



CRT COMBAT RESULTS TABLE

DIE ROLL	ODDS RATIOS						DIE ROLL
	1-4	1-3	1-2	1-1	2-1	3-1	
-1	D	DD	X	X	X	X	-1
0	-	D	DD	DD	X	X	0
1	-	D	D	DD	X	X	1
2	-	-	D	D	DD	X	2
3	-	-	-	D	DD	X	3
4	-	-	-	-	D	DD	4
5	-	-	-	-	-	DD	5
6	-	-	-	-	-	-	6
7	-	-	-	-	-	-	7

Explanation

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. See PLAY SEQUENCE.
 DD=Special dispersed. If defender already dispersed by fire in that turn, unit is destroyed. If unit was undispersed treat as normal dispersal.
 --=No Effect.
 Odds are always simplified and rounded off in defender's favor. No attacks permitted at worse than 1-4. Odds greater than 4-1 are treated as 4-1.

Die roll additions and/or subtractions affecting a given attacker due to terrain or position or weapons characteristics, are combined into one net figure and applied to the die. Example: +2 and -1 combined means add one to die roll.
 A unit may conceivably be attacked as many as three times in any one turn: first by a minefield "attack", second by a normal attack, third by Close Assault Tactics. An attacking unit may never take part in more than one attack per turn.
 *Note: If the defending unit is not in a minefield, it could also be attacked by the Overrun method. The sequence of this series of attacks would be: Normal Attack-Overrun Attack-Close Assault.

TEC TERRAIN EFFECTS CHART

TERRAIN FEATURE	EFFECT ON MOVEMENT	EFFECT ON DEFENSE (DEFENDING unit on a given terrain)
CLEAR	Costs 1 MF to enter. Costs truck units 2 MF to enter.	NONE
ROADS	Costs 1/2 MF to enter. If entered from non-road hex, MF cost is that of other terrain road hex.	NONE—(other terrain in road-hex has whatever effect would have had without the road).
TOWNS	Costs 1/2 MF to enter (even from non-road hexes)	Add one to attacker's die roll. Units stacked together in towns must be treated as one combined DF.
WOODS	Costs 1 MF to enter. Vehicular units may not move through green hex-side symbols except on roads. Costs truck units 2 MF to enter.	Add 1 to attacker's die roll.
SWAMPS	Costs 1 MF to enter. Vehicular units may not enter except on roads.	
GULLIES & STREAMBEDS	Apply MF cost to that of accompanying terrain for entry and movement along gullies. Costs trucks 5 MF to LEAVE. Costs other vehicles 3 MF to LEAVE.	See rules.
STREAM FORD	Treat as CLEAR terrain (no "leaving" penalty)	NONE
PONDS	NO units may cross pond-hex sides.	
SLOPES	Costs 4 MF for trucks to enter. Costs all other vehicles 3 MF to enter.	Attacker's AF is halved. See TET.
HILLTOPS	MF cost as per other terrain on hilltop-hex.	

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	BROWN ORANGE See Note B	see Note B see Note D
SLOPES	BROWN ORANGE see Note A	BROWN ORANGE see Note E	NONE
HILLTOPS	see Note C	NONE	NONE

WEC WEAPONS EFFECTIVENESS CHART

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