

CTLs, ANDRMs, and NNDRMs v11

CTL	Ground†‡	0	Same as CTL = 1, plus . . . Infantry, replacements, partisans: -1 DM if attacked by exploiting armor with a CTL ≥ 2, unless in a strategic hex . 41.925E Armor: no breakthroughs ; no exploitation . 41.925C	
		1	Ground combat: only one round . 41.925B Fortification attacks, seaborne invasions: units defending against this CTL may treat an Ex-2, d, or D as an Ex-1 . 15.55 Infantry, replacements: -1 DM unless in a strategic hex/home country (EXC: Canadian, S. African, Free French in Britain). 41.925F Armor: breakthroughs allowed; halved exploitation movement (round up).* 41.925D Airborne: no airdrops . 10.53D Commandos: no overstacking during invasions ; no invading undefended ports . 10.83	
		2	Ground combat: up to two rounds . 41.925B Fortification attacks, seaborne invasions: units defending against this CTL may treat a d or D as an Ex-2 . 15.55 Armor: breakthroughs allowed; full exploitation movement .* 41.925D Airborne: airdrops allowed. 10.53D Commandos: overstacking during invasions allowed; invading undefended ports allowed. 10.83	
		3+	Ground combat: up to three-plus rounds . 41.925B Fortification attacks, seaborne invasions: units defending against this CTL may treat a d or D as an Ex-3 . 15.55	
	Air	1	May provide ground support	
		2	for up to ___ rounds	
		3+	15.82A	of ground combat:
	Naval	1	DDs must withdraw	1
		2	(together with their cargo)	2
		3+	15.82A after ___ rounds of invasion combat :	3+
ANDRM ^a	1-	23.415A Against naval combat air strikes ,	4	
	2	up to ___ air squadrons may engage	8	
	3+	in air combat against attacking air squadrons:	12	
NNDRM ⁿ	1-	The number of combat factors added		
	2	by shore bombardment may not exceed ___		
	3+	21.526	times the number of invading ground factors:	

- * - The CTL of armor units exploiting from a seaborne invasion is reduced by one, regardless of whether the beach hex was occupied. 16.15
- † - A difference in CTLs provides an Attrition Table modifier. 14.42B (A strategic hex is a hex with a capital, objective, IC, BH, or railhead.)
- ‡ - Ground units subject to a winter effect of 7 reduces their CTL by one; mud reduces the CTL of exploiting Russian armor units by one; the CTL of ground units in partial supply or subject to army oil effects is reduced by one; a defensive tactical atomic attack reduces the CTL of all surviving attacking units by 1 until the ground combat is over. 43.424B, 41.924
- Research increases the CTL/ANDRM/NNDRM of all major powers, minor allies, associated minor countries, and other non-partisan units in that alliance. Countries which switch sides have the CTL/ANDRM/NNDRM increases of their new alliance faction. 41.922
- The Communist Chinese CTL of two, and the Partisan and the Nationalist Chinese CTL of one may never be increased. 41.923
- The Western Allies may not roll for CTL research until 1943 or the year after U.S. ground forces engage in attrition or offensive operations (as attacker or defender) in the European theater. 41.77C
- ^a - Air units based in partially supplied bases/bases subject to the air oil effect, have their ANDRM reduced by one.
Air units in bases with a winter effect of 8 get a -1 to ANDRM. Russian air units surprised by a German attack get a -1 to ANDRM. 33.61A, 30.523A
- ⁿ - Naval units based in partially supplied bases/bases subject to the navy oil effect get a -1 to their NNDRM. (EXC: submarines 32.248)
Tactical Codebreaking cards can increase the NNDRM by 1 for one round of fleet combat or one on-board submarine attack. 33.61B, 30.524A
- ANDRMs/NNDRMs modify numerous tables, and many unit types have a special modifier to their nation's baseline ANDRM/NNDRM. 19.31A, 22.552A

Starting CTLs 41.921	
Germany, Japan, Communist Chinese, Sweden, Finland, Vlasovs	2
Everybody Else	1