

## 11. COMBAT. (V 10.11.25)

During a combat phase, the phasing player's units may attack adjacent enemy units, enemy units in the same hex, or hexes not in enemy ZOCs. Under certain circumstances, the non-phasing player may also attack adjacent enemy units. Attacking is voluntary unless required by certain results on the MAIN COMBAT RESULTS TABLE (CRT).

Units are normally not required to attack, but if declared, an attack must either be made during the initial combat phase or delayed until the exploitation combat phase. **Exception: Hasty attacks may not be delayed.**

### 11.A. GENERAL RESTRICTIONS ON COMBAT.

- 1) No unit may attack or be attacked more than once per phase unless required by a combat result.
- 2) No unit may attack into a hex or across a hexside prohibited to that unit.
- 3) All units defending in a hex must be attacked collectively, with their defence strengths combined. **Exception: If the defender chooses not to use some units in the defence, they do not count in any way but still suffer all combat results that do not add a "+#MP" marker. Note: Non defending units are affected by retreats and would get "+#MP" markers or suffer losses due to ZOCs.**
- 4) Each attack must be directed against the units occupying a single hex. Two or more enemy-occupied hexes may not be attacked as a single attack. **Exception: Dual ownership hexes as per Rule 11.R.3.d).**
- 5) Units stacked in the same hex may attack into different hexes, but each combat is resolved separately.
- 6) A single unit may not attack more than one hex.
- 7) A remnant (Rule ???) may not voluntarily attack *Note: Involuntary attacks are allowed.*
- 8) The phasing player decides the order in which the attacks are resolved.
- 9) The stacking limit of the attacked hex limits the number of units in each adjacent hex that may attack the hex (see Rule 8.C.2). **Exception: Units involved in an attack from overstack may exceed the stacking limit and attack (see Rule 11.G).**
- 10) Any attack at odds higher than 20:1 is resolved at 20:1. Attacks at greater than 13:1 odds, add +1 to the combat die for each odds level up to 20:1.
- 11) An attack at less than 1:4 (guaranteed) odds may not be made unless required because of a previous combat result (such as a CA or DL). In this case, a -2 die roll modifier is applied for each odds level less than 1:4.
- 12) The maximum strength the attacker is ever forced to lose is equal to double the defenders' face value defence strength. *Note: Disruption losses are in addition to this.*
- 13) If an attack is delayed until the exploitation combat phase, reserves may be added and also participate.
- 14) Reserves are the only units that may move and declare a new attack at the end of the exploitation phase.

## 11.B. COMBAT PROCEDURE.

The following procedure is followed for ground attacks:

- 1) At the end of a movement or exploitation phase, the phasing player shows all attacks to be made by placing a numbered "Combat" marker on the hexes to be attacked. (The COMBAT SHEETS should be used by the attacking player to keep track of each attack and the relevant information for it.) The attacker never has to declare the odds of his attacks, only that they are occurring. *Note: It will probably be more convenient and faster for players to mark their attacks as they move their units.*
- 2) Perform the enemy reaction phase and any related activities. The reacting player indicates which of his stacks will perform a hasty attack (Rule 11.C) against phasing units. The phasing player may then also declare hasty attacks against reacting units.
- 3) Perform half-strength defensive air support and full-strength offensive ground support missions.
- 4) Expend SPs for the attack (Rule 19.A.1.a). Supplied attacks require (1 SP per attacking stack plus the terrain, planned attack (Rule 11.K) and overstack costs, times the weather modifier) times the defenders ZOC modifier (Rule 5.A.1). *For example, an attack against a defending division (full ZOC) in a forest hex (reduced ZOC) at U4 (reduced ZOC) would multiply the required attack SP expenditure by 1/4 the normal cost.*
- 5) Modify the attack strengths of all units attacking into an adjacent enemy-occupied hex due to terrain (including weather effects), supply, and support (Rule 9.A.3), as appropriate.
- 6) Total the attack strengths of all attacking units (including those in overstack if they are participating (Rule 11.G)), add offensive ground support from air units (Rule 23.A.2.f.4), and/or naval gunfire support (Rule 39.A) to the total.
- 7) If appropriate, modify the defence strengths of all defending units due to supply conditions (Rule 17.A.1) and support (Rule 9.A.3). Total the defence strengths and add any air units' defensive ground support factors and/or naval gunfire support.
- 8) Compare the total attack strength to the total defence strength (attacker:defender) to obtain a combat ratio. Round this ratio down in favour of the defender to correspond to a simple odds ratio. Maintain one decimal place when calculating this ratio. **Exception: For all odds between 1:1 and 3:1 maintain .05.** *For example, an attack strength of 34 attacking a defence of 7 is 34:7 which rounds down to 4.8:1.*
- 9) Calculate the armour effects modifier (Rule 11.J).
- 10) Calculate the special unit combat ability modifier (Rule 11.E).
- 11) The defender may attempt to retreat before combat (Rule 11.D).
- 12) After the odds ratio is calculated, the phasing player may attack immediately or, if it is the initial combat phase, may delay the attack until the exploitation combat phase. All declared attacks must be resolved in either the initial or the exploitation combat phases. *Note: If an attack is delayed, the defender has the option of immediately making a hasty attack against the entire attackers force.*
- 13) The phasing player decides if his unmoved units wish to make a planned attack (Rule 11.K) and increase the combat die modifier by expending SPs. The defender then

decides whether to decrease the modified die roll by up to one less than the attacker increased it.

- 14) When an attack is to proceed, the attacker recalculates the odds if changes to the strengths were made, maintaining fractions to one decimal place. Four six-sided (two similarly and two differently coloured) and a ten-sided die are then rolled. *Note: One of the distinctive d6's is used to show the attackers losses on the RED TABLE and the other is used to show the defenders losses.* If the number on the ten-sided die is equal or less than the fractional (or proportional between 1.5:1 to 3:1) part of the odds, the odds on the CRT are rounded up one column.
- 15) Shift the column due to weather modifiers.
- 16) The 2d6 result is adjusted by the main combat die modifier (terrain, "+# MP" markers, AEC, high odds, etc.) and cross-indexed with the final odds column to generate a combat result. *For example, if the odds were 3.4:1 and a 1,2,3, or 4 was rolled on the ten-sided die, the new odds would be 4:1. If the odds were 2.75:1 and a 1 through 5 was rolled (50% of the 0.5 difference between 2.5:1 and 3:1) on the ten-sided die, the new odds would be 3:1.* The combat result affects the units involved in the combat; implement it immediately. *Note: If the odds are less than 1:1 the procedure shown above is reversed. For example, if the odds were 1:2.8, there would be an 80% chance of them becoming 1:3.*  
*Note: Another d6 may be required if a surprise attack is being attempted by commandos and another d10 if AEC/AEC is being used.*
- 17) The defender retreats if required (Rule 11.Q.2).
- 18) Remove disruptions to both sides due to the RED TABLE results (Rule 11.L.2).
- 19) The attacker may advance if allowed (Rule 11.Q.1).
- 20) If allowed, the attacker may force a dual ownership of the defenders hex (Rule 11.R). Additional losses may occur.

### 11.C. HASTY ATTACKS.

At the end of **any** movement phase, the opposing player may declare hasty attacks against any adjacent enemy units (or hexes not in enemy ZOCs). **Exception: If an attack is declared against a stack, it may not itself declare a hasty attack unless the attack is delayed.** Moving units always declare their attacks first. *For example: if during a players initial movement phase, he moves next to a enemy stack but does not attack it, the enemy may make a hasty attack against the moving units. If the enemy player moves a reacting stack next to an opposing stack, the reacting player could declare a hasty attack. If this was not done, the phasing players could declare a hasty attack against the reacting units.*

The following restrictions apply to hasty attacks:

- 1) The combat strength of all attacking units is halved.
- 2) All air support and NGS is halved.
- 3) No planned attacks (Rule 11.K) or attacks from overstack (Rule 11.G) are allowed.
- 4) The attacker has a +1 die modifier to the RED TABLE.
- 5) Units undergoing a hasty attack may retreat before combat if a success roll is made (Rule 11.D).
- 6) SPs are spent normally for the combat.
- 7) The hasty attack occurs in the next combat phase. The order of attacks is decided by the opposing player.
- 8) The hasty attack may not be voluntarily delayed. Units affected by combat results that force another attack in a later phase, are no longer performing a hasty attack.

- 9) Units advancing after combat calculate MP costs and place the "+# MP" marker normally.

*Note: Hasty attacks against empty hexes may in effect be used to move friendly units (that are not being attacked themselves) before the enemy players exploitation phase.*

### 11.D. RETREAT BEFORE COMBAT.

All units can attempt to retreat before combat. When resolving an attack against a hex, use the procedure below:

- 1) The attacking player must show the top units in the attacking stacks.
- 2) The defending player may then attempt to retreat before combat with any (or all) of his units.
- 3) Declare the hexes that the units are retreating to.
- 4) Each retreating unit must roll on the SUCCESS TABLE.
- 5) The regular retreat rules (Rule 11.Q.2) are followed.
- 6) Attacking units may not be reallocated or withheld from the attack, even if all defenders retreat before combat.
- 7) If defending units remain in the attacked hex, the attack is resolved. If all defending units retreat before combat, the attacking units may advance after combat (Rule 11.Q.1).

Units may also choose to retreat before an overrun. The overrunning player must have the movement points available to attempt the overrun but does not have to expend them if the defender chooses to retreat before being overrun.

