

Battalion Combat Series: *Charts & Tables v1.2*

Engagement Table (Modified Two Dice) (7.1)

Modifiers:

Base for each side is its AV + its Action Rating

Use the 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**
3 or less	4-5	6-10	11 or more

Support Inv'ld: **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 **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 the AR unit when unit-specific information is needed.

Common Modifiers

	DRM
Dual or Supported	+1
MSR Blocked marked	-1

Attacker-Only (Regular & Shock)

Suppression Mission	+2
Assist <small>(Regular Attacks ONLY)</small>	+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... <small>(use only one)</small>	
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: Apply marker if the defender is destroyed or retreats. (5.1g)

Retreats (7.5)

Use the first listed which applies, see below regarding Voluntary Retreats. See also HQs (9.1f) and Combat Trains (10.3d).

Retreat result and Circumstances

No Safe Path * AND Leg or Truck MA

Execution

-1 step per unit, NO Retreat

Situational Retreat...

...AND *Key Terrain* or *Prepared Defense*

...NOT *Key Terrain* or *Prepared Defense*

-1 step per unit, NO Retreat
Retreat 3 hexes & FLIP to Move-side

Automatic Retreat AND Leg or Truck MA

See Box at Right...

Retreat to/adjacent to HQ & FLIP to Move-side

All other Retreats

Retreat 3 hexes & FLIP to Move-side

For Voluntary Retreats, each unit also suffers -1 step loss and applies the "All other Retreats" as Safe Path does not apply to them. (7.5j)

If either or both of the following are true for Automatic Retreats with Leg or Truck MA...

- 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 owning player's chosen order.)*

... 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

	Pass	Partial	Fall
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
- 7) Apply results (Losses, Retreats, Advances)

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 or the roll is out of the range given, there is no Fatigue Increase.

Place any Combat OBJ markers?	Fatigue on a roll of 1 .
Any Engagements or Attacks by Fire?	Fatigue on a roll of 1-2 .
Was the Combat Table Used?	Fatigue on a roll of 1-3 .

Unit Capabilities Chart

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