

1 Combat Command 2 Charts and Tables

This section covers the inner workings of Combat Command 2 and is for those who want to know exactly how the game arrives at its conclusions.

And now for the disclaimer ... where it says 'exactly' what I really mean is the best guess based on what is in the current official manual. The manual has a lot of information in it but 'as is' there is plenty of scope for confusion due to inconsistencies and, possibly, typos in the text. Therefore what follows is my interpretation of what I think the manual is saying.

Hopefully this Player-created manual will be reviewed by the Developers and any inaccuracies will be picked up, pointed out and amended.

Saying all that there is still a benefit for updating the current manual's text. The order of information does not always appear to flow correctly, so if nothing else I've attempted to rewrite the text so it is in a logical order.

Finally, while some of the details may not be quite right, there is still a lot that can be gleaned from this document on what, for example, is affecting the artillery and direct fires. So it is worth reading.

This is a Work in Progress, to date I have updated the following sections from Chapter 10 of the Manual:

- Terrain & Movement Cost
- Quality Check
- Artillery Fire
- Small Arms / High Explosive Direct Fire
- Antitank Direct Fire
- Assault
- Withdrawal

Still to do, in no particular order, are:

- Paradrops
- Amphibious Landings

1.1 Terrain & Movement Cost

- Units may not attack into hexes they may not move into BUT units may move and attack into terrain along a road
- There are 3 Terrain Types: Base (B); Overlay (O) and Hexside (H)
- There are 4 Terrain Levels: 0 - 3, i.e. Ground to Mountain

| Terrain | Terrain | | Movement Point Cost ^{A,B} | | | Strength Modifier / Multiplier for Unit in hex | | |
|-----------------------------|---------|-------|------------------------------------|------------------|------------------|--|--------|----------|
| | Type | Level | Leg | Wheel | Track | Defense | Attack | Antitank |
| Clear | B | 0 | 3 / 2 | 3 / 2 | 3 / 2 | | | x 1 |
| Uneven | B | 0 | 4 / 2 | 6 / 3 | 6 / 3 | + 30% | + 30% | |
| Bocage | B | 0 | 6 / 3 | 9 / 5 | 9 / 5 | + 30% | + 30% | x 3 |
| Swamp | B | 0 | 9 / 5 | NE | NE | + 25% | - 25% | |
| Salt Marsh | B | 0 | 6 / 3 | NE | NE | | | |
| Beach | B | 0 | 4 / 2 | 6 / 3 | 6 / 3 | | | |
| Sea | B | 0 | NE | NE | NE | | | |
| High Ground | B | 1 | 4 / 2 | 5 / 3 | 3 / 2 | + 10% | + 10% | |
| Rough | B | 2 | 4 / 2 | 5 / 3 | 3 / 2 | + 20% | + 20% | |
| Mountains | B | 3 | 7 ^C / 4 | NE | NE | + 50% | + 50% | x 3 |
| Primary Road ^D | O | n/a | 1 | 1 | 1 | | | |
| Secondary Road ^D | O | n/a | 2 | 1 | 2 | | | |
| Orchard | O | n/a | + 1 | + 3 | + 3 ^E | | | |
| Woods | O | n/a | + 1 | + 6 | + 6 ^E | + 20% | + 20% | x 2 |
| Town | O | n/a | 0 | 0 | 0 | + 10% | + 10% | x 2 |
| City | O | n/a | + 1 | + 3 | + 3 | + 30% | + 30% | x 3 |
| Fort | O | n/a | 0 | + 3 | + 3 | +60% | + 60% | x 3 |
| Airfield | O | n/a | 0 | 0 | 0 | | | |
| Dragon's teeth ^F | O | n/a | + 1 | NE | NE | | | |
| Minefield | O | n/a | 0 | 0 | 0 | | | |
| Stream | H | n/a | + 3 | + 6 | + 3 | + 10% | + 10% | |
| River | H | n/a | + 6 | + 3 ^G | + 3 ^G | + 25% ^H | + 25% | |
| Escarpment | H | n/a | All MPs ^I | NE | NE | - 75% | - 75% | |
| Wadi | H | n/a | 6 / 5 | 12 / 11 | 12 / 11 | + 10% | | |