Table 1 Retreat Before Combat Results and Modifiers

RETREAT BEFORE COMBAT	
Results:	
D:	Disaster: No retreat. Eliminate the unit.
F*:	Complete Failure: No retreat allowed. The units defence strength is halved for the current combat phase
F:	Failure: No retreat allowed. The unit defends normally.
S:	Success: The attempt succeeds and the unit may retreat before combat.
S*:	Great Success: The attempt succeeds. The MP cost is reduced by 1. If another unit in the hex attempts a retreat before combat, it gets a +1 modifier.
Modifiers (Cumulative):	
-2	The unit is slower than an attacking unit of the same (or higher) zone class.
-1	Retreating unit has equal MPs to an attacking unit of the same zone class.
-1	During first four turns after an enemy invasion surprise turn.
-1	For each "+ # MP" marker on a unit.
-1	Unit is in a fort.
-1	Unit is retreating from a hex that was able to be examined fully.
-1	For each level of interdiction or harassment in the hex being retreated from.
-#	If bad terrain is retreated to, use the combat die modifier of the entered hex.
+ #	If bad terrain is retreated out of, use the combat die modifier of the hex left.
+1	During the exploitation movement phase
+1	For each 2 MP that the retreating unit is faster than an attacking unit of the same zone class (or higher).
+1	Ski unit in snow weather.
+1	Finnish, Norwegian, or Swedish ski unit in snow weather.
+1	Cavalry unit.
+2	Recon unit.
+2	Finnish, Swedish, or Norwegian units retreating into woods or forest.
+3	Commando unit.

**11.E. SPECIAL UNIT COMBAT ABILITIES.**

Certain units such as heavy armour (Rule ???), light infantry (Rule 15.L.4), mountain (Rule 15.L.7.a), and units with the woodsmanship ability (Rule 11.O.1) may use the SPECIAL UNIT COMBAT ABILITY TABLE. This applies when attacking or defending in terrain their ability applies to, as per Rule ???.

Compare the attackers REs of special ability units to the defenders REs of the same type of special ability units. If using this special ability, required losses (see Rule 11.O.1) may be incurred by the special ability units. If the defender has more REs of the special ability units than the attacker, use the reverse procedure.

Table 2 Special Unit Combat Ability Table

SPECIAL UNIT COMBAT ABILITY TABLE	
ATTACKERS SPECIAL UNIT RE RATIO	COMBAT EFFECTS
Triple REs	+ 2
Double REs	+ 1
More REs	Success Table Roll*
DEFENDERS SPECIAL UNIT RE RATIO	COMBAT EFFECTS
Triple REs	- 2
Double REs	- 1
More REs	Success Table Roll*

\* S result: + 1 (attacker) or - 1 (defender) to combat die roll.  
 F result: No effect.  
 F\* result: Eliminate one applicable attacking/defending strength point from a unit attempting the die roll with the applicable special ability.

Note 1) The maximum odds ratio is equal to double the larger force's RE total.  
 Note 2) Units eliminated due to a Success Table roll, force an odds recalculation.

**11.F. TERRAIN EFFECTS ON COMBAT.**

Terrain in the defender's hex and the terrain of the hexsides across which the attack is made may affect combat resolution. The combat effects column on the TERRAIN EFFECTS CHART summarizes these effects. References to "AEC" refer to armour capabilities, as explained in Rule 10.D.

"Terrain" is rated by its effect on units attacking into such a hex or across such a hexside. In general, terrain may affect combat by halving or quartering some or all of the attacking units or by applying modifications (such as -1) to the AEC modifier and to the main combat die roll. Die roll modifications (eg., -2) apply only to the 2d6 roll used to resolve the attack. "Air" refers to the effects on the TBF of all air units. "SPs" refer to the additional supply point expenditure required for a full strength attack to be made.

**11.F.1. TERRAIN EFFECTS ON AEC.**

Certain types of terrain and fortifications are listed on the TERRAIN EFFECTS CHART as -1 or more AEC depending on the type of terrain. Subtractions from the positive AECA or negative AECD die modifiers due to terrain may never reduce the modifier to the other side of 0. ATEC modifiers are calculated after all terrain modifiers have been accounted for. For example, a German Panzer Division (3 REs AECA) attacking a Soviet Tank Corps (3 REs ATEC) in a woods hex (-2, -1 AEC). This gives an AECA to ATEC modifier of 0, an AEC terrain modifier of -1 (ignored since the

AECA to ATEC modifier is already zero), and a die modifier of -2, for a net die modifier of -2.

If a unit is attacking a hex (or across a hexside) that modifies the strength of motorized units, modify any AEC that the unit uses by the same ratio. For example, two panzer divisions (6 REs of AEC) attacking a forest hex (c/m and artillery halved) across a minor river hexside (non-artillery halved) would only be worth 1 1/2 REs of AEC. Any unit defending in a hex that modifies the strength of motorized units has its AECD (but not ATEC) effects modified by the same ratio. Note: If an attack is made from several hexes that are on different sides of a river, the AEC effects of the river apply only to the units attacking across the river hexside.

Motorized infantry (see the UIC) attacking at full strength into terrain that normally halves c/m units is no longer considered neutral for AEC conversions (Rule ?).

Note: Units attacking across a hexside suffer the same stacking and combat penalties as if they were attacking a similar terrain hex. For example, a stack of units attacking across a mountain hexside would only be able to attack with units equal to the normal limit on mountain stacking.

**11.F.2. EFFECTS OF MOUNTAINS ON ARMOUR.**

Mountain terrain halves all units with the armour symbol. This is besides the normal halving of all units on the attack. For example, a 4-10 Mech X would be worth 1 attacking a unit in a mountain hex and 2 if defending in a mountain hex.

**11.F.3. EFFECTS OF FORTS AND CITIES.**

If a defender is in a fort (not entrenchment) or a major city and combat result of CA or DL occur, the defender may convert the main combat die result to a ME if he so wishes. He loses this option in forts if an airdrop was also made in the hex. If the airdrop was made in a major city, the defender may convert the result to a ME for all attacking units except the parachute unit, which must be counter-attacked normally or suffer the deadlock itself (and attack in the next combat phase). Note: Even if the result is converted to a ME, both sides must still first suffer any appropriate results from the Regimental Equivalent Disruption Table.

**11.G. ATTACK FROM OVERSTACK.**

Overstacked units may participate in an "Attack from Overstack" by spending an additional 1/2 SP per 3 REs of overstacked attackers.

The attack from overstack must be planned (showing the hexes to be attacked), one turn in advance per 6 REs of overstacked attackers. No attacking unit may move during the turn of the attack. Note: SPs need not be spent for REs of units that are not attacking. For example, if the Axis player has 23 REs of overstacked units in a hex, an attack from overstack would cost 4 SPs and the hexes to be attacked would have to be planned four turns in advance. The 23 REs of overstacked units could attack one hex and the regularly stacked units could attack another (or any combination thereof).

**11.H. ZERO STRENGTH UNITS/EMPTY HEXES.**

A unit with an attack strength of 0 may not attack by itself. It may participate in an attack made by other units. It is affected by all combat (and advance after combat) results.

An empty hex or a unit with a defence strength of 0 suffers an "E" result when attacked, unless stacked with at least one unit with a defence strength greater than 0. Note: Some 0-strength units may have the option of retreating before combat and thus are not automatically eliminated.

**OPTIONAL RULE.** Combat may occur between 0-strength units. Each RE of 0-strength units is counted as

one combat factor. All other combat rules (supply, AEC, support, etc.) apply as normal. A unit with no printed combat strength counts its REs at half rate. Each city, 3 points of airfield capacity, fortification and bridge is worth 1/8 RE. Exception: Dot cities count as 1/4 RE, full and partial hex cities count as 1/2 RE, and fortresses count as 1 RE. Intrinsic REs are not counted at half rate but are classed as unsupported.

**11.I. MULTIPLE CONTINGENT/COUNTRY ATTACKS.**

If units from two or more contingents (Rule 58.A) or countries participate in an attack, use the MULTIPLE CONTINGENT/COUNTRY EFFECTS TABLE to modify the main combat die roll.

If units of two or more counties or contingents are participating in a defence then the die roll modifiers are reversed.

Table 3 Multiple Contingent/Country Effects Table

MULTIPLE CONTINGENT/COUNTRY EFFECTS TABLE	
DESCRIPTION	COMBAT EFFECT
1-3 1/2 REs of a different contingent.	NE
4+ REs of a different contingent	-2
4+ REs of a friendly country within a contingent.	-1
7+ REs of a different Commonwealth country (or countries).	-1

Note: 1) Combat effects are reversed if defending.  
2) The Commonwealth modifier takes precedence over the friendly country modifier.

**11.J. ARMOUR EFFECTS MODIFIERS.**

Calculate armour effects modifiers (Rule 10.C) by comparing the total attacking armour REs to the defending ATEC and/or AECD REs as shown below on the ARMOUR EFFECTS TABLE. Terrain and weather are then considered to give a final modifier to the combat die roll. For example, 5:1 AEC:ATEC would give a +3 AEC modifier to the main combat die roll with a 50% chance of a +4.

Armour effects are calculated by the following method and in the listed order:

- 1) Total all REs of AECA (plus conversions) as per Rule 10.C.1.
- 2) Total all REs of ATEC (plus conversions) as per Rule 10.C.3.

