








## SE Jõhvi, Estonia

### Key

-  P = Protection Value (Max Rubble is 2xPV)  
(Green = open/wood)
-  Number of dice to add to the Civil Effect Check (- = no CEC)
-  Low (1-2 storey), high density buildings
-  Medium height (3-6 storey), medium density buildings
-  High (>6 storey), low density buildings
-  Open / Wood
-  Industrial

### Combat Effectiveness DMs

Status / Steps	4	3	2	1
Fresh				
Fully Operational	-1/-2	-1/-2		
Substantially Op	-2/-4	-2/-4	-2/-4	
Marginally Operational	-3/-6			
Not Operational				

Use 2<sup>nd</sup> value if CF >= 10

### Context

Main map is c. 1100m x 900m

100m

