

# Normandy '44

## COMBAT RESULTS TABLE

Odds Ratio (Attacker to Defender)

Die Roll	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1+	Die Roll
1	A1	A1	A1	A1	A1/DR	EX	DR	DR	A1/D1	1
2	A1	A1	A1	A1/DR	EX	DR	DR	A1/D1	D1	2
3	A1	A1	A1/DR	EX	DR	DR	A1/D1	D1	D1	3
4	A1	A1/DR	EX	DR	DR	A1/D1	D1	D1	A1/D2	4
5	A1/DR	EX	DR	DR	A1/D1	D1	D1	A1/D2	DH	5
6	EX	DR	DR	A1/D1	D1	D1	A1/D2	DH	DH	6

### Explanation of Combat Results

**DH** = The defender loses half his total steps (round fractions UP) and any surviving units *must* **retreat four hexes** and become Disrupted (13.6). The attacker may Advance After Combat or place attacking units in Reserve (some may advance while others are placed in Reserve).

**A1/D2** = The attacker loses one step from his MAF (the step loss is chosen by the **defender**) and the defender loses two steps (the **attacker** may select the first step removed). If the defender had only one step to lose, then the attacker loses none. The defender *must* **retreat four hexes** and becomes Disrupted. The attacker may Advance After Combat or place attacking units in Reserve.

**D1** = The defender loses one step. Any remaining defending units must either retreat or conduct a Determined Defense (12.4). If the defender re-

treats, they become Disrupted. The attacker may Advance After Combat if the defender retreats.

**DR** = The defender must either retreat or conduct a Determined Defense. If the defender retreats, they become Disrupted. The attacker may Advance After Combat if the defender retreats.

**A1/D1** = Each side loses one step (the attacker's step loss must come from his MAF). Surviving defenders either retreat or conduct a Determined Defense. If the defender retreats, they become Disrupted. The attacker may Advance After Combat if the defender retreats.

**EX** = Each side loses one step (the unit that takes the step loss is determined by the **opposing** player, however the defender must select a unit from the attacker's MAF). No retreat. If the defender

had only one step involved, then the attacker qualifies for a Limited Advance (14.1). A normal advance in "any direction" is prohibited.

**A1/DR** = The attacker loses one step from his MAF. The defender must either retreat or conduct a Determined Defense. If the defender retreats, they become Disrupted. The attacker may Advance After Combat if the defender retreats.

**A1** = The attacker loses one step from his MAF. No retreat or Advance After Combat.

**18-Factor Limit:** Both the attacker and the defender can have a maximum of 18 Combat Factors in each combat. For the defender this includes DCBs. All factors in excess of this are ignored.

### DETERMINED DEFENSE TABLE

Die Roll	Flooded, Clear	Other	Improved Position	Strongpoint, City
≤ 1	-	-	-	-
2	-	-	-	-
3	-	-	-	● -1
4	-	-	● -1	● EX
5	-1	● -1	● EX	● EX
6	● EX	● EX	● AL*	● AL
7+	● AL	● AL	● AL	● AL

#### DRMs:

+/- Lead Unit's TQ or Armor Rating Comparison result  
+1 Defensive Support (+1 Maximum)

#### EXPLANATION OF RESULTS:

- = Retreat cancelled
- 1 = Defender's Lead Unit loses one step.
- EX = Defender's Lead Unit loses one step and any one attacking unit in the MAF (Defender's choice) loses one step.
- AL = Any one attacking unit (attacker's choice and not necessarily from the MAF) loses one step.
- \* = Defender's Improved Position is removed.

### LIST OF CRT MODIFIERS

#### Shifts for Attacker & Defender:

- 1 TQ Shift (11.5)
- 1 Armor Shift (11.4)
- 1 Tiger Tank Shift (11.9)

#### Shifts Right for the Attacker:

- 1-2 Offensive Air Support (19.1.2)
- 1 Naval Support (19.2)
- 1 Defender using Strategic Movement
- 1-2 HQ Artillery Shifts (11.6)

#### Shifts Left for the Defender:

- 1 All units in the MAF attacking across a Major River, Flooded hexside, and/or out of a Flooded hex.
- 1 Hilltop hex
- 1-3 Jabos (Clear Weather turns only)

#### Attacking Units are Halved for:

- Not part of the Main Assault Force (10.3).
- Attacking across the Cherbourg Perimeter, Carpiquet Airfield hexside, a River, a Flooded hexside, or out of a Flooded hex.
- Attacker OoS (18.4)
- Allied Reinforcements on the turn they land (including Follow-Up units).

