

Combat Tables

Operational Combat Series: v.3.0 Charts & Tables

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9.8 Surprise Modifier: Roll two dice, add Action Rating differential for the combat.

Overrun Attack:

...if 9 or more, Attacker Surprise
...if 6 or less, Defender Surprise

Regular Attack:

...if 10 or more, Attacker Surprise
...if 5 or less, Defender Surprise

Modifier: Add 1 to the defender's Action Rating if the defending units occupy any Hedgehog.
If a player has surprise, roll one die and shift that many columns in that player's favor.

COMBAT TABLE

(Two Dice)

<i>Extra Close</i>	1:2	1:1	2:1	3:1	4:1	8:1	12:1	16:1	20:1	28:1	36:1	44:1	52:1	
<i>Very Close</i>	1:3	1:2	1:1	2:1	3:1	4:1	6:1	9:1	12:1	15:1	18:1	21:1	24:1	
<i>Close</i>	1:4	1:3	1:2	1:1	2:1	3:1	4:1	6:1	8:1	10:1	12:1	15:1	18:1	
<i>Open</i>	1:5	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	7:1	9:1	11:1	13:1	
1 or less	AL2	AL2	AL2	AL2	AL2	AL2	AL2	AL1o1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	AL1 Do1	AL1 DL1o1	1 or less
2	AL2	AL2	AL2	AL2	AL2	AL2	AL1o1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	AL1 Do1	Ao1 DL1o1	Ao1 DL1o1	2
3	AL2	AL2	AL2	AL2	AL2	AL1o1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	AL1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 DL1o1	3
4	AL2	AL2	AL2	AL2	AL1o1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	AL1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	4
5	AL2	AL2	AL2	AL1o1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	AL1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ae4 DL1o2	5
6	AL2	AL2	AL1o1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	AL1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 DL1o1	Ae4 DL1o2	Ae4 DL1o2	6
7	AL1o1	AL1o1	AL1o1 Do1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	7
8	AL1o1	AL1o1 Do1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ae4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	8
9	AL1o1 Do1	AL1o1 Do1	AL1o1 Do1	AL1 Do1	Ao1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ae4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	Ae3 DL2o2DG	9
10	AL1o1 Do1	AL1o1 Do1	AL1 Do1	Ao1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ae4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae2 DL2o3DG	10
11	AL1o1 Do1	AL1 Do1	Ao1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 DL1o1	Ae4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae2 DL2o3DG	11
12	AL1o1 Do1	Ao1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae2 DL2o3DG	Ae2 DL2o3DG	12
13	Ao1 Do1	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae2 DL2o3DG	Ae2 DL2o3DG	Ae2 DL2o3DG	13
14	Ao1 Do1	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ao1 e4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae2 DL2o3DG	Ae2 DL2o3DG	Ae2 DL2o3DG	Ae2 DL2o3DG	14
15 or more	Ao1 DL1o1	Ao1 DL1o1	Ao1 e4 DL1o2	Ae4 DL1o2	Ae4 DL1o2	Ae3 DL2o2DG	Ae3 DL2o2DG	Ae2 DL2o3DG	Ae2 DL2o3DG	Ae2 DL2o3DG	Ae2 DL2o3DG	Ae2 DL2o3DG	Ae2 DL2o3DG	15 or more

9.2 Combat Sequence Summary

- The attacker identifies the defending and attacking hexes.
- Both players expend required supply points. See the Supply Tables.
- The attacker identifies his Action Rating unit, followed by the defender identifying his.
- Determine the initial odds.
- Using each side's action rating unit, determine the Dice Roll Modifier. (9.7)
- Roll two dice to determine surprise. Modify the odds column as needed, as per 9.8.
- Roll two dice, modify by the DRM in 9.7, determine result.
- Execute results. Attacker first, then the defender.

Supply Level Effects

Supplied: All values Normal

Out of Supply: Attack and Defense $\times 1/2$, movement is normal (given possible fuel problems), roll on Attrition Table each turn. These units may attack (at $\times 1/2$) if combat supply can be found. Action Ratings are unaffected by Supply Level.

BARRAGE Values are **always** full provided the required Barrage Supply is expended.

Explanation of Results:

A: Attacker, **D:** Defender

L#: Loss Number, lose # steps.

o#: Option Number, retreat or step loss option.

DG: Defender is disorganized.

e#: Attackers with action ratings of # or more are exploitation marked. (This is never applied in Overruns)

1) If the attacker takes his option as a retreat, any exploitation result is void.

2) The defender can ignore his options if the attacker chooses to apply any of his options as a retreat or if the attacker is destroyed before taking all his options. The defender can **choose** to apply his full option, even if it is negated by this rule.

3) Any unit which retreats 2 or more hexes is DG.

4) No attack involving three or more hexes attacking a defender **OR** any two non-adjacent hexes **ever** generates an exploit result. Ignore any "e" result from such an attack, but execute the rest of the result normally.

9.7 Standard Action Rating Dice Roll Modifier:

Action Rating of selected Attacking Unit — Action Rating of selected Defending Unit — Level of Defender's Hedgehog, if any = DRM