

# The Supreme Commander

## World War II in Europe, 1939-1945



### Combat Results Table

(results are lost steps ~ Attacker/Defender)

Die Roll	≤ -7	-6	-5	-4	-3	-2	-1	Even	+1	+2	+3	+4	+5	+6	≥ +7	Die Roll
≤ 1	5/1	4/0	4/0	3/0	3/0	3/1	2/0	2/1	2/1	2/1	2/1	2/1	0/0	1/0	1/1	≤ 1
2	4/0	4/0	3/0	3/0	3/1	2/0	2/1	1/0	1/0	1/0	0/0	0/0	1/0	1/1	1/1	2
3	4/0	3/0	3/0	3/1	2/0	2/1	1/0	1/0	1/0	1/0	1/0	1/0	1/1	1/1	0/1	3
4	3/0	3/0	3/1	2/0	2/1	1/0	1/0	0/1	1/0	0/0	1/1	1/1	1/1	0/1	1/2	4
5	3/0	3/1	2/0	2/1	1/0	1/0	1/1	1/1	0/0	1/1	1/1	1/1	0/1	1/2	0/2	5
6	3/1	2/0	2/1	1/0	1/1	1/0	1/1	0/0	1/1	1/1	1/1	0/1	1/2	0/2	0/3	6
7	2/0	2/1	1/1	1/1	1/1	1/1	0/0	1/1	1/1	1/1	0/1	1/2	0/2	0/3	0/3	7
8	1/0	1/1	1/1	1/1	1/1	1/1	1/0	1/1	0/1	0/1	0/1	0/2	1/3	0/3	1/4	8
9	2/1	1/1	1/1	1/1	0/1	0/1	1/1	0/1	0/1	1/2	1/2	1/3	1/3	1/4	0/4	9
≥ 10	1/1	1/1	1/1	0/1	1/1	1/1	0/1	0/1	1/2	0/2	0/2	0/3	0/3	0/4	0/5	≥ 10

### Naval and Air Combat Table

Die Roll	≤ -4	-3	-2	-1	Even	+1	+2	+3	≥ +4
1	-	-	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-	A	A
3-4	-	-	-	-	-	-	A	A	Hit
5-6	-	-	-	-	A	A	A	Hit	Hit
7-8	-	-	-	A	A	A	Hit	Hit	Hit
9	-	A	A	A	A	Hit	Hit	Hit	Hit
10	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit

### Total Combat Strength

#### Unit Strength(s)...

- + Technology Level Bonus (army only)\*
  - + Headquarters
  - + Terrain (Defender only)
  - + Flank Bonus
  - 2 for Amphibious Invasions
  - 3 if OoS (stack, not per unit)
- \*: Does not apply if OoS (7.3)  
Also, see Soviet First Winter Effects (17.13.2)

### Terrain Effects Chart

Terrain	Depiction	Clear		Snow		Mud	
		Move	Combat	Move	Combat	Move	Combat
Air Zone Boundary		N/A	N/A	N/A	N/A	N/A	N/A
Capital / City*		1	+1	1	+1	2	+2
Clear		1	NE	1	+1	2	+2
Desert		1	NE	1	NE	1	NE
Forest		2	+1	2	+2	2	+3
Fort*		1	+2	1	+2	2	+2
Lake		P	P	P	P	P	P
Marsh		2	+2	2	NE	3	+4
Mountain		2	+2	3	+2	3	+4
National Border		N/A	N/A	N/A	N/A	N/A	N/A
Naval Zone Border		N/A	N/A	N/A	N/A	N/A	N/A
Port / Port (Dual Zone)*		Treat as a City for all purposes					
Prohibited Hex		P	P	P	P	P	P
Rail (Army)		1	OT	1	OT	OT	OT
Rail (Corps)		½	OT	½	OT	1	OT
River		+1	+1	+1	+1	+2	+2
River (North)		+1	+1	NE	NE	+2	+2
Strait		Full MP	+3	Full MP	+3	P	P

Key: N/A = Not Applicable NE = No Effect OT = Use Other Terrain in hex  
P = Prohibited + (Combat column) = Ground strength added to defender  
\*: Replaces Move cost of other terrain in hex, but Combat effects are cumulative with other terrain in hex

### Additional Weather Effects

#### Snow (ignore in Desert hexes):

- Supply Range: -1.
- Combat DRM: -1.
- Airborne Assaults: Not Allowed.
- Ground Support: Reduce surviving air units per side by one.
- Strategic Bombing: Reduce surviving Bombers by one and -1 to each result.
- Amphibious Invasion/Retreat: In N. Atlantic, N. Sea or Baltic Sea: no Retreats; Invasions only allowed into an unoccupied Port or City hex.

