### Combat Resolution Chart

<table>
<thead>
<tr>
<th>DRM</th>
<th>1-3</th>
<th>1-2</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-5</th>
<th>6-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2/N</td>
<td>+1/–1</td>
<td>0/0</td>
<td>–1/+1</td>
<td>–2/+2</td>
<td>–3/+3</td>
<td>–3/+3</td>
<td>N/+3</td>
<td></td>
</tr>
</tbody>
</table>

**DRM**

- Only attacking units must roll at odds of 1-3 or less—defending units are not affected. All attacking units must roll, and each must apply a +2 DRM.

**Attacker Loss Limit**

- All: All attacking units must roll for loss.
- N: do not roll for defender at 1-3 or less; do not roll for attacker at 6-1 or better. 
- NRT: No Retreat Terrain (units may ignore 1-hex retreat results).
- OT: Use Other Terrain in hex
- NE: No Effect
- P: Prohibited
- +1 DF: Provides defender with one extra Defense Factor
- 1L: Shift CRT one column left

**Notes**

1. River combat benefits are only applicable if all attackers are attacking across a river hexside.
2. Units defending in a fort hex (but not forts defending alone) get a 1L shift in the combat odds. The Attacker Loss Limit is ignored in attacks on fort hexes.
3. Enemy ZOCs do not extend into a Fort hex.

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### TER Modifiers

A unit’s TER may never be modified below 1. The only TER modifier in First Ypres and Galicia is supply:

- **–2** Unit is Out of Supply
- **CAVALRY**: A cavalry unit attacked by infantry has an automatic TER of 1.