



**[8.0] COMBAT RESULTS TABLE**

Die Roll	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1
1	•	•	•	•	•	•	•	•	•	•
2	•	•	•	•	•	•	•	•	•	•
3	•	•	•	•	•	•	•	•	•	•
4	•	•	•	•	•	•	•	•	•	•
5	•	•	•	•	•	•	•	•	•	•
6	•	•	•	•	•	•	•	•	•	•
7	•	•	•	•	•	•	•	•	•	•

Attacks at less than 1-2 are not permitted; treat greater than 8-1 as 8-1.

**[10.4] EFFECTS OF COMBAT ON LEADERS (AND Units Stacked with Them)**

The following chart summarizes the effects of all possible results in Melee and Fire Combat upon hexes containing Leaders or Leaders and non-Leader units stacked together. A dot (•) means no effect.

MELEE COMBAT Result	Leaders	Others	FIRE COMBAT Result	Leaders	Others
D	Reduced	•	•	•	•
1/2E	Reduced	•	•	•	•
E	•	•	•	•	•

**[5.30] UNIT STACKING COMPATIBILITY CHART**

Only certain classes of units are allowed to stack with certain other classes of units. The combinations allowed are listed in the rules.

1. A and FF (plus D and/or E)
2. B and FF (plus D and/or E)
3. C and MF (plus D and/or E)
4. D and E (plus any one of the above combinations)

**[9.0] TERRAIN EFFECTS CHART**

Effect on Movement	Clear	Village	Woods	Slope	Stream
Clear	1 MP	1 MP	1 MP	1 MP	1 MP
Village	1 MP	3 MP	3 MP	2 MP	2 MP
Woods	1 MP	3 MP	3 MP	2 MP	2 MP
Slope	1 MP	3 MP	3 MP	2 MP	2 MP
Stream	1 MP	3 MP	3 MP	2 MP	2 MP

Effect on Strength when Unit is in hex and is... Attacking... Defending

Effect on Strength when Unit is in hex and is...	Attacking	Defending
Clear	none	none
Village	none	none
Woods	none	none
Slope	none (see 6.3)	none (see 14.0)
Stream	1	No FF Fire

**UNIT STACKING COMPATIBILITY CHART**

Only certain classes of units are allowed to stack with certain other classes of units. The combinations allowed are listed below. Any combination other than those listed is a violation of the rules.

1. A and FF (plus D and/or E)
2. B and FF (plus D and/or E)
3. C and MF (plus D and/or E)
4. D and E (plus any one of the above combinations)

**[10.4] EFFECTS OF COMBAT ON LEADERS (AND Units Stacked with Them)**

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D	Reduced	•	•	•	•
1/2E	Reduced	•	•	•	•
E	•	•	•	•	•

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Die Roll	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1
1	•	•	•	•	•	•	•	•	•	•
2	•	•	•	•	•	•	•	•	•	•
3	•	•	•	•	•	•	•	•	•	•
4	•	•	•	•	•	•	•	•	•	•
5	•	•	•	•	•	•	•	•	•	•
6	•	•	•	•	•	•	•	•	•	•
7	•	•	•	•	•	•	•	•	•	•

Attacks at less than 1-2 are not permitted; treat greater than 8-1 as 8-1.