

The Coming Storm

COMBAT TABLES (see Notes overleaf)

BOMBARDMENT TABLE

Bombardment Strength:

Die Roll	8+	6-7	4-5	2-3	1
-1, 0	•	•	•	•	•
1	Dr	•	•	•	•
2	Dr	Dr	•	•	•
3	Dr	Dr	•	•	•
4	Dr	Dr	Dr	•	•
5	1R	Dr	Dr	Dr	•
6	1R	1R	Dr	Dr	Dr
7, 8	1R	1R	1R	Dr	Dr

KEY: 1R = Reduce one Combat unit (attacker's choice); may retreat.

r• = no effect

MODIFIERS: (See the Notes to Combat Tables.)



COMBAT RESULTS TABLE (CRT)

Die Roll	Probability Ratio (Odds) Attacker:Defender												Die Roll
	1:5+	1:4	1:3	1:2	1:1.5	1:1	1.5:1	2:1	3:1	4:1	5:1	6+:1	
1	Ar*	Ar	Dr	Dr	Dr	Dr2	Dr2	Dr2	Dr3	De	De	De	1
2	Ar2	Ar*	Ar	Dr	Dr	Dr	Dr	Dr2	Dr2	Dr4	De	De	2
3	Ae	Ar2	Ar*	Sk	Ar	Dr	Dr	Dr	Dr2	Dr3	Dr3	De	3
4	Ae	Ar3	Ar2	Ar*	Sk	Sk	Dr	Dr	Dr	Dr2	Dr2	Dr2	4
5	Ae	Ae	Ar3	Ar2	Ar*	Ar*	Sk	Sk	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar3	Ar2	Ar2	Ar*	Ar*	Sk	Ex	Ex	Ex	6

Attacks at greater than 6:1 are treated as 6:1; Attacks at worse than 1:5 are treated as 1:5. "Ar*" may be Shock (Sk). If you obtain a Shock Result, proceed to compare the Initiative Ratings of the best units on either side on the Shock Combat Table, and apply the Combat Result.

CHARGE COMBAT TABLE

Die Roll	Probability Ratio (Odds) Attacker: Defender			
	1:1	1:2	1:3	1:4
1	OR	OR	OR	OR
2	OR	OR	OR	Ae
3	OR	OR	Ae	Ae
4	OR	Ae	Ae	Ae
5	Ae	Ae	Ae	Ae
6, 7	Ae d0	Ae d0	Ae d1	Ae d1

KEY: OR = Overrun; Ae = Attacker Elim;

d0 or d1 = Target may move zero or 1 MP next turn.

Odds over 1:1, treat as 1:1; worse than 1:4 not allowed.

Storm or Snow: +1 to die roll. No Charges during mud.

SHOCK COMBAT TABLE

Defender	Die Roll	Highest Initiative: Attacker			
		1	2	3	4+
1	1	W	Dr	Ex	Dr2
2	2	Ar	W	Dr	Ex
3	3	Ex	Ar	W	Dr
4	4	Ar2	Ex	Ar	W

See Combat Results explanation on reverse.

"W"= Weaker side (face SPs) retreats one hex; Enemy cavalry **must** advance into vacated hex.

MODIFIER: Increase Attacker's Initiative by one if combat was resolved at 3:1 odds on CRT.

Copyright © 2011 OSG, Baltimore, MD USA