Notes to Combat Tables

COMBAT RESULTS TABLE (CRT)

(see 12.0 for examples)

Ae (De): All attacking (defending) units are eliminated.

Ar (Ar2, or 3): Attacking units retreat 1 (2, or 3) hexes.

Ar*, Dr*: If attacking during any storm, across a Crest, or into Woods, Town, Orchard, or Marsh, treat as Sk. EXCEPTION: if attacking across a damaged Bridge.

Dr (Dr2, 3, 4): Defenders retreat 1 (2, 3, or 4) hexes.

• Treat as Sk if defender in Chateau & not demoralized.

• If attacking across a damaged Bridge (7.63).

Sk (Shock): Compare the Initiative ratings of the "lead" units on both sides and consult the Shock Table.

• The Initiative of a Demoralized unit is 1 less than printed.

• When Artillery is alone in the hex, disregard its Initiative Rating and use "1" for its Shock Combat value.

• Any overrunning cavalry must be the lead unit.

• Attacking across a damaged bridge yields an automatic 1R (both sides reduce one unit).

1R: Reduce one attacking and one defending unit. The owner must reduce either the strongest or the best initiative of his units involved. EXCEPTION: Bombardment *(13.38).*

Ex (Exchange): All combat units on the weaker side are eliminated; the stronger side eliminates a total at least 50% of the Combat Strength of the weaker side.

• Compare (unmodified) face-value SPs of all units.

• Artillery units that did not participate in the combat but which are stacked with units that did may be used to satisfy an Ex result.

• Any overrunning cavalry must be the first eliminated.

COMBAT RATIO SHIFTS

Across Damaged Bridge: Shift two columns to the left.

Failed Repulse: Shift two columns to the left & don't apply any other shifts *(9.22).*

Napoleon: Shift one column in French favor at French Player's discretion *(11.4).*

Staking the Guard: (not YG or GC), shift one column in friendly player's favor *(11.3).*

Combined Arms: (infantry, cavalry, and artillery), shift combat odds one column to the right *(see 11.2).*

• Disregard vedettes & artillery that bombarded this turn.

• EXCEPTION: If defender is in a Town, Woods, Marsh, Orchard, IP, is not Demoralized and in a Chateau, or across a Bridge.

BOMBARDMENT TABLE

BOMBARDMENT STRENGTH AND DIE ROLL MODIFIERS

Three Hex Range (x0.5): Reduce strength by ½.

Target in Marsh (x0.5): Reduce strength by ½.

Target in Town (x0.67): Reduce strength by 1/3.

Heat, Rain, or T-Storm (x0.75): Reduce strength by ¼.

Mud (-2 DRM): Subtract two from the die.

ARF (-[target arty x 0.5]): Reduce strength by ½ of strength of artillery in target hex.

Enfilade (+1 DRM): Two or more bombarding artillery units are at least two hexes apart & target is not in town or at three hex range.

Ammo Shortage (-2 DRM) Leipzig only (25.72)

Grand Battery (+1 DRM) *see card*

Point Blank Fire (+2 DRM) *see card*

EXPLANATION OF BOMBARDMENT RESULTS

• : No effect

S: Place a Suppressed marker on the target. Units suffer effects of Demoralization in the next Combat Step.

Dr: Retreat target stack one hex as in combat. On a successful initiative check, may convert the Dr to a 1R.

1R, 2R: Reduce 1 (or 2) units in target stack (bombarding player's choice); target stack may retreat 1 hex.

CHARGE COMBAT TABLE

DIE ROLL MODIFIER

Weather is Heat, Snow, or any type of Storm: +1

Mud: Charging Not Allowed

EXPLANATION OF CHARGE RESULTS

OR: Overrun; leave charging unit on target. Place Charge marker on target.

Ae: Eliminate attacking cavalry unit as in combat. Place charge marker on target.

Pr: Phasing units return to their starting hex. Reduce the indicated number of charging unit(s). Place a Square marker on the target hex. The target's movement costs are doubled (except on road or trail) in the next Movement Phase.

SHOCK TABLE

Modifiers: Each player rolls one d6. On a 1, 2 add 0; 3, 4 add +1; 5, 6 add +2; to the Initiative of your "Lead" unit. Increase Attacker's modifier by one if the odds on the CRT were 3:1.

Any victorious cavalry in the combat that is not Demoralized, Out of Supply, or Out of Command must advance into the vacated hex.

1R, Ar, Ar2, Dr, Dr2, etc. *(see Combat Results above)*