

# Proud Monster

## 17.1 Weather Effects Chart (WEC)

Couplet	Die Roll						
	-1	0	1	2	3	4	5 6
Sep II-1	D	D	D	D	D	D	D R
Sep II-2	D	D	D	D	D	D	R R
Oct I-1	D	D	D	D	D	R	R M
Oct I-2	D	D	D	D	R	R	M M
Oct II-1	D	D	D	R	R	M	M M
Oct II-2	D	R	R	R	M	M	M F
Nov I-1	R	R	R	M	M	M	F F
Nov I-2	R	R	M	M	M	F	F F
Nov II-1	R	M	M	F	F	F	F S
Nov II-2	M	M	M	F	F	F	S S
Dec I-1	M	F	F	S	S	S	S S
Dec I-2	F	F	S	S	S	S	S S

## 17.2 German Victory Table (GVT)

End of Game Turn	Minimum VPs for German Win
1 - II June	4
2 - I July	8
3 - II July	13
4 - I August	17
5 - II August	22
6 - I September	26
7 - II September	28
8 - I October	30
9 - II October & After	36

## 17.3 Soviet Fortification Activation Table (SFAT)

Fort. Line	Activates Start of Game Turn
Luga	3 - II July
Leningrad	3 - II July
Vyazma	6 - I September
Mozhaisk/Tula	6 - I September
Moscow	9 - II October

Note: all other fortifications are active from the start of play.

## 17.4 German Withdrawal Table (GWT)

<u>Game Turn 9 - II October</u>	x1 Jäger Infantry Division
<u>Game Turn 10 - I November</u>	x2 Infantry Divisions
<u>Game Turn 11 - II November</u>	x1 Cavalry Division x1 Infantry Division x1 HF Corps
<u>Game Turn 12 - I December</u>	x3 Flak Corps x5 Aviation Corps x1 Infantry Division

## 17.5 German Mechanized Refit Table (GMRT)

Die Roll	Steps Recovered
1	1
2	1
3	1
4	1
5	2
6	2

## 17.6 Soviet Set Up & Reinforcement Schedule (SRS)

	RD	CD	TD	MRD	RB	MRB	TB	Gds RD*	Gds CD*	Gds MRD*	Gds TB*	GSA (8.10)
Set Up: Frontier	52	5	24	12	3	-	-	-	-	-	-	-
Set Up: Interior	114	4	26	13	13	-	-	-	-	-	-	-
Game Turn 1	-	-	-	-	-	-	-	-	-	-	-	-
Game Turn 2	11	6	-	-	3	-	-	-	-	-	-	-
Game Turn 3	60	9	5	-	4	1	48§	-	-	-	-	-
Game Turn 4	20	8	-	-	-	-	-	-	-	-	-	-
Game Turn 5	14	4	-	-	4	-	-	-	-	-	-	-
Game Turn 6	10	3	-	-	1	-	5	-	-	-	-	-
Game Turn 7	6	1	-	-	6	-	8	7	-	1	-	-
Game Turn 8	20	3	1	-	2	-	1	-	-	-	-	-
Game Turn 9	7	-	-	1	13	-	1	-	-	-	-	-
Game Turn 10	20	2	1	-	1	-	-	-	-	-	1	-
Game Turn 11	6	3	-	-	14	-	1	2	4	-	-	-
Game Turn 12	3	1	-	-	5	-	-	-	-	-	-	1

§see 8.9 \*Guard conversions per rule 8.11

Players are encouraged to photocopy this card.

# Proud Monster

## 17.7 Combat Results Table (CRT)

Die Roll	Odds Ratios								
	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1
1	4/0	4/0	3/0	2/0	2/1	1/1	1/1	1/2	0/3
2	4/0	3/0	2/0	2/1	1/1	1/1	1/2	0/3	0/3
3	4/0	3/0	2/0	1/1	1/2	1/2	1/2	0/3	0/4
4	4/0	2/0	2/1	1/2	1/2	0/2	0/3	0/4	0/4
5	4/0	2/1	1/1	1/2	0/3	0/3	0/3	0/4	0/5
6	4/1	1/1	1/2	0/3	0/3	0/3	0/4	0/5	0/5

Odds worse than 1:3 are "4/0." Odds greater than 7:1 are "0/E."

