

COVERED TERRAIN Die Roll	OPEN TERRAIN Die Roll	Combat Strength Ratio – Attack vs. Defense								
		1:3 (-)	1:2	2:3	1:1	3:2	2:1	3:1	4:1	5:1 (+)
1	1	EX	DR	EX	DE	DE	DE	DE	DE	DE
2	2	DR	EX	DR	DR	DR	DE	DE	DE	DE
3	3	AR	AR	EX	EX	EX	DR	DR	DE	DE
4	4	AE	AR	AR	AR	EX	EX	EX	EX	DE
5	5	AE	AR	AR	AR	AR	AR	EX	DR	EX
6	6	AE	AE	AR	AR	AR	AR	AR	DR	DR
6	6	AE	AE	AE	EX	EX	EX	EX	EX	EX

RESOLUTION PROCEDURE:

- 1) Total the Combat and Long Range Fire values of all attackers. Compare with the Defender's total Combat Strength. Reduce the odds comparison to the nearest Ratio listed above, rounding fractions in favor of the Defender.
- 2) Ratios of less than 1:3 (before Combat Modifiers) have an automatic outcome of AE.
- 3) After determining the basic Odds Column, apply Combat Modifiers (below). These shift the odds column left or right.

- 4) Determine whether the Defender is in Open or Covered Terrain.
- 5) Then Roll 1 Die.
- 5) Index the Die result with the final Odds to get an Outcome (AE, AR, EX, DR, DE). Outcomes are explained below.

Combat Modifiers

To determine Final Odds, sum the value of all shifts. Apply the net shift to the basic Odds.

[-I, 0, +I, +2] Officer Attack Efficiency Shifts

-2 OR 3 SHIFTS

- Defender is in RIFLE PITS (2 Shifts), FORTIFICATION or ENTRENCHMENT (3 Shifts)
- 1 SHIFTS**
 - ATTACK FROM MARCH
 - Any Attacker is fatigued
 - Defender is in Hasty Works
 - DAWN, DUSK, RAIN (*one shift for any*)
 - All units attack across Creek or Bridge

+1 SHIFTS

- Prepared Assault (from Operations Order)
- Cavalry vs any Disordered Defender (*Adjacent attackers must be good order cavalry; 1 or more defenders must be Disordered*)
- Any Defender is Demoralized.
- Defenders are in Constricted Terrain

Combat Outcomes

AE

A (Attacker) Loss
A Retreat

AR

A (Attacker) Retreat

EX

A & D Loss
D Retreat

DR

D (Defender) Retreat

DE

D (Defender) Loss
D Retreat

ARTILLERY BOMBARDMENT (*All attackers fire Long Range Fire.*)

- If target includes artillery /sharpshooters (in any Order) who would be in range of an attacker if in Good Order: A Loss in AE (only) becomes No Effect. Other Outcomes resolve normally.
- If target cannot return fire, ignore all A Retreat and A Loss results.

SHARPSHOOTERS

When Sharpshooters fire at Long Range, the only Outcome is that all units of both sides are Disordered.

CAVALRY

When all units of A or D adjacent to the enemy (and not in Works) are Cavalry, ignore all Loss Outcomes for AE and EX.

DEFENSIVE WORKS (Hasty Works, Rifle Pits or Entrenchments)

Defenders ignore all D Retreat results; EX, AR and DR add an "A Retreat" result unless D Loss clears the target hex; AR adds an A Loss Result. Artillery Bombardment vs Works: use Artillery outcomes at left.

OFFICER LOSS When an Officer Loss check occurs, roll 1D6.

1-5 indicates No Effect.

6 indicates the Officer is a casualty.

Loss checks and Replacement Officers are explained under *Officer Casualties* in the Rule booklet

DISORDER In addition to the Outcomes above,

all units of both sides are Disordered in every combat.

Loss

Lose 1 unit with the highest Combat Strength. Owner chooses between multiple possibilities. Artillery firing Long Range Fire may become a Loss only if target can return fire [*Artillery Bombardment, above*]

Retreat

Move to an adjacent hex of Owner's choice. May not overstack, end in an enemy ZOC or enter prohibited terrain. If retreat is impossible, take 1 additional Loss and remain in place.

Advance after Combat

If all Defenders vacate a hex, the Attacker may advance involved infantry and cavalry into the target hex up to stacking limits.