### Jabos Table

Die Roll	Result
1	-
2	-
3	-
4	1
5	2
6	3

# = Column shifts left.

### Strafing Table

Die Roll	Result
1-5	-
6	1

#### Die Roll Modifiers:

-1 Flak (19.1.4)  
+1 Target is using Strategic Movement

#### Explanation of Results:

1 = Silhouetted Armored unit loses one step.

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## Terrain Effects Chart

Terrain Type	MP Cost		Combat Effects	Armor Shift possible for Attacker?	Other Notes
	Non-Mech	Mechanized			
Clear	1	1	-	Yes	-
Mixed	1	1	2 DCB	Yes	-
Bocage	1	1	3 DCB	Yes	Stops Retreat (13.3)
Town	OT	OT	4 DCB	Yes	Stops Retreat (13.3)
Woods	1	2	2 DCB	No	Stops Retreat (13.3)
City	1	1	5 DCB	No	Stops Retreat (13.3)
Flooded Hex	2 + Stop	P	(Attacker Halved + 1L)*	No <sup>C</sup>	-
Hilltop	NE	NE	1L + OTIH DCB	Yes	-
Secondary Roads	1/2	1/2	-	OTIH	-
Primary Roads	1/2	1/3 <sup>B</sup>	-	OTIH	See 9.7 for German units
Marsh	P	P	NA	NA	-
Airfield	OTIH	OTIH	-	OTIH	-
<b>HEXSIDE TERRAIN</b>					
Minor River hexside	NE	+1	Attacker Halved	Yes	-
Major River hexside	+1 <sup>A</sup>	+1 <sup>A</sup>	Attacker Halved + 1L*	No	-
Flooded hexside	+1 <sup>A</sup>	P	Attacker Halved + 1L*	No	-
Carpiquet Airfield hexside	NE	NE	Attacker Halved	Yes	-
Cherbourg Perimeter	NE	NE	Allied units Halved	No	-
Impassable Blue hexside	P	P	NA	NA	ZOCs do not extend across
Causeway	+0	+0	Attacker Halved + 1L*	No	Treat as a bridged Flooded hexside
<b>OTHER MODIFIERS</b>					
IP or Strongpoint	OTIH	OTIH	-	No	Stops Retreat (13.3)
Exit EZOC	+1	+1	-	-	-
Enter EZOC	+0	+0	-	-	-
Attacker OOS	-	-	Attacker Halved	Yes	-

P = Movement into the hex or across the hexside is prohibited unless following the path of a road.

OTIH = Use the Other Terrain In the Hex.

NA = Not Applicable NE = No Effect

1L = The ATTACKER suffers a shift of one column left on the CRT.

( ) = The attacker is not halved nor suffers the column shift when attacking INTO a Flooded hex, only when attacking OUT of one.

\* The shift left (1L) only applies if ALL units in the MAF are attacking across a Major River hexside, a Flooded hexside, OUT of a Flooded hex, or any combination of those three.

### NOTES

A = A unit must start adjacent to a Flooded Hexside or Major River hexside to cross that specific hexside.

B = German mechanized units pay 1/2 MP for Primary Roads in Clear and Overcast Weather.

C = Attacking both INTO and OUT OF

### Isolation Attrition Table (18.5)

Die Roll	Result
1-4	-1 Step
5-6	NE

#### Die Roll Modifiers:

+2 if the unit can trace a LOS to a friendly-controlled City hex, Strongpoint (German only), Coastal hex (Allied only), or friendly HQ.

+/-? the unit's TQ.

### Allied Reinforcement Points (6.5)

- 4 RPs brings in a British Armored Brigade (8-6) or a US Combat Command (7-6).
- 3 RPs brings in a US Regiment, a CW Infantry/Motorized Infantry Brigade, or a Supply Point.\*
- 2 RPs brings in a 2-step Armored unit, or an HQ.
- 1 RP brings in a 1-step Armored unit.

\*RPs may not be used on Supply Points until that nationality's Mulberry is completed.



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