



QUICK REFERENCE SHEET

RUSSO-GERMAN WAR 1941-1945

December 2007 Ver 4

Infantry Small Arms

<i>Weapon\To-hit</i>	<i>upto 4"</i>	<i>upto 8"</i>	<i>upto 12"</i>	<i>upto 16"</i>	<i>upto 20"</i>
SMG	3+	-	-	-	-
Rifle	4+	5+	6+	-	-
LMG	3+	4+	5+	6+	-
HMG	3+	4+	4+	5+	6+

Anti-Tank Guns

<i>Weapon\To-hit</i>	<i>upto 5"</i>	<i>upto 10"</i>	<i>upto 20"</i>	<i>upto 30"</i>	<i>upto 40"</i>	<i>upto 60"</i>
Anti-tank gun	5+	6+	7+	8+	9+	10+

Vehicle Damage

<i>Score</i>	<i>Damage</i>	<i>Game Effect</i>
1	Crew are stunned	Cannot make any action next turn
2	Wheels and tracks hit	Vehicle is permanently immobilised
3	Wheels and tracks hit	Vehicle is permanently immobilised
4	Turret traverse mechanism destroyed	Turret cannot be traversed
5	Gunner and commander are killed	Vehicle may only make move actions
6	Entire crew killed	Vehicle effectively out-of-action

Infantry Anti-Tank Weapons

<i>Weapon\To-hit</i>	<i>upto 4"</i>	<i>upto 8"</i>
AT rifle	AP 6	AP 5
Panzerfaust	AP 7	AP 6

High Explosive vs Vehicles

<i>Vehicle</i>	<i>No Effect</i>	<i>Damaged</i>	<i>Destroyed</i>
Lorries and other soft-skinned vehicles	1 - 2	3 - 4	5 - 6
Half-tracks and armoured cars	1 - 3	4 - 5	6
Tanks	1 - 4	5 - 6	-



VEHICLE AND ANTI-TANK GUN REFERENCE TABLE

<i>Vehicle</i>	<i>Gun Calibre</i>	<i>Armour Value</i>	<i>upto 10"</i>	<i>upto 20"</i>	<i>upto 30"</i>	<i>upto 40"</i>	<i>upto 50"</i>	<i>upto 60"</i>
T-34/76	76 mm	14	8	7	5	4	-	-
T-34/85	85 mm	14	11	9	8	6	4	-
SU-85	85 mm	14	11	9	8	6	4	-
KV-1	76 mm	15	8	7	5	4	-	-
Lee/Grant	75 mm/ 37 mm	12	7/3	6/2	5/1	4/-	-	-
Stug III	75 mm	13	7	6	5	4	-	-
Pz III	50 mm	13	7	5	4	-	-	-
Pz IV	75 mm	14	7/4	6/2	5/1	4/-	-	-
Tiger I	88 mm	17	12	11	9	7	5	3
Panther	75 mm	18	7	6	5	4	-	-
Jagdpanther	88 mm	18	12	11	9	7	5	3
Heavy armd. car	20 mm	12	3	2	1	-	-	-
Light armd. car	20 mm	10	3	2	1	-	-	-
Half-track	MG	11	-	-	-	-	-	-
Lorry, truck or car	-	6	-	-	-	-	-	-
Soviet 45mm ATG	45 mm	-	5	4	3	-	-	-
Soviet 57mm ATG	57 mm	-	6	5	4	-	-	-
PAK 40 ATG	75 mm	-	7	6	5	4	-	-
German 88mm (AA)	88 mm	-	12	11	9	7	5	3