Isen Fords Alternate Combat System

All standard rules stay in play with the following exceptions:

Combat Sequence:
1. Attacker announces the targets of their attacks.
2. Attacker converts Attack rating letters to numerical value.
3. Attacker rolls on Combat Differential table and applies the effects.
4. Units with negative effect results on the Combat Table roll apply effects and for Disruption.

Differential Combat: Unlike the existing Combat tables that only apply negative effects to defending units, the new table may apply negative effects to the attacker or defender, depending on the dice rolls. The Combat Differential Table replaces the existing *Casualty Probability Table*, *Casualty Results Table*, and *Leader/Individual Table*, and is used for all Ranged, Character, and Melee Combat.

Note: The Combat table is shifted one column in the Attackers favor.

Disruption: Units are not automatically disrupted when negative effects are applied to the unit, the unit instead rolls on the Disruption Table. The chances of being disrupted are based on a unit's Morale Rating. Disrupted units are placed with a Disrupted marker.

Disrupted units may not move or attack in any fashion until rallied by a Leader *(see 8.3)*.

Disruption Table

Unit Morale	Disrupted on a d6 roll of:
W	5 *or* 6
X	4 *to* 6
Y	3 *to* 6
Z	2 *to* 6

Disruption roll is decreased by **one** when defending against a *Fanatical* unit.

Disruption roll is increased by **one** when defending unit is *Guard* unit stacked with Leader.

Note: This is one solution to keep a unit's Morale Rating relevant to the game as it is not used to determine combat outcomes on the Differential Combat Table. This seems to have a better feel as a unit may be 'pushed back' without becoming disrupted, it gave the ebb and flow feeling to the battle.

Attacking Disrupted Units: If attacked, The Armour Protection rating of a defending Disrupted unit is ignored when calculating the combat differential. Armour Protection modifiers are still added for terrain and unit effects *(Wargs attacking cavalry for example)*.

Instead of automatic elimination of disrupted units from a successful attack, make an additional Disruption roll, if the unit fails, it is eliminated, otherwise apply the effects from the Differential Combat Table.

Note: This makes it possible to further rout a Disrupted unit, but harder to eliminate it.

Attack Rating Conversion: In order to use existing SPI Battles of Middle-earth unit counters, the Attack Ratings must be converted to a numerical value to determine the Attack Strength of a unit.

Attack Rating	Attack Strength
A	5
B	4
C	3
D	2
E	1

Resolving Combat: A unit's Attack Strength is subtracted from the defender's Armour Protection Rating *(including Armour Protection Modifiers, if applicable)* to determine the Combat Differential. The attacker then rolls 2d6 and consults the appropriate column on the Combat Differential Table to determine the effects of the attack. Units that suffer a negative effect then roll for Disruption.

Defending units that cause an Attacking unit to rout may Advance After Combat, the same as Attacking units in the standard rules.

Disrupted Unit Displacement: Disrupted units may be displaced by routing units *(Instead of the routing unit automatically being eliminated)*. To displace a disrupted unit, roll on the Disruption table, if the unit gets a "Disrupted" effect, the displaced unit is instead eliminated, otherwise the unit is displaced as normal *(using normal retreat rules)*.

Combined Attacks (optional so far): Units may combine their attacks into a single roll *(for both Ranged and Melee)* against a Defending unit in order to shift the differential in their favor. Attacks must be split where possible. Units may combine attacks only if the defending unit is the only unit in their ZoC, or the defending unit already has a unit attacking it and no other un-attacked unit is in their ZoC.

In this melee combat example, Rohan units "A" to "E" must attack different targets (Isengard "A" to "E" respectively). Rohan Unit "G" must attack Isengard unit "F". Rohan unit "F" then has the option of combining its attack with unit "E", or unit"G" for a single combined attack

*Note: This may complicate combat a bit as all attacking units will suffer any negative effects of the combat. You would have to figure out the rout paths and displacements of multiple units at once. This also adds complexity to terrain and unit bonuses if not all the combined units are attacking under the same conditions. It also alters the effectiveness of Special Formations. A B3W unit in wedge for example - one attack at A4W, as opposed to the same units combining their attacks with an Attack Strength of 8-3-W. The saving grace to Special Formations is that they would not have to split attacks where possible. Make **all** Special Formations an A4W as packed units have a better Morale?*

Differential Combat Table
(Attacker's Strength minus Defender's Armour Protection)