## 17.9 Terrain Effects Chart (TEC)

Terrain Type	Movement Cost Mech/Non-Mech	Combat Effects
Clear	1/1	NE
Forest	2/1	1L for MAs only, otherwise NE
Hills	3/2† †Cav-1 — †Mtn Inf-1	1L Mtn Inf attacking into may use defense factor as attack factor
Marsh	4/2	Usually NE; but Pz, AG and Recon attacking into are halved
River	+2/+1	1L
All-Lake/Sea	NA	NA
Sivash/Kerch Straits	All/All (see 12.16)	No MAs across. 2L for PAs. All mech units have AFs of only "1" attacking through such hexsides.
Town	OTIH	NE; but may receive Hedgehog, see 14.40
Large Town	OTIH	1L; may receive Hedgehog, see 14.40
City	1/1 (Stacking x2)	2L and all LPs x2 (0=1)
Stalin Line	1/1	All Soviet units receive +1 to their Defense Factors
Fortifications®	OTIH	1L
Heavy Fortifications	OTIH	2L
German Attenuated Supply Line	OTIH	See 9.6

## 17.8 German Aviation Corps Strength Table (GACST)

Game Turn	Ground Support Factor Strength
1 - II June	4
2 - I July	10
3 - II July	9
4 - I August	8
5 - II August	7
6 - I September	6
7 - II September	5
8 - I October	4
9 - II October	3
10 - I November	2
11 - II November	1
12 - I December	0 - Withdrawn

## 17.10 German Attenuated Supply Table (GAST)

Die Roll	Attack Odds Shift
1	0
2	1L
3	1L
4	2L
5	2L
6≥	3L

### Cumulative Modifiers:

+1 in M or S weather  
+1 in September, October, November  
+2 in December

### TEC Notes:

\*Mech pays only 1 per hex when on Minsk-Moscow Highway, see 12.20.

NA= Not Allowed.

NE=No Effect.

OTIH=Cost determined by Other Terrain In the Hex.

#L=Shift odds Left that number of columns on the CRT.

Cities and Large Towns shown in gray tint are Military District Headquarters, see 8.7.

@Luga, Vyazma, Mozhaisk and Moscow fort lines don't exist at start of play, see 14.25 & 17.3.

Players are encouraged to photocopy this card.

# 16.0 Death & Destruction Charts & Tables

## 16.7 Death & Destruction Soviet Guards Conversion Schedule

	GRD	GCD	GMRD	GTC	GMC	GBAD	GRB	GTB	GMRB
<b>1941</b>									
Dec II (124)	-	2	-	-	-	-	-	-	-
<b>1942</b>									
Jan I (201)	3	-	1	-	-	-	2	1	-
Feb I (203)	4	1	-	-	-	-	-	5	-
Mar I (204)	8	1	1	-	-	-	2	-	-
Apr I (207)	2	-	-	-	-	-	-	-	-
May I (209)	7	-	-	-	-	-	-	-	-
Jun I (211)	2	-	-	-	-	-	-	-	-
Jul I (213)	3	-	-	-	-	-	-	-	-
Aug I (215)	9	4	-	-	-	-	-	-	-
Sep I (217)	-	-	-	-	-	-	-	1	-
Oct I (219)	5	-	-	-	3NG*	-	-	-	-
Nov I (221)	4	-	-	-	2†	-	-	1	-
Dec I (223)	3	-	-	1	2NG*	-	3	1	-
<b>1943</b>									
Jan I (301)	7	-	-	3	3#	7##	-	-	1
Feb I (303)	7	4	-	1	-	-	-	8	-
Mar I (305)	12	-	-	-	-	-	5	-	-
Apr I (307)	13	2	-	-	-	-	-	-	-
May I (309)	3	-	-	-	-	-	-	-	-
Jun I (311)	8	-	-	-	1††	-	-	1	-
Jul I (313)	4	-	-	-	-	-	-	-	-
Aug I (315)	4	-	-	2	-	-	-	-	1
Sep I (317)	5	1	-	1	-	-	-	-	-
Oct I (319)	8	-	-	2	-	-	-	2	-
Nov I (321)	-	-	-	-	1	-	-	-	-

### Notes

\*These Mechanized Corps are non-Guards and are each brought into play by being converted from a non-Guards Tank Corps.

