

Iron Curtain

Central Europe:
1945-1989



1962 – 1989 Combat Results Table (One Die for each roll)

Shift one row **DOWN** if Defender Terrain applies

One Row regardless if the Defender has a hex, hexside, or both.

Loss Rolls (One Die)

Retreat Result

Odds	Attacker		Defender			
	Attacker	Defender	None **	1 hex	2 hexes	3 hexes
4:1 <i>or more</i>	(1-3)	4-6	-	-	1	2-6
3:1	1	4-6	-	-	1-2	3-6
2:1	1-2	4-6	1	2	3-4	5-6
1:1	1-3	5-6	1	2-3	4-5	6
Shift Only	1-4	5-6	1-2	3-4	5	6
1:2	1-4	6	1-3	4-5	6	-
1:3	1-4	6	1-4	5-6	-	-
1:4 <i>or less</i>	1-4	6	1-5	6	-	-

Retreat Roll * (One Die)

* If NO Retreat Terrain applies, do not roll for Retreat at all.

** The player **does not need** a *successful* Retreat result *in order to* Advance into a destroyed defender's hex.

The Attacker first rolls for loss for each of his own stacks. Only the top unit used will be affected by the roll.

Then, the Attacker rolls separately for loss for **each unit** in the Defending stack.

Lastly, make one roll using the same row to determine if there is any Retreat result.

Results:

- Rolling in the Loss Roll range above applies a step loss to the rolling unit.

- A **(1-3)** result means that if your Loss roll is a 1, roll again. If that second roll is a 1-3 it is a loss, otherwise, it is not.

1945 Combat Results Table

Odds

Shift one column left if the defender "has Terrain"

Two Dice	1:3	1:2	1:1	2:1	3:1	4:1 <i>or more</i>	Two Dice
2	A2	A2	A2	A2	A2	A2	2
3	A2	A2	A2	A1	A1	A1	3
4	A2	A2	A1	A1	A1	A1 D1	4
5	A1	A1	A1	A1	D1	D1 r	5
6	A1	A1	ne	D1	D1 r	D1 r	6
7	A1	A1	D1	D1 r	D1 r	D1 r	7
8	A1	A1 D1	D1 r	D1 r	D1 r	D2 r	8
9	A1 D1	D1 r	D1 r	D1 r	D2 r	D2 r	9
10	D1 r	D1 r	D2 r	D2 r	D2 r	D2 r	10
11	D1 r	D2 r	D2 r	D2 r	D2 r	D2 r	11
12	D2 r	D2 r	D2 r	D2 r	D3 r	D3 r	12

DRM: Use only one DRM and true in **both** columns.

DRM	Is Defender's Stack OOS?	Attacker Stacks that are OOS
+2	Yes	None
+1	Yes	Some
+0	Yes	All
-2	No	Any

A—Attacker Result
D—Defender Result
#—Step loss
r—Defender Retreats 3 hexes (ignore if No Retreat, 7.2d).
ne—No Effect

Odds less than the table allows are automatically resolved as an A1 per *SCS* 7.4

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Terrain Effects on Movement Chart

Terrain Type	MP Costs			Defender Terrain?	No Retreat Terrain? (7.2d)	Air Strike Success Value	
	Mech	Any	Leg			1962-1989	1945
 Open		1		-	-	4	5
 Primary Road		1/2		-	-	ot	ot
 Secondary Road		1		-	-	ot	ot
 RR		1/2		-	-	ot	ot
 Major City		1		Yes	Yes	6	6
 City		1		Yes	-	5	6
 Forest		1		Yes	-	4	5
 Rough	2		1	Yes	-	5	5
 Mountain	5		2	Yes	Yes	5	6
 Ferry (<i>hex 56.15</i>)	+3			<i>Attack Not Allowed Across</i>		ot	ot
 River/Canal	+1			Yes ^[2]	-	ot	ot
 Secondary Road Bridge	- ^[1]			-	-	ot	ot
 Major River	P			Yes ^[2]	Yes	ot	ot
 Sea Line	P			Yes ^[2, 3]	Yes	ot	ot
 Ocean	P			<i>Attack Not Allowed</i>		ot	ot

Unlisted features have no effect on Movement, Combat, Air Strikes, or Retreat.

P = Prohibited. Non-Air Mobile units cannot cross (or attack across) such a hexside except via a Ferry, Road, or RR. When attacking across such a hexside (via the features listed earlier), the hexside provides "Terrain" for the defender. Air Mobile units are unaffected when moving or attacking across such features (and the feature does not provide "Terrain").

- = No Effect.

ot = Use Other Terrain in the hex.

^[1] The feature will negate hexside costs, but does not then allow Overrun.

^[2] This is Hexside Terrain, so it only applies as Terrain if all attacking units are attacking across hexside this or other terrain features.

^[3] Attack only allowed across this feature if the hexside can be crossed by a Road or RR.

Primary vs. Secondary Roads: See 3.1h

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Nuclear Weapons Table

One Die	Strike	Entry
1-2	-	-
3	Step	-
4-5	Step	Step
6	Elim	Step

Chemical Weapons Table

One Die	Strike	Entry: NATO	Entry: WP
1-3	-	-	-
4	Step	-	-
5	Step	Step	-
6	Step	Step	Step

Elim = Eliminate the unit

Step = Apply one Step Loss to the rolling unit