#### Mud (ignore in Desert hexes):

- Supply Range: -2 (or adjacent to a rail).
- Combat DRM: -2.
- Airborne Assaults: Not Allowed
- Ground Support: Reduce surviving air units per side to one-half (round down).
- Strategic Bombing: Reduce surviving Bombers to one-half and halve each roll (round down both).
- Amphibious Invasion/Retreat: In N. Atlantic, N. Sea or Baltic Sea: no Retreats; Invasions only allowed into an unoccupied Port or City hex.

### Notes

- National Border: Strictly for political purposes.
- River: Negated by Rail line for Movement purposes (only).
- River (North): Winter freeze in USSR, Finland, Sweden, Norway, Baltic States.
- Small dotted lines are Annexation borders, are for political purposes only and have no movement or combat effects.

## Unit Cost Chart

Unit Type	Technology Level						Return Time in Turns
	Tech 0	Tech 1	Tech 2	Tech 3	Tech 4	Tech 5	
Infantry, Cav Corps	30	35	40	45	50	55	-
Infantry Army	-	-	-	-	-	-	3
Tank Corps	45	50	55	60	65	70	-
Tank/Mechanized Army	-	-	-	-	-	-	4
Airborne Corps	45	50	55	60	65	70	3
Fighter wing	75	85	95	105	115	125	3
Bomber wing	120	125	130	135	140	145	4
Surface Fleet	150	160	170	180	190	200	6
Submarine Fleet	90	100	110	120	130	140	3
Partisan	5 (+15)	-	-	-	-	-	1
HQ	-	-	-	-	-	-	2
Technology	-	150	160	175	185	200	-
Flak	45						-
Fort	50						2
DOW	50 (beginning of turn) / 0 (end of turn)						-
Strategic Movement	5 each						-
Diplomacy	5, +10 MSP per DRM (up to -5)						-

## Unit Build Chart

Unit Type	1st Step	2nd Step	3rd Step
Infantry Army	Inf	Inf	Inf
Tank Army	Inf	Tank	Tank
Mechanized Army	Inf	Inf	Tank
HQ	Inf	Inf	Any*
Allied 15th, 21st HQ**	UK or US Inf	US or UK Inf	Any*
UK 2-0 HQ***	Inf	Inf	-
Canadian Army****	Can Inf	CW Inf	Can Tank
Panzer Armee Afrika	Ger Inf	It Inf	Ger or It Tank
Fort	Inf	Inf	-

\* The 3rd step may be of any type: Inf, Tank or Cav.

\*\* First two steps must be one each of a US & UK Inf; 3rd step can be any US or UK type.

\*\*\* This HQ only has two steps.

\*\*\*\* The 2nd step may be from any CW nationality.

## Murmansk Convoy Table

North Sea only: # of Axis Subs - # of Allied Surface Fleets

Die Roll	≤ 1	2	3
1-2	-	-1	-2
3-4	-1	-2	-3
5-6	-2	-3	-5
7-8	-3	-4	-6
9	-3	-5	-7
10	-4	-7	-10

## Convoy Intercept Chart

Number of Intercepting Naval Fleets

Die Roll	1	2	3	≥ 4
1-2	-	-	-	-
3-4	-	-	-	1
5-6	-	1	1	1
7-8	1	1	2	2
9-10	1	2	2	2

## Partisan Table

Number of Adjacent Enemy Units

Die Roll	0	1	2+
1-3	-	-	-
4-6	Place	-	-
7-8	Place	Place	-
9-10	Place	Place	Place

## Base MSP Income

	Strategic Moves	Base MSP	Annual MSP Increase		
			1940	1941	1942
Germany	5	90+10	+0	+0	+0
Italy	1939: 1 1942: 2	30	+15	+0	+0
U.K.	2	70	+0	+0	+0
France	1	55	+0	+0	+0
U.S.S.R.	3	40	+0	+100	+50
U.S.A.	3	0	-	-	+240*

\* The U.S.A. does not gain MSP until they are Active (i.e., turn 23).

## Soviet Annexation Table

Die Roll	Losses (in Corps)
1-3	-
4-7	1
8-10	2

