

STARTER KIT CLOSE COMBAT TABLE ODDS RATIOS

		DEFENDER FIRE POWER (FP)																											
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
ATTACKER FIRE POWER (FP)	1	1-1	1-2	1-4	1-4	1-6	1-6	1-8	1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	
	2	2-1	1-1	1-2	1-2	1-4	1-4	1-4	1-4	1-4	1-6	1-6	1-6	1-6	1-8	1-8	1-8	1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8
	3	3-1	3-2	1-1	1-2	1-2	1-2	1-2	1-4	1-4	1-4	1-4	1-4	1-4	1-6	1-6	1-6	1-6	1-6	1-6	1-8	1-8	1-8	1-8	1-8	1-8	<1-8	<1-8	<1-8
	4	4-1	2-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6
	5	4-1	2-1	3-2	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4
	6	6-1	3-1	2-1	3-2	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4
	7	6-1	3-1	2-1	3-2	1-1	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4
	8	8-1	4-1	2-1	2-1	3-2	1-1	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4
	9	8-1	4-1	3-1	2-1	3-2	3-2	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4
	10	10-1	4-1	3-1	2-1	2-1	3-2	1-1	1-1	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-4	1-4	1-4	1-4	1-4
	11	>10-1	4-1	3-1	2-1	2-1	3-2	3-2	1-1	1-1	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-4	1-4	1-4	1-4	1-4	1-4
	12	>10-1	6-1	4-1	3-1	2-1	2-1	3-2	3-2	1-1	1-1	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2
	13	>10-1	6-1	4-1	3-1	2-1	2-1	3-2	3-2	1-1	1-1	1-1	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2
	14	>10-1	6-1	4-1	3-1	2-1	2-1	3-2	3-2	3-2	1-1	1-1	1-1	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2
	15	>10-1	6-1	4-1	3-1	3-1	2-1	2-1	3-2	3-2	3-2	1-1	1-1	1-1	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2
	16	>10-1	8-1	4-1	4-1	3-1	2-1	2-1	3-2	3-2	3-2	1-1	1-1	1-1	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2
	17	>10-1	8-1	4-1	4-1	3-1	2-1	2-1	3-2	3-2	3-2	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2
	18	>10-1	8-1	6-1	4-1	3-1	3-1	2-1	2-1	3-2	3-2	3-2	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2
	19	>10-1	8-1	6-1	4-1	3-1	3-1	2-1	2-1	3-2	3-2	3-2	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2
	20	>10-1	10-1	6-1	4-1	4-1	3-1	2-1	2-1	3-2	3-2	3-2	3-2	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2
	21	>10-1	>10-1	6-1	4-1	4-1	3-1	3-1	2-1	2-1	3-2	3-2	3-2	3-2	3-2	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2
	22	>10-1	>10-1	6-1	4-1	4-1	3-1	3-1	2-1	2-1	3-2	3-2	3-2	3-2	3-2	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1
	23	>10-1	>10-1	6-1	4-1	4-1	3-1	3-1	2-1	2-1	3-2	3-2	3-2	3-2	3-2	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1
	24	>10-1	>10-1	8-1	6-1	4-1	4-1	3-1	3-1	2-1	2-1	2-1	2-1	2-1	3-2	3-2	3-2	3-2	3-2	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1
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	26	>10-1	>10-1	8-1	6-1	4-1	4-1	3-1	3-1	2-1	2-1	2-1	2-1	2-1	3-2	3-2	3-2	3-2	3-2	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1
	27	>10-1	>10-1	8-1	6-1	4-1	4-1	3-1	3-1	3-1	2-1	2-1	2-1	2-1	3-2	3-2	3-2	3-2	3-2	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1
	28	>10-1	>10-1	8-1	6-1	4-1	4-1	4-1	3-1	3-1	3-1	3-1	2-1	2-1	2-1	2-1	3-2	3-2	3-2	3-2	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1

CLOSE COMBAT TABLE (CCT)

Odds Ratio:	<1-8	1-8	1-6	1-4	1-2	1-1	3-2	2-1	3-1	4-1	6-1	8-1	10-1	>10-1
Kill Number:	0	1	2	3	4	5	6	7	8	9	10	11	12	13

Ambush Determination DR Modifiers: (Woods/Buildings Only)

Only when modified dr difference >=3, lower is ambusher

1	Inexperinced (Green or Conscript)	+1
2	CX	+1
3	Pinned	+1
4	BU or stunned	+1
5	AFV	+2
6	Leadership (when in FG)	+x

CCV - Close Combat Values (When Non-Wreck Vehicle in Hex)

