

Battalion Combat Series: *Charts & Tables v1.1*

Engagement Table (Modified Two Dice) (7.1)

Modifiers:

Base for each side is its AV + its Action Rating
(use Supported unit for Action Rating of Support)

Firer-Only

- +1 Double OBJ Zone
- 1 Limited AV

Target-Only

- +1 Multiple Supports (Support ONLY, 7.1k)

Net Modifier = Net Firer – Net Target

Firer Loss & Traffic	Both Loss	Target Loss & Retreat
5 or less	6-8	9 or more

Firer Loss & Traffic	No Result	Target Drop*	Target Loss**
Support Inv'd: 3 or less	4-5	6-10	11 or more

Ignore a side's result if that side is out of enemy range.

If the Target is in Terrain, max range is 1 hex.

* No Result if Target is not Support.

** If Firer is Stand Off Support and Target is not Support, result is Target Loss & Retreat instead.

Traffic: Traffic Stopped marker placed in Firer's hex. (5.1g)

Barrage Table

(One Die) (8.1 & 8.3)

Situation	Loss Range
Hard Unit	6
City	5-6
Terrain and/or Prepared Defense	4-6
All Other Barrage	3-6

Roll one die per unit in Target Hex. One loss on each roll in range.

Advance after Combat (7.4)

If the Defender retreats or is eliminated, the Attacker's Action Rating unit (and only that unit) **must** advance into the defender's hex. If the Assist is *stacked* with the AR unit, it may advance as well. Other units cannot advance.

Combat Table Modifiers

Take each side's Action Rating independently plus...
(Use A R unit if unit-specific information is needed)

Common Modifiers

	DRM
Dual or Supported	+1
MSR Blocked marked	-1

Attacker-Only (Regular & Shock)

Suppression Mission	+2
Assist	+1
Double OBJ Zone	+1
Attacking Formation has Prep Def	-1
Attack from Off Map (9.3f)	+2

Shock Attack-Only (use only one)

Breakthrough AV Unit	+2
Hard Red AV Unit	+1

Defender-Only

Prepared Defense	+1
Two Units in Defender's hex	+1
Hexside Terrain	+1
Dual or Infantry in... (use only one)	
Terrain hex	+1
City hex	+2
non-Support Red AV in Open Hex	+2

Net Modifier = Net Attacker AR – Net Defender AR

Combat Table (Modified Two Dice) (7.2 & 7.3)

Roll	Loss?	Retreat?	Traffic?
4 or less	A2	-	-
5-6	A1	-	-
7-8	A1	D: Situational	Traffic
9-10	[A1]	D: Situational	Traffic
11-12	D1	D: Retreat	-
13+	D2	D: Retreat	-

A#: Attacker loses # steps from his AR unit.

D#: Defender loses # steps, first from his AR unit.

[A1]: A1 if defender has Prepared Defense, otherwise no loss.

Situational: If unit has Prepared Defense or is in (or behind) Key Terrain, defender must take a step loss and stay, otherwise must Retreat. (7.5g)

Traffic: Traffic Stopped marker if the defender is destroyed or retreats. (5.1g)

Retreats (7.5) Use the first listed which applies. *

Retreat result and Circumstances

No Safe Path * AND Leg or Truck MA -1 step per unit, no Retreat

Situational Retreat...

- ...AND Key Terrain or Prepared Defense -1 step per unit, no Retreat
- ...NOT Key Terrain or Prepared Defense Retreat 3 hexes, No Flip

Automatic Retreat AND Leg or Truck MA Retreat to/adjacent to HQ & FLIP to Move-side (see **)

All other Retreats * Retreat 3 hexes & FLIP to Move-side

* For Voluntary Retreats, each unit also suffers -1 step loss; these ignore No Safe Path. (7.5j)

** If either or both of the following are true ...

- The HQ is less than 3 hexes from the Retreating stack's hex at the moment of combat, --OR--
- The Retreating unit cannot be placed w/i 1 of the HQ without overstacking. (Apply to each unit independently in the order chosen by the owning player.)

