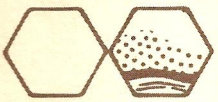
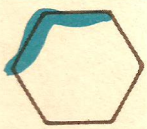
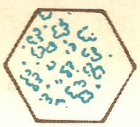
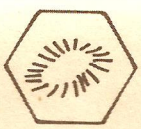
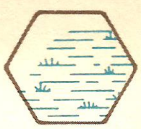
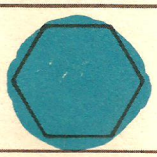
[13.0] *SEELOWE* TERRAIN AND SUPPLY EFFECTS CHART

TYPE OF TERRAIN	*MOVEMENT POINT (MP) COST TO ENTER OR CROSS*	*EFFECT ON COMBAT*
Clear or Beach Hex 	1 MP	No effect.
 *River Hexside*	1 Additional MP*	If any units are attacking across, subtract 2 from the die roll.
 *Forest Hex*	1 Additional MP*	If the Defender is in the hex, subtract 2 from the die roll.
 *Rough Terrain Hex*	1 Additional MP*	No effect.
 *Swamp Hex*	1 Additional MP*	No effect.
City Hex	No Additional Cost	"Ar" and "Dr" Combat Results may be ignored at owning Player's option. German Air units may not attack units in the hex.
 *Sea Hexside*	Movement Not Permitted	Attacks not permitted.
Enemy Zone of Control	2 Additional MP's to enter, 1 Additional MP to leave.	No effect.

*All British units, and German Mountain units, Paratroop units, and Air Landing units, are exempt from the additional cost. They expend 1 Movement Point per hex regardless of terrain. The additional Movement Point cost applies only to German Mechanized Infantry, Armor, Infantry, and Supply units.

SUPPLY STATE	*EFFECT ON MOVEMENT ALLOWANCE*	*EFFECT ON COMBAT STRENGTH*
Unsupplied (German only, and only when supply path is from 6 to 10 hexes long)	Halved (Round fractions downward)	Normal on Defense (retain fractions); Attack prohibited.
Isolated (Germans when path is longer than 10 hexes or either Player when path is cut by Enemy units or Zones of Control)	Halved (Round fractions downward)	Halved on Defense (retain fractions); Attack prohibited.

SEELOWE

[8.8] COMBAT RESULTS TABLE

Die Roll	Combat Odds 1-2	1-1	2-1	3-1	4-1 5-1	6-1 7-1	8-1 9-1	10-1
-1	Ae	Ar	Ar	Ar	Br	Dr	Dr	Ex
0	Ae	Ar	Ar	Br	Br	Dr	Ex	Ex
1	Ar	Ar	Ar	Br	Dr	Dr	Ex	De
2	Ar	Ar	Br	Dr	Dr	Ex	Ex	De
3	Ar	Br	Br	Dr	Ex	Ex	De	De
4	Br	Br	Dr	Ex	Ex	De	De	De
5	Br	Dr	Dr	Ex	De	De	De	De
6	Dr	Dr	Ex	De	De	De	De	De

Attacks at less than 1-2 odds are not permitted; Attacks greater than 10-1 are treated as 10-1.

[8.81] EXPLANATION OF RESULTS

Ae = *Attacker eliminated;* all attacking units in the combat situation are eliminated, i.e., removed from the map. Units in the same hexes as the involved units which were not attacking are *not* affected.

Ar = *Attacker retreat;* all attacking units are moved one hex by the Defending Player. See the rules of retreat.

Br = *Both retreat;* first the attacker moves all the defending units one hex, according to the rules of retreat. Then all the attacking units are moved one hex by the defending Player. Note that all of the defending units are retreated *first,* and then the attacking units are retreated.

Dr = *Defender retreats;* all of the defending units are retreated one hex by the attacking Player, in accordance with the rules of retreat.

Ex = *Exchange;* all of the defending units are eliminated first; then an equal or greater value of the attacking units, in terms of printed Combat Strength Points are also eliminated. The attacking Player chooses which units are to be eliminated.

De = *Defender eliminated;* all defending unit(s) are eliminated.

AIR ATTACK TABLES

[10.6] NORMAL RANGE

Die Roll	Number of Air Units Attacking 1	2	3	4	5+
1	D	D	D	D	D
2	•	D	D	D	D
3	•	•	D	D	D
4	•	•	•	D	D
5	•	•	•	•	D
6	A1	A1	A1	A1	A1

[10.7] EXTENDED RANGE

Die Roll	Number of Air Units Attacking 1	2,3	4,5	6,7	8+
1	•	D	D	D	D
2	•	•	D	D	D
3	•	•	•	D	D
4	•	•	•	•	D
5	A1	A1	A1	A1	A1
6	A1	A1	A1	A1	A1

EXPLANATION OF RESULTS • = No effect D = Target Disrupted A1 = One Air Unit destroyed

Note: Normal Range for British aire units is any target within twenty hexes of point of origin; Normal Range for German air units is any target hex on the seaward side of the Extended Range line on the map.