†These two Guards Mechanized Corps are each converted from a non-Guards Rifle Division.

#Any mix of non-Guard Tank and/or Mechanized Corps may be used to convert to these three Guards Mechanized Corps.

##Converted from non-Guards Breakthrough Artillery Divisions.

††This Guards Mechanized Corps is converted from a Guards Motorized Rifle Division.

## 16.8 D&D Soviet Withdrawal Schedule

Apr I '42 (207)	.....	TBx17 and MRBx1
May I '42 (209)	.....	TBx2
Jun I '42 (211)	.....	TBx2
Jul I '42 (213)	.....	TBx1
Nov I '42 (220)	.....	TBx1
Dec I '42 (223)	.....	TBx6
Jan I '43 (301)	.....	GTBx2
Mar I '43 (305)	.....	TBx1
Apr I '43 (307)	.....	TBx1
May I '43 (309)	.....	TBx1

## 16.9 D&D Soviet Untried Units Reinforcement Schedule

	RD	CD	RB	MRB	TB
<b>1941</b>					
II Dec (124)	2	2	9	-	-
<b>1942</b>					
Jan I (201)	7	7	2	-	4
Feb I (203)	4	-	11	-	10
Mar I (205)	1	-	22	-	7
Apr I (207)	1	-	18	-	8
May I (209)	2	-	9	2	10
Jun I (211)	-	-	3	-	16
Jul I (213)	1	-	4	1	13
Aug I (215)	5	-	6	4	16
Sep I (217)	1	1	10	2	2
Oct I (219)	5	1	-	1	-
Nov I (221)	-	-	-	1	1
Dec I (223)	-	-	4	-	1
<b>1943</b>					
Feb I (303)	1	3	-	-	-
Apr I (307)	-	-	4	1	-
Jul 1 (313)	-	-	-	-	1

# 16.0 Death & Destruction Charts & Tables

## 16.1 Game Turns To Remember List

- 203 - RVGK in/out Game Turn Max increases to 28. Start offensive supply rule
- 205 - Map C placement possible. GAS Line goes. N/S supply line restrictions begin. German strategic movement begins.
- 207 - Soviet max step strength is two.
- 213 - Soviet max step strength is three.
- 217 - RVGK in/out max increases to 36.
- 221 - RVGK in/out max increases to 48. Soviet max step strength is four.
- 311 - German Lower Dniepr restrictions begin for D, R and M weather. German anti-partisan warfare die rolls begin.
- 323 - Drop Soviet replacement rate to 4 factors per replacement center.

## 16.2 German Replacement Rate Schedule (Per Game Turn)

Game Turns	Non-Mech	Mech
201-212	6	3
213-224	4	3
301-312	3	4
313-407	3	3

Rear Echelon Comb Outs: Make one die roll once per calendar year starting no sooner than turn 206. (German's choice exactly when after that date, but there must always at least four game turns between rolls in different years.) Receive that many non-mech steps.

## 16.3 German K.A. Formation Chart

Die Roll	Number of Divisions Required
1-2	Two
3-5	Three
6	Four

## 16.4 German Anti-Partisan Operations Table

Die Roll	Forces Required
1-2	One ID
3-4	Two IDs
5	Three IDs
6	Two IDs & one PD

All units committed by this table must be full-strength.

## 16.5 D&D Victory Table

	Germans Lose if $\leq$	Play On	Germans Win if $\geq$
Dec II '41 (Turn 124)	27	28-35	36
Jun I '42 (Turn 211)	27	28-40	41
Aug II '42 (Turn 216)	36	37-40	41
Nov II '42 (Turn 222)	38	39-40	41
Jan I '43 (Turn 301)	36	37-40	41
Jan II '43 (Turn 302)	31	32-40	41
Feb I '43 (Turn 303)	30	31-40	41
Feb II '43 (Turn 304)	28	29-40	41
Aug I '43 (Turn 315)	26	27-40	41
Aug II '43 (Turn 316)	24	25-40	41
Sep II '43 (Turn 318)	20	21-40	41
Oct II '43 (Turn 320)	16	17-40	41
Nov I '43 (Turn 321)	14	15-40	41
Mar I '44 (Turn 405)	12	13-40	41
Mar II '44 (Turn 406)	10	11-40	41
Apr I '44 (Turn 407)	3	4=Draw	5