... take the unit off the map and return it to (or adjacent to) the HQ's hex in the next Reinforcements & Weather Phase.

SNAFU Table (10.1)

Two Dice	Result
2 or less	Fail
3-6	Partial
7 or more	Pass

Dice Roll Modifiers (Apply all that apply.)

Always...

- +1 if Fresh
- 1 Coordination Marker
- Fatigue Level
- 1 Mixed Formations (10.1e)
- + Game Specific SNAFU DRMs

If Combat Trains are Legal...

- +1 if Optimal Distance*
- 1 Ghost Trains
- 1 Crossing the Streams
- 1 MSR uses Tracks

If Combat Trains are not Legal and/or Off Map...

- 3 Combat Trains not in a Legal Hex
- X if Formation has a MSR Blocked marker of Level X

*At least 5 hexes, no more than 15 hexes, see 10.3c. **Automatically** applies if the Combat Trains are in an Entry hex and the HQ is not further than 15 hexes away. If this DRM does not apply, the Combat Trains must enter and stay in Ghost.

Prepared Defense ... Best SNAFU Result is PARTIAL.

SNAFU Result Effects

Action	Pass	Partial	Fail
Objectives:			
HQ Created?	2	1	0
Recon Created?	Yes	Yes	No
Movement:			
Movement?	Yes (Truck is 1/2 MA on Mud turns)	1/2 MA	No
Voluntary Retreat?	Yes	Yes	HQ Only
Flipping from one counter side to the other?	Yes	Yes	Yes
Combat Trains?	Yes	Yes	Yes
Barrage:			
Artillery Barrage?	Yes	1/2 Arty Points *	No
Air Point Barrage?	Yes	Yes	No
Combat:			
Combat Table Attacks & Assist, Engagements, Shock Attacks, Attack by Fire?	Yes	Yes	No
Other:			
Prepared Defense?	Yes	Yes	Yes
Remove Support Dropped markers?	Yes	Yes	Yes

* Round down if needed.

Attack Sequence (7.2)

- 1) Attacker declares an Attack
- 2) Defender announces if he has a Prepared Defense and his AR unit.
- 3) Attacker identifies the Attacking and Assisting units.
- 4) Attacker's Barrage, if any.
- 5) Determine the Net Combat Table Modifier
- 6) Roll on the Combat Table

Fatigue Increase Table (10.4b)

Use the most *likely to Increase* version that applies. Roll one die if a roll is required. If none of the situations apply, there is no Fatigue Increase.

Any Combat OBJ markers placed

Increase Fatigue on a roll of 1.

The Engagement Table or Attacks by Fire used

Increase Fatigue on a roll of 1-2.

The Combat Table (Regular or Shock Attack) used

(see also 7.2j)

Increase Fatigue on a roll of 1-3.

...On any other roll, there is no increase.

Unit Capabilities Chart

Unit Type	Regular Attack (7.2)	Fire Events				Assist (7.2i)	Support Attack	Support Defense	Fire Event (4.3d)	Spot Barrage (8.1a)	2 nd Unit in Defense
		Engage (7.1)	Shock Attack (7.3) ONLY if Tac MA	Attack by Fire (8.3)							
Assault Arrow	X		X		X			X	X	X	
Red AV (1.2c)		X	X	X	X			X	X	X	
Limited AV (1.2c)		X		X	X				X	X	
Stand Off AV (1.2c)		X		X	X				X	X	
Dual	X	X	X	X	X			X	X	X	
Light AV (1.2c)		Target	X	X	X		X	X	X	X	
Red AV Support						X	X				
Limited AV Support							X				
Stand Off Support (7.1m)		X		X			X				
Unprepared (1.2d)									X	X	
HQ (9.1)									X		
Combat Train (10.3)											