



# The Last HUNDRED YARDS

## COMBAT TABLES

### ASSAULT RESOLUTION TABLE [14.0]

[The Final Assault DRM is limited to +/- 4.]

14	<ol style="list-style-type: none"><li>Attacker conducts a <b>Vehicle Destruction Attempt</b> [14.3.2].</li><li>Attacking and Defending riders/passengers unload.</li><li><b>Defending units retreat 4 hexes.</b> Non-vehicular units suffer a casualty and Disrupt unless already Disrupted. [EXC: If Russian or Japanese, all non-vehicular units are marked Regrouping, and the best non-vehicular combat unit suffers a casualty, and all others conduct a Cohesion Check and suffer a casualty if they fail].</li><li>Attacker <i>may</i> <b>advance</b> (once) into an adjacent hex and immediately conduct an <b>assault</b> if the hex is occupied.</li><li>Check for <b>Leader</b> and <b>FT Loss</b> [14.3.5], and <b>Promotion Points</b> [Optional, 22.2.1].</li></ol>
10 to 13	<ol style="list-style-type: none"><li>Both players conduct a <b>Vehicle Destruction Attempt</b> [14.3.2].</li><li>Attacking and Defending riders/passengers unload.</li><li><b>Defender Retreats.</b> Retreating disrupted units suffer a casualty. Retreating undisrupted units Disrupt and conduct a Cohesion Check and suffer a casualty if they fail. [EXC: If Russian or Japanese, all non-vehicular units are marked Regrouping and the best non-vehicular combat unit suffers a casualty [15.2.1].</li><li>Check for <b>Leader</b> and <b>FT Loss</b> [14.3.5], and <b>Promotion Points</b> [Optional, 22.2.1].</li></ol>
6 to 9	<ol style="list-style-type: none"><li>If <b>Urban Assault</b> [14.3.1] and the <i>unmodified</i> die roll is <b>6 or 7</b>, the single best <b>attacking and defending</b> non-vehicular combat unit suffers a <b>casualty</b>.</li><li>Both players conduct <b>Vehicle Destruction Attempts</b> [14.3.2].</li><li>Attacking and Defending riders/passengers unload.</li><li><b>Defender Retreats.</b> Retreating non-vehicular units conduct a Cohesion Check. [EXC: If Russian or Japanese, only the best non-vehicular combat unit conducts a Cohesion Check and suffers a casualty if it fails [15.2.1].</li><li>Check for <b>Leader</b> and <b>FT Loss</b> [14.3.5], and <b>Promotion Points</b> [Optional, 22.2.1].</li><li>Mark all undisrupted Attacking/Defending non-vehicular units <b>Regrouping</b>.</li></ol>
2 to 5	<ol style="list-style-type: none"><li>If <b>Urban Assault</b> [14.3.1] and the <i>unmodified</i> die roll is <b>4 or 5</b>, the single best <b>attacking</b> non-vehicular combat unit suffers a <b>casualty</b>.</li><li>Both players conduct <b>Vehicle Destruction Attempts</b> [14.3.2].</li><li>Attacking and Defending riders/passengers unload.</li><li><b>Attacker Retreats.</b> Retreating non-vehicular units conduct a Cohesion Check. [EXC: If Russian or Japanese, only the best non-vehicular combat unit conducts a Cohesion Check and suffers a casualty if it fails [15.2.1].</li><li>Check for <b>Leader</b> and <b>FT Loss</b> [14.3.5], and <b>Promotion Points</b> [Optional, 22.2.1].</li><li>Mark undisrupted Attacking/Defending non-vehicular units <b>Regrouping</b>.</li></ol>
-1 to 1	<ol style="list-style-type: none"><li>Both players conduct <b>Vehicle Destruction Attempts</b> [14.3.2].</li><li>Attacking and Defending riders/passengers unload.</li><li><b>Attacker Retreats.</b> Retreating disrupted units suffer a casualty. Retreating undisrupted units Disrupt and conduct a Cohesion Check and suffer a casualty if they fail. [EXC: If Russian or Japanese, all non-vehicular units are marked Regrouping and the best non-vehicular combat unit suffers a casualty [15.2.1].</li><li>Check for <b>Leader</b> and <b>FT Loss</b> [14.3.5], and <b>Promotion Points</b> [Optional, 22.2.1].</li></ol>
< -1	<ol style="list-style-type: none"><li>Defender conducts a <b>Vehicle Destruction Attempt</b> [14.3.2].</li><li>Attacking and Defending riders/passengers unload.</li><li><b>Attacking units retreat 4 hexes.</b> Non-vehicular units suffer a casualty and Disrupt unless already Disrupted. [EXC: If Russian or Japanese, all non-vehicular units are marked Regrouping, and the best non-vehicular combat unit suffers a casualty, and all others conduct a Cohesion Check and suffer a casualty if they fail].</li><li>Defender <i>may</i> <b>advance</b> (once) into an adjacent hex and immediately conduct an assault if the hex is occupied by enemy units.</li><li>Check for <b>Leader</b> and <b>FT Loss</b> [14.3.5], and <b>Promotion Points</b> [Optional, 22.2.1].</li></ol>

