

OPTION 67: 2 DIE 10 LAND COMBAT RESULTS TABLE

Die Roll	Assault	Blitz
-1	5/-	§4/-
0	§4/-	4/-
1	4/-	4/-
2	4/-	§3/-
3	§3/-	3/-
4	3/-	3/-
5	3/-	§2/-
6	§2/-	2/-
7	2/-	2/-
8	2/-	§1/-
9	§1/-	1/-
10	1/-	1/-
11	1/-	§/-
12	§/-	-/-
13	-/-	§1/1
14	§2/1	1/1
15	2/1	§/1
16	§1/1	1/R
17	1/1	†/R
18	-/1	†/R
19	§†1/2	†1/B
20	†1/2S	§†/B
21	†1S	*/B
22	§†/2S	*/1B
23+	*/2S	*/2B

ODDS MODIFIERS	
Odds Level	DRM
≤ 1:6	-10
1:5	-6
1:4	-4
1:3	-2
1:2	0
2:3	+1
1:1	+2
3:2	+3
2:1	+4
3:1	+6
4:1	+8
5:1	+10
6:1	+12
7:1	+14
8:1	+16
9:1	+18
≥ 10:1	+20

11.16.6 2d10, Odds Modifier
 When playing with Fractional odds (see 11.16.5), the odds modifiers are considered linear (e.g. 3.65:1 gives you 7.3 die roll modifiers, while 3.64:1 gives you 7.2).
 When playing with this option, there is no upper limit to the odds table (e.g. 15.54:1 gives you 31 die roll modifiers).

Modifications

Where any modifiers conflict with World in Flames and all of its modules these modifiers take precedence.

⇒ -2 per defending ARM, MECH in a (non-city) clear, or desert hex (only -1 if the defending unit is a division) clear weather only.
 ⇒ -1 per defending AT, pink or red AA, if being attacked by ARM or MECH.
 Each *face-down* defending unit +2 (only +1 if the defending unit is a division or a notional unit)
 HQ support +/- half the reorganisation value of supporting HQ (no die roll required for HQ-Support)
 ⇒ -1 ~ Each (co-operating) major power attacking (after the first).
 ⇒ +1 ~ per Japanese, Australian, or US Marine attacking a jungle hex. provided the unit attacking is white print.
 -4 ~ Jungle
 ⇒ -1 ~ City
 ⇒ -1 ~ for each factory stack being attacked.
 ⇒ +1 ~ for HQ attacking a city (maximum +1).
 ⇒ +1 ~ per ENG combat factor attacking a city.
 ⇒ -1 ~ per ENG combat factor defending a city.
 ⇒ +1 ~ for each paratrooping unit after air to air combat and anti-aircraft fire (if any).
 ⇒ ~ +2 Non territorials attacking territorials.
 ⇒ ~ -2 Territorials attacking non territorials
 ⇒ **Blitz attack mod (clear weather only)**
 +1 ~ per attacking ARM and MECH in a (non city) clear or desert hex provided the unit is not attacking across a fort hexside.
 ⇒ Optional
All modifications are culmulative
 ■ ~ Overruns require a +16 modifier (including the Blitz attack modifier) during movement.

8.2 Weather Effects

-2 ~ Rain
 -4 ~ Storm
 -4 ~ Snow*
 -6 ~ Blizzard*
 * +1 ~ for each winterized unit attacking in Snow or Blizzard.
 -2 ~ for each winterized unit defending in Snow or Blizzard.
Note: Winterised units are Ski, MTN, Swedish, Finnish, Norwegian, white print SS and white print Russian units. When benefitting from winterised units, the first loss must be from one of these units (further losses don't have to be from them).

- Notes**
- The same procedure for land combat is followed as in WiFFE 11.16 except that:
 - 2 ten sided dice are rolled for each combat rather than 1,
 - the final odds are converted to a die-roll modifier rather than cross referencing an odds column on the Land CRT.
 - Priority when choosing Land CRT:
 - Defender chooses table if the terrain effects chart says so
 - If not, the attacker chooses if the attacker either:
 - has more ARM (AsA & MiF option 2: DIVs counting as 1/2) than the defender (AsA option 3: including defending anti-tank), or
 - has more MECH than the defender and the defender has no ARM or anti-tank.
 - All losses expressed as attacker/defender. Furthermore:
 - "-" - No effect.
 - § Attacker takes an extra loss when attacking cities, mountain, forest, jungle, swamp, or all across river/crossing arrow, fort hexside, invasion or attacking a clear or desert hex containing a defending ARM, or MECH.
 - § Attacker takes an extra loss in weather other than fine. No effect in Snow or Blizzard if half or more of the attacking land units are winterised units. The first loss if there is one must be one of these units unless they have already suffered a loss. This is not cumulative with 3b above.
 - When using the Blitz table, the attacker's first loss must be a MOT, MECH, ARM or HQ-A if any of these attacked (even before the winterised unit lost, but after ENG loss).
 - † - Half the *remaining* attacking units are not turned *face-down* (round up).
 - * - Attacker is not turned *face-down*.
 - R - Remaining defending units must retreat.
 - S - Remove remaining defending units that could retreat. They arrive as reinforcements in the next game turn. Destroy units that cannot retreat; and
 - B - S result plus breakthrough.
 - Attacker can convert an 'S' or 'B' to an 'R' result.
 - Halve attacking bonuses when the combat factors of the attacking units are halved.