

Combat Summary (6.1)



Defender Cavalry Retreat Before Combat (6.1.1)



Attacker Artillery Bombardment (6.1.2)



Optional Attacker Retreat Before Combat (6.1.3)



All Approach Fires (6.1.4)



Determine Engagements (6.1.5, 6.1.6)



Resolve Engagements (6.1.7)

A. Combat Round



Combat Resolution (6.2), simultaneous both sides



Defender Morale Checks & Retreats (6.2.4, 7, 10.4)



Attacker Morale Checks & Retreats (6.2.4, 7, 10.4)



Attacker Advance After Combat option (8)



If Round 1, begin Round 2, return to 6-A-I



If Round 2, Attackers in enemy ZoCs retreat, unless they Advanced (6.1.8)

B. Next Engagement, if none then Combat Turn ends

BATTLE HYMN

Combat Summary Chart

Combat Resolution (6.2)



Pick a unit to Fire (order and side does not matter)



Determine To Hit Chance (see below)



Roll one die per SP firing



Mark successful Fires using a Hit Marker on the target



Next Fire return to 1, if no Fires remain, return to 6-A-II

To Hit Chance Calculation (6.2.2)

1. **Hex** Terrain is the Base Chance (6.5.1)
2. Add **Hexside** Terrain Effect, if any (6.5.2)
3. Add **Surrounding ZoC** Effects, if any (6.4.1)
4. Add effects of **unit types** (11)
5. Artillery and Water, ignore water hexside effects (6.5.4)
6. Add artillery **range** effects for Bombardment (9.2)
7. Add (or subtract) firing unit's **Morale Rating**

Result is the Final To Hit Chance

Natural die rolls:

- 1** = always a Hit
- 10** = always a Miss