### ASSAULT VALUE MODIFIERS [14.2]

AVM:

X	Cohesion Differential [+3 max] [14.2a]
1	Assaulting a Regrouping Force [14.2b]
1	Defender in a rural Building hex, IP or behind a wall [14.2c]
1	Defender is Concealed [14.2d]
1/2	LATW/FT vs. a hex containing an FP, Towed Gun, Urban Building or Urban Building Road [14.2e]
1	Heroic vs Fortified Positions [14.2f]
1	Defender in a Hill hex [14.2g]
2	Envelopment [14.2h]
2	Defender in an urban building or urban road hex [14.2i]
-1	Fragmented Assault [14.2j]
-1	Participating Vehicle is in Motion [14.2k]

### VEHICLE DESTRUCTION DRM [14.3.2.1]

All DRMs are cumulative

[Maximum Net DRM allowed is 8.]

DRM Friendly Force includes undisrupted:

2	a) Any <i>squad</i> or Fortified Position, <i>or</i> b) a German MG or infantry section after 9/43, <i>or</i> c) Japanese/Russian reduced squad or section
1	a) unit with an ATV ≥ 0, <i>or</i> b) a German <i>squad</i> or Fortified Position after 9/43
1	a) a heroic unit, <i>or</i> b) Japanese/Russian <i>squad or</i> c) a unit with an Assault Value of 3

DRM If the Enemy Vehicle is:

3	Unsupported ( <i>i.e., no other undisrupted or non-shocked combat unit in the hex</i> ), and in or adjacent to a cover terrain hex, hex side or Improved Position
2	Carrier or shocked AFV
-1	in Motion

### VEHICLE DESTRUCTION RESOLUTION [14.3.2.2]

Destroyed if the die roll is ≥ 10.

### SMALL ARMS FIRE DRM TABLE [11.3.3]

[Fire Attacks < -4 are not allowed.]

Range of the firing unit is:					
DRM	≤ 4	8	10	12	15
-	1	1-2	1-3	1-3	1-4
-1	2	3	4	4	5-6
-2	3	4	5	5-6	7-8
-3	4	5-8	6-10	7-12	9-15
-2 <sup>R</sup>	Split Fire [11.3.3d]				
-1/-2 <sup>V</sup>	Motion Fire [from current/adjacent hex] [11.3.3g]				
-1	per Hindrance [11.3.3j]				
-1	Hex Contains a Friendly Vehicle [11.3.3i]				
-1	Suppressed Fire (per 2 Markers - FRU) [11.3.3b]				
-1	Regrouping Fire [11.3.3f]				
-1	Concealed Target [11.3.3i]				
-1	Go to Ground [11.3.3m]				
-1	if Night [11.3.3n]				
1	Enfilade [11.3.3e]				
1	Target Density (per 2 steps > 4 - FRU) [11.3.3k]				
1 <sup>R</sup>	Proximity Fire (within 2 hexes) [11.3.3c]				
1 <sup>V</sup>	HE vs a Building or IP [11.3.3o]				
X	TEM [see Terrain Table]				

<sup>R</sup> Reaction Fire Only - Inf, MG and FP    <sup>V</sup> Vehicles Only

### MORTAR FIRE DRM TABLE [11.4.6]

1	Airburst [11.4.6a]
1	Target Density [11.4.6b]
X	TEM [see Terrain Table]

### MORTAR FIRE ACTION TABLE [11.4.5]

Type	Mortar Value (MV)		Ammo Type	
	Primary	Secondary	MDRM	SMK
< 60mm	0	N/A	1	1
60mm Sec.	0	-1	2	3
80-82mm Sec.	2	0	2	5
80-82mm Plt.	2	0	6/8 <sup>R</sup>	7

<sup>R</sup>Russian only

### SMALL-ARMS/MORTAR-FIRE RESOLUTION [13.1]

- If **Final Fire Attack Result** is > the **Cohesion** of the *best* non-vehicular *combat* unit in the hex, that unit disrupts, or suffers a casualty if already disrupted, and all other non-vehicular units in the hex must conduct Cohesion Checks.
- If **Final Fire Attack Result** is ≥ 10, the non-vehicular *combat* unit with the *best* Cohesion suffers a casualty and disrupts (unless already disrupted) and all other non-vehicular units in the hex must conduct Cohesion Checks.
- If the MV ≥ 2 and the **Final Mortar Fire Attack Result** is an **unmodified 10**, a single *stationary* vehicle in the target hex (selected at random) is Destroyed if a Carrier or FV, or Shocked if an AFV.