Table 4 AEC/ATEC Summary

AEC/ATEC SUMMARY	
<b>CONVERSION RATIOS</b>	
ATEC	Converts all neutral types on a 1:1 ratio.
AECA/D	Converts all neutral types excepting AA, AT, and non-c/m artillery.
<b>UNIT SIZE</b>	
Brigades, regiments, cadres, half-cadres, battalions	Convert equal REs
German Panzer/panzergrenadier division of strength 14+	Convert 2 REs
All other tank/mechanized divisions.	Convert 1 RE
<b>UNIT TYPES (after certain dates)</b>	
German assault guns and certain panzer units.	ATEC x 2
Fortified/entrenched Soviet AT/German hvAA (with 3 x inf. REs).	ATEC x 2
<b>INTRINSIC ATEC</b>	
Unsupported Divisions	No ATEC
Self-supporting Divisions	1/4 RE ATEC (no ATEC until 1942)
German/Allied 1944 self-supporting divisions.	1/2 RE ATEC (are also ATEC neutral)
Support Divisions	1/2 RE ATEC (1/4 RE ATEC until 1942)
German/Allied 1944 support divisions.	1 RE ATEC (are also ATEC neutral)

- 3) Compare the REs of AECA to the REs of ATEC to arrive at a final ratio. The AECA:ATEC ratio may not be larger than twice the number of attacking AECA REs. If less than 1:1 got to step 4. If greater than 1:1, find the appropriate die modifier on the ARMOUR EFFECTS TABLE and go to step 5. For example, one tank brigade (1 RE AECA) is attacking a non-support division (1/4 RE ATEC) resulting in a 4:1 AECA:ATEC ratio. As two times the attacking REs of AECA only gives 2 REs, the maximum ratio would be 2:1 for a +1 (70% chance of a +2) die modifier.
- 4) Total all REs of AECD (plus conversions)(Rule Table 14). Compare the attacking REs of AECA to the defending REs of AECD and Calculate the ratio. AECD may never make the ratio less than the inverse of two times the defending REs of AECD. Find the appropriate die roll modifier on the AEC Chart and make it a negative modifier. If the AECA to AECD ratio is not less than 1-1, there is no AECD modifier.
- 5) Subtract the weather and terrain effects modifiers from the AECA or AECD modifiers. These subtractions move both positive and negative modifiers closer to 0. They may never reduce or increase it past that level.
- 6) The attacking and then the defending player declares if they are not using AEC, ATEC, or other die roll modifying units. This choice eliminates the need for required losses by those units. Return to step 1 and recalculate armour effects if necessary.

Table 5 Armour Effects Table

ARMOUR/ARTILLERY EFFECTS TABLE			
AEC:ATEC	DIE MODIFIER	AEC:ATEC	DIE MODIFIER
1 - 1	+ 0	5.3 - 1	+ 4.6
1.1 - 1	+ .2	5.5 - 1	+ 4.7
1.2 - 1	+ .4	5.7 - 1	+ 4.8
1.3 - 1	+ .6	5.8 - 1	+ 4.9
1.4 - 1	+ .8	6 - 1	+ 5
1.5 - 1	+ 1	6.2 - 1	+ 5.1
1.6 - 1	+ 1.2	6.4 - 1	+ 5.2
1.7 - 1	+ 1.4	6.6 - 1	+ 5.3
1.8 - 1	+ 1.6	6.8 - 1	+ 5.4
1.9 - 1	+ 1.8	7 - 1	+ 5.5
2 - 1	+ 2	7.2 - 1	+ 5.6
2.1 - 1	+ 2.1	7.5 - 1	+ 5.7
2.2 - 1	+ 2.2	7.8 - 1	+ 5.8
2.3 - 1	+ 2.3	8 - 1	+ 5.9
2.4 - 1	+ 2.4	8.3 - 1	+ 6
2.6 - 1	+ 2.5	8.7 - 1	+ 6.1
2.7 - 1	+ 2.6	9 - 1	+ 6.2
2.8 - 1	+ 2.7	9.5 - 1	+ 6.3
2.9 - 1	+ 2.8	10 - 1	+ 6.4
3 - 1	+ 2.9	10.6 - 1	+ 6.5
3.1 - 1	+ 3	11.2 - 1	+ 6.6
3.2 - 1	+ 3.1	11.9 - 1	+ 6.7
3.4 - 1	+ 3.2	12.6 - 1	+ 6.8
3.5 - 1	+ 3.3	13.2 - 1	+ 6.9
3.6 - 1	+ 3.4	14 - 1	+ 7
3.8 - 1	+ 3.5	14.8 - 1	+ 7.1
3.9 - 1	+ 3.6	15.6 - 1	+ 7.2
4 - 1	+ 3.7	16.4 - 1	+ 7.3
4.1 - 1	+ 3.8	17.3 - 1	+ 7.4
4.3 - 1	+ 3.9	18.2 - 1	+ 7.5
4.4 - 1	+ 4	19.1 - 1	+ 7.6
4.6 - 1	+ 4.1	20 - 1	+ 7.7
4.7 - 1	+ 4.2	21 - 1	+ 7.8
4.9 - 1	+ 4.3	22 - 1	+ 7.9
5 - 1	+ 4.4	23 - 1	+ 8
5.2 - 1	+ 4.5		

Note: Maximum AECA/D odds ratio is equal to double the attacking REs of AECA.

*Example 1: A 12-10 panzer division (3 REs AECA), two infantry divisions, and three c/m artillery regiments are attacking. Since c/m artillery units are AECA neutral they may be converted to AECA. As the panzer division may only convert 1 RE of neutral types to AECA, the extra 2 artillery regiments are not counted. The total REs of AECA would be 4.*

*Example 2: One Soviet light tank cadre (1 RE) and one motorized infantry division (3 REs) are defending. As the light tank unit is 1/2 AECD it may convert 1/2 RE of motorized infantry to AECD giving a total of 1 RE of AECD. The light tank is 1/2 ATEC and may convert an equal amount of motorized infantry to ATEC. Total ATEC is 1/2 RE for the light tank plus 1/2 RE of converted motorized infantry plus 1/2 RE intrinsic ATEC for the division. This gives a combined total of 1.5 REs of ATEC.*

*Example 3: One German panzer battalion and one motorized infantry division are attacking. Since the panzer battalion (1/2) RE counts double AECA at this point in the war it gives a total of 1 RE of AECA. The motorized infantry division has no AECA but may be converted on a 1:1 basis. The 1 RE of AECA from the battalion may thus convert one RE of the motorized infantry giving a total of 2 REs of AECA.*

*Example 4: A German 7-10 panzergrenadier division (3 REs) is attacking. As the panzer grenadier is 1/2 AEC, it will be worth 3 REs  $\times$  1/2 plus 1 RE  $\times$  1/2 (conversion) for a total of 2 REs AEC. Note: This unit is effective by converting its own neutral REs.*

*Example 5: Four German panzer divisions, two motorized divisions, one panzer grenadier division (all with a strength of less than 13), and one infantry division are attacking. Panzer divisions count full AECA, giving a total of 12 REs of AECA. Panzer grenadiers count 1/2 AECA giving a total of 1 1/2 REs of AECA and 1 1/2 REs of neutral. Since motorized divisions are neutral and as each panzer division counts as a regiment for conversion purposes, four of the 7 1/2 neutral REs are converted to full AECA. The panzer grenadier converts 1/2 RE. The infantry division does not count. The total REs of AECA is 12+4+1.5+.5 equalling 18.*

*The defender has one AT regiment, three artillery regiments, and one support infantry division entrenched (this late in the war the AT is counted as double ATEC due to the entrenched infantry division) to start and has one tank division enter the hex in the reaction move. The AT regiment counts as 2 REs of ATEC and may convert the same amount of artillery for another 2 REs giving a total of 4 REs of ATEC. When the tank division enters the hex, it converts 1 more RE of artillery to full ATEC and counts as 3 REs of ATEC itself for another 4 REs. The one supported infantry division counts as 1/2 RE of ATEC. Total ATEC is thus 8.5 REs. The AECA:ATEC ratio is thus 18 to 8.5 giving 2.11 to 1 odds (rounded down to 2.1 to 1). The armour effects modifier is +1 with an 80% chance of a +2.*

*Example 6: One German panzer battalion and one motorized infantry division are defending in a forest hex against an attack by units with no AECA. Since the panzer battalion (1/2) RE counts double AECD at this point in the war it gives a total of 1 RE of AECD. The motorized infantry division has no AECD but may be converted on a 1:1 basis. The 1 RE of AECD from the battalion may thus convert one RE of the motorized infantry giving a total of 2 REs of AECD. The ratio is 0:2 which becomes 1:4 as the ration may not be less than the inverse of two times the defending REs of AECD. 1:4 gives a modifier of -3 to the die roll. The forest hex reduces the modifier by 3 down to 0. Note: Further terrain modifiers would not change the armour modifier to a positive number.*

## 11.K. PLANNED ATTACKS.

The phasing player may use extra supply to use artillery effects (Rule ???) during the initial or exploitation combat phases. A planned attack must be declared before the combat occurs. The following restrictions apply:

- 1) A maximum of 1 RE per attacking stack may have moved in the preceding movement phase and still participate in the attack. For example, a 3-hex attack may have 1 RE moved into each hex but could not add a 3-RE unit to one hex. Note: A delayed attack will still qualify as a planned attack even if too many REs had moved in the initial movement phase as long as no more than 1 RE per stack was added to the attack in the exploitation phase.
- 2) During the initial combat phase half the original SP cost must be expended for each +1 increase in the main combat die roll to occur. For example, if an attack resulting in odds of 2.3:1 (with 1 RE of attacking artillery) cost 10 SPs, the odds could become 2.3:1 +1 if an additional 5 SPs were expended, for a total cost of 15 SPs.
- 3) During the exploitation combat phase, half the attackers AEC.
- 4) If an offensive chit (Rule ???) is used to supply the attack, halve the SP cost for each +1 die modifier.