## 16.6 D&D Spring Weather Table

Turn & Couplet	Die Roll							
	1	2	3	4	5	6	7	8
Mar I-1	S	S	S	S	S	M	M	M
Mar I-2	S	S	S	S	M	M	M	M
Mar II-1	S	S	S	M	M	M	M	M
Mar II-2	S	S	M	M	M	M	M	M
Apr I-1	S	M	M	M	M	M	M	D
Apr I-2	M	M	M	M	M	M	D	D
Apr II-1	M	M	M	M	M	D	D	D
Apr II-2	M	M	M	M	D	D	D	D
May I-1	M	M	M	D	D	D	D	D
May I-2	M	M	D	D	D	D	D	D
May II-1	M	D	D	D	D	D	D	D

# Death & Destruction

## German Replacement Army Roster

The first time a replacement-eligible German division is eliminated while cut off from overland supply, put it into the Replacement Army Pile and circle its ID below. Each time an otherwise replacement-eligible division is eliminated, check this sheet as you remove the unit from the map. If you find its ID circled, place the unit into the Dead Pile rather than the Replacement Army Pile. (See 8.14 and 8.18.)

Infantry										Static			Other			Cavalry	
1	5	6	7	8	9	11	12	15	17	339	342	707	GD			1	Mod
21	22AL	23	26	28	30	31	32	34	35								
44	45	46	50	52	56	57	58	61	62								
68	69	71	72	73	75	76	78	79	81								
82	83	86	87	88	93	94	95	96	98								
102	106	110	111	112	113	121	122	123	125								
126	129	131	132	134	137	161	162	167	168								
170	183	197	198	205	206	208	211	212	214								
215	217	218	223	225	227	239	246	250	251								
252	253	254	255	256	257	258	260	262	263								
267	268	269	282	290	291	292	293	294	295								
297	298	299	302	304	305	306	320	321	323								
327	328	329	330	331	332	333	335	336	337								
340	349	355	357	359	361	367	370	371	376								
377	383	384	385	387	389												

  

Jäger			Parachute		
5	8	97	1	2	7
99	100	101			

  

Mountain Infantry					SS		
1	4	5	6	7	1	2	3

  

Motorized Infantry & Panzergrenadier				SS		
3	10	14	16	4	5	7
18	20	25	29	8	9	10
36	60	FHH	11	19	20	
				FG		

  

Panzer									
1	2	3	4	5	6	7	8	9	10
11	12	13	14	16	17	18	19	20	22
23	24	25	26	27	HG				

Photocopy this sheet before play

### 16.10 D&D German Withdrawal & O.B. Notes Table

#### 1941

Dec II '42 (124): Withdraw one ID.

#### 1942

Jan I '42 (201): Return one ID from WP.

Feb I '42 (203): Convert It. 3CD to 3MID & CB-Balbo.

Mar I '42 (205): Convert 1SS MID & 3MID to PGDs.

Apr I '42 (207): Withdraw all SDs, one ID & one AG bat. Convert 5SS MID to PzGr

Apr II '42 (208): Withdraw one ID & GDMIR. (No get GD PzGr Div on 211 if missed.)

May I '42 (209): Withdraw two Pz Divs & one ID.

May II '42 (210): Withdraw Fgln SS CB. (No get 8SS CD on 218 if missed.)

Jun I '42 (211): Withdraw 2SS MID, one PD, one ID, one aerial supply. Convert 3SS, 16, 29 & 60 MIDs to PGDs.

Jul I '42 (213): Withdraw one ID & CD Model.

Jul II '42 (214): Withdraw 1SS PGD & two IDs.

Sep I '42 (217): Withdraw one ID.

Sep II '42 (218): No get 8SS CD if 210 withdrawal was missed.

Oct II '42 (220): Withdraw one ID.

