GA Sheet ver. 1.04 - Jun 08		Layout & design: JanK (2005) / Content: Copyright 2005 Decision Games, Wacht am Rhein 2nd edition		1		2		3		4		5		6	
AAR			Turn (Pre-dawn or Date and AM/PM/Night/ExtN)												
	2		Active Player												
	3		Defending hex Id												
	4		Map location (Name of City, Town, Village, Location)												
Terrain	5	[11.3.1]	Defending terrain (if multi-terrain, favour defender)	◄	►	◄	►	◄	►	◄	►	◄	►	◄	►
		Rule		Att.	Def.	Att.	Def.	Att.	Def.	Att.	Def.	Att.	Def.	Att.	Def.
Assault value / Strength	6	[14.5.3h]	Armor standoff (Strength x 0,5)												
	7	[14.3.3]	Initial strength												
	8	[14.3.3]	Adjusted strength (Due to terrain, hexsides and unit status)												
	9	[14.3.4]	Initial assault value (Odds)	◄	►	◄	►	◄	►	◄	►	◄	►	◄	►
Die Roll Modifiers / PR Bonus	10	[14.5.1]	Lead unit Id for PR-rating → Att: / (This att/def unit looses first step if no Armor/AT) ← Def:												
	11	[14.5.1]	PR from lead unit (+2 if def. In Fort, Max 9)												
	12	[14.5.1]	Player with superiority: PR-bonus = Diff. x 5	+	-	+	-	+	-	+	-	+	-	+	-
CRB	13	[14.5.4]	Number of qualified units (never CR-bonus if Overrun)												
	14	[14.5.4]	Both players: CR = each qual. unit x 5	+	-	+	-	+	-	+	-	+	-	+	-
RIB	15	[14.5.2a]	Number of qualified units (never RIB if Overrun)												
	16	[14.5.2a]	Both players: RIB = each qualified unit x 5 (min 10/max 15)	+	-	+	-	+	-	+	-	+	-	+	-
Armor/AT Bonus	17	[14.5.3]	Unit used armor in GA → Att: / (This att/def unit must take first step loss) ← Def:												
	18	[14.5.3]	Initial armor-value on unit												
	19	[14.5.3]	Initial AT-value on unit												
	20	[14.5.3]	Terrain mod. [GA: Tables & Information (2) - Armor/AT…]												
	21	[14.5.3]	Armor/AT-values from units after TEC-modifiers												
	22	[14.5.3]	Armor/AT Bonus = (difference Among units Arm/AT x 10)	+/-		+/-		+/-		+/-		+/-		+/-	
	23	[14.5.3]	Net Armor/AT bonus after adjusted for Min/Max-rules	+/-		+/-		+/-		+/-		+/-		+/-	
	24	[14.5.3]	Final Armor/AT Bonus (Att. Max 40/Def. Max 10)	+/-		+/-		+/-		+/-		+/-		+/-	
	25	[14.5.0]	Att./Def. Total DRM	+	-	+	-	+	-	+	-	+	-	+	-
	26	[14.5.0]	(Final DRM (Max +/- 45)	◄	►	◄	►	◄	►	◄	►	◄	►	◄	►
Combat shifts / Defender	27		Defender in West Wall hex (fortification) 3L												
	28	[16.1.2]	Defender in Entrenchment 2L												
	29	[16.1.2]	Defender in Improved Position 1L												
	30		Defender on Vantage Point 1L												
	31		Night attack 1L												
	32		Attacker in Exploit. Mode (Overrun) 1L												
	33		Defender in Marsh/Soft Ground 1L												
	34		Attack across bridge (max 1 unit) (not stream) 1L												
Attacker	35		Attacker in PA-mode 1R												
	36	[14.4.1b]	Eng. vs IP/ET/Pop. (Eng. in PA negate opp. shifts) 1(2)R												
	37		Attacker eligible for MR-Bonus 1R												
	38		Defender in Strat. Mode 2R												
	39		Defender in Exploit Mode 1R												
	40		Defender in Combat Reserve Mode 1R												
	41		GE Attack on DEC 16 AM/Pre-dawn(Exc. US 4 Inf) 1R												
Both	42		Artillery Shifts (disfavour of player with AS) 1X												
	43		Opponent overstacked 1X												
	44		All opponent units are OOS 1X												
	45	[14.4.1a]	Opponent Div HQ moved > 6 MP 1X												
	46		Army Boundary violation 1X												
	47		Active Leader (Leader influence table) 1X												
	48		Active Army/Corps Leader (Leader influence table) 1X												
	49		Net Shifts (att. shift cancel def. shift or vice versa)	◄	►	◄	►	◄	►	◄	►	◄	►	◄	►
Assault result / Die roll	50	[14.6.1]	DR (doubles = RANDOM EVENT) (00=0, not 100)												
	51	[14.6.1]	Modified Die Roll												
	52	[14.6.2]	GAT Result												
PR	53	[14.6.4]	Proficiency Check dr												
	54	[14.6.4]	Proficiency Check Result (Fail/OK)												
	55	[14.6.4]	GAT Result after PR Check	◄	►	◄	►	◄	►	◄	►	◄	►	◄	►