## 11.L. GROUND COMBAT RESULTS.

Two combat results tables are used during all combats as per Rule 11.B. The 2d6 result is compared to the odds column on the MAIN COMBAT RESULTS TABLE (CRT). The attacker's and defender's d6 die rolls are modified and the effects are shown on the REGIMENTAL EQUIVALENT DISRUPTION TABLE (RED TABLE). These combat tables may cause the loss (or disruption) of strength points.

Results from the two tables may not be combined before losses are taken unless no retreat is required as per Rule 10. For example, if a player loses 10 strength points due to a large exchange result and has another 6 points disrupted due to the RED TABLE, no retreat is required so losses could be combined. Two 8-6 infantry divisions could be flipped to 3-6 cadres to

fulfill these losses. The net result would be 5 points of losses from one division plus three free for forming the cadre, 2 points from the second division, 3 disrupted from the second division, and 3 free disruptions for forming the cadre. If a retreat had to be made through enemy ZOCs, the RED losses would not be taken until retreat losses were accounted for. In this case, the second division would have 3 points of casualties plus 3 points from forming a cadre that could be taken as retreat losses. If 2 points of casualties were caused by a retreat, this would leave 1 point to be disrupted (plus 3 for forming a cadre) so total losses would be 9 points of casualties and 1 point disrupted. Forming cadres would have absorbed 3 point of casualties and 3 points of disruptions.

### 11.L.1. MAIN GROUND COMBAT RESULTS TABLE.

Numbers to the left of a combat definition affect the attacking units and numbers to the right of a combat definition affect the defending units. Round and square brackets indicate that the participating units place a "+2 MP or +1 MP" marker.

- a) **1 (Full Value.)** This result requires the full value of losses to be taken.
- b) **½ (Half Value.)** This result requires half the full value of losses to be taken.
- c) **: (Regimental Equivalent Exchange) (REX).** Both sides must lose one strength point per RE of the smallest side (usually the defender) involved in the attack. The combat result is carried out immediately.
- d) **CA (Counterattack.)** Current defending units must immediately (*i.e.*, before any other combat is resolved but after all RED TABLE results are applied) attack **any** hex occupied by enemy units.
  - i) All air and naval support used in the initial attack is returned before the counterattack occurs. New NGS and air support missions may be performed at this time in the same manner as if it was a hasty attack (Rule ?).
  - ii) No supply must be expended to make a counterattack unless the player wishes to spend extra to make a planned attack (Rule ?). This is done in the same manner as a hasty attack with the additional restriction that the units must be within special supply range of the SPs to be expended. *Note: Only the extra supply needed to modify the roll has to be expended in this situation.*
  - iii) Multiple "+1 MP" markers due to CA or DL results are cumulative and have no effect until the final CA or DL result is rolled for. All other "+# MP" markers (such as those from the RED Table or previous results) affect a combat forced by a CA or DL.
  - iv) All units in the chosen hex must be attacked. New odds and modifiers will be calculated for this attack, with the new defending units assumed to be in clear terrain. River modifiers do not apply (even if another CA result occurs).
- v) **Exception: If the counterattacked units did not participate in the original attack, all terrain penalties would apply.** *For example, if three stacks of units are attacking and a fourth unit is adjacent to the defender but not participating, the defender could choose to counterattack the fourth stack but suffers normal terrain modifiers.*
- vi) *Note: Counterattacking units may advance as per the CRT.*
- vii) Units participating in a counterattack even as a defender may not be used in any future attacks even if the original attacker had them committed to do so. Any attacks they were committed to, must still be made, however. *For example, Three out of five units in a stack attack one hex and the other two units attack another hex with other units. If the attack with three units resulted in a counterattack, the second attack would have to be made without*

*the aid of the two units in the counterattacked stack. If no other hex: was involved, the second attack would be cancelled.*

- e) **D (Disrupted.)** The affected players must disrupt strength points equal to defenders (or the lowest combat strength) side. If in either a fortification, entrenchment, or city hex (that affects combat in any way), or a dual ownership hex, the defender halves the required disruption losses and eliminates them instead. *Note: This applies only to the MAIN COMBAT TABLE disruption result.* Surviving defending units suffer a "DR".
- f) **DL (Deadlock.)** The attack is temporarily inconclusive but is continuing and may escalate. Mark all affected units with a "Deadlock" marker to show this. The attack is conducted again during the next possible combat phase using all the same units plus any new forces (*i.e.*, reserves, air support or naval support) that may be added. *Note: Forts are reduced due to the attack before it is fought again (Rule 11.P).* No attack occurs if either side is completely disrupted.
  - i) If the attack was fought in the initial combat phase, it will be conducted again during the exploitation combat phase. All ground support and NGS used in the initial combat is no longer counted, but new air support and NGS may be added normally at the start of the next combat phase. Reserves may be added to the attack, if available, to increase attacking factors. If defending units have retreated onto a hex that is deadlocked due to another attack during the initial phase, they are also counted in the defence but at half strength. Supply expenditure is recalculated and the proper SPs must be spent again to ensure a normal strength attack. This supply must come out of the closest available supply source first if the units are in an unsupplied situation but the extra needed may come out of the fronts supply pools even if the units are isolated.
  - ii) If the attack was fought in the exploitation combat phase, then the attacker may advance into the defenders hex and force a dual ownership situation (Rule 11.R). The defenders remaining in the dual ownership hex must attack the enemy units in the hex in their next combat phase but may reinforce this attack with any units, NGS, and air support that he wishes.
  - iii) Multiple "+1 MP" markers are cumulative as per a CA result. *For example, a combat resulting in two DLs would require an additional "+2 MP" marker to be placed on all units when the combat required by the second DL is finished. As described in the CA result, they would not affect any earlier combat rolls.*
- g) **DR (Defender Retreats.)** All affected units must retreat (Rule 11.Q.2) if the odds are 3:1 or higher. If lower, the DR may be converted into an additional :½ (REX) result. The defender's strength is not counted in any future combats this impulse if it retreats onto another hex also being attacked. If a hex is attacked during the exploitation combat phase, all units that retreated onto that hex earlier in the turn are counted at half strength when totalling the defence factors. *Note: This includes delayed attacks and deadlock attacks as well as normal exploitation combats.* All attacks that call for a retreat result incur the above results besides any other results called for.
- h) **E (Elimination.)** Strength points equal to the defenders face value strength are eliminated. Units remaining in the hex also suffer a "DR" result if they take higher losses.
- i) **L (Large Exchange.)** The affected players lose strength points equal to the largest single offensive or defensive strength point used in the combat. Roll an additional d6; on a 1-3 result, use the attackers largest attack strength; on a 4-6 result, use the defenders largest defence strength. The maximum strength points that may be lost with this result are equal to the total strength points in the weaker stack. Neither player must retreat.

- j) **ME (Minimal Effects.)** A ME result is suffered. Both sides suffer a ¼ REX result and get a -2 die modifier to the RED Table.
- k) **OR(#) (Overrun.)** The player attempting to overrun (Rule ?) opposing units is successful. If an overrun was attempted, the number shown in parentheses is added back to the remaining movement points of the units.
  - i) During a normal combat, the defending units suffer an “E” result. The number in parenthesis shows the number of surviving cadres that must also be eliminated.
  - ii) The attacker’s RED TABLE die roll has the # subtracted from it during both combat and overrun.
- k) **X (Exchange.)** The affected players must lose strength points equal to the side with the lower combat strength (or the defender if both sides are equal). Remaining defending units also suffer a “DR” result if their remaining combat strength is less than the attackers.

*Combat Example: A German 8-6, 7-6 and 6-6 infantry division are in three different hexes and are attacking a Soviet 5-6 rifle division. The attacker has 4 factors of offensive air support and the defender has 3 factors of defensive air support and 2 factors of naval gunfire support (NGS). The combat ratio is 2.5:1 (25:10) (3 SP are expended since it is a three hex attack) and it is the initial Axis combat phase. A DL (deadlock) result is rolled delaying the attack. Redo the combat during the exploitation combat phase. The attacker may add reserves to the battle and so stacks a 4-10 motorized infantry regiment with the 6-6. All air and naval factors previously counted are ignored since they have been returned to their airbases. (No te: If the battle had been voluntarily delayed, the air factors would still be counted and no extra SP would be expended.) No new air or naval factors are added. The odds are now 5:1 (25:5) (3 SP are expended again) and another DL is rolled for the battle. No losses occur on either side due to the RED Table die rolls. The 6-6 advances into the hex and forces a dual ownership situation with a “+ # MP” marker on it. The Soviet player must attack the 6-6 in the dual ownership hex during the Soviet initial combat phase. Extra forces may be added to the attack from the same or adjacent hexes. He adds two 4-6 rifle divisions to an adjacent hex and the same to another adjacent hex to assist in the attack. He also places another 5-6 rifle division in the dual ownership hex. This gives a total of 26 attack factors. Four points of GS are added so the final odds are 30-6 or 5:1 (3 SP expenditure halved to 1½ SP due to the “+ # MP” marker) -1 (due to the -2 of the woods and +1 for the “+ # MP” marker). A CA (counterattack) result is achieved (with no RED Table losses) and the German units must immediately (before any other attacks are rolled for) attack one of the adjacent enemy units. Because of the dual ownership restrictions, he may only attack the two 5-6’s in the same hex (as he cannot launch spoiling attacks). The German flies a ground support air mission and adds 4 points to the attack. The odds are 1:1 (10:10) (no supply is expended) with no die roll modifier as the terrain is counted as clear. A CA result (no RED Table losses) is rolled forcing the Soviet to immediately attack him back. The Soviet adds 2 points of GS so the odds are 2:1 (12:6) (no supply is expended) since only the two 5-6’s may participate, with no die roll modifier as the terrain is counted as clear. An ME is rolled ending the attacks. Note: This example assumes that all combats had no losses due to the RED table, a very unlikely result.*

**11.1.2. REGIMENTAL EQUIVALENT DISRUPTION (RED).**

Numbers on this table represent the level of disruption that the attacker or defender must take.