^A = Movement Point (MP) cost to enter hex in Attack posture / Travel or Move posture

^B = NE is No Entry

^C = Mountain Troops in Attack posture enter at 6 MPs

^D = Movement cost into hex on road; Base Terrain does not affect the movement

^E = Tracked units in Attack posture take a Quality Check on exit from hex; failure of check results in + 1 to Disruption

^F = Dragon's Teeth can be removed by Engineer units

^G = Tracked and Wheeled units can cross rivers in Attack posture only along roads and bridges

^H = Defense Strength if ANY attackers are attacking across a river

^I = Mountain Troops & Commandos may enter hex using 50% of MPs

1.2 Quality Check

- A Quality Check (QC) can be called as part of any combat resolution
- A QC comprises 2 parts ...
 1. Determine if the QC is passed or failed
 2. Determine the disruption effect on the unit if the QC is failed

1.2.1 Determine if the QC is passed or failed

- To determine the QC outcome a Modified D100 roll is compared against the Unit Quality, expressed as a percentage (Quality %)
- IF Modified D100 > Quality % THEN QC Failed
 - Modified D100 = D100 + (Hits taken by Unit x 10)
 - Quality % = Unit Quality x 10

1.2.2 Determine the disruption effect

IF QC Failed THEN (Modified D100 – Quality %) = Difference

| Difference | ≤ 20 | > 20 and ≤ 40 | > 40 and ≤ 60 | > 60 |
|---------------------------|------|---------------|---------------|------|
| Update to Unit Disruption | +1 | +2 | +3 | +4 |

1.3 Artillery Fire

- Artillery fires are performed to either aid an Assault or as a Bombardment of enemy units
- The type of artillery fire **WILL** affect the effectiveness of the fire
 - If the fire is to aid an **Assault** there is **NO EFFECT** on effectiveness
 - If the fire is a **Bombardment** the effectiveness is **REDUCED**; amount is dependent on available information for the target units
- Artillery fire comprises 2 steps ...
 1. Determine the effectiveness of the fire – expressed as a Result Value (RV)
 2. Resolve effects of the fire on units in the target hex

1.3.1 Determine the effectiveness of the fire

- A Result Value (RV) is derived from the Artillery Resolution Table (ART); requiring a Total Bombardment Value (TBV), a D10 roll and possible Column Shift dependent upon artillery fire type
 - Total Bombardment Value (TBV) is the sum of the Modified Bombardment Strength (MBS) of **EACH** artillery unit involved in the fire
 - ❖ MBS = Bombardment Strength x Quality x Disruption multiplier

| Unit Disruption | 0 | 1 | 2 | 3 | 4 |
|-----------------|------|------|------|------|------|
| Multiplier | 1.00 | 0.75 | 0.50 | 0.25 | 0.00 |

- If the fire is to aid an **Assault** there is **0 Column Shift** on the ART
- If the fire is a **Bombardment** the effectiveness is dependent on available information on the target units
 - ❖ Unit has Fully Known status = **-1 Column Shift** on the ART
 - ❖ Unit has Limited or Fog of War status = **-2 Column Shift** on the ART

Artillery Resolution Table (ART)

| Roll | Total Bombardment Value | | | | | | | | | |
|------|-------------------------|---------|---------|---------|---------|----------|-----------|-----------|-----------|-------|
| | <15 | 15 - 35 | 36 - 55 | 56 - 75 | 76 - 95 | 96 - 115 | 116 - 135 | 136 - 175 | 176 - 215 | > 215 |
| 1 | 5 | 6 | 7 | 7* | 8 | 8* | 9 | 9* | 10 | 10* |
| 2 | 4* | 5* | 6* | 7 | 7 | 7* | 8* | 9* | 9* | 10 |
| 3 | 4 | 5 | 6 | 6 | 6* | 7 | 8 | 9 | 9* | 9* |
| 4 | 3* | 4* | 5* | 5* | 6 | 6* | 7 | 8* | 9 | 9* |
| 5 | 0 | 4 | 5 | 5 | 5* | 6 | 6* | 8 | 8* | 9 |
| 6 | 0 | 0 | 4 | 4* | 4* | 5 | 6 | 7* | 8 | 8* |
| 7 | 0 | 0 | 0 | 4 | 4 | 4* | 5* | 7 | 7* | 8 |
| 8 | 0 | 0 | 0 | 0 | 3* | 4 | 5 | 6* | 7 | 7* |
| 9 | 0 | 0 | 0 | 0 | 0 | 3 | 4 | 6 | 6* | 7 |
| 10 | 0 | 0 | 0 | 0 | 0 | 0 | 3* | 5* | 6 | 6* |

