

WHITE OCTOBER - Combat Results Table

2D6	Defender's Victory														Attacker's Victory																	
	1		2		3		4		5		6		7		8		9		10		11		12		13		14		15			
Pred. Moral	Att	def	Att	def	Att	def	Att	def	Att	def	Att	def	Att	def	Att	def	Att	def	Att	def	Att	def	Att	def	Att	def	Att	def				
m6	D2r/2d	-/a1	D1r/1d	-/da1	1r/1d	-/da1	2/1r	-/a1	1/rd	-	1/r	-	-	-	1da	r/1	1a	1/rd	da	1/rd	1a	r2d	1a	1r	a	1r2	a	1rt	a	2rt		
m5	D2r/1rd	-/a1	D1r/1d	-/da1	D1r/1d	-/da1	1r	-	1/rd	-	1/r	r/	-	-	1da	r/1	1a	1/rd	da	rd	1a	1r	1a	1r	a	1rt	a	1rt	a	2rt		
m4	D2r/1rd	-/a1	D1r/rd	-/da1	D1r/rd	-	D1r	-	1/rd	-	1/rd	r/	r/	r/	1da	r/1	1a1	rd	da	rd	1a	1rt	1a	1rt	a	1rt	a	1rt	a	2rt		
m3	2rt	-/a1	D1r/1d	-/rd	D1r/rd	-	D1r	r/1d	d	rd	d	d	d	-	-	1d	r	1a1	rd	da1	rt	1a1	1rt	1a	1rt	a	1rt	a	1S	a	S	
m2	2rt	-	1rt	-	D1r/1d	r/rd	d	D1r	r/rd	d	D1r	r/rd	d	d	-	-	1d	r	1	rt	da1	rt	1a1	1rt	1a1	1rt	a1	1S	a	S	a	S
m1	1R	-	1rt	r/d	1rt	r/d	D1r	r/1d	d	D1r	r/rd	d	D1r	r/rd	d	d	1d	rt	1	rt	d	rt	1a1	1S	1a1	1S	a1	S	a1	S	a	S

- MODIFIER TO PREDOMINANT MORALE : -1m for surrounded stacks. +2m if Trotsky is present. • +1 obligatory loss if both sides each have at least 4 EPs worth of combat units.
- The loser applies his results first.

RESULTS

- " - " = no effect. • " / " = the owning player may choose between the different possible results. • " D " = the defender chooses for his opponent, from the possible results.
- 1, 2, (number on its own, or **to the left** of a letter) = losses. • " a " : compulsory advance of 1 or 2 hexes by at least 1 of the victor's units (for a 2 hex advance see 8.2.7).
- " a1 " = victor must advance, but limited to 1 hex • " d " = engaged units are disorganised • " r " = retreat ; 1 hex • " r2 " = retreat ; 2 hexes • " rt " = rout ; 2 hexes. • " S " = Surrender

MODIFIERS TO THE ATTACK DICE

- +/- ratio Att/Def (<1/4 = -4 ; 1/3 = -3 ; 1/2 = -2 ; 1/1.5 = -1 ; 1/1 = +0 ; 1.5/1 = +1 ; 2/1 = +2, etc. (+5 max)). • +/- difference between Predominant Qualities
- +1/-1 if superior/inferior **Firepower** of support units (including air units) • +1/-1 if more or fewer Tank/AC **counters** • +1 in attack if tank(s) present (in addition to the tank effect above)
- +1 in attack if air support present (over and above the effect of support unit Firepower above) • +1 if night attack (NWA) • +/- HQ's special bonus • +2 if encirclement • +1 if attack made by cavalry of Q5+ in clear terrain and without enemy cavalry of Q5+ present • -defensive value of the terrain (and entrenchments)

MODIFIERS TO COMBAT VALUE (CUMULATIVE) :

- unit " Low Ammo " = x1/2 • unit routed = x1/2 • disorganisation = x1/2

White background : Russian (White player)

Formation → 5 OSTROV/2ID

Quality and morale → 5

Combat value → 4^o4

Effectives → 4

Movement capacity → 4

Blue background : Estonian (White player)

White Line: no prisoners

White NATO symbol = no ZOC

Grey: firepower value

Formation → ART 1 DI

Quality and morale → 4

Combat value → 2^o4

White background : Communist (Red player)

Morale (if different from Quality)

Formation → COM 3

Quality and morale → 4

Combat value → 1^o4

- white star: unit starting the game on the map
- black star: unit to be constructed
- yellow star: reinforcement

49/GAD

Black border: reduced unit

Formation → 3

Quality and morale → 3

Combat value → 3^o4

YAROSLAV. 2ID

Command radius → 3

Special ability → Do

Command value → 4

MARK V

Combat bonus → 2

Yellow: combat value (only if accompanied)

Formation → 4

Quality and morale → 4

Combat value → 2^o4

ROYAL NAVY

Firepower value → 3-1

1 hex-2 hexes

Formation → 4

Quality and morale → 1

Combat value → 3-1

RAF

Bombing value → 2

Formation → 2

Quality and morale → 2

Combat value → 2

LIBK. VOLGAR.

combat value - firepower value → 3-2

Formation → 4

Quality and morale → 2

Combat value → 3-2

KRONSTADT

firepower value → 4-3-2

1 hex - 2 hexes - 3 hexes

Formation → 5

Quality and morale → 5

Combat value → 4-3-2