Table 6 Regimental Equivalent Disruption Table

REGIMENTAL EQUIVALENT DISRUPTION		
EFFECTS ON ATTACKER	DIE (d6)	EFFECTS ON DEFENDER
No losses	1	No losses
No losses	2	No losses
½ RED	3	No losses
½ RED	4	½ RED
1 RED	5	½ RED
1 RED	6	½ RED
1 ½ RED*	7	1 RED
1 ½ RED*	8	1 RED
2 RED*	9	1 RED
2 RED*	10	1 ½ RED*

- \* Required losses for all casualties above those of a 1 RED.
- \* Attacker may not advance after combat.
- \* Affected defender must retreat.

Note: 1) The player with the highest unmodified die roll gets a “+ 1 MP” marker on all involved units.  
 2) Tie unmodified die roll; both players get a “+ 1 MP” marker.  
 3) Tie unmodified die roll; attacker suffers an additional ¼; (REX) result.

**Modifiers to the Defenders RE Total:**

- + # Add one for each negative main combat die modifier up to a maximum of + 1 per 3 REs (rounded up) that the defender initially had in the hex.
- X ½ If the unit moved in the reaction phase.
- X 2 If in terrain that halves attacking infantry.
- X 4 If in terrain that quarters attacking infantry.
- X # Multiply by defenders base ZOC modifier. Increase ZOC modifier by 1 level if combat takes place in a dual ownership hex (amph./air assault).

**Die Roll Modifiers for both sides:**

- + 2 If defender is in a full hex city.
- + 1 If defender is in a partial hex city.
- + 1 If defender is in a Sov/Ger city (but not town).
- 1 If the opposing force is isolated.
- 1 If part of the opposing force is U1 or higher.

**Attacker Die Roll Modifiers:**

- + 2 Add the final negative combat modifier (to increase the die roll).
- + 1 Amphibious assault vs. an initially occupied hex (before reaction move).
- + 1 If a “Hasty Attack”.
- + 1 If defender is in a fort or unimproved fortress.
- + 2 Each if defender is in a fortified area or hexside.
- + 3 If defender is in a fortified zone, port fortification, or fortress.
- 1 If an offensive chit (OC) was used to supply the attacking units.
- 1 If attacker makes a Prepared Attack.
- 1 For each odd numbered “+ # MP” marker on the defender.
- # Reduce by the OR(#) during overruns or normal combat.

**Defender Die Roll Modifiers:**

- + 1 If the final combat die modifier is positive.
- 1 If the final combat die modifier is negative
- 1 If defender is in a fort.
- 2 If defender is in a fortified area or hexside.
- 3 If defender is in a fortified zone, port fortification, or fortress.

Note: 1) Units which are not halved/quartered by the defenders terrain count double value for fulfilling RED results.  
 2) All terrain (but not amphibious/airborne assault or naval transport) modifiers and attackers special abilities must be accounted for.  
 3) An additional 1 RED is required if the defender does not vacate the hex during an overrun attempt.  
 4) All D results may be taken as ½ casualties instead.

The effects of an RED result are as follows:

- a) The affected side must disrupt one point per RE that the side with the lower combat strength, has in the hex.

- b) Required losses (Rule 11.O) are not necessary unless called for. **Exception: All losses above a full RED are taken by units capable of suffering required losses.**

The possible RED Table results are listed below. *Note: All die roll modifiers on the RED Table are cumulative.*

- a) **½ (Half RED.)** The combat result requires that a half RED be taken.
- b) **1 (Full RED.)** A full RED must be taken.
- c) **1½ (One and a Half RED.)** One and a half times a full RED must be taken.
- d) **2 (Double RED.)** Take double the full RED losses.
- e) **2½ (Two and a Half RED.)** The combat result requires that 2 ½ times full RED losses must be taken.

**11.M. COMBAT LOSSES.**

Calculate all combat losses using the printed combat strengths of the involved units. The attacker must lose attack strength points and the defender must lose defence strength points. More losses may not be taken than required other than in a single unit. *For example, if four points were to be lost, a player could not take 1-point out of each of four units and thus remove them from the map. He could however, remove a 8-point unit rather than a 4-point unit.*

Terrain, supply, and support (Rule 9.A) may modify strengths for combat resolution, but these factors are not considered for losses. Casualties and disruption results are always rounded down to the nearest half strength point. *Note: Entire units (including the cadre) may always be disrupted rather than immediately adding back the excess RPs (Rule 11.M.6).* Combined losses suffer the worst effects first.

*Note: A unit may combine losses from the Main Combat Table and the RED Table before suffering casualties if there is either no retreat or a safe retreat at route. For example, If two 8-6 divisions (3-6 cadres) are attacking two 3-6 divisions and a 1L1 is the combat result with an additional ½ RED result for the attacker, one 3-6 would be eliminated and one disrupted as the largest unit involved in the attack is worth 8 strength points. The defender only has to lose a maximum of half his strength with this result; the remainder is disrupted. The attacker would only have to exchange 3 points as he never to lose more than the defender with an L result. He would also then have to lose 3 points due to the ½ RED result as the two 3-6 divisions have 6 REs. This is a combined loss of 6 strength points. Because the 8-6 can form a cadre he would take the 3 strength point exchange first and then lose 3 additional points due to the disruption. Only 2 of these points would actually be disrupted. The other 1 point would not be taken as a cadre is formed when 5 points are lost. The unit could actually take another 2 points of losses due to its ability to form cadre (Rule ?) but these are wasted in this case.*

**11.M.1. CASUALTIES.**

Combat casualties generate special replacements as per Rule 52.F.

**11.M.2. DISRUPTIONS.**

When fulfilling disruption losses, a units disruption value is equal to its RE size (if removed from the map) plus its combat strength. *For example, a 2-6 regiment would count as 3 points if removed from the map; a 7-6 division would count as 10 points.*

A player may always choose to halve his disruption losses and take them as casualties. *For example, a 5-6 division that took 1 RE of disruptions, could either flip to its 2-6 cadre, disrupt 1 strength point (which would be added to the pool during the replacement phase) and add 2 back to the pool as excess losses (which could be used in the same phase) or could convert its 1 point of disruption to ½ point of casualties and remove them directly from the replacement pool as an immediate RP expenditure (Rule 11.M.8).*

A unit may choose to be either disrupted at full strength or be reduced to a cadre/remnant. *For example, a defending 7-6 division could be disrupted at full strength and count as 10 points or could flip to a 3-6 cadre (counting 7 points).*

A unit may not be disrupted more than once due to a single combat roll. *Note: Multiple results due to DLs, CAs, or basty attacks count as new rolls.*

Disrupted units are placed on the turn track as per the ORDER OF LOSS PLACEMENT TABLE. If the unit forms a cadre/remnant instead, all of the removed strength points are added back to the appropriate replacement pool.

A unit with no safe retreat path that suffers a disruption, first does its retreat (if required) and then takes its disruption casualties. If it would still have no safe retreat path, it must convert its disruption losses to casualties, as described above. *Note: A safe retreat path is one causing no extra losses.*

The maximum amount of disruption losses required to be converted to half casualties is equal to the modified strength of the enemy units in the hex they must retreat through. *For example, a 2-10 AA III (unsupported) cutting off an enemy stack would only require 1 strength point of disrupted units to be converted to casualties even if three 3-6 XX are retreating.*

**11.M.3. SPECIAL ABILITY EFFECTS ON RE BASED LOSSES.**

Combat losses may be affected by the special ability of the attacking units. This only occurs when the unit modifies the halving or quartering of the terrain. *For example, if an REX result occurred in a mountain hex, 3 REs of defenders would cause 6 strength points of non-mountain unit casualties (since their REs are halved in attack) but only 3 strength points of mountain unit casualties since they are not halved in the attack.*

**11.M.4. ORDER OF CASUALTIES.**

All combat losses are taken in order as shown on the ORDER OF LOSS PLACEMENT TABLE.

Table 7 Order of Loss Placement Table

ORDER OF LOSS PLACEMENT TABLE	
ORDER AND TYPE OF LOSSES	TURN TRACK PLACEMENT
1) Main CRT casualties and required losses.	All: Current turn losses
2) Main CRT disruptions and required disruptions.	RPs: One turn Unit: Four turns
3) Losses caused by political police, SS, etc.	All: Current turn losses
4) RED Table disruptions and required disruptions.	RPs: One turn Unit: Four turns

*Note:*

- 1) Isolated losses may be placed in the home countries isolated pool.
- 2) Placement defines how long it takes before a unit may be rebuilt.
- 3) All RPs in a replacement pool that is isolated when its last city is captured are taken as eliminated isolated.

**11.M.5. AIR AND NAVAL UNITS.**

Air units and naval gunfire may aid in combat. However, the bombing strengths of air units and the gunnery strengths of naval units are not included when determining losses. Air and naval units are never eliminated due to a ground combat resolution.

**11.M.6. EXCESS LOSSES.**

When casualties are taken in non-isolated units, excess losses are added directly back into the replacement pools. *For example, if a 3-5 Security Division attacks a 2-6 Infantry Brigade and an exchange is rolled, the 2-6 is eliminated with 2 factors counting for special replacements. The 3-5 is also eliminated with the two exchanged factors counting for special replacements and the one extra factor being directly added to the replacement pool.*

If in doubt as to how many strength points to add back to the replacement pool, use the following formula: ((Attack Strength - cadre attack strength) + (defence strength - cadre defence strength) - (necessary casualties x 2)) x ½ = replacements added directly to the pool. If a unit is being reduced to a remnant, substitute “remnant strength” in the formula for “cadre strength.”

