

Tables and Player Aids

Close Combat Results summary		
Margin won by	Attackers win	Defenders win
0	AL1, DL1, repeat the close combat resolution	
1	DR1	AR1
2	DR1, DS, A1	AR1, AS
3	DL1, DR2, DD, A1	AL1, AR1, AD
4+	DL1*, DR2, DD, AP	DL1*, AR2, AD

Key:

- AR#, DR#** Attacker retreat, Defender retreat # number of hexes.
AL#, DL# Attacker loses, Defender loses # number of steps.
AS, DS Attacker suppressed, defender suppressed after finishing retreat.
AD, DD Attacker disrupted, defender disrupted after finishing retreat.
AP Attacker may advance additional hexes (12.15).
***** Increase the loss # by one for every 3 points the margin is over 4.

Close Combat Modifier table.			
Ignore the morale ratings of any armoured units, AA units, AT units, artillery units and heavy weapon units.			
Defender modifiers		Attacker modifiers	
Wood terrain in hex. ^d	+1	Assaulting fortification through non front hex	+2
Village/Urban Terrain in hex. ^d	+1/+2	Assaulting steps greater than defender steps .	+1
Hill terrain in hex. ^d	+1	Assaulting steps double defender steps.	+2
Embankment in hex. ^d	+1	Assaulting steps triple defender steps.	+3
In Fortifications or Trenches. ^{a, d}	+1/-2	Engineer unit assaulting trenches, urban or fortifications .	+2
Defender armour present and no assaulting armour present.	+1	Assaulting armour present and no defender armour present.	+1
Flame-throwers (18.1).	+2	Flame-throwers (18.1).	+2
Best armour bonus.	var ^c	Best armour bonus.	var ^c
Unit in Column formation.	-2		
Assaulted from a hex with marsh terrain.	+1		
Assaulted across a Stream/River hexside. ^b	+1		

Notes:

Var Variable

a The first modifier applies only if all the assaults are through the front hexsides of the fortifications. Otherwise the second modifier applies.

b Only applies if all the assaults are across a river/stream hexside.

c Count the number of black dots of only one armoured unit in the respective side. +1 per black dot counted. Attackers assaulting woods, villages or urban only receive if accompanied by friendly infantry (12.14).

d Modifiers from woods, urban, village or fortifications terrain are not cumulative (12.14). The defender must choose one terrain or the other. All other terrain modifiers are cumulative.