

OPTION 100: PABLO'S COMBAT TABLE OF DOOM (V3)

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

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 on the odds table (e.g. 15.54:1 gives you 31 die roll modifiers).

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

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

Attacker blitz modifiers¹: these apply if attacking a clear/desert hex in fine weather, and a blitz is called.

+2 if attacking with ARM.²

+1 if attacking with MECH.²

+1 if attacking with MOT **and** (ARM or MECH).²

+1 if attacking with ARM or MECH *division*.

+1 if bombarding infantry class or CAV units with field artillery ground support.

+1 if attacking (bombarding does not count) with self-propelled field artillery against infantry class or CAV units.

+1 if attacking with motorized ENG.⁶

+1 if more offensive than defensive ground support bombing factors were cleared through to the target.

Defending blitz modifiers: these apply if defending a clear/desert hex in fine weather.

-2 if defending with ARM.²

-2 if defending with MECH.²

-1 if defending with MOT **and** ARM or MECH.²

-1 if defending with ARM or MECH *division*.

Overruns require a +18 modifier (including the blitz modifier) during movement.

Anti-tank modifiers:

+1 if attacking ARM or MECH with red AT or red AA.

-1 if attacking pink/red AT/AA with ARM or MECH.

Disruption modifiers:

+2 for each disrupted corps-sized unit.

+1 for each disrupted division in the hex.

City battles: (city mods can never be more than +0)

+(attacking ENG combat factors)⁶

+1 if attacking a city with an HQ.

-1 if attacking a city.

-(defending ENG combat factors).

-(1 per printed factory stack) in a city.

-1 if defending with a PARA or MTN in a city.²

Terrain-related modifiers:

+1 if attacking a mountain hex with MTN.²

Halve a modifier if the unit providing the modifier is halved (e.g. river, fort, amphib invasion. Exception: HQ-support). Modifiers cannot be reduced by more than ½.

If attacking jungle:

-4 if attacking jungle.

+2 if 1/3 of the attacking units are jungle fighters or +3

if 2/3 of the attacking units are jungle fighters or +4 if all the attacking units are jungle fighters.^{3,4}

Weather-related modifiers:

-2 for rain

-4 for storm

-4 for snow

-6 for blizzard

+2 if 1/3 of the attacking units are winterized or +4 if 2/3 of the attacking units are winterized or +5 if all the attacking units are winterized.^{3,5}

-2 if 1/3 of the defending units are winterized or -4 if 2/3 of the defending units are winterized or -5 if all of the defending units are winterized.^{3,5}

Miscellaneous modifiers:

+1 per paratrooping unit that is present after air-to-air combat and anti-aircraft fire (max +2).

+1 if attacking a hex that contains a unit or notional that is out-of-supply.

+2 if attacking with successful HQ support (roll to see if HQ-support succeeds)

-2 if defending with successful HQ support (roll to see if HQ-support succeeds)

-1 if co-operating major powers attacking together.

+1 if attacking a notional unit.

+2 if non-territorials attacking only territorials.

-2 if only territorials are attacking non-territorials.

Notes

You are only eligible for each modifier once. i.e. 2 MECH corps in a blitz attack still only give +1. Having an ARM and a MECH *division* in a blitz attack also only gives +1.

Note 1: When using the Blitz table, the attacker's first loss must be taken in the following priority order (even before the winterized unit loss, but after ENG loss):

1. ARM or HQ-A if the attacker called the blitz and the defender has an ARM, HQ-A, or red AT/AA defending.
2. MECH, ARM, or HQ-A if the attacker called the blitz and the defender has MECH or pink AT/AA defending.
3. MOT, MECH, ARM, or HQ-A if the attacker called the blitz.
4. Any attacking unit.

Note 2: To be eligible for this modifier, the unit must be a corps unless all opposing units in the battle are divisions.

Note 3: When calculating unit composition ratios, divisions count as 1 unit.

Note 4: Japanese, Australians, and US marines are jungle-fighters, provided they are white print.

Note 5: Winterised units are Ski, MTN, Swedish, Finnish, Norwegian, white print Russian units, and GBA divisions. When benefitting from winterised units, the first loss must be from one of these units (further losses don't have to be from them).

Note 6: Engineer must be taken as the attacker's first loss (even before winterized or blitz loss) unless the attacker declines this modifier.

1. The same procedure for land combat is followed as in WiFFE 11.16 except that:

- (a) 2 ten sided dice are rolled for each combat rather than 1,
- (b) the final odds are converted to a die-roll modifier rather than cross referencing an odds column on the Land CRT.

2. Priority when choosing Land CRT:

- (a) Defender chooses table if the terrain effects chart says so
- (b) 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.

3. All losses expressed as attacker/defender. Furthermore:

- (a) "-" - No effect.
⇒ (b) § 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.
- ⇒ (c) § 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.
- ⇒ (d) When using the Blitz table, the attacker's first loss must be according to the Blitz priority order (see note 1 above).
- (d) † - Half the *remaining attacking units are not turned face-down (round up)*.
- (e) * - Attacker is not turned *face-down*.
- (f) R - Remaining defending units must retreat.
- (g) S - Remove remaining defending units that could retreat. They arrive as reinforcements in the next game turn. Destroy units that cannot retreat; and
- (h) B - S result plus breakthrough.
- (i) Attacker can convert an 'S' or 'B' to an 'R' result.