

ZHUKOV'S WAR

The Decisive Middle Phase of the East Front, July 1942-1943

TERRAIN EFFECTS CHART

Terrain Type	Movement Costs Mechanized/Non-Mechanized	Combat Effects
Clear	1/1	No Effect.
Forest	2/1	Tank and Panzer units use their defense factors for attacks into forests.
Hills	3/2* *Mountain Inf & Cav = 1	1L, but Mountain Inf use their DF as their AF when attacking into a hill hex.
Marsh	4*/2* *Except: 1/1 on Turn 5 and Mountain Inf & Cav = 1	Tank and Panzer units use their defense factors for attacks into marshes, except during Turn 5, when it's "No Effect".
River Hexside	+2*/+1* *Except: No Cost on Turn 5	1L if all attackers are across river hexsides, Except on Turn 5, when it's "No Effect". That shift is additive to in-hex effects.
Lake, Reservoir or All-Sea Hexsides	Not Allowed. ZOC's don't extend across	Combat across is never allowed.
Reference Town	OTIH	OTIH
Town	1/1 & negates rivers around it's hex	1L when Soviets or Axis satellite nation armies defend in a town. 2L when Germans defend in a town.
City	1/1 & negates rivers around it's hex	2L & all loss attacker results are doubled while all defending results are +1 (0=1 in both cases). Panzer and Tank units use their DF as their AF when attacking into.
Toropets Salient	OTIH	Soviets one half when attacking, unless control Rzhev.
Enemy Fieldworks**	2/2	2L when units defend in a friendly fieldwork hex. No Effect if units defend in an enemy fieldworks hex. No concentric attack bonus.
Friendly Fieldworks**	1/1	See note above. Also see rule 7.4.
Initial Front Line	No Additional Cost	None, but see sections 3.0 & 4.0.
Initial German Army Group Boundary Lines	No Additional Cost	See section 3.0 for details.
Operations Blue & Kremlin Dividing Line	No Additional Cost	See section 3.0 for details.

** No fortifications are ever considered destroyed. All Fieldworks negate natural in-hex & hexside terrain.

COMBAT RESULT TABLE

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

Luftwaffe Field Division Panic Checks

Attack	2-6	3-6	4-6	5-6	6	6	6	6	6
Defense	1	1	1-2	1-3	1-4	1-5	1-5	1-5	1-5

Odds greater than 7:1 receive automatic 0/6 results. Odds less than 1:3 receive automatic 2/0 results.