

COMBAT RESULTS TABLE

Day (AM) Turns

Terrain	Or Less				Odds				Or More		
Forest	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1+	
Woods	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1+	
Rough	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1+	
Clear	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1+	

Die-roll	Result									
0	D1+	FF	D1	D2	D2	D2	D2X	D2X	D2X	D2X
1	ENG	D1+	FF	D1	D1	D2	D2X	D2X	D2X	D2X
2	BTL	ENG	D1+	FF	D1	D1	D2	D2X	D2X	D2X
3	A1	BTL	ENG	D1+	FF	D1	D1	D2	D2X	D2X
4	A1X	A1	BTL	ENG	D1+	FF	D1	D1	D2	D2X
5	A2X	A1X	A1	BTL	ENG	D1+	FF	D1	D1	D2
6	A2X	A2X	A1X	A1	BTL	ENG	D1+	FF	FF	D1
7	A2X	A2X	A2X	A1X	A1	BTL	ENG	D1+	D1+	FF

Night (PM) Turns

Terrain	Or Less				Odds				Or More		
Forest	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1+	
Woods	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1+	
Rough	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1+	
Clear	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1+	

Die-roll	Result									
0	ENG	D1+	D1+	D1+	D2	D2	D2	D2X	D2X	D2X
1	BTL	ENG	ENG	ENG	D1+	D1	D2	D2X	D2X	D2X
2	A1	BTL	BTL	BTL	ENG	D1+	D1	D2	D2X	D2X
3	A1X	A1	BTL	BTL	BTL	ENG	D1+	D1+	D2	D2X
4	A2X	A1X	A1	BTL	BTL	BTL	ENG	ENG	D1	D2
5	A2X	A2X	A1X	A1	BTL	BTL	BTL	BTL	D1+	D1+
6	A2X	A2X	A2X	A1X	A1	BTL	BTL	BTL	ENG	ENG
7	A2X	A2X	A2X	A2X	A1X	A1	BTL	BTL	BTL	BTL

Combat Results (7.10)

D1, D2: If the defender occupies a hex that does not provide a step loss and hold option (7.2), all defending units must retreat the number of hexes indicated by the number. If instead, the defender occupies a hex that does provide a step loss and hold option (7.2), all defending units may retreat the number of hexes indicated OR; the defender may take the indicated number of step losses without retreating OR; the defender may take a combination of step losses and retreats equal to the number indicated. When a step or steps are lost, they are removed from any of the defending units, not each one of them. Retreats must conform with allowable terrain entrance, ZOC and stacking rules.

D1+: Resolved like D1 except the attacker must also take one step loss.

D2X: The defender must take a mandatory step loss and then apply the effects of a D2.

FF: Firefight: The defender takes one step loss and then the attacker takes one step loss. All units remain in place. No advance after combat may occur unless one player's units are entirely eliminated. (7.10.5)

NOTE: Step loss results must observe applicable priorities for Artillery immunity (7.7). If an ENG or BTL result occurs twice in one battle, the battle ends with that result. (7.10.6, 7.10.7)

ENG: Engaged. All participating non-artillery units are engaged (locked in combat). The attacker may commit one exploitation reserve to the battle (that may increase the final odds) and re-roll the attack (7.10.6.1).

BTL: Unresolved Battle, inconclusive result. An attacker with superior morale may take one voluntary step loss and re-roll the attack at the same odds (7.10.7).

A1: The attacker may take a step loss from one of the attacking units without retreating OR; all attacking units retreat one hex and are disorganized (7.10.8). Unlike a D1 result, the attacker may occupy any type of terrain.

A1X, A2X: The attacker, in any type of terrain, must take one step loss and then takes a combination of step losses and / or retreats indicated by the number. All retreating units are also disorganized (7.10.8)