### 11.M.7. EFFECTS OF CADRES/REMNANTS ON LOSSES.

When a unit forms a cadre/remnant (Rule 11.N), only the difference between its current and reduced strength is counted for special replacements or added back to the replacement pool. *For example, if an 8-6 infantry division takes seven strength points of casualties and forms a 3-6 cadre, only five points would count for special replacements.*

### 11.M.8. IMMEDIATE REPLACEMENT POINT EXPENDITURE.

Immediately after a combat situation is resolved but before casualties are taken, units in regular supply may use RPs in a pool to fulfill losses. Several restrictions apply:

- RPs may never be used to fulfill required losses.
- RPs may never be used to fulfill disruption results.
- Any units using immediate RP expenditure get a “+1 MP” marker placed on them.
- No unit may use immediate RP expenditure more than once per combat phase.
- No unit may use immediate RP expenditure and also take losses as part of the same combat result. *Note: A new combat roll due to a CA result is a new combat result for this purpose.*

Two options for immediate RP expenditure are available:

- If the combined strength point total of all the units in a hex is at least 4, the player may remove a maximum of 1 RP from the replacement pool instead of taking losses from units. He may still take normal losses from units as well.
- One unit per stack may take losses up to one-quarter of its printed strength (instead of taking losses itself) by removing the same number of RPs from the replacement pool. These must be of the same type and nationality of the unit.
- Exception: For each +1 modifier to the MAIN COMBAT TABLE caused by a SP expenditure for a planned attack (Rule 11.K), the side getting the modifier may expend an additional RP from the replacement pool.** *For example, if an 8-6 division was being attacked by units that expended enough SPs to gain a +4 modifier, the defending 8-6 could expend SPs so as to gain a -3 modifier (for a final modifier of +1). This would allow the defender to spend 5 RPs from the pool (2 RPs equal ¼ of the units strength plus 3 RPs for the SP expenditure).*

Count special replacements normally for these losses. *For example, if an 8-6 infantry division takes two strength points of casualties, either the 8-6 could be flipped to a 3-6 cadre and three RPs added directly to the RP pool or two infantry RPs would be removed from the pool to keep the 8-6 at full strength. In either case, two strength points would be counted for special replacements. If a CA result had occurred, the 8-6 could either take 2 RPs from the pool before the CA took place or after the CA's new combat result occurs. It could not take 2 RPs, stay at full strength, and take another 2 RPs after the CA occurred.*

The player may choose what type of RPs (inf, arm, or art) he wishes to lose if the designated unit may be rebuilt using the chosen RP type. *For example, a 16-10 panzer division may lose up to 4 RPs of arm or inf in any combination and stay at full strength as long as there are no required losses.*

### 11.M.9. MIXED REPLACEMENT UNITS.

If a unit needing both armour/artillery and infantry RPs to be rebuilt, takes losses, the following rules apply:

- If an armour unit suffers losses, alternate losing armour points and then infantry points until the loss is fulfilled.
- If a mechanized unit suffers losses, alternate losing infantry points and then armour points.
- If a motorized/mixed unit takes losses, alternate losing two infantry points and then one armour point.
- If a unit requiring both infantry and artillery RPs takes losses, alternate losing 3 infantry and then one artillery point.
- Note: The maximum RP loss of any replacement type is equal to that types RP cost of rebuilding the unit from its reduced level. Once this is reached, all remaining losses must be from the other RP type.*

Any strength points left after losses have been fulfilled are added directly to the replacement pools. If no points of one type are left while losses are still being taken, the other type must be lost instead. Calculate leftover points by using the nations REPLACEMENT POINT COST CHART.

*Example: A 16-10 panzer division exchanges a 5-6 rifle division. The 16-10 flips to a 7-8 cadre, kills 3 armour and 2 infantry points to meet the exchange and adds 2.5 armour and 1.5 infantry points directly back to the replacement pools. If it had exchanged a 5-6 and a 3-6, it would have killed 4.5 armour and 3.5 infantry and added only one armour point to the pool. If it had exchanged two 5-6's and a 3-6, it would have only formed a 7-8 cadre. Special replacements are counted only from the actual losses taken; not the points added directly to the replacement pools.*

### 11.N. REDUCED UNITS.

Some units have reduced strength sides as described below. When such a unit is eliminated in combat, it is reduced to its cadre or remnant strength instead of being removed.

#### 11.N.1. CADRES.

Various divisional/corp units can take losses in combat and remain in play at reduced strengths. These units have cadres printed on the backs of the counters. When calculating the total strength loss in a combat, the strength of a divisional unit reduced to a cadre is counted fully.

#### 11.N.2. REMNANTS.

Various battalions, brigades, regiments, divisions, and divisional cadres (see the nations RP COST CHART for exact units) can take losses in combat and remain in play at reduced strengths. Units may have remnant strengths printed on the back of the counters.

When an eligible unit (that is not back-printed) is eliminated in combat, it is reduced to remnant status by replacing the unit with a matching remnant-sized unit type. Place the unit on its matching letter ID box on the REMNANT HOLDING BOX. Losses are calculated in the same manner as when forming cadres.

The REMNANT/CADRE STRENGTH CHART is used to calculate the strengths of any unit that may form remnants. *Note: These units will need to be made or have the values printed on the back of the original units (if blank).*

#### 11.N.3. MULTIPLE REDUCTIONS OF UNITS.

When a unit is reduced to its cadre/remnant strength, the resulting cadre/remnant may only be reduced/eliminated if a new roll is made on the CRT or if losses are required due to a

retreat. *Note: In this case, both the full strength of the unit and the cadre/remnant are counted when calculating losses.*

Table 8 Remnant/Cadre Strength Chart

REMNANT/CADRE STRENGTH CHART	
CADRES (as printed on counters)	UNIT VALUES
Major Power	(½ strength - 1) rounded up
Soviet, Italian, and Minors	(½ strength - 2) rounded up
British (1943+)	(½ attack strength) round down (½ defence strength) round up
REMNANTS	
Major Power	(½ attack strength - 2) round up (½ defence strength - 1) round up
Soviet, Italian, and Minors	(½ strength - 2) rounded up

*Note:* 1) If attack or defence strengths are less than zero after rounding, receive no remnant.  
2) Any unit that does not form a printed cadre, may form a remnant instead.  
3) Any AA unit that forms a remnant has a remnant AA value equal to its remnants attack strength plus its defence strength.

### 11.0. REQUIRED LOSSES/DISRUPTIONS.

Units are required to take required losses as described below:

- 1) If their special abilities are used.
- 2) If it is a unit in its home country or a possession.
- 3) If they are Soviet c/m divisions and they participate in combat (Rule 104.A.22.d.1).

All references in other rules to required losses also refer to required disruptions due to the RED TABLE.

#### 11.0.1. LOSSES DUE TO SPECIAL ABILITIES.

Combat losses and disruptions may require losses from units with special abilities. If the units special abilities are increased, then their ability to fulfil required losses is also increased by the same amount. *For example, a two strength assault engineer unit that counts double strength would count as four strength points when fulfilling required losses but only two for actual casualties.*

##### 11.0.1.a. ORDER OF REQUIRED LOSSES.

All required losses are taken in the order shown in the below table. If more than one unit type is involved in a combat in which required losses are taken, losses are taken in order, one unit at a time. Units with unlisted special abilities are counted as special combat ability units. *Note: Some units may be able to fulfill several types of losses and so count as both.* Cycle through the table if necessary to fulfill required losses.

Table 9 Order of Required Losses Table

ORDER OF REQUIRED LOSSES TABLE	
1)	Commandos (any special ability used in combat) (Rule ???).
2)	Air-dropped units if the surprise attack bonus is rolled for (Rule ???).
3)	Combat Engineers used to negate fortification/city benefits* (Rule ?).
4)	Soviet Tank Divisions (any time it is used in combat)* (Rule ???).
5)	AEC/ATEC capable units (if AEC/ATEC effects are used) (Rule ???).
6)	Special combat ability units (if a special ability is used in combat) (Rule ???).
7)	Winterized units (if winterization benefits are used in combat) (Rule ???).
8)	A nations units if the combat occurs in their home country or possession*.

\* Non-standard required losses.  
*Note: No unit must take required losses if it has not used its special abilities in combat or overrun.*

#### 11.0.1.b. MAIN COMBAT TABLE REQUIRED LOSSES.

If units use their special abilities in a combat resulting in losses to their side, losses are taken from these units first. This occurs at the rate of one strength point per attacking RE of special ability units unless specified differently in rules covering these units. *Note: The maximum number of required losses taken is equal to the total losses required by the CRT.*

#### 11.0.1.c. RED TABLE REQUIRED LOSSES.

RED TABLE results also force units with special combat abilities, used in the combat, to suffer a required disruption. *Note: All losses greater than a 1 RED result must be taken by units capable of suffering required losses.*

#### 11.0.2. LOSSES DUE TO NATIONAL DEFENCE.

If combat occurs in a unit's home country or its possession, the first point of non-disrupted losses must come from a home country unit. These losses may be taken from the replacement pool if allowed as an immediate RP expenditure. *For example, if an Italian 4-6 and a German 8-6 division are defending in Lybia and are forced to take 4 points of losses; the Italian unit could be reduced to a 0-6 remnant, the Italian could remove 1 RP and the German could be reduced to 3-6 cadre (and add back two RPs), or the Italian could be reduced to a 0-6 remnant to fulfill the first loss (adding back 3 RPs) and the German could be reduced to cadre for the other 3 points of losses (and add back 2 RPs).*

### 11.P. EFFECTS ON FORTS/ENTRENCHMENTS.

Any time units in a fortress, fort, fortified area, or entrenchment (Rule 40.B) are attacked on at least the 1:2 odds column, the fort, fortified area, or entrenchment will be immediately (before the next attack or counterattack) reduced by one level. *Note: This will occur even if the attack does not succeed in clearing the defending hex.* Forts and entrenchments are reduced in strength as follows:

- 1) A fortress is reduced to a damaged fortress.
- 2) An unimproved fortress is reduced to a damaged unimproved fortress.
- 3) An improved fortified area is reduced to a fortified area,
- 4) A fortified area is reduced to an improved fort,
- 5) An improved fort is reduced to a fort,
- 6) A fort is reduced to a damaged fort. *Note: Forts may never be reduced to less than "Damaged Fort" status.*
- 7) An improved entrenchment is reduced to an entrenchment.
- 8) An entrenchment is removed from play.

