

Surprise Modifier (9.8) Roll two dice, add Action Rating differential for the combat.
Overrun Attack:
 ...if 9 or more, Attacker gains Surprise
 ...if 6 or less, Defender gains Surprise

Regular Attack:
 ...if 10 or more, Attacker gains Surprise
 ...if 5 or less, Defender gains Surprise

Modifier: Add 1 to the defender's Action Rating if the defending units occupy a Hedgehog of any Level. If a player has surprise, roll one die and shift that many columns in that player's favor.

Combat Supply (9.5)
Attacker: 1T per attacking step (DAK 2-step brigades cost 1T.)
Defender: 2T per combat (if 1 RE or less, cost is 1T.)

Internal Stocks. (12.10) Units can use Internal Stocks only if on-map supply is unavailable. After using Internal Stocks in one combat, mark a unit Low; after its next combat using Internal Stocks mark them Exhausted. Low and Exhausted units **must** pay SPs to remove these markers in the soonest Supply Phase where this is possible (12.10e).

Note: Units which do not have their full combat supply available cannot attack. Defenders always have the option to withhold combat supply and defend at x/2.

COMBAT TABLE

(Two Dice)

| | | | | | | | | | | | | | | |
|-------------------|-----|-----|-----|-----|-----|-----|------|------|------|------|------|------|------|--|
| <i>Extr Close</i> | 1:2 | 1:1 | 2:1 | 3:1 | 4:1 | 8:1 | 12:1 | 16:1 | 20:1 | 28:1 | 36:1 | 44:1 | 52:1 | |
| <i>Very Close</i> | 1:3 | 1:2 | 1:1 | 2:1 | 3:1 | 4:1 | 6:1 | 9:1 | 12:1 | 15:1 | 18:1 | 21:1 | 24:1 | |
| <i>Close</i> | 1:4 | 1:3 | 1:2 | 1:1 | 2:1 | 3:1 | 4:1 | 6:1 | 8:1 | 10:1 | 12:1 | 15:1 | 18:1 | |
| <i>Open</i> | 1:5 | 1:4 | 1:3 | 1:2 | 1:1 | 2:1 | 3:1 | 4:1 | 5:1 | 7:1 | 9:1 | 11:1 | 13:1 | |

| | | | | | | | | | | | | | | |
|-------------------|-------|-------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|-------------------|
| 1 or less | AL2 | AL2 | AL2 | AL2 | AL2 | AL2 | AL2 | AL1o1 | AL1o1 | AL1o1 | AL1 | AL1 | AL1 | 1 or less |
| 2 | AL2 | AL2 | AL2 | AL2 | AL2 | AL2 | AL1o1 | AL1o1 | AL1o1 | AL1 | AL1 | Ao1 | Ao1 | 2 |
| 3 | AL2 | AL2 | AL2 | AL2 | AL2 | AL1o1 | AL1o1 | AL1o1 | AL1 | AL1 | Ao1 | Ao1 | Ao1 | 3 |
| 4 | AL2 | AL2 | AL2 | AL2 | AL1o1 | AL1o1 | AL1o1 | AL1 | AL1 | Ao1 | Ao1 | Ao1 | Ao1 e4 | 4 |
| 5 | AL2 | AL2 | AL2 | AL1o1 | AL1o1 | AL1o1 | AL1 | AL1 | Ao1 | Ao1 | Ao1 | Ao1 e4 | Ae4 | 5 |
| 6 | AL2 | AL2 | AL1o1 | AL1o1 | AL1o1 | AL1 | AL1 | Ao1 | Ao1 | Ao1 | Ao1 | Ae4 | Ae4 | 6 |
| 7 | AL1o1 | AL1o1 | AL1o1 | AL1o1 | AL1o1 | AL1 | Ao1 | Ao1 | Ao1 | Ao1 | Ao1 e4 | Ae4 | Ae3 | 7 |
| 8 | AL1o1 | AL1o1 | AL1o1 | AL1o1 | AL1 | Ao1 | Ao1 | Ao1 | Ao1 | Ao1 e4 | Ae4 | Ae4 | Ae3 | 8 |
| 9 | AL1o1 | AL1o1 | AL1o1 | AL1 | Ao1 | Ao1 | Ao1 | Ao1 | Ao1 e4 | Ae4 | Ae4 | Ae3 | Ae3 | 9 |
| 10 | AL1o1 | AL1o1 | AL1 | Ao1 | Ao1 | Ao1 | Ao1 | Ao1 e4 | Ae4 | Ae4 | Ae3 | Ae3 | Ae2 | 10 |
| 11 | AL1o1 | AL1 | Ao1 | Ao1 | Ao1 | Ao1 | Ao1 | Ae4 | Ae4 | Ae3 | Ae3 | Ae3 | Ae2 | 11 |
| 12 | AL1o1 | Ao1 | Ao1 | Ao1 | Ao1 | Ao1 | Ao1 e4 | Ae4 | Ae3 | Ae3 | Ae3 | Ae2 | Ae2 | 12 |
| 13 | Ao1 | Ao1 | Ao1 | Ao1 | Ao1 | Ao1 e4 | Ae4 | Ae3 | Ae3 | Ae3 | Ae2 | Ae2 | Ae2 | 13 |
| 14 | Ao1 | Ao1 | Ao1 | Ao1 e4 | Ao1 e4 | Ae4 | Ae3 | Ae3 | Ae3 | Ae2 | Ae2 | Ae2 | Ae2 | 14 |
| 15 or more | Ao1 | Ao1 | Ao1 e4 | Ae4 | Ae4 | Ae3 | Ae3 | Ae2 | Ae2 | Ae2 | Ae2 | Ae2 | Ae2 | 15 or more |

Combat Sequence Summary (9.2)

- 1) The attacker identifies the defending and attacking hexes.
- 2) Both players expend required SPs (see Supply Tables). The defender can spend no supply and defend at half strength.
- 3) The attacker identifies his Action Rating unit, followed by the defender identifying his.
- 4) The defender announces terrain choices (9.3b) and players determine the initial odds.
- 5) Using each side's Action Rating unit, determine the Dice Roll Modifier (9.6).
- 6) Roll two dice to determine Surprise. Modify the odds column as per 9.8.
- 7) Roll two dice, modify by the DRM in 9.6, to determine the result.
- 8) Execute the results—attacker first, then the defender.

Explanation of Results:
A: Attacker, **D:** Defender
L#: Loss Number, lose # steps.
o#: Option Number, retreat or step loss option.
DG: Defender is disorganized.
e#: Attackers with action ratings of # or more are exploitation marked. Does not apply to HQs. (These apply only in the Combat Segment of the Combat Phase.)

- 1) If the attacker takes his option as a retreat void any exploitation result.
- 2) The defender can ignore his options if the attacker chooses to use an option to retreat or if the attacker is destroyed before taking any options. The defender can **choose** to apply his full option even if negated by this rule.
- 3) Any unit which retreats 2 or more hexes is DG on entering the second hex.

No attack involving three or more attacking hexes OR any two non-adjacent hexsides **ever** generates an exploit result. Ignore any "e" result in such an attack, but apply the remaining results normally.

Standard Action Rating Die Roll Modifier (9.6):

Action Rating of selected Attacking Unit — Action Rating of selected Defending Unit — Hedgehog Level (if the Defender has a Hedgehog) = DRM