

# Combat Resolution (Super & Ultra)

	Odds	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	
2	Attacker	1 -2	1 -2	2 -2	1 -1	1 -1	- 2	1 -	1 -	2
	Defender	- -	- -	- -	- -	- -	2 -3	1 -	2 -1	
3	Attacker	2 -2	1 -2	1 -2	1 -1	- 1	1 -	- 3	- 3	3
	Defender	- -	- -	- -	- -	1 -2	1 -	3 -4	4 -4	
4	Attacker	1 -2	1 -2	1 -2	2 -2	1 -	1 2	- 2	- 3	4
	Defender	- -	- -	- -	- -	1 -1	2 -3	2 -3	4 -4	
5	Attacker	2 -2	1 -2	1 -2	1 -1	- 1	1 -	- 3	- 3	5
	Defender	- -	- -	- -	- -	1 -2	1 -	3 -4	4 -4	
6	Attacker	1 -3	2 -2	- 1	1 -	- 2	1 -	- 3	1 -	6
	Defender	- 1	- -	1 -2	1 -	2 -3	1 -	3 -4	2 -1	
7	Attacker	2 -2	2 -2	2 -2	- 1	2 -1	- 2	1 2	- 2	7
	Defender	- -	- -	- -	2 -2	- -	3 -4	3 -3	3 -3	
8	Attacker	1 -2	1 -2	2 -2	1 -1	1 -1	- 2	1 -	1 -	8
	Defender	- -	- -	- -	- -	- -	2 -3	1 -1	2 -1	
9	Attacker	2 -2	1 -2	1 -	- -	1 -	- 1	1 1	- 1	9
	Defender	- -	- -	1 -	1 -1	1 -	1 -2	2 -2	2 -2	
10	Attacker	1 -2	1 -2	1 -2	2 -2	1 -	1 2	- 2	- 3	10
	Defender	- -	- -	- -	- -	1 -1	2 -3	2 -3	4 -4	
11	Attacker	2 -2	1 -2	1 -	- -	1 -	- 1	1 1	- 1	11
	Defender	- -	- -	1 -	1 -1	1 -	1 -2	2 -2	2 -2	
12	Attacker	1 -3	2 -2	- 1	1 -	- 2	1 -	- 3	1 -	12
	Defender	- 1	- -	1 -2	1 -	2 -3	1 -	3 -4	2 -1	

Dice Roll



506 Parachute  
Inf. Regiment  
"Pair-o-Dice"

**Odds 6-1 and higher are considered Automatic Victory (see notes below) and odds worse than 1-4 are Automatic Defeat (all attacking units are removed).**

Factors Elim.

Advance / Retreat

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Advance / Retreat

Dice Roll

**Odds:** To calculate odds, total the attack (CAF) factors and the defense (CDF) factors. Adjust factors for terrain and morale.

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

The attacker rolls two dice and consults the Combat Resolution table. The first column in each result block indicates factors eliminated, and the second specifies optional advance movement, (mandatory retreat if negative).

**Example:** Attacker rolls 8 at 3-1 odds.

Attack units lost	-	2	Attacker optional advance 2 hexes
Defense units lost	2	-3	Defender required retreat 3 hexes

**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 1-4 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):** During movement, attacker odds of 6-1 or more result in Automatic Victory and immediate combat resolution. The defenders are removed from the board. Attackers with defense factors equal to the removed units must move into the vacated hexes (i.e., if the defender had 2 factors, a 4-2-4 unit would

**AV cont'd:** suffice) and may not move again. If their advance places them in an opponent's ZoC, they must battle during Combat Resolution. Other attacking units may utilize any remaining movement factors as the turn continues.

**Hero Buddy Cards:** During combat for a Hero Site, if either player has the corresponding Buddy card, it is 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 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 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 and special suit *Hero Buddy* cards may be played for any combat other than AD/AV *after* the odds are set but *before* the die roll. The attacker must commit first. The results are:

- Ace: adjust odds three levels
- King: adjust odds two levels
- Queen: adjust odds two levels
- Jack: adjust odds one level
- Joker: flip the attacker/defender results (played after the die roll)

After use, return the Hero Buddy card to the bottom of the board deck.



# Big Boom Tables (Super & Ultra Only)

These tables are for Allied bombers and the big guns: Allied ships and German batteries. Any combination of these distance weapons may be used in an attack during the Movement Phase. Interdiction and shelling affects supply and transportation by attacking bridges, railroads and roads, or by clearing minefields. Attacks on enemy units reduce Combat Defense Factors.

## Bombers (All aircraft)

- Count hexes from any *Airbase England* hex to target. If the distance is over half of the bomber's range, add 2 to the AA (anti-aircraft) Attack Factors. Count Attack Factors for every AA unit with a Zone of Control hex on the route.
- GC: Roll for *Bomber Mission Attrition*. AC: Remove units.
- AC: Roll for *Boom Accuracy* (and *Direction* if required).
- AC: Roll for *Combat Resolution* based on CAF.
- GC: Remove units as designated.

## German Batteries & Allied Ships

- Attacker: Roll for *Boom Accuracy* (*Direction* if required).
- Attacker: Roll for *Combat Resolution* based on CAF.
- Defender: Remove units as designated.

## Boom Accuracy

This determines how many Combat Attack Factors (CAF) impact the target hex and where misses impact.

	RESULT
1	Flawless accuracy! All CAF on target.
2	All units move one hex in Direction rolled.
3	Half units per row 2 above; the rest per row 1
4	Flawless accuracy! All CAF on target.
5	Flawless accuracy! All CAF on target.
6	Half units per row 2 above; the rest per row 1

## Bomber Mission Attrition

Add 2 to AA CAF if distance is over half of the bomber range. Count Attack Factors for each AA Zone of Control.

AAF	0	2	4	6
1	-	2	1	2
2	1	-	2	3
3	-	1	3	1
4	-	-	1	3
5	1	1	-	2
6	-	1	2	1

## Direction

Directions start at the top right and go clockwise. Movement follows a straight line from the starting hex.

	DIRECTION
1	North-East (top right)
2	East (right)
3	South-East (bottom right)
4	South-West (bottom left)
5	West (left)
6	North-West (top left)

## Combat Resolution: Batteries, Bombers, and Ship Guns

For each result block, the defender unit losses are in the first column and interdiction results are in the second. Interdiction indicates the number of turns that the attacked hex may not be entered by either side (1, 2, 4 or All) unless either Hero #15 Engineer/Frogman card is played, immediately repairing the hex. Otherwise, place the "No entry" indicator on the hex.

CAF	1		2		4		6		8		10		12		14		16	
1	1	-	-	2	-	1	2	1	All	All	All	2	12	All	14	2	All	All
2	1	1	-	1	4	2	4	2	4	2	4	2	6	2	14	4	12	All
3	-	1	2	-	2	2	8	4	6	4	10	4	All	All	All	All	All	All
4	1	-	1	1	4	1	8	1	8	1	8	1	8	4	8	2	16	4
5	-	1	1	1	6	-	6	4	6	2	6	4	12	2	All	All	All	All
6	-	-	2	-	2	2	4	2	4	2	10	All	10	4	10	4	12	4

Loss Inter. Loss Inter. Loss Inter. Loss Inter. Loss Inter. Loss Inter. Loss Inter. Loss Inter. Loss Inter. Loss Inter. Loss Inter. Loss Inter. Loss Inter. Loss Inter.