1.3.2 Resolve effects of the fire

- IF RV > 0 then the effect resolution comprises 2 aspects – Quality Check and Hits

Quality Check

- IF RV has a * suffix THEN **ALL** units in target hex perform QC with a D100 modifier of +10
- IF RV has no suffix THEN **ALL** units in target hex perform QC

Hits

- **ALL** units in target hex have a Defense Value (DV) derived from the terrain, which is further modified dependant upon the unit's properties

| Terrain | Defense Value |
|-------------|---------------|
| Clear | 5 |
| Bocage | 6 |
| High Ground | 6 |
| Rough | 6 |
| Salt Marsh | 6 |
| Swamp | 6 |
| Uneven | 6 |
| Beach | 7 |
| Mountains | 7 |

| Terrain | DV Modifier |
|-------------------|-------------|
| Orchard | + 0 |
| Woods | - 1 |
| Town | + 0 |
| City ^A | 7 |
| Fort | + 3 |

^A =City is an Overlay Terrain but as assumed to cover the majority of the hex it confers the Defense Value for the hex

| Unit Properties | DV Modifier |
|-----------------------|-------------|
| Non-armoured | -1 |
| Armoured | +2 |
| Fortification Level 1 | +1 |
| Fortification Level 2 | +2 |
| Fortification Level 3 | +3 |
| Dispersed | +1 |

- The number of Hits taken by the units in the target hex is calculated:

- ❖ D10 roll – smallest DV = Difference

| | | | | |
|----------------|-----|--------|--------|-----|
| Difference | < 1 | 1 or 2 | 3 or 4 | ≥ 5 |
| Number of Hits | 0 | 1 | 2 | 3 |

- Allocate the Hits to units with a $DV \leq RV$

- ❖ If multiple hits are to be allocated, each eligible unit takes 1 Hit before any unit takes a second Hit according to ascending DV value

1.4 Small Arms / High Explosive Direct Fire (HEDF)

- Infantry and Armour units **CAN** conduct HEDF against unarmoured units
- HQ, Artillery & Antitank units **CANNOT** conduct HEDF
- HEDF can occur in the Direct Fire phase **OR** as Opportunity Fire (OpFire) during the Movement phase
- Infantry units **MUST** be in Defend posture to execute HEDF during the Direct Fire phase or as OpFire
- Armoured units **MUST** be in Defend posture to conduct HEDF during the Direct Fire phase **BUT** can be in the Defend or Attack posture when executing OpFire
- All units have a **SINGLE** HEDF event only during a Game Turn, either in the Direct Fire phase **OR** as OpFire
- All units only make 1 shot during the HEDF
- Armoured, Armoured Infantry and Machine Gun units have a HEDF range of 3 hexes
- All other Infantry units have a HEDF range of 2 hexes
- HEDF comprises 2 parts ...
 1. Determine if HEDF hits target
 2. Determine HEDF effect if target hit

1.4.1 Determine if HEDF hits target

- To determine if HEDF hits Target a D100 is compared to a Modified Hit Number
- IF $D100 \leq$ Modified Hit Number THEN Result = Hit
- To calculate Modified Hit Number ...
 - Starting Hit Number = 100
 - Starting Hit Number adjusted with following multipliers ...