Nov I '42 (221): Withdraw 3SS PGD, one ID, one aircraft unit.

Dec I '42 (223): Return one PD from WP. Convert 5SS PGD to 5SS PD.

#### 1943

Jan I '43 (301): Return one PD from WP. Withdraw one PD.

Jan II '43 (302): Convert 2SS MID to 2SS PD & return it from WP. Return aircraft unit from WP.

Feb I '43 (303): Convert 1SS PGD to 1SS PD & return it from WP. Convert GD PGD to GD PD.

Feb II '43 (304): Return two IDs from WP. Withdraw one ID.

Mar I '43 (305): Convert 3SS PGD to 3SS PD & return it from WP. Return one ID from WP. Withdraw one ID. Remove all Italian units.

Apr I '43 (307): Return two IDs from WP. Withdraw Ndr & Dan SS MIBs. (No get 11SS PGD on 323 if fail.) Withdraw one Mtn Div, one Pz Bat, on AG bat, one aircraft unit.

Apr II '43 (308): Return one ID from WP.

May I '43 (309): Withdraw one Para Div, 4SS ID, Nor SS IB, one aircraft unit. (No get 11SS PGD on 323 if fail to withdraw Nor SS IB.)

Jun I '43 (311): Return one ID from WP. Convert FL SS MIB to 6LM SS PGB. Withdraw two MIBs, one aircraft unit. Begin anti-partisan rolls.

Jul I '43 (313): German infantry downgrades.

Aug I '43 (315): Withdraw 1SS PD.

Sep I '43 (317): Withdraw one Hvy Bat, one aircraft unit. Convert 25 MID to PGD.

Oct I '43 (319): Return one Stalingrad PD. Convert 10, 18, 20 MIDs to PGDs. Convert one AG Bat to 203 AG Brig. Withdraw one aircraft unit.

Nov I '43 (321): Return one Stalingrad PD. Return 1SS PD from WP. Withdraw one aircraft unit.

Dec I '43 (323): Return one Stalingrad PD. Convert 250 Sp ID to SpL SS IR. Withdraw 8SS CD, one Mtn ID.

#### 1944

Jan I '44 (401): Withdraw one PD, one SS MIB, two Heavy Bats.

Feb I '44 (403): Convert two AG Bats to 190 & 281 AG Brigs. Withdraw one AG Bat.

Mar I '44 (405): Convert two AG Bats to 239 & 600 AG Brigs.

Apr I '44 (407): Convert two AG Bats to 209 & 276 AG Brigs. Convert Rumanian 8CD to 8MID. Withdraw one PD.

# Death & Destruction Turn Record Chart

<b>Jan I</b> ___ <b>01</b>	<b>Jan II</b> ___ <b>02</b>	<b>Feb I</b> ___ <b>03</b>	<b>Feb II</b> ___ <b>04</b>
<b>Mar I</b> ___ <b>05</b>	<b>Mar II</b> ___ <b>06</b>	<b>Apr I</b> ___ <b>07</b>	<b>Apr II</b> ___ <b>08</b>
<b>May I</b> ___ <b>09</b>	<b>May II</b> ___ <b>10</b>	<b>Jun I</b> ___ <b>11</b>	<b>Jun II</b> ___ <b>12</b>

# Death & Destruction Turn Record Chart

<b>Jul I</b> ___ <b>13</b>	<b>Jul II</b> ___ <b>14</b>	<b>Aug I</b> ___ <b>15</b>	<b>Aug II</b> ___ <b>16</b>
<b>Sep I</b> ___ <b>17</b>	<b>Sep II</b> ___ <b>18</b>	<b>Oct I</b> ___ <b>19</b>	<b>Oct II</b> ___ <b>20</b>
<b>Nov I</b> ___ <b>21</b>	<b>Nov II</b> ___ <b>22</b>	<b>Dec I</b> ___ <b>23</b>	<b>Dec II</b> ___ <b>24</b>

# **Death & Destruction German Holding Boxes**

<b>General Withdrawals</b>	<b>Specified Withdrawals</b>
<b>Stalingrad Divisions</b>	<b>Replacement Army</b>
<b>Dead Pile</b>	