

## Combat Results Table

<b>Forest</b>	<b>1:2</b>	<b>1:1</b>	<b>3:2</b>	<b>2:1</b>	<b>3:1</b>	<b>4:1</b>	<b>5:1</b>	<b>6:1</b>	<b>8:1</b>	<b>10:1</b>	<b>12:1</b>
<b>Town</b>	<b>1:3</b>	<b>1:2</b>	<b>1:1</b>	<b>3:2</b>	<b>2:1</b>	<b>3:1</b>	<b>4:1</b>	<b>5:1</b>	<b>6:1</b>	<b>8:1</b>	<b>10:1</b>
<b>Cultivated, Lake</b>	<b>1:4</b>	<b>1:3</b>	<b>1:2</b>	<b>1:1</b>	<b>3:2</b>	<b>2:1</b>	<b>3:1</b>	<b>4:1</b>	<b>5:1</b>	<b>6:1</b>	<b>8:1</b>
<b>Die Roll</b>											
<b>1</b>	<b>3/-</b>	<b>3/-</b>	<b>2/-</b>	<b>2/-</b>	<b>2/-</b>	<b>1/-</b>	<b>2/1</b>	<b>1/-</b>	<b>-/1</b>	<b>-/1</b>	<b>-/2</b>
<b>2</b>	<b>3/-</b>	<b>2/-</b>	<b>2/-</b>	<b>2/-</b>	<b>1/-</b>	<b>2/1</b>	<b>-/-</b>	<b>-/1</b>	<b>1/1</b>	<b>-/2</b>	<b>-/3</b>
<b>3</b>	<b>3/-</b>	<b>2/-</b>	<b>1/-</b>	<b>1/-</b>	<b>2/1</b>	<b>-/-</b>	<b>-/1</b>	<b>-/1</b>	<b>-/2</b>	<b>1/3</b>	<b>-/3</b>
<b>4</b>	<b>2/-</b>	<b>2/-</b>	<b>1/-</b>	<b>2/1</b>	<b>-/-</b>	<b>-/1</b>	<b>1/1</b>	<b>-/2</b>	<b>1/3</b>	<b>-/3</b>	<b>1/4</b>
<b>5</b>	<b>2/-</b>	<b>1/-</b>	<b>2/1</b>	<b>-/-</b>	<b>1/1</b>	<b>1/1</b>	<b>1/2</b>	<b>1/3</b>	<b>-/3</b>	<b>-/4</b>	<b>-/4</b>
<b>6</b>	<b>1/-</b>	<b>2/1</b>	<b>-/-</b>	<b>1/1</b>	<b>-/1</b>	<b>1/2</b>	<b>-/2</b>	<b>-/2</b>	<b>-/3</b>	<b>-/4</b>	<b>-/5</b>

### Column Shifts:

**R1** = If attacker attacking from four or more adjacent hexes

**R2** = If attacker includes tank companies and defender does not include AT

**L1** = If defender includes tank unit

## Strength Reductions

<b>Finnish</b>		
<b>3 Steps</b>	<b>2 Steps</b>	<b>1 Step</b>
<b>12-14-10</b>	<b>8-10-10</b>	<b>4-5-10</b>
<b>9-9-10</b>	<b>6-7-10</b>	<b>3-3-10</b>
<b>8-10-10</b>	<b>5-7-10</b>	<b>3-4-10</b>
<b>5-7-8</b>	<b>3-4-8</b>	<b>1-2-8</b>

<b>Soviet</b>	
<b>2 Steps</b>	<b>1 Step</b>
<b>7-7-8</b>	<b>4-4-7</b>
<b>4-6-6</b>	<b>4-4-5</b>
<b>6-8-6</b>	<b>4-5-6</b>
<b>6-5-6</b>	<b>4-3-5</b>

## Weather Table

<b>Die Roll</b>	<b>Impulses</b>
<b>1</b>	<b>6</b>
<b>2</b>	<b>6</b>
<b>3</b>	<b>5</b>
<b>4</b>	<b>5</b>
<b>5</b>	<b>4</b>
<b>6</b>	<b>4</b>
<b>7</b>	<b>3</b>

+1 DRM After Dec 20th

## ZOC Costs

<b>Unit Type</b>	<b>Enter ZOC</b>	<b>Exit ZOC</b>
<b>Foot</b>	<b>+2</b>	<b>+1</b>
<b>Motorized</b>	<b>+2</b>	<b>+2</b>
<b>Ski</b>	<b>+1</b>	<b>+0</b>

## Company Breakdowns:

<b>Finnish</b>		<b>Soviet</b>	
12-14-10	2x4-5-10, 1x4-4-10	7-7-8	1-2-8 Armored Car
8-10-10	1x3-4-10, 2x2-3-10		3-2-8 Cavalry
9-9-10	3x3-3-10		3-3-8 Mot Infantry
5-7-8	1x2-2-8, 2x1-2-8		

## Impulse:

<b>FULL</b> a. Breakdown b. Reinforcements c. Arty Recovery d. Movement e. Bombardment f. Combat	<b>MOVE</b> a. Breakdown b. Reinforcements c. Movement	<b>ATTACK</b> a. Breakdown b. Bombardment c. Combat	<b>CHOICE MOVE or ATTACK</b>	<b>HALF MOVE (1/2 MP) or ATTACK (succeeds on 1-3)</b>
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