| | | | | |
|-------------|------|------|------|------|
| Range (hex) | 0 | 1 | 2 | 3 |
| Muliplier | 1.00 | 0.75 | 0.50 | 0.25 |

| | | | | | |
|---------------------|------|------|------|------|------|
| Attacker Disruption | 0 | 1 | 2 | 3 | 4 |
| Muliplier | 1.00 | 0.75 | 0.50 | 0.25 | 0.00 |

| | | | | | | | | | | |
|------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Attacker Quality | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Muliplier | 0.1 | 0.2 | 0.3 | 0.4 | 0.5 | 0.6 | 0.7 | 0.8 | 0.9 | 1.0 |

| | | | | | | |
|----------------|--------|--------|--------|---------|----------|-----------|
| Target Posture | Travel | Attack | Defend | Reserve | Withdraw | Dispersed |
| Muliplier | 1.50 | 1.25 | 1.00 | 1.00 | 1.00 | 1.00 |

| | | Multiplier |
|-----------------|---------------------------------|------------|
| Attacker is ... | Firing machine gun | 1.25 |
| | Dispersed | 0.25 |
| Target is ... | Dug in | 0.50 |
| | In Fortified hex | 0.50 |
| | In non-clear OR non-high ground | 0.50 |

1.4.2 Determine HEDF effect if Target hit

IF Result = Hit THEN (Modified Hit Number – D100) = Difference

| Difference | ≤ 15 | > 15 and ≤ 30 | > 30 |
|------------------|------|---------------|-------|
| Effect on Target | QC | QC + 10 | 1 Hit |

1.5 Antitank Direct Fire (AtDF)

- Antitank and Armor units **CAN** conduct ATDF
- Infantry, Artillery & HQ units **CANNOT** conduct ATDF
- A unit may fire on a Fog of War unit, i.e. not knowing what type of unit it is firing at
 - If an AT unit fires at a non-armored Fog unit the shot automatically misses
- ATDF can occur in the Direct Fire phase **OR** as Opportunity Fire (OpFire) during the Movement phase
- Antitank units **MUST** be in Emplaced posture to execute ATDF during the Direct Fire phase or as OpFire
- Armored units **MUST** be in Defend posture to conduct ATDF during the Direct Fire phase **BUT** can be in the Defend or Attack posture when executing OpFire
- All units have a **SINGLE** ATDF event only during a Game Turn, either in the Direct Fire phase **OR** as OpFire
- The number of shots a unit makes in ATDF = number of remaining unit hits
- All Armored and Antitank units have a ATDF range of 3 hexes
- ATDF comprises 4 parts ...
 1. Calculate the firing unit's Antitank Value (AtV)
 2. Determine Hit Number for the ATDF
 3. Determine if the ATDF hits Target
 4. Determine effect of ATDF if Target hit

1.5.1 Calculate the Firing Unit's Antitank Value

- $AtV = (\text{Antitank Strength} / \text{Number of remaining Unit Hits}) \times \text{Quality} \times \text{Disruption multiplier}$

| Unit Disruption | 0 | 1 | 2 | 3 | 4 |
|-----------------|------|------|------|------|------|
| Multiplier | 1.00 | 0.75 | 0.50 | 0.25 | 0.10 |

1.5.2 Determine Hit Number

- Determine the Hit Number based on ATV and Range to target

| AtV | Range (hex) | | |
|---------|-------------|----|----|
| | 1 | 2 | 3 |
| <15 | 80 | 30 | 10 |
| 15 - 19 | 82 | 32 | 12 |
| 20 - 24 | 84 | 34 | 14 |
| 25 - 29 | 88 | 38 | 18 |
| 30 - 34 | 90 | 40 | 20 |
| 35 - 39 | 90 | 43 | 23 |
| 40 - 44 | 90 | 47 | 27 |
| 45 - 49 | 90 | 50 | 30 |
| 50 - 54 | 90 | 53 | 33 |
| 55 - 59 | 90 | 56 | 36 |
| ≥ 60 | 90 | 60 | 40 |

- IF Target is **NOT** in **Clear OR High Ground** THEN Hit Number is modified to **50%** of initial value

1.5.3 Determine if ATDF hits Target

- Compare a D100 roll to Hit Number
- IF D100 roll ≤ Hit Number THEN Target HIT and need to determine effect of shot
- IF D100 roll > Hit Number THEN Target MISS
 - IF any remaining shots THEN repeat D100 roll

