

Four Lost Battles

BOMBARDMENT TABLE

Bombardment Strength:					
Die Roll	8+	6-7	4-5	2-3	1
-1, 0	•	•	•	•	•
1	Dr	•	•	•	•
2	Dr	Dr	•	•	•
3	Dr	Dr	•	•	•
4	Dr	Dr	Dr	•	•
5	1E	Dr	Dr	Dr	•
6	1E	1E	Dr	Dr	Dr
7	1E	1E	1E	Dr	Dr

KEY: 1E = Eliminate one non-vedette unit, • = no effect
 Reduce Bombardment Strength by one-half at 3-hex range
MODIFIERS: If target will be charged this turn, add one to die.
Weather: Mud, -2.



COMBAT RESULTS TABLE

Die	Probability Ratio (Odds) Attacker:Defender												Die
Roll	1:5+	1:4	1:3	1:2	1:1.5	1:1	1.5:1	2:1	3:1	4:1	5:1	6+:1	Roll
1	Ar*	Sk	Dr	Dr	Dr	Dr2	Dr2	Dr2	Dr3	De	De	De	1
2	Ar2	Ar*	Sk	Dr	Dr	Dr	Dr	Dr2	Dr2	Dr4	De	De	2
3	Ae	Ar2	Ar*	Sk	Sk	Dr	Dr	Dr	Dr2	Dr3	Dr3	De	3
4	Ae	Ar3	Ar2	Ar*	Sk	Sk	Dr	Dr	Dr	Dr2	Dr2	Dr2	4
5	Ae	Ae	Ar3	Ar2	Ar*	Ar*	Sk	Sk	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar3	Ar2	Ar2	Ar*	Ar*	Sk	Ex	Ex	Ex	6

Attacks at greater than 6:1 are treated as 6:1; Attacks at worse than 1:5 are treated as 1:5. "Ar*" may be Shock.
 If you obtain a "SK" (Shock) Result, proceed to compare the Initiative Ratings of the best units on either side on the Shock Combat Table, and apply the Combat Result (see 11.4)

CHARGE CRT

Die	Probability Ratio (Odds) Attacker: Defender			
Roll	1:1	1:2	1:3	1:4
1	OR	OR	OR	OR
2	OR	OR	OR	Ae
3	OR	OR	Ae	Ae
4	OR	Ae	Ae	Ae
5	Ae	Ae	Ae	Ae
6	Ae d0	Ae d0	Ae d1	Ae d1

KEY: OR = Overrun; Ae = Attacker Elim;
 d0, or d1 = Target may move zero or 1 MP next turn.
 Odds over 1:1, treat as 1:1; worse than 1:4 not allowed.
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SHOCK COMBAT TABLE

Highest Initiative: Attacker		1	2	3	4+
Defender	1	Ex	Dr	Dr2	Dr3
	2	Ar	Ex	Dr	Dr2
	3	Ar2	Ar	Ex	Dr
	4	Ar3	Ar2	Ar	Ex

The Combat Result is interpreted according to 11.4.
MODIFIER: Increase Attacker's Initiative by one if combat was resolved at 3:1 odds on CRT.