1	Full Squad	+5
2	Crew	+4
3	HS	+3
4	SMC Not Leading	+2
5	SMC Using Leadership	+1

Hint: Mutply both Attacker and Defender FP by 2 if either ends in .5

Notes:

1	Ambush (not during Melee)	By	-1	Vs.	+1
2	CX (all if any in FG)	By	+1	Vs.	-1
3	Leadership (when in FG)		+ / -	x	
4	Vs. Broken Unit		-2		
5	By Pinned Unit		Times 1/2	(See Hint)	
6	Vs. CE AFV		-1		
7	Vs. Motion/Non-stopped AFV		+2		
8	Vs. immobile AFV		-1		
9	AFV W/No Manned/Usable MG		-1		
10	By Motion AFV		Times 1/2	(See Hint)	

CCV DR Modifiers

1	Assualt Engineers (Specified by SSR)	+1
2	Inexperinced (Green or Conscript)	-1
3	Extra SMC	+1
4	Halved FP (Per Occurrence)	-1

Starter Kit Attack DR Results

UNIT TYPE	CASUALTY REDUCE	MDR < MORALE	MDR = MORALE	MDR > MORALE & MDRDIFF <= ELR	MDR > MORALE & MDRDIFF > ELR	NATURAL 12
Good Order Full Squad	Good Order HS	No Effect	PIN	Break and DM	Possible ELR ¹ Break and DM	Possible ELR ¹ Casualty Reduce Break and DM
Broken Full Squad	Broken HS	Possible DM ⁴ Remain Broken	Possible DM ⁴ Remain Broken	Casualty Reduce ³ DM Remain Broken		Eliminate
Good Order Crew/HS	Eliminate	No Effect	PIN	Break and DM	Possible ELR ¹ Break and DM	Eliminate
Broken Crew/HS	Eliminate	Possible DM ⁴ Remain Broken	Possible DM ⁴ Remain Broken	Eliminate		
Good Order SMC	Eliminate on dr >= 5 Wounds dr 1 to 4 Leadership -1, Morale +1 IPC = 0, No CX, MF=3	No Effect	PIN	Break and DM ²	Possible ELR ¹ Break and DM ²	Possible ELR ¹ Casualty Reduce ³ Break and DM ²
Broken SMC	Eliminate on dr >= 5 Wounds dr 1 to 4 Leadership -1, Morale +1 IPC = 0, No CX, MF=3	Possible DM ⁴ Remain Broken	Possible DM ⁴ Remain Broken	Casualty Reduce ³ DM Remain Broken		Eliminate ³
Good Order Wounded SMC	+1 to dr (never more than +1) Eliminate on dr >= 5	No Effect	PIN	Break and DM ²	Possible ELR ¹ Break and DM ²	Possible ELR ¹ Casualty Reduce ³ Break and DM ²
Broken and Wounded SMC	+1 to dr (never more than +1) Eliminate on dr >= 5	Possible DM ⁴ Remain Broken	Possible DM ⁴ Remain Broken	Casualty Reduce ³ DM Remain Broken		Eliminate ³

Definitions:

Full Squad Multi-Man Counter, 3 men on each side
HS Half Squad Counter, 2 standing on normal side, 2 broken on back side
CREW Crew Counter, 2 squatting on normal side, 2 broken on back side
SMC Single Man Counter, 1 man on each side
NATURAL 12 6 on each die
ELR Experience Level Rating for the unit as defined on the scenario card
MORALE MORALE showing on the up side of Full Squad, HS, CREW, or SMC plus any applicable DEFENDER Leadership and Penalties
MC# Modified DEFENDER Morale Check where # is the value added to the original DR (NMC has # = 0)
MDRDIFF Difference of DEFENDER modified DR minus MORALE when DEFENDER MDR > MORALE
MDR Modified DR used by DEFENDER for MC, including Leadership and DEFENDER Penalties

Notes:

- 1) Crews, conscripts, green, underlined morale, and already broken units do not ELR.
- 2) All Good Order units (including possible leaders) with lesser morale in hex of breaking leader must take LLTC, Leader Loss Task Check (PTC), with any negative leadership of broken leader added to the DR.
- 3) All units (including possible leaders) with lesser morale in hex of eliminated leader must take LLMC, Leader Loss Morale Check (NMC), with any negative leadership of eliminated leader added to the DR.
- 4) A broken unit will become DMed if fired upon with sufficient fire power to possibly cause at least a NMC even if the ATTACKER cowers.

Updates: (1) Included already broken units in Note 1, (2) Changed title, (3) For VASL compatibility, perform any ELR prior to casualty reduction or Break/DM.