

### 9.4e Combined Arms

In some situations, when the normal special modifier for attacking is x2, reduce it to x1.5. This occurs when the following rules apply.

Definitions for 9.4e (only): "Armor" is defined as Yellow-coded units (or Red-coded units with a Tank Symbol, such as a Soviet Tank Brigade). "Mech" is defined as those Red-coded units which do not have a Tank Symbol (such as Panzergrenadiers). "Other" type units are those which are neither Red nor Yellow-coded. "Antitank" units are only those with the Antitank or Anti-Aircraft symbol on their counter.

- A hex with a Hedgehog in it is assumed to have a nominal Anti-tank unit.

1) Attacking Armor is x1.5 instead of x2 (where applicable) if the defending hex contains any Armor or Antitank units.

2) Attacking Mech is x1.5 instead of x2 (where applicable) if the defending hex contains any Armor, Mech, or Antitank units.

### 12.11a Dump Blowing Table

Die	% Destroyed
1	25
2-3	50
4-5	75
6	100

### 12.8b Supply Level Effects

**Supplied:** All values Normal

**Out of Supply:** Attack and Defense x1/2, movement is normal (given possible fuel problems), roll on Attrition Table each turn. These units may attack (at x1/2) if combat supply can be found. Action Ratings are unaffected by Supply Level.

BARRAGE Values are **always** full provided the required Barrage Supply is expended.

### 12.8 Attrition Table

Roll once per stack per Supply Phase for each stack determined to be Out of Supply. A single unit is a stack of one. Roll on the column of the best OOS Action Rating unit in the stack (DO NOT modify for DG effects).

	OOS Action Rating					Result
	5-4	3	2	1	0	
	2-8	2-5	2-3	2	—	No Loss
<b>Two Dice</b>	9-10	6-7	4-5	3-4	2-3	-1 Step
<b>Roll</b>	11	8-9	6-7	5-6	4-5	-2 Steps
	12	10-11	8-9	7-8	6-7	-4 Steps
	13+	12+	10+	9+	8+	-All Steps

**Dice Roll Modifiers:**

+3 if 5 OOS steps or more in the hex.

### Capture Table<sup>1</sup>

Roll whenever enemy units enter the hex and no friendly units are also in the hex.

Die	Dump (on Ground) <sup>2</sup>	Trucks (and loaded SPs) <sup>3,5</sup>	Other Transport Points (and loaded SPs) <sup>4,5</sup>
1	0	0	0
2	25	0	0
3	25	25	25
4	50	50	50
5	50	50	75
6	75	75	100

**Notes:**

1. Roll for each category in the hex separately. Number is% captured. Handle the remainder according to the below.
2. Remainder is destroyed.
3. Remainder displaces up to 10 hexes.
4. Remainder displaces up to 5 hexes.
5. Captured portion includes the vehicles the dump might be with. These are converted into friendly counters and can move during the phase of capture (if it is the Movement Phase) or not (if it isn't).

## Operational Combat Series: v.3.0 Charts & Tables

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### Supply Tables

#### ☐ **Combat Supply (either side):**

Attacker: 1T per step. (DAK: 2-step Brigade costs 1T)  
Defender: 2T (unless 1 RE or less is defending, then defender combat supply is 1T).

**NOTES: Attackers which do not have their full combat supply available cannot attack.** If required to expend supply and supply is not available (even internals), defenders are x1/2.

#### ☐ **Barrage Supply:**

Pay as per the Barrage Table being used.  
Do not use this for Air or Ship Units.

#### ☐ **Fuel Supply:**

1 SP per division or HQ (when the HQ pays for all non-divisionals within range) OR 1T per unit  
When paid using the 1 SP method, the Fueled status lasts until the next friendly Clean Up Phase. If the 1T per unit method is used, the Fueled status lasts for the current phase only.

Units which are moving using tracked or truck MPs cannot move under their own power (except as a combat result) at all unless they are currently in a Fueled Status. Units which cannot move in one of their modes for this reason, can move in another mode if that mode uses Leg MPs. Fueled Status has no effect on a unit's ability to move using rail transport.

#### If a unit must be supplied from on-map supplies:

**Supplied** 1T per 2 RE  
**Unsupplied** Any unit which isn't paid for above and cannot trace.

#### ☐ **Supply Requirements for Special Purposes**

- **Transport Points:** None
- **Aircraft Units:** Air units never expend supply themselves, they are supplied when refitted.
- **Air Bases:** An air base is supplied if there is 1T available it can draw to refit air units. If 1T is expended, the air base can refit air units. Air bases so paid for can refit up to 2x their base level.
- **Improve/Build An Air Base One Level:** 1 SP (2 SP in Very or Extremely Close Terrain). One level per turn max. Must have engineer capable unit present to do so. See also 15.1b.
- **Hedgehogs:** Build/improve one level costs 2 SPs. One level per turn max (two if engineer capable unit in hex, 4 SP total supply cost.)
- **Port Repair:** 1 SP. Must have engineer capable unit present to do so.

### 12.10b Internal Stocks Recovery

During the Supply Phase, marked units MUST recover—2T per level recovered per unit or RE (whichever is more) paid for from the on-map SPs **before** determining supply status. (A Battalion or Regiment would cost 2T per level to recover, etc.). If the on-map supply is available, it must be expended to replenish used internal stocks. Any SPs that the unit can draw on (via HQs or direct) are subject to this requirement.(EXCEPTION: SPs loaded on Organic Transport Points are exempt from this requirement).

### 13.2d Loading/Unloading Costs

It costs 10% of the Transport Point's printed MA (adjusted for weather and rounded normally at the moment of loading/unloading) to load or unload.