### ANTI-TANK FIRE DRM TABLE [11.5.4]

[Fire Attacks < -4 are not allowed.]

[A unit's ATV is always 1 vs an FP or Towed Gun [11.5b]]

Range of the firing unit is:								
DRM	LATW	4	5	15	18	21	24	30
-	1	1	1	1-5	1-6	1-7	1-8	1-10
-1	2	2	2	6-10	7-12	8-14	9-16	11-20
-2	3	3-4	3-5	11-15	13-18	15-21	17-24	21-30

1 Towed Gun fired when Revealed [11.5.4i]

1 Firing unit is Elite [15.1c]

-3<sup>L</sup> Split Fire [11.5.4c]

-1/-2<sup>L</sup> Motion Fire [current / adjacent hex] [11.5.4d]

-1 Opportunity Fire [11.5.4g]

-1 Hindrances [11.5.4i]

-1 Suppressed Fire [11.5.4b]

-1 Motion Target [11.5.4e]

-1 Concealed Target [11.5.4h]

-1 Hulldown [11.5.4j]

-2 Target is a Towed Gun [11.5.4k]

<sup>L</sup> Not Applicable to LATW Units.

### ANTI-TANK FIRE RESOLUTION TABLE [13.2]

Target is **Destroyed** if...

Final Fire Attack Result is > Target's AV or AEV or

Unless Destroyed, AFV is **Shocked** if...

a) Final Attack Result is = to the Target's AV or AEV, *or*

b) The unmodified die roll is 10, and the Final Fire Attack Result is within two of the defending units AV.

No Effect if...

against a vehicle and the unmodified die roll ≤ 2

### MINFIELD EFFECTS TABLE [19.1]

ACHTUNG



**Non-Vehicular Units:** The entering player makes a single unmodified die roll. If the die roll is 10, one unit selected at random suffers a Casualty [13.3.3].

**Vehicular Units:** An AFV is shocked if the die roll is ≥ 9 and FVs and Carriers are destroyed if the die roll is ≥ 8. Otherwise, there is no effect. Shock or destruction of a vehicle may cause Collateral Damage [13.3.7].



© 2023 GMT Games LLC  
P.O. Box 1308, Hanford, CA 93232  
www.GMTGames.com



TERRAIN EFFECT TABLE [4.0]

Terrain occupied by the Defender <sup>2</sup>	Level	MP Cost				TEM <sup>1</sup>	Notes
		Non-Vehicular	AFV	HT	Truck	Small Arms & Mortar Fire only	
 Rural/Urban	OT	1	1	1	2/1	0	See 4.1.1, 4.1.2
 Beach	0	1	1	1	2	0	See 4.1.14
 Woods/Jungle	1	1½	3 <sup>8</sup>	P	P	-1	See 4.1.3
 HvyWoods/HvyJungle	2	1½	4 <sup>8</sup>	P	P	-1	See 4.1.3
 Tree Line	1	0	+1 <sup>8</sup>	P	P	-1	See 4.1.8
 Palm Grove/Orchard/Brush <sup>5</sup>	1/0/0	1	1	1	2	0	See 4.1.15, 4.2.4
 Hill	Varies	+½ <sup>3</sup>	+1 <sup>3</sup>	+1 <sup>3</sup>	+1 <sup>3</sup>	-1	See 4.1.4
 Stone Bldg.	1	1	1	1	1	-3	See 4.1.6a
 Wooden Bldg.	0	1	1	1	1	-2	See 4.1.6a
 Urban Bldg.	1	2	P	P	P	-3	See 4.1.6b
 Hut	0	1	1	1	1	-1/0 <sup>4</sup>	See 4.1.6a
 Wall	0	0	+1	P	P	-1/0 <sup>4</sup>	See 4.1.7
 Road/Railroad <sup>7</sup>	OT	1	1	1	1	OT	See 4.1.9, 4.1.9.1 – 4.1.9.5
 Path <sup>7</sup>	OT	1	2	P	P	OT	See 4.1.9.6
 River	-1	1½ /All <sup>6</sup>	P	P	P	0	See 4.1.10
 Bridge	OT	1	1	1	1	0	See 4.1.11
 Fords	OT	+½	+1	+1	+2	0	See 4.1.12
 Marsh	0	1½ /All <sup>6</sup>	P	P	P	0/-1 <sup>4</sup>	See 4.1.13
 Gully (Balkas)	-1	1	1	P	P	OT	See 4.1.18
 Improved and Fortified Positions	OT	OT	OT	OT	OT	-2	See 4.1.16; 2.2.4

P Prohibited. OT Other Terrain in hex determines TEM. NA Not Applicable.

