

How to use this Table:

The Attacker locates the determined Combat Ratio in the row corresponding to the predominant terrain in the defending unit’s hex. He then rolls the die, cross-referencing the result in the proper attack type column with the ratio to yield a two-part combat result. The result to the left of the slash is the number of FP’s the Attacker gains; the result to the right, the FP’s the Defender gains. These results are applied immediately. See 8.5 for details. - = Die roll does not apply.

Combat Modifiers (column shifts):

If the Defending unit occupies a hex containing a town, shift *one* column to the *left*.

If all the Attacking units are separated from the Defending unit by river hexsides (bridged or unbridged), shift *four* columns to the *left*. If at least one but not all the units are attacking through a river hexside, shift *two* columns to the *left*. **Exception:** If an engineer unit is among the Attacking