

1 ► Combat Intensity Matrix

Attacker	Defender	Battle Intensity
Not Intense	Not Intense	Low Intensity
INTENSE	Not Intense	Attacker Intense
Not Intense	INTENSE	Defender Intense
INTENSE	INTENSE	HIGH Intensity

Low Intensity = The defender retreats on black retreats results only.

Attacker Intense = The defender retreats on both black and white retreat results. Attacker suffers an SR if the combat result did not include a black retreat result.

Defender Intense = The defender retreats on black 2 retreat results only. Defender suffers a SR if the combat result included a black 1 or white 1 retreat result.

HIGH Intensity = The defender retreats on black retreat results only. Attacker suffers an SR if the combat result did not include a black retreat result. Defender suffers an SR if the combat result included a black or white retreat result.

► SR Small Magnitude Modification [1d6]

Roll once per combat. Number is roll needed to suffer S result.

Size of Enemy's forces	Total CRT & Intensity result	
	1 SR	2 SRs
¾ or ½ Div.-equivalent	3, 4, 5, 6	1 SR automatic
¼ Division-equivalent	5, 6	4, 5, 6

2 ► Artillery Table

- ♦ **AV Modifier:** ½ AV if firing up Escarpment.
- ♦ Maximum 2 AV when defending in or attacking into Mountainous terrain.

Nr. of division-equivalents	Opponent's Artillery Value Sum						
	≥ 3	0-1	2-6	7-16	17+		
2-2¾	0-1	2-4	5-11	12-22	23+		
1-1¾	0	1-2	3-7	8-14	15+		
≤ ¾		0-1	2-4	5-8	9-15	16+	
Artillery DRM	-2	-1	0	+1	+2	+3	

3 ► Post Combat Effectiveness Check [2d6]

Roll separately for each **Stack**. Modifiers are for each individual **Force** within a **Satck**. A Force passes if the modified roll ≤ its current **CEL**.

- ♦ Dice Roll Modifiers: +/- CRT result
- +/- Artillery DRM
- +1 Defender Flanked

If Force fails its EC by:	Inflict this result on it	& if it's now CI	or if it's now Demoralized
1 — 3	-1E	+①	+②
4 — 6	-2E	+①	+②
7+	-3E +s +①	+①	+②

-#E = Reduce Combat Effectiveness Status by #.

①② = Retreat 1 or 2 hexes.

s = Strength Reduction.

► Bombardment Results Table [1d6]

Die Roll	Caliber Rating vs. Fortress Class							
	21 cm			30.5 cm			42 cm	
	C	B	A	C	B	A	C,B	A
1	1	1	+	1*	1	1	2	2
2	1	1	▪	1	1	1	2	1
3	1	+	▪	1	1	▪*	1	1
4	1	▪	▪	1	▪*	▪	1	1
5	▪	▪	▪	▪*	▪	▪	1	1
6	▪	▪	▪	▪	▪	▪	1	▪

▪ = No effect.

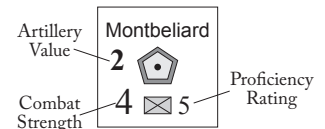
1 = 1 Fortress step loss (2 step losses).

+ = Roll again ... result of 1,2,3 = 1 step loss.

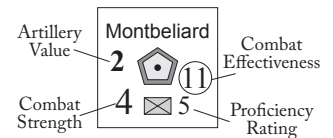
* = 1 Fortress step loss if 5+6 sKM is firing.

Fortress Unit Combat Summary:

Being Attacked while defending w/Combat units: = 1 Div.-equivalent for Artillery Table



Being Attacked when stacked alone: = 1 Div.-equivalent for Artillery Table



(A Fortress cannot choose Intense Combat)

► Preparatory Bombardment (20.0) [1d6]

Dice Roll Modifiers: Up Elevation +2
Up Escarpment +1

Die Roll	Number of 21cm units* participating			Includes a 30.5cm or 42cm unit
	4	5	6	
	* Units with x2 (x4) count as 2 (4) units			Add to post-combat EC
1	6+s+3e	7+s+3e	7+s+3e	+1e
2	5+s+3e	6+s+3e	7+s+3e	+1e
3	4+s+3e	5+s+3e	6+s+3e	+1e
4	3+s+3e	4+s+3e	5+s+3e	+1e
5	3+s+2e	3+s+2e	3+s+3e	+1e
6	2+1e	2+s+2e	2+s+2e	+1e
7	1+1e	1+1e	1+s+1e	▪
8+	1+1e	1+1e	1+1e	▪

= # of CRT column shifts to the right (* Ignore if a Fortress unit is in the defending hex).

s = Strength Reduction.

#e = Post-combat EC DRM for defending Forces.

▪ = No effect.