*Note: Combat does not affect fortresses, fortified hexsides, permanent fortified areas, port fortifications, or fortified zones.*

If a fortified zone is captured, it is not removed until the capturing players next initial phase. For example, if the Soviet captured a German fortified zone, the Axis player would have a chance to recapture it before it was destroyed.

## 11.Q. MOVEMENT AFTER COMBAT.

Units participating in combat may be advanced or retreated as described below. This requires a “+# MP” marker to be placed on them.

### 11.Q.1. ADVANCE AFTER COMBAT.

Attacking units may choose to advance after combat into the attacked hex up to the stacking limit. The advance must be made immediately upon resolution of the attack, before any other attack is resolved. *Note: Any original defending units forced to attack the original attacker, may also choose to advance after combat into the original attacker's hex.*

Any unit that advances after combat has a “+# MP” marker (Rule 6.A.1) placed on it. The # is equal to the normal MP cost it would have to expend to enter the hex (due to terrain hexsides, ZOC costs, harassment, interdiction, other “+# MP” markers, etc.) Reduce the ZOC level of all attacking or defending units attacked (or going to be attacked). For example, a 6-10 motorized division that advances after combat into clear terrain across a minor river (1/2-1 MA) would get a “+5MP” marker placed on it. In the exploitation phase it could spend 5 MPs to remove the marker. If an 8-6 infantry division had also advanced, a “+3 MP” marker would be placed on it after the advance and still remain on the 8-6 as it has no exploitation phase to remove it.

*Note: “MP markers in the hex” is defined as the largest number shown on a unit.*

#### 11.Q.1.a. ADVANCING OUT OF ENTRENCHMENTS.

If an entrenched unit advances after combat without leaving a division to maintain it, then the entrenchment is removed from the map.

#### 11.Q.1.b. ADVANCE INTO AN ENEMY OCCUPIED HEX.

The attacker always has the option of forcing an advance into an enemy occupied hex. This is done in one of two ways and will create a dual ownership situation (Rule 11.R). All appropriate MP costs are still paid when the unit advances.

##### 11.Q.1.b.1. DEADLOCK RESULT.

A DL result in the exploitation combat phase allows the attacker to advance into the defenders hex paying only the appropriate ZOC and terrain costs. *Note: The defender must still attack these units in his next possible combat phase as per Rule 11.L.1.*

##### 11.Q.1.b.2. REMAINING DEFENDERS.

If a combat result leaves a hex occupied by defending units, the attacker has the option of advancing into the defenders hex and forcing dual ownership. The attacker advances into the hex but suffers losses in a similar manner as if retreating into an enemy owned hex (Rule 11.Q.2). Only units whose ZOCs affect the attackers initial hex and units actually in the defending hex affect the advancing units.

### 11.Q.2. RETREAT AFTER COMBAT.

When a unit must retreat, the owning player moves it a minimum of one hex away from the hex it occupied during the combat. *Note: This may be into an enemy occupied hex.* The following conditions apply:

- a) Retreating units are required to pay all normal costs to enter any hex retreated into. In effect they must place a “+# MP” marker on themselves at the end of the retreat. All attacking units (including those involved in other attacks) have their ZOC by reduced one level.
- b) Retreating units must retreat at least one hex if possible. If there is no possible hex to retreat to, they remain in the hex but suffer double losses (as per “d” below) from all units exerting ZOCs on their hex.
- c) Retreating units **may** continue to retreat one hex at a time until they are in a hex not normally affected by an enemy ZOC. Casualties due to enemy ZOCs must be taken immediately when entering a new hex. Excess casualties taken in one hex may be counted against the retreating units further ZOC losses if a multiple hex retreat is occurring.
- d) Retreating units suffer losses due to the ZOCs exerted by enemy units into the hexes they retreat to (or through). Reduce the ZOC class of all attacking or defending units by one level. The attack strength of enemy units times their ZOC class equals the maximum strength the defender must eliminate. Subtract from this total the defence strength of friendly units already in the hex times their ZOC class. The difference if positive equals the required strength point loss. When retreating units take losses, the units defence strength is multiplied by its movement factor. If the units movement allowance is 10 MPs, the movement factor is 4; if 8 MPs, it is 3; if 5-7 MPs, it is 2; if 3-4 MPs, it is 1; and if 2 MPs or less, it is 1/2. **i.e.** The faster the unit moves, the less casualties it will incur due to enemy ZOCs. **Exception: German c/m units add one to their movement factor; Soviet, French, and Polish units subtract one, and Italian and minor country units subtract two. Note: A units modified minimum movement factor is 1/2.**
- e) Units forced by combat results to retreat from an interdicted hex (Rule 23.A.2.j.1) are rolled for normally. The ZOC modifier (Rule 5.A.1) times two times the interdiction level equals the defence strength points lost. ZOC modifiers are as follows: “NE” equals no ZOC, “1/2 M” (any kind) equals a partial ZOC, “S” equals a full ZOC, and “X” equals a double ZOC. *Note: A unit able to form a cadre/remnant would take casualties and retreat with the cadre/remnant.* When retreating to the desired hex, retreating units must use a bridge if one is available when retreating to a specified hex.
- f) Units that end their retreat in a friendly-occupied hex which is attacked later in the same combat phase, contribute nothing to the defence. Their defence strengths and all other abilities (AEC, support, AA, etc.) are ignored during the attack and for all loss calculations. These units suffer all adverse effects of the subsequent attack.
- g) Units retreating to an overstacked position are placed in the appropriate overstacking section of the CORP/ARMY SHEET after expending all required MPs to do so.
- h) Non-supply units retreating while carrying SPs/SRPs have a “+1 MP” marker placed on them for each 3 REs (round up) carried.
- i) Units retreating into an enemy occupied hex **may** immediately (before any other combat is done but after disruption losses are taken) attack the enemy units in the hex, instead of suffering ZOC losses. This is a hasty attack (Rule ?) and will take into account terrain, SPs, GS, etc. *Note: All retreating units will attack together. Required “+#MP” markers due to the retreat itself are placed after the combat and are cumulative with any caused by the new CRT results.*
- j) Units forced to retreat from a port hex to a sea hex are eliminated as combat isolated even if in supply, other than those which can retreat using its intrinsic transport capacity

(Rule ???) modified by its capture roll. Each hit caused by the capture roll reduces the ITC by 1 RE.

## 11.R. DUAL OWNERSHIP.

A dual ownership situation occurs when two enemy forces occupy the same hex either due to a deadlock result during an exploitation combat phase, an advance (or retreat) after combat, or by one unit being able to enter the others hex during a movement phase (this includes failed overruns).

*Note: Amphibious and airborne assaults are always considered to be dual ownership in-hex combat.*

### 11.R.1. FORCING DUAL OWNERSHIP DURING MOVEMENT.

If a unit exerts no ZOC outside of its own hex into the hex an enemy unit is moving from, the enemy unit may force a dual ownership by expending enough MPs to enter the hex.

*Note: MPs must be expended for the ZOC exerted by the defending unit into its own hex.*

### 11.R.2. DUAL OWNERSHIP PROCEDURE.

When a dual ownership situation arises, all units (and markers) are removed and placed on the DUAL OWNERSHIP DISPLAY. A numbered marker is then placed on the hex to show which of the sets of counters on the DUAL OWNERSHIP DISPLAY occupy the hex.

### 11.R.3. EFFECTS OF DUAL OWNERSHIP.

The following effects apply in a dual ownership situation:

- a) Both players may occupy the hex until one or the other is eliminated, forced to retreat, or voluntarily leaves the hex.
- b) The original defender retains all terrain benefits of the hex plus any fortification benefits.
- c) The attacker gains any intrinsic terrain benefits excluding printed fortifications.
- d) Disruption results on the MAIN COMBAT TABLE must be halved and taken as casualties (Rule 11.M.2).

#### 11.R.3.a. CONTROL OF INSTALLATIONS.

The original defending player retains control of any ports and airbases in the hex. The original attacking player may build an airbase in the hex if desired. *For example, the attacker could build one permanent airfield in Stalingrad.* This airfield's operating capacity is added to the original airfield's capacity if either player gains sole ownership of the hex.

#### 11.R.3.b. ZOC EFFECTS.

Both sides exert their normal ZOCs out of the dual ownership hex and have increased ZOCs (Rule 5.A.4) in the dual ownership hex since it is the hex the units occupy.

