

# Combat Resolution (Basic)

Roll	1-3	1-2	1-1	2-1	3-1	4-1	5-1	Roll
1	ALX	AL2	AL2	DL2	DL2	DLX	DL4	1
	-	AR2	-	DR1	-	-	DR2	
2	AL4	ALX	-	AL2	DL2	DL2	DLX	2
	AR1	-	-	-	DR1	DR1	-	
3	ALX	-	DL2	AL2	DLX	-	DL2	3
	-	-	DR1	AR1	-	DR1	-	
4	AL2	ALX	AL2	DL2	-	DLX	DLX	4
	AR2	-	AR1	AR1	-	-	-	
5	-	AL2	ALX	-	DL2	DL2	DLX	5
	AR2	-	-	DR1	DR2	DR2	-	
6	ALX	DL2	-	-	-	DL2	DL2	6
	-	-	AR2	-	DR1	-	DR1	

\*\*\* *Combat is resolved after the Movement Phase has been completed!* \*\*\*

**AL#** - Attacker loses # CDF (Combat Defense Factors); X means all factors eliminated

**AR#** - All attacking units retreat # hexes in a straight line

**DL#** - Defender loses # CDF (Combat Defense Factors); X means all factors eliminated; Attacker may advance up to two hexes in any direction

**DR#** - Defender unit retreats # hexes in a straight line; Attacker may advance # hexes any direction. Roads are active, allowing double-distance movement.

*Note: Any units that are forced to retreat into an opponent's ZoC are destroyed.*

**Odds 6-1 or higher result in Automatic Victory and odds 1-4 or worse result in Automatic Defeat (see notes below left).**

**Odds:** To calculate odds, total the attack (CAF) factors of attackers (one or more units next to the defender), and note the defense (CDF) factor of the defender (unit under attack).

Round odds in the defender's favor (e.g., if 7 attacks 4, the odds are 1-1). **Adjust odds based on Hero Buddy cards (see right).**

The attacker rolls a die and consults the Combat Resolution table. The first row in each result block indicates factors eliminated, and the second specifies optional advance, or mandatory retreat.

**Example:** Attacker rolls 2 at 4-1 odds.

<b>DL2</b>
<b>DR1</b>

Defender loses 2 CDF  
Defender retreats 1 hex

**Retreat:** Units retreating into an enemy ZoC are eliminated (also see the *Terrain* chart). After a retreat, or defender elimination, the attacker may optionally advance a unit into the vacated hex.

**Automatic Defeat (AD):** Any attack with odds worse than 1-3 is an automatic defeat and the attacking units must be removed from the board. The defenders do not advance. Since this is a suicide mission, it is only useful for soaking off during a multi-unit attack.

**Automatic Victory (AV):** Attacker odds of 6-1 or more result in Automatic Victory and Defender Destroyed (DD). The Defender is removed and an Attacking Unit may advance two hexes through the vacated hex.

**Hero Buddy Cards:** During combat for a Hero Site, if either player has the corresponding Buddy card, it must be played after the odds have been calculated. The odds are adjusted by one in the cardholder's favor (e.g., if 2-1, the odds will change to 3-1 or 1-1). If one side gets uncontested control of the site, they keep both Site and Buddy cards. Otherwise, return the cards to the bottom of their respective decks.












If the attacker gains uncontested control of the site but the loser does not have the Buddy card, the victor rolls a die. The loser must offer that number of Buddy cards (only backs visible), and the victor draws one card.

**SPECIAL!** The #19 Margaret Stanfill card allows results to be canceled, so it may be played after any die roll and then returned to the bottom of the deck. The combat resolution results are ignored.

# Terrain Implications

**Basic Game:** Terrain has no combat effect. Units may take advantage of road hexes but are never permitted on river, sea or swamp hexes. Other hexes have no effect.

**Super & Ultra Game:** Terrain has no combat effect if both sides are on the same terrain type. Otherwise see chart below:

TERRAIN		MOVEMENT EFFECT	COMBAT EFFECT FOR UNITS ON HEX
	Beach	None. Units at Sea begin counting movement from the first beach hex. Any amount of sand constitutes a beach hex.	Minus 1 CAF (attack) or CDF (defense). Any amount of sand constitutes a beach hex.
	Bridge	Same as Road.	Minus 1 CAF (attack) or CDF (defense).
	Clear	None	None
	Medal of Honor	None	Odds improve by 1 for a player possessing the corresponding Hero Buddy card.
	Obstacle <i>Ultra only</i>	Obstacles are temporary pieces that block entry. Units forced into obstacle hexes must clear them prior to any movement or combat.	Obstacles are exempt from AV. Beach and glider obstacle CDF is 1; mines are 3.
	Railroad	None	Plus 1 CAF or CDF.
	Road	Doubled. Moving from a road hex along two more connected road hexes uses one MF. Roads have priority over other terrain types.	None
	River	Infantry must stop on first river hex; others may not enter.	Minus 1 CAF or CDF; upon retreat into this terrain, Armor and Artillery are eliminated (Artillery includes Howitzers, Anti-Tank and AA). Infantry is halved if retreating into one hex, but eliminated if required to retreat a second hex into water.
	Sea	Any units starting a turn on a sea hex must move onto land that turn or be eliminated. A hex must be at least half-covered to be sea.	
	Swamp	Infantry may move one hex per turn; others may not enter. A hex must be at least half-covered to be swamp.	
	Town	None	Plus 1 CAF or CDF.

## Ultra Game Only

Movement can be affected by the weather. See *Morale, Weather & Training Tables* for details.

**Obstacles** (have no Zone of Control and are impervious to Automatic Victory)

Mines: CDF of 2 depicts anti-personnel and anti-vehicle land mines.

Glider: CDF of 1 symbolizes wooden poles meant to impale gliders (AKA Rommel's Asparagus).

Beach: CDF of 1 represents Czech hedgehogs, iron obstacles designed to damage landing craft.

Terrain Damage: Shelling or bombing (see *Big Boom Tables*) can make terrain impassible for 1 to All turns.