

# Combat Results Table

3rd Edition

Defender's Terrain		Combat Ratio (Attackers to Defenders)												
City	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1+	City		
Bocage, Forest	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1+	Bocage, Forest	
Mixed, Hedgerow, Flooded Lowlands	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1+	Mixed, Hedgerow Flooded Lowlands
Clear, Lowlands	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1+	Clear, Lowlands
DICE														
2	D/►1	D/1►1	-/►1	-/1►1	1D/2►1	1/1►2	1/2►2	-/1►2	-/1►2	1/1D►2	-/2►3	-/2D►3	-/2►3	2
3	1◄2/-	1◄1/1	D/1►1	D/►1	-/1►1	1/1D►2	-/1D►1	1/1►2	-/1D►1	D/1►1	1/2D►1	-/2►2	-/2D►3	3
4	1◄2D/-	1◄2D/1	1◄1D/1	1D/1►1	D/1►2	-/1►1	D/1►2	-/1D►1	1D/2►2	-/1D►1	-/1►2	1/2D►1	1/1D►2	4
5	1◄2D/1	2◄1/-	2◄1/-	1◄1/1	1◄1/-	1D/2►1	-/►1	D/1►1	D/1D►2	1/2►2	1/1D►2	-/1►2	-/2►2	5
6	2◄2/-	1◄2D/1	1◄2D/1	1◄2/-	1◄1D/1	1◄2/1	1D/1►1	D/2►1	D/1►1	-/1►2	D/2►2	1/1D►2	1/2D►2	6
7	2◄2D/-	1◄2D/-	2◄1/-	1◄1D/-	1◄1/-	1◄1/1	1◄1/1	1/1►1	1/2►1	1/2►1	-/1►2	-/1►2	-/1►2	7
8	2◄2/1	2◄1/-	1◄2/-	1◄1/-	1◄2D/1	1◄D/-	1◄1/-	1◄1/1	1◄1	-/1►1	1/1►2	-/1►1	-/1►1	8
9	1◄1D/-	1◄1/-	1◄1D/1	1◄1D/1	1/1►1	1/►1	-/1►1	-/►1	-/1►1	1D/1►1	-/1D►1	1/2D►1	1/2D►2	9
10	1◄2/1	1◄2/1	1◄1/-	1/1►1	-/►1	D/1►1	1D/2►1	1D/2►2	1/1►1	-/1D►2	-/1►2	-/1►3	-/2►3	10
11	2◄1/-	1◄1/-	D/►1	-/►1	1◄1/-	1◄1/-	1◄1D/1	1◄1/-	1◄/-	1◄/-	1/2D►1	1/2D►2	1/2D►3	11
12	2◄2/-	D/►1	1/1►1	2◄1/1	1◄2/1	1◄1D/-	1◄2/-	1◄1/1	1◄1D/1	1◄1/1	1◄1	-/1►2	-/1►2	12

## Summary of Combat Modifiers

Shift one column to the right (when employed in the attack) or one column to the left (when employed in the defense):

1. Divisional Integrity (see 8.4)
2. Hilltop Combat Bonus (see 8.3.6)
3. Each Air Support Point (15.7)
4. Each Artillery Support Bonus (see 8.7.2)

Shift one column to the right :

1. Each Combined Arms Bonus (see 8.5)
2. Armor Superiority Bonus (see 8.5.5)

Shift one column to the left:

1. Infantry defender only in a town/city hex (see 8.3.7)
2. German unit(s) defending in hedgerow/bocage hex (see 8.3.5)

**Strength modifiers to the attacker:**

- 1/2 if attacking across a stream, a minor or major river (see 8.3.3)
- 1/2 if attack is unsupported (see 10.3.1)

**Strength modifiers to the defender:**

- +2 if occupying a woods hex (see 8.3.4)
- +2 if occupying an Improved Position (see 19.1.5)

## Explanation of Combat Results

1. The number to the right of the slash (in **bold** type) refers to results applied to the defender; the number to the left of the slash (light type) refers to results applied to the attacker. The arrow sign (◄ or ►) denotes a retreat to the owning player. The retreat sign also denotes the loser of the combat.
2. The number next to the slash (left or right) is the number of mandatory step losses from the owning player's units. Reading outward from the slash, the number after the retreat sign is the number of hexes the owning player retreats his units and/or the number of steps that may be lost from the owning player's units in lieu of retreating (see 8.9.3).
3. A "D" indicates that some or all of the owning player's units are *Disorganized* (bold type for defender, light type for the attacker, see 8.12).
4. The defender must apply the results before the attacker.

Ⓐ 1D/1►1

Ⓑ 2◄1D/1

**Example A:** Defender takes a mandatory 1 step loss and retreats 1 hex; attacker loses 1 step and becomes disorganized

**Example B:** Defender takes a mandatory 1 step; attacker loses 1 step, becomes disorganized and retreats 2 hexes

## Combat Ratio Shifts Summary

COMBAT SHIFT	NOTES
► <b>Ground Support</b>	Commit Air Point —apply before Max odds
◄ ► <b>Artillery</b>	Die roll on Artillery Barrage Table
◄ ► <b>Naval Bombardment</b>	Within Naval Bombardment range/Allied only
CALCULATE ODDS RATIO	
◄ ► <b>Divisional Integrity</b>	Attacker max of 2 — Defender max of 1
► <b>Combined Arms</b>	Defending Combined Arms negates shifts
◄ ► <b>Armor Superiority</b>	Attacker's non-black dots only
► <b>Special Units</b>	Armored Engineer/Heavy Tank
◄ ► <b>Hilltop</b>	If both, then only defender gets shift
MAXIMUM ODDS RATIO	
◄ <b>Town/City</b>	Infantry only
◄ <b>Minor/Major River</b>	If half or more attackers across hexside
◄ <b>Hedgerow/Bocage</b>	German defender only
FINAL ODDS RATIO	
► <b>Accelerated Effort</b>	Attacker rolls 1 die against effectiveness rating
► Shifts to the attacker   ◄ Shifts to the defender   ◄ ► Shifts to both	