

RaceForBerlin

THE FINAL STRUGGLE



City Progress Combat Results Table

DR > 0 or less :	1	2	3	4	5	6	7	8	9	10+
Result >	A1	A1	-	+/- 1 A1	+/- 1 A1D1	+/- 1 D1	+/- 1 D1	+/- 2 A1D1	+/- 2 D1	+/- 3 D1

Die Roll Modifiers:

- For each adjacent Berlin city zone controlled by units of the same nationality as the attacking unit(s) (irrelevant of which camp): **+1**
- Complete Soviet Army (i.e. 2 counters): **+1**
- Support Point expended over and above the one used for activation: **+1** (only 1 support point may be expended for this bonus, and that only during a soviet attack.)
- Attacker/Defender ratio (in favour of the defender):
 $1/3 = -2$ - $1/2 = -1$ - $2/1 = +1$ - $3/1 = +2$ - $4/1 = +3$

Combat Result Table

	1/3 and -	1/2	1/1	2/1	3/1	4/1 and +
1	A3	A2	A2	A2D1	A1D1	A1D1
2	A2	A2	A2D1	A1D1	D1	R
3	A2	A2D1	A1D1	A1D1R	R	D1R
4	A2D1	A1D1	A1D1R	R	D1R	D2R
5	A2D1	A1D1R	R	D1R	D2R	D2R
6	A1D1	R	D1R	D2R	D3R	D3R

Die Roll Modifiers:

- 1 if at least one armoured unit is attacking a zone in rough terrain.
- 1 if the defenders are in a wooded zone
- 1 if a Soviet attack is being made across a defence line
- +1 if at least one complete Soviet army (2 counters) is attacking at the same time
- +1 if the attack is being launched from more than one zone
- +2 if at least one armoured unit is attacking a zone in a clear terrain and where there are no defending enemy armoured units

Modifiers to units' strength points :

- × 2 if the defenders are in a zone with difficult terrain
- × 1/2 (rounded down, with a minimum of 1) for each unit attacking across a river (Exception : the river has no effect on Soviet units attacking Südl. Oderbruch from Küstrin - see map)
- × 1/2 (rounded down, with a minimum of 1) for each unit OOS (3.13).