1.5.4 Determine effect of ATDF if Target hit

- Calculate the Kill Number
 - Kill Number = (AtV x Range multiplier) + D50 roll

| 1 | 2 | 3 |
|------|------|------|
| 1.00 | 0.85 | 0.66 |

- Compare modified Kill Number to target's Armour Value
 - IF Target is in Travel posture THEN Armour Value modified to **50%** of initial value
 - Kill Number - Armour Value = Difference

| Difference | < 5 | 5 to 15 | 16 to 30 | > 30 |
|------------------|-----------|---------|----------|-------|
| Effect on Target | No effect | QC | QC + 10 | 1 Hit |

1.6 Assault

- Each assault comprises some/all the following steps in sequence:
 - Artillery Fire
 - ❖ All artillery fire for each side is combined into a single artillery attack
 - ❖ Results are applied at this point
 - OBS Support
 - ❖ OBS fire is executed with ONLY 1 OBS attack allowed per assault
 - ❖ Results are applied at this point
 - Air Support
 - ❖ All Air Support attacks are executed with ONLY 1 air attack allowed per assault
 - ❖ Results are applied at this point
 - Ground Assault
 - ❖ Determine the Ground Assault Odds (GAO)
 - ❖ The effects of the Artillery, OBS and Air Support are applied to the affected units BEFORE the ground assault odds are calculated
 - Resolve the ground assault using the Combat Results Table (CRT)
 - ALL units involved in ground assault that suffered an increase in disruption check to see if they should withdraw
 - Withdrawal – as appropriate, attacking units and then defending units withdraw
 - Advance - as appropriate, attacking units and then defending units advance

1.6.1 Determine the Ground Assault Odds

- Calculate the Assault Attack Value (AAV) of each attacking unit ...
 - $AAV = \text{Attack Strength} \times \text{Quality} \times \text{Modifying Factors}$
- Calculate the Assault Defense Value (ADV) of each defending unit ...
 - $ADV = \text{Defense Strength} \times \text{Quality} \times \text{Modifying Factors}$
- Total all AAVs and ADVs
- $\text{Ground Assault Odds} = AAV_{\text{total}} / ADV_{\text{total}}$

1.6.2 Ground Assault Odds Modifying Factors

1.6.2.1 Disruption level of unit

- Disruption affects Attack, Defense & Antitank Strength

| Disruption Level | 0 | 1 | 2 | 3 | 4 ^A |
|------------------|------|------|------|------|----------------|
| Multiplier | 1.00 | 0.75 | 0.50 | 0.25 | 0.10 |

^A = Attacking units with a disruption level of 4 **CANNOT** assault

1.6.2.2 Fortification level of unit

- Fortification affects Defense & Antitank Strength

| Fortification Level | 0 | 1 | 2 | 3 |
|-------------------------|------|---------------------------|---------------------------|---------------------------|
| Multiplier ^A | 1.00 | 1.30 or 1.15 ^A | 1.50 or 1.25 ^A | 1.60 or 1.30 ^A |

^A = If attacking force contains an Engineer unit the fortification multiplier is reduced

1.6.2.3 Posture of unit

- The posture of the attacking and defending units adjusts the unit's strength characteristics

- HQ, Infantry, Armour & Antitank units

| Posture | Attack | Defense | Antitank |
|---------|--------|-------------|----------|
| Attack | 100% | 100% | 0% |
| Defend | 0% | 100% | 100% |
| Reserve | 0% | 50% | 100% |
| Travel | 0% | 125% | 100% |

- Artillery units

| Posture | Bombardment | Defense | Antitank |
|----------|-------------|---------|----------|
| Emplaced | 100% | 0% | 100% |
| Move | 0% | 100% | 0% |

- Dispersed units

| Posture | Attack | Defense | Antitank |
|-----------|--------|---------|----------|
| Dispersed | 25% | 75% | 0% |

1.6.2.4 Additional modifiers for unit

- See Terrain & Movement Cost section for additional unit strength modifiers/multipliers derived from hex terrain
 - IF any Engineer units in attacking group THEN halve all terrain modifiers for Fort, City, Bocage and River

1.6.2.5 Multiple Hex Attacks

- Assaulting from multiple hexs modifies the Attack Strength of **ALL** assaulting units

| Number of hex | 2 | 3 | 4 | 5 | 6 |
|---------------|-------|-------|-------|-------|-------|
| Modifier | + 10% | + 20% | + 30% | + 40% | + 50% |

