



6-Mar	7-Mar	9-10-Mar	13-Mar
1			
2	VI, IX, X	VI, X, XI	VI, IX, XI
3	II Pr	II Pr	X, II Pr
4	I Pr	I Pr	I Pr II/2 Pr
5	C	C	C
6			
7			
8			VIII
9			
10	III Pr	III Pr	III Pr
11			
12			

6-Mar	7-Mar	9-10-Mar	13-Mar
13		MB	
14	MB	MB	Z
15			
16	Z	Z	
17			
18			
19			
20			
21			
22			
23			
24			

HOW TO USE THE CASUALTY RECORD TRACKS

Each Formation has a “Casualty Level Marker.” As units are eliminated, the Owning Player adjusts this marker to reflect strength points lost by moving it a number of spaces on the track equal to each eliminated unit’s *full* Combat Strength. A Formation becomes Demoralized at the instant its Casualty Level marker reaches or exceeds its Demoralization Level (the space containing its Command Designation printed on the Casualty Track).

When an eliminated Combat Unit is Reorganized (22.2), that Formation’s Casualty Level marker is reduced by an amount equal to the unit’s full (not reduced) Combat Strength. If the unit is eliminated again then the Casualty Level Marker should be increased by that same amount (the unit’s Full Combat Strength). The moment the Casualty Marker for that Formation moves below its Demoralization Level, the Formation is recovered from Demoralization.

Pr=Prussian; all others=Russian

COMBAT RESULTS TABLE (CRT)

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	Die Roll
1	Ar	Ar	Dr	Dr	Dr	Dr2	Dr2	Dr2	Dr3	De	De	De	1
2	Ar2	Ar	Ar	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*	Ar*	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* or Dr* may be Shock (Sk). If you obtain a 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.