTIVENESS CHART			
CLASS OF WEAPON BEING FIRED	TYPE OF TARGET		
	ARMORED VEHICLES (including halftracks)		ALL OTHERS (including trucks)
	At Half Range or Less	At Greater Than Half Range	At All Ranges
I	May attack only when using Close Assault	Attacking not allowed	Normal AF
A	Double AF	Normal AF	Half AF
H & M	Normal AF	Half AF	Normal AF

CRT COMBAT RESULTS TABLE								
DIE ROLL	ODDS RATIOS							DIE ROLL
	1-4	1-3	1-2	1-1	2-1	3-1	4-1	
-1	D	DD	X	X	X	X	X	-1
0	–	D	DD	DD	X	X	X	0
1	–	D	D	DD	DD	X	X	1
2	–	–	D	D	DD	X	X	2
3	–	–	–	D	D	DD	X	3
4	–	–	–	–	D	DD	X	4
5	–	–	–	–	–	–	X	5
6	–	–	–	–	–	–	X	6
7	–	–	–	–	–	–	–	7

X = Unit eliminated.

D = Unit dispersed (turn counter face down) may not move in next player turn, may not fire. Subtract 1 from die roll of subsequent attacks upon it during that turn. Becomes 'undispersed' at the end of that player's next turn.

DD = Special dispersal. If defender already dispersed by fire in that turn, unit is destroyed. If unit was undispersed treat as normal dispersal.

– = No effect.