1.6.3 CRT D10 roll modifier

- For each ground assault the average quality difference between sides is calculated and converted into a D10 roll modifier
- The difference is on a per hit basis NOT a per unit basis
 - For example, the Attacker Quality_{average} for 2 units (Unit 1 [3 Hits & Quality of 6] and Unit 2 [2 Hits & Quality of 7])
 - ❖ $((\text{Unit 1 Hits} \times \text{Quality}) + (\text{Unit 2 Hits} \times \text{Quality})) / (\text{Unit 1 Hits} + \text{Unit 2 Hits})$
 - ❖ $((3 \times 6) + (2 \times 7)) / (3 + 2) = 6.4 \dots$ assume rounded to 6
- Difference = Attacker Quality_{average} – Defender Quality_{average}

| Difference | ≥ 5 | +4 or +3 | +2 or +1 | -1 or -2 | -3 or -4 | ≥ -5 |
|--------------|-----|----------|----------|----------|----------|------|
| D10 modifier | - 3 | - 2 | -1 | + 1 | + 2 | + 3 |

1.6.4 Ground Assault CRT Column Shifts

- IF attacking units DO include Armour on a Clear hex AND defending units DO NOT include an Armour OR Antitank unit THEN attacker gain a **+1 Column Shift**
 - For **American combined Armour-Infantry assaults**
 - ❖ IF attacking units include Armour AND Infantry THEN EACH armoured unit takes a QC
 - ❖ IF ANY QC is passed then the assault is eligible for the +1 Column Shift
- IF attacking units DO NOT include Armour on a Clear hex AND defending units DO include an Armour unit THEN defender gains a **-1 Column Shift**

Combat Results Table (CRT) for Ground Assault

| D10 | ≤ 0.3 | < 1.0 | < 1.5 | < 2.0 | < 3.0 | < 4.0 | < 5.0 | < 6.0 | < 7.0 | ≥ 7.0 |
|-----|--------|--------|--------|--------|--------|--------|--------|--------|--------|--------|
| -2 | DD | DD | D1/DD1 | D1/DD2 | D2/DD2 | D2 | D3/DD1 | D3/DD1 | D3 | D3/DD1 |
| -1 | AD/DD | D1 | D1/DD1 | D1/DD1 | D2/DD1 | D2/DD1 | D3/DD | D3/DD1 | D3/DD2 | D3 |
| 0 | AD1/DD | DD | D1/DD1 | D1/DD2 | D1 | D2/DD2 | D3 | D3/DD | D3/DD1 | D3/DD2 |
| 1 | AD | AD/DD | DD | DD1 | D1/DD2 | D1/DD2 | D2/DD2 | D3 | D3/DD | D3/DD1 |
| 2 | A1/AD | AD1/DD | DD | DD2 | D1/DD | D1 | D2/DD | D2/DD2 | D3 | D3/DD |
| 3 | A1 | AD | DD | DD1 | DD | D1/DD | D1/DD | D2/DD | D2/DD2 | D3 |
| 4 | A1/AD | A1/AD | AD/DD | DD1 | DD | D1/DD1 | D1/DD1 | D1/DD2 | D2/DD | D2/DD2 |
| 5 | A1/AD1 | A1/AD | AD1/DD | AD/DD | DD | DD1 | D1/DD | D1/DD1 | D1/DD | D2/DD |
| 6 | A2 | A1/AD | AD | AD1/DD | AD/DD1 | DD | D1 | D1/DD | D1/DD1 | D1/DD |
| 7 | A2/AD1 | A1/AD1 | A1/AD | AD | AD/DD | AD/DD | DD1 | D1/DD | D1/DD | D1/DD1 |
| 8 | A2/AD1 | A2 | A1 | AD | AD | AD/DD1 | DD | DD1 | D1 | D1/DD |
| 9 | A2/AD1 | A2/AD1 | A1/AD | A1/AD | AD2 | AD | AD/DD1 | DD | DD1 | D1 |
| 10 | A3 | A2 | A1/AD1 | A1/AD1 | A1 | AD | AD/DD | AD/DD1 | DD | DD1 |
| 11 | A3/AD | A2/AD1 | A2 | A1/AD | A1/AD1 | AD1 | AD1 | AD/DD | AD/DD1 | DD |
| 12 | A3/AD1 | A3 | A2/AD1 | A1/AD1 | A1/AD1 | A1 | AD2 | AD1 | AD/DD | AD/DD1 |