Units in a dual ownership hex screen each other normally. In addition, any unit screened in a dual ownership hex also has its ZOC screened in adjacent hexes. *For example, if two German divisions are in a dual ownership hex with one British division, one German division could leave the hex and be screened by the other division. This would have no effect in the dual ownership hex as the British division would have an increased ZOC (which would be reduced to a normal ZOC due to the screen). The British division would exert a reduced ZOC on adjacent because it is screened by the remaining German division.*

#### 11.R.3.c. MOVEMENT EFFECTS.

A unit may leave or enter a dual ownership hex only if it enters a friendly-owned hex.

### 11.R.3.d. COMBAT IN A DUAL OWNERSHIP HEX.

Four combat situations may arise due to the attacker occupying a dual ownership hex as described below. Increase the ZOC modifier by 1 on the RED TABLE due to the increased ZOC level caused by fighting in the defenders hex.

- 1) Any unit in a dual ownership hex may attack all enemy units in the same hex.
- 2) Units in a dual ownership hex may attack any other adjacent hex. The defence strength is the combined strength of the units in the hex to be attacked and the strength of the defending units in the dual ownership hex. The defender chooses either hexes terrain type (plus its markers) to defend with. Combat results apply to units in both hexes. *For example, a CA result would only allow the defender to counterattack an enemy hex if both stacks could attack it. Note: This effectively allows a player to attack a unit behind enemy lines but all of the defenders front line units will be added to the defence and they will be using the best defensive terrain available. Exception: Units in fortresses or port fortifications may only attack enemy units in the dual ownership hex.*
- 3) Units in a dual ownership hex plus any units adjacent to the hex may be used to attack the enemy units in the hex.
- 4) Units in a dual ownership hex may attack any adjacent hex in combination with other adjacent non-amphibious/airborne assaulting units. Any attack out of a dual ownership hex requires either:
  - a) A pinning force of friendly attack factors equal to the defenders' unmodified defence strength, plus one attack factor for each main combat die modifier due to terrain or markers (such as forts) in the hex.
  - b) At least a 1:4 attack has been made in the current combat phase (by any friendly units in or adjacent to the hex) against the enemy units in the dual ownership hex.

Table 10 Ground Combat Results Table

MAIN COMBAT RESULTS TABLE																						
DIE		ODDS RATIO																DIE				
		1:4	1:3	1:2	1:1	1.5:1	2:1	2.5:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1			
-4	1E	1E	1E	1X	1X	½E	1X	½X	1:	1D	½D	1L	1:½	ME	1:1	DL	DR	D½	-4			
-3	1E	1E	1X	1X	½X	½X	½X	1:	1D	½D	1L	1:½	ME	1:1	DL	DR	D½	1L1	-3			
-2	1E	1X	1X	½X	½X	½X	1:	1D	½D	1L	1:½	ME	1:1	DL	DR	D½	1L1	1X½	-2			
-1	1X	1X	½X	½X	½E	1:	1D	½D	1L	1:½	ME	1:1	DL	DR	D½	1L1	1X½	E½	-1			
0	1X	½X	½X	½E	1:	1D	½D	1L	1L	1:½	ME	1:1	DL	DR	D½	1L1	1X½	L1	D1	0		
1	½X	½X	1:	1:	1D	½D	1L	½:	ME	1:1	DL	DR	D½	1L1	1X½	L1	E½	E½D½	1			
2	½X	1:	½E	1D	½D	1L	½:	1:½	1:1	DL	CA	D½	1L1	1X1	L1	E½	D1	E1	2			
3	1:	½E	1D	½D	1L	½:	1:½	ME	DL	CA	DR	1L1	1X1	½X1	E½	D1	E½D½	E1	3			
4	½E	1D	½D	1L	½:	1:½	ME	1:1	CA	DR	D½	1X1	½X1	L1	D1	E½D½	E1	OR(0)	4			
5	1D	½D	1L	½:	1:½	ME	1:1	DL	DR	D½	1L1	½X1	L1	E½	E½D½	E1	E1	OR(0)	5			
6	½D	1L	½:	1:½	ME	1:1	DL	CA	D½	1L1	1X1	L1	E½	D1	E1	E1	OR(0)	OR(1)	6			
7	1L	½:	1:½	ME	1:1	DL	CA	DR	1L1	1X1	½X1	E½	D1	E½D½	E1	OR(0)	OR(0)	OR(1)	7			
8	½:	1:½	ME	DL	DL	CA	DR	D½	1X1	½X1	L1	D1	E½D½	E1	OR(0)	OR(0)	OR(1)	OR(2)	8			
9	1:½	ME	DL	CA	CA	DR	D½	1L1	½X1	L1	E½	E½D½	E1	E1	OR(0)	OR(1)	OR(1)	OR(2)	9			
10	ME	DL	CA	DR	DR	D½	1L1	½:½	L1	E½	D1	E1	E1	OR(0)	OR(1)	OR(1)	OR(2)	OR(2)	10			
11	DL	CA	DR	D½	D½	1L1	½:½	½:1	E½	D1	E½D½	E1	OR(0)	OR(0)	OR(1)	OR(2)	OR(2)	OR(3)	11			
12	CA	DR	D½	1L1	1L1	½:½	½:1	L1	D1	E½D½	E1	OR(0)	OR(0)	OR(1)	OR(2)	OR(2)	OR(2)	OR(3)	12			
13	DR	D½	1L1	½:½	½:½	½:1	L1	E½	E½D½	E1	E1	OR(0)	OR(1)	OR(1)	OR(2)	OR(2)	OR(3)	OR(3)	13			
14	D½	1L1	½:½	½:1	½:1	L1	E½	D1	E1	E1	OR(0)	OR(1)	OR(1)	OR(2)	OR(2)	OR(3)	OR(3)	OR(4)	14			
15	1L1	½:½	½:1	L½	L1	E½	D1	E½D½	E1	OR(0)	OR(0)	OR(1)	OR(2)	OR(2)	OR(3)	OR(3)	OR(3)	OR(4)	15			
16	½:½	½:1	X½	L1	E½	D1	E½D½	E1	E1	OR(0)	OR(0)	OR(1)	OR(2)	OR(2)	OR(2)	OR(3)	OR(3)	OR(4)	16			
17	½:1	X½	L1	E½	D1	E½D½	E1	E1	OR(0)	OR(1)	OR(1)	OR(2)	OR(2)	OR(3)	OR(3)	OR(4)	OR(4)	OR(4)	17			
18	X½	L1	X1	D1	E½D½	E1	E1	OR(0)	OR(1)	OR(1)	OR(2)	OR(2)	OR(3)	OR(3)	OR(4)	OR(4)	OR(4)	OR(5)	18			
<b>OVERRUN COSTS</b>		COMBAT ODDS							3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1			
ADD TO OVERRUN MP COST									+3	+3	+2	+2	+1	+1	+1	+0	+0	+0	+0			

- Notes:
- 1) Each odds level higher than 13:1 adds one to the main combat die roll to a maximum of +7.
  - 2) Each forced attack at less than 1:4 odds is -2 to the main combat die roll for each odds level less than 1:4.
  - 3) If the defender does not retreat from his hex after an overrun attempt, the overrunning player immediately suffers an additional 1 Regimental Equivalent Exchange (1:).
  - 4) If an overrun is made without spending supply, add the "Additional MP Cost" to the RED roll.
  - 5) If an overrun is made using the required SPs, add the "Additional MP Cost" back if an OR(#) result occurs.
  - 6) +1 to the die for each even numbered "+ # MP" marker in the defenders hex.
  - 7) -1 to the die for each odd numbered "+ # MP" marker on any of the attackers units. (Use the highest numbered marker on a participating unit)
  - 8) Note the effects of terrain on RE based losses (Rule ???).
  - 9) All retreating units get a "# MP" equal to the terrain and ZOC costs of the hex retreated to. The hex they leave counts as screened.
  - 10) If the defender is in an entrenchment, fort, or city hex that has any combat effect, and a "Disruption" result occurs on the Main CRT, the defender halves the disruption losses and takes them as casualties instead.

**COMBAT RESULT DEFINITIONS**

**Attacker Result (Left Side of Definition):**

1 Full Value  
 ½ Half Value  
 Note: 1) The attacker may never lose more than double the defenders face value strength.

**Affecting Both Players**

RED Higher Roll "+ 1MP" marker on high roller's units  
 RED Tie Roll "+ 1MP" marker on both sides units and Attacker takes additional ¼: (REX) result  
 CA or DL: Both sides get an additional "+ 1 MP" marker  
 Casualties: Get an additional "+ 1 MP" marker (count converted disruption results as losses)  
 Equal Results: Both sides get an additional "+ 1 MP" marker

**Definitions:**

: Regimental Equivalent Exchange  
 CA Counterattack (fight immediately with no SP expenditure required and no terrain effects)\*  
 D Disruption (E if isolated) and Retreat (defender only) (may choose to convert at half rate into casualties)  
 DL Deadlock (redo in next possible combat phase)\*  
 E Elimination and Retreat  
 L Large Exchange (1-3 Attacker, 4-6 Defender)  
 ME Minimal Effect: ¼: (REX) (-2 to RED Table)  
 X Exchange  
 Note: All results which include a DR effect may convert the DR into an additional :½ (REX) at less than 3:1 odds.

**Defender Result (Right Side of Definition):**

1 Full Value  
 ½ Half Value  
 DR Defender Retreats (may convert to :½ (REX) at less than 3:1 odds)  
 OR(#) Overrun (resulting cadres/remnants are eliminated equal to # result). Extra attack may be made at end of the combat phase.  
 \* Defender may convert result to a ME if in a fortification or major city.  
 Note: Immediately reduce forts by one level after any attack of 1:2 odds or better.

