



MED	TAL	ALM	OCA
1			
2		Cav	
3	CavB, 1-5 Sp 1C, 2C	1, 4, 5	
4	Van 3, Adl	2	2, 4, 5, 6, Cav
5	1, 2	1B, 2B	3
6			1, 3, 7
7			Van
8			
9			
10			
11			
12			

MED	TAL	ALM	OCA
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HOW TO USE THE CASUALTY RECORD TRACKS

Each Formation has a "Casualty Level Marker" for its Division. As further units are eliminated, the Owning Player adjusts this marker to reflect strength points lost by moving it a number of spaces on the track equal to each eliminated unit's *full* Combat Strength. A Formation becomes Demoralized at the instant its Casualty Level marker reaches or exceeds its Demoralization Level (the space containing its Command Designation printed on the Casualty Track).

When an eliminated Combat Unit is Reorganized (22.2), that Formation's Casualty Level marker is reduced by an amount equal to the unit's full (not reduced) Combat Strength. If the unit is eliminated again then the Casualty Level Marker should be increased by that same amount (the unit's Full Combat Strength). The moment the Casualty Marker for that Formation moves below its Demoralization Level, the Formation is recovered from Demoralization.

If ALT Forces are not listed for that battle, take them from an adjoining column.

USE THE **ALM** COLUMN FOR **Aranjuez**

B=British, Sp=Spanish

COMBAT RESULTS TABLE (CRT)

Die Roll	Probability Ratio (Odds) Attacker:Defender												Die Roll
	1:5 ⁺	1:4	1:3	1:2	1:1.5	1:1	1.5:1	2:1	3:1	4:1	5:1	6 ⁺ :1	
1	Ar*	Ar	Dr	Dr	Dr	Dr2	Dr2	Dr2	Dr3	De	De	De	1
2	Ar2	Ar*	Ar	Dr	Dr	Dr	Dr	Dr2	Dr2	Dr4	De	De	2
3	Ae	Ar2	Ar*	Sk	Ar	Dr	Dr	Dr	Dr2	Dr3	Dr3	De	3
4	Ae	Ar3	Ar2	Ar*	Sk	Sk	Dr	Dr	Dr	Dr2	Dr2	Dr2	4
5	Ae	Ae	Ar3	Ar2	Ar*	Ar*	Sk	Sk	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar3	Ar2	Ar2	Ar*	Ar*	Sk	Ex	Ex	Ex	6

Attacks at greater than 6:1 are treated as 6:1; Attacks at worse than 1:5 are treated as 1:5. "Ar*" may be Shock (Sk). If you obtain a Shock Result, proceed to compare the Initiative Ratings of the best units on either side on the Shock Combat Table, and apply the Combat Result.