DD Defender takes standard QC

AD Attacker takes standard QC

DD n Defender takes QC+10 n , e.g. DD2=QC+20

AD n Attacker takes QC+10 n

D n Defender takes n hits

A n Attacker takes n many hits

1.6.5 Antitank effect

- Antitank Strength is used to reduce the amount of attacking Armor value
- Remaining Armour Value = (Armor Value x Quality) - (Antitank Strength x Quality)
- A result less than 0 is adjusted to 0

1.6.6 Hit priorities

- Hits are distributed as follows on a rolling cycle ...

| | Hit sequence on Attacker | | | |
|------------------------------------|--------------------------|----------|----------|----------|
| | 1 | 2 | 3 | 4 |
| Defender HAS Antitank or Armour | Armour | Armour | Infantry | Infantry |
| Defender has NO Antitank or Armour | Infantry | Infantry | Infantry | Armour |

| | Hit sequence on Defender | | | |
|------------------------|--------------------------|----------|----------|----------|
| | 1 | 2 | 3 | 4 |
| Attacker HAS Armour | Armour | Armour | Infantry | Antitank |
| Attacker has NO Armour | Infantry | Antitank | Infantry | Armour |

1.7 Withdrawal

- At the end of combat each unit **MAY** be forced to withdraw based on its disruption level
- Any unit that has NO enemy unit adjacent, i.e. unit is not in an EzoC, will **NOT** withdraw
- All Attacker Withdrawals are carried out first
- Advancing forces may enter hexes vacated by withdrawing units unless precluded by ZoCs
- Casualties and/or further disruption may result from the withdraw
- Withdrawal of a unit comprises 3 steps ...
 - Preliminary check to determine if withdraw will take place
 - Withdrawal check to determine effect of withdrawal
 - Determine distance, in MPs, of withdrawal to a maximum of 15 MPs

1.7.1 Preliminary check to determine if withdrawal will take place

- At the end of combat each unit **MAY** be forced to withdraw based on its disruption level and the result of a preliminary check ...

| Disruption Level | 1 | 2 | 3 | 4 |
|------------------|----|-------|-----------|-----------|
| Check required | QC | QC+10 | Automatic | Automatic |

- IF the unit fails the preliminary check or is to withdraw automatically (Disruption Level 3 or 4) THEN a Withdrawal Check is carried out

1.7.2 Withdrawal check to determine effect of withdrawal

- All withdrawal checks are made before any are carried out
- A withdrawal check is a comparison of modified D100 roll against the withdrawing Unit Quality, expressed as a percentage (Quality %)
- IF modified D100 > Quality % THEN unit WILL be affected by withdrawal
 - The D100 roll is modified by the following factors:

| | |
|---|---|
| Withdrawing Unit In EZoC | + 10 per adjacent enemy-occupied hex when more than 1 |
| Withdrawing Unit In FZoC | - 20 per adjacent friendly-occupied hex |
| Withdraw during Precipitous weather | - 10 |
| Withdraw not possible due to EZoCs or Enemy Units | + 20 |

■ Quality % = Unit Quality x 10

- Modified D100 – Quality % = Difference

| Difference | 1 to 20 | 21 to 40 | 41 to 60 | > 60 |
|---------------------------|---------|----------|---|--|
| Update to Unit Disruption | + 1 | + 2 | + 3 AND IF Artillery or Antitank THEN 1 Hit | + 4 AND IF Artillery or Antitank THEN Destroyed IF HQ, Infantry or Armour THEN 1 Hit |

1.7.3 Determine distance of withdrawal

- Any withdrawing unit can move a maximum of 15 MPs
- All withdrawing units use MPs as if they were in Attack posture
- A withdrawing unit MUST move a minimum number of MPs based on its Disruption Level ...

| Disruption Level | 1 | 2 | 3 | 4 |
|---------------------|---|---|----|----|
| Minimum MPs to move | 3 | 9 | 15 | 15 |