

# SNAKE-EYES & BOXCARS

A summary of the effects of an original DR of 2 or 12 in phases various and sundry.

## RALLYING



*If MMC self-rally:* roll on leader creation table (A18.2)  
*Otherwise:* roll on the heat of battle table (A15.1)



Casualty reduction

## MORALE CHECK



Roll on the heat of battle table (A15.1)



*If not broken:* casualty reduction, broken, probable replacement  
*If broken:* eliminated

## SMALL ARMS FIRE

### Vs infantry



No special effect (possible covering)



Support weapon breakdown

### Vs unarmored vehicle



Roll a third die (a better standard result overrides this result):  
1 = burning wreck  
2 = eliminated  
3 = immobilized (unless hull down)  
4-6 = no special effect



Support weapon breakdown

## TO HIT ROLL

### Improbable hits



*If result would normally miss:* roll a third die:  
1 = critical hit  
2 = turret hit (standard hit vs. non-vehicle)  
3 = hull hit, or miss if vehicle is hull down  
(standard hit vs. non-vehicle)  
4-6 = miss

### Area or vehicle target type, or light anti-tank weapon



Critical hit  
*If only a 2 result could have hit:* make another dr:  
1 = critical hit  
2-6 = normal hull hit, or turret hit vs hull down vehicle



Gun breakdown

### Infantry target type

*Final TH roll is < half modified TH# (gun and ammo mods only):*  
Critical hit



Gun breakdown

## TO KILL ROLL



No special effect



Dud round – shot has no effect

## PANZERFAUST



Miss, and firer is casualty reduced  
(11-12 causes this result if firer is inexperienced)

## CLOSE COMBAT



- Roll on leader creation table (A18.2); any created leader retrospectively modifies the attack.
- Attacking stack may immediately withdraw from location after making its attack, even in a simultaneous close combat.
- Vs vehicle:** Roll a third die (a better standard result overrides):  
1 = burning wreck  
2 = eliminated  
3 = immobilized  
4-6 = no special effect



- Defending stack may with immediately withdraw from location after this attack, even in a simultaneous combat.
- If it hasn't yet attacked, the defender won't get to attack if it withdraws. (Note that the attacker rolls all attacks first, even in simultaneous close combat.)
- Vs vehicle:** Attacking units suffer casualty reduction unless the vehicle is shocked or stunned.

## HEAT OF BATTLE TABLE (A15.1)

Does not apply to the following units: unarmed, cavalry, PRC, heroes, crews, in a human wave, berserk, climbing, swimming, wading, in boats or parachutes.

DR	Result	DRM
≤ 6	Hero creation (A15.21)	-1 Elite, British, Finnish (each)
5-8	Battle hardening (A15.3)	+1 Broken, inexperienced (each)
9-11	Berserk (A15.4, A15.44) <sup>†</sup>	+1 French, Partisan
12	Surrender (A15.5) <sup>*</sup>	+2 Russian, Allied Minor +3 Axis Minor, Italian +4 Japanese

<sup>†</sup> Non-elite Italians and Axis Minors surrender on ≥ 10.

<sup>†</sup> Battle hardening instead if no known enemies in LOS, Japanese in pillbox or cave, closest known enemy is in the ocean, or assaulting/evacuating side is in a beach location or pier.

<sup>\*</sup> Berserk instead if Japanese, Gurkhas, Partisans, Fanatics, Commissars, SS vs Russians, or subject to No Quarter.

<sup>\*</sup> Battle hardening instead if Japanese in pillbox or cave, or if assaulting/evacuating side in a beach location or pier.

## LEADER CREATION TABLE (A18.2)

Leader creation does not apply to Finn or Japanese units.

dr	Leader created	drm	Cause
≥ 7	None	-1	American, British, German
6	6+1	-1	CC vs AFV or per odds column < 1-1
4-5	7-0	-1	Base unit has morale ≥ 8
2-3	8-0	+1	Base unit has morale ≤ 6
≤ 1	8-1	+1	Base unit was broken (even if rallied by triggering DR)
		+1	GMD, Russian, Italian