Footnotes:

1 TEMs are not cumulative and if more than one is applicable, only the one most beneficial to the defender is used.

2 Terrain listed in **bold black** are Blocking *Hexes*. Terrain types listed in **bold red** are Blocking *Terrain Features*.

3 MP cost for each bold contour line crossed when maneuvering uphill. Not applicable if along a road.

4 The TEM on the left is for small arms fire and the TEM on the right is for mortar fire.

5 Palm Groves/Orchard/Brush Block LOS of units on different levels but are a Hindrance to units on the same level [4.2.4].)

6 1½ to enter and All to maneuver from one River hex to another.

7 Use other terrain in the hex if entered from a non-road/non-railroad hex.

8 +1 for each Tree-line crossed or when exiting a Forest Road hex into any hex that does not have a connecting road [4.1.9.1a].

BLIND HEX TABLE [4.2.3]

Level difference between the highest hex and Blocking Terrain hex	Number of hexes from the <i>highest hex</i> to the intervening Blocking Terrain hex or Terrain Feature																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	0*	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
2	0*	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7
3	0	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5
4	0	0	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4
5	0	0	0	1	1	1	1	1	2	2	2	2	2	2	3	3	3	3	3	3

\* The value is “1” when the adjacent hex contains a forest hex or intersects a building or tree-line feature.

STACKING LIMITS [2.3; 14.0]

	# of units allowed per player in a hex	# of steps or units allowed per player to participate in an assault
Squads	3	Maximum of 4 steps of non-vehicular combat units
MG	2	
Towed Guns	1	
Fort. Positions	1	
Vehicles	2	1 vehicle
Leaders, FT or LATW units	any two	one of each

CONCEALMENT LOSS [4.3.1]

- 4.3.1.1 A non-vehicular unit loses concealment immediately if:
- a) it maneuvers into, or fires from, an open-terrain hex within 8 hexes and in LOS of an enemy unit.
- b) it maneuvers into a cover-terrain hex within 3 hexes in LOS of an enemy unit [EXC: two hexes if Russian/Japanese, one hex if an LATW].
- c) it fires from a cover-terrain hex in LOS and within 2 hexes of an enemy unit [EXC: 20.9.2b].
- d) it is disrupted or suffers a casualty.
- e) the Final Fire Resolution die roll is equal to the Cohesion of the best unit in the hex.

- 4.3.1.2 A vehicle, including Riders/Passengers, lose concealment immediately if:
- a) it goes into motion, maneuvers into or fires from an open-terrain hex in LOS of an enemy unit at any range.
- b) it goes into motion, maneuvers into, or fires from a cover-terrain hex within 8 hexes and in LOS of an enemy unit.
- c) at the end of an activation or reaction segment it is adjacent to an enemy unit.
- d) it is Shocked [12.7].

4.3.1.3 A unit that retreats from, or remains in an assault hex will lose its concealment at the conclusion of assault resolution.

MANEUVER POINT ALLOWANCE [10.1]

Unit Type	Activation	Reaction	Reverse
Non-vehicular	3 (2)	2 (1)	-
AFV/HT/trk FV	5	4	3
wh FV/Truck	6	4	3

(x) = The number of hexes a unit can move regardless of the MP cost.

TACTICAL OBJECTIVE TABLE [22.2.1]

PP awarded for:		
Capture or Destruction	Defend	Objective [as defined]
1	1	Improved Position [14.1c]
4	1	Fortified Positions [14.1e and f]
2	1	Hill [14.1g]
1	1	Towed gun [14.3.3e]
2	1	Successful Vehicle Destruction Attempt
1	1	MOP (per Mission Special Rule*)
1		Mission Win
-1		Per Step Lost in the Mission

\* Terrain Features specified in the MSR as Mission Objective Points.

DISRUPTION/REGROUPING RECOVERY [12.1]

- Recovers if the modified die roll is ≤ Cohesion
  - Rally [12.5] if the modified die roll ≤ “1”
  - Heroism [12.6] if the un-modified die roll = “10”
- 1 if Elite [15.1b]
- 1 Leader [12.2b]
- 1 Suppressed [12.2a]
- 1 Japanese/Russian [12.2c]

SHOCK RECOVERY TABLE [12.7]

1	Rally (on an unmodified die roll of one)
2 - 4	Recover
5 - 7	Remains Shocked
8 - 10	Knocked Out and Abandoned



© 2023 GMT Games LLC  
P.O. Box 1308, Hanford, CA 93232  
www.GMTGames.com