2d6 Roll	-5 or Greater	-4	-3	-2	-1	0	+1	+2	+3	+4	+5 or Greater	2d6 Roll
2	-	Dr1	Dr1	Dr2	Dr2	Dr2, ½e	Dr2, ½e	De	De	De	De	2
3	-	-	Dr1	Dr1	Dr2	Dr2	Dr1, ½e	Dr2, ½e	De	De	De	3
4	Ar1	-	-	Dr1	Dr1	Dr2	Dr2	Dr1, ½e	Dr2, ½e	De	De	4
5	Ar1	Ar1	-	-	Dr1	Dr1	Dr2	Dr2	Dr1, ½e	Dr2, ½e	De	5
6	Ar2	Ar1	Ar1	-	-	Dr1	Dr1	Dr2	Dr2	Dr1, ½e	Dr2, ½e	6
7	Ar2	Ar2	Ar1	Ar1	-	-	Dr1	Dr1	Dr2	Dr2	Dr1, ½e	7
8	Ar1, ½e	Ar2	Ar2	Ar1	Ar1	-	-	Dr1	Dr1	Dr2	Dr2	8
9	Ar2, ½e	Ar1, ½e	Ar2	Ar2	Ar1	Ar1	-	-	Dr1	Dr1	Dr2	9
10	Ae	Ar2, ½e	Ar1, ½e	Ar2	Ar2	Ar1	Ar1	-	-	Dr1	Dr1	10
11	Ae	Ae	Ar2, ½e	Ar1, ½e	Ar2	Ar2	Ar1	Ar1	-	-	Dr1	11
12	Ae	Ae	Ae	Ar2, ½e	Ar1, ½e	Ar2	Ar2	Ar1	Ar1	-	-	12

"**A**" Designates Attacker, "**D**" designates Defender.

" **-** " = No Effect

"**Dr1**" or "**Ar1**" = Unit routs 1 hex.

"**Dr2**" or "**Ar2**" = Unit routs 2 hexes.

"**Dr1, ½e**" or "**Ar1, ½e**" = Rout 1 hex, flip to reduced side.

"**Dr2, ½e**" or "**Ar2, ½e**" = Rout 2 hexes, flip to reduced side.

"**De**" or "**Ae**" = Unit eliminated.

Only results in Red are applied for Ranged Combat attacks.

A unit Defending across an *Earthwork* hexside from *Fort hex*, ignores all **r1** results *(even if part of 1/2E result)* and **r2** reduced to **r1**.

Disruption Table

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Differential Combat Table - Percentage
(Attackers Strength minus Defenders Armour Protection)

% Roll	-5 or Greater	-4	-3	-2	-1	0	+1	+2	+3	+4	+5 or Greater	% Roll
1-3%	-	Dr1	Dr1	Dr2	Dr2	Dr2, ½e	Dr2, ½e	De	De	De	De	1-3%
4-8%	-	-	Dr1	Dr1	Dr2	Dr2	Dr1, ½e	Dr2, ½e	De	De	De	4-8%
9-16%	Ar1	-	-	Dr1	Dr1	Dr2	Dr2	Dr1, ½e	Dr2, ½e	De	De	9-16%
17-28%	Ar1	Ar1	-	-	Dr1	Dr1	Dr2	Dr2	Dr1, ½e	Dr2, ½e	De	17-28%
29-41%	Ar2	Ar1	Ar1	-	-	Dr1	Dr1	Dr2	Dr2	Dr1, ½e	Dr2, ½e	29-41%
42-58%	Ar2	Ar2	Ar1	Ar1	-	-	Dr1	Dr1	Dr2	Dr2	Dr1, ½e	42-58%
59-72%	Ar1, ½e	Ar2	Ar2	Ar1	Ar1	-	-	Dr1	Dr1	Dr2	Dr2	59-72%
73-83%	Ar2, ½e	Ar1, ½e	Ar2	Ar2	Ar1	Ar1	-	-	Dr1	Dr1	Dr2	73-83%
84-91%	Ae	Ar2, ½e	Ar1, ½e	Ar2	Ar2	Ar1	Ar1	-	-	Dr1	Dr1	84-91%
92-97%	Ae	Ae	Ar2, ½e	Ar1, ½e	Ar2	Ar2	Ar1	Ar1	-	-	Dr1	92-97%
98-100%	Ae	Ae	Ae	Ar2, ½e	Ar1, ½e	Ar2	Ar2	Ar1	Ar1	-	-	98-100%