Game Turn	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	29	30
Victory Points					000	100						00	10	20	30	40	50	60	70	80	90	0	1	2	3	4	5	6	7	8	9

[8.0] COMBAT RESULTS TABLE

Die Roll	Combat Odds 1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	Die Roll
1	•	•	•	•	•	D	D	D	E	1
2	•	•	•	•	•	D	D	½E	E	2
3	•	•	•	D	D	D	½E	E	E	3
4	•	D	D	D	D	½E	E	E	E	4
5	•	D	D	½E	½E	E	E	E	E	5
6	D	D	½E	E	E	E	E	E	E	6
7	D	D	E	E	E	E	E	E	E	7

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

[8.0] COMBAT RESULTS TABLE

Die Roll	Combat Odds 1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	Die Roll
1	•	•	•	•	D	D	D	½E	E	1
2	•	•	•	•	D	D	½E	½E	E	2
3	•	•	D	D	D	D	½E	E	E	3
4	•	D	D	½E	½E	E	E	E	E	4
5	•	D	D	½E	½E	E	E	E	E	5
6	D	D	D	½E	E	E	E	E	E	6
7	D	D	E	E	E	E	E	E	E	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.

Indicated Combat Result	MELEE COMBAT Leaders	MELEE COMBAT Others	FIRE COMBAT Leaders	FIRE COMBAT Others
D	Reduced	•	•	•
½E	Reduced	½E	•	½E
E	E	E	•	E

[5.39] UNIT STACKING COMPATABILITY 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)

[9.0] TERRAIN EFFECTS CHART

Terrain Type	Movement Point [MP] Cost to enter hex	Fire Protection Strength	Effect on Fire when Firing Unit is in hex	Effect on Melee Strength when Unit is in hex and is... ...Attacking	...Defending
Clear	1 MP	2	none	none	none
Village	1 MP	5	none	none	doubled
Woods	3 MP	4	none (see 6.3)	none	doubled
Slope	2 MP (see 5.6)	3	none (see 6.3)	none	none (see 14.0)
Stream	2 MP	1	No Ff Fire	halved	none
Swamp	3 MP	4	No Mf Fire	none	doubled
Road	1 MP (see 5.5)	2	none	none	none
Bridge	1 MP (as road)	1	none	halved	doubled
Ford	1 MP	1	No Ff Fire	halved	none

TERRAIN KEY

Clear · Village · Woods · Slope · Stream · Swamp · Road · Bridge · Ford

[5.39] UNIT STACKING COMPATABILITY 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)
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[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.

Indicated Combat Result	MELEE COMBAT Leaders	MELEE COMBAT Others	FIRE COMBAT Leaders	FIRE COMBAT Others
D	Reduced	•	•	•
½E	Reduced	½E	•	½E
E	E	E	•	E

[8.0] COMBAT RESULTS TABLE

Die Roll	Combat Odds 1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	Die Roll
1	•	•	•	•	D	D	D	½E	E	1
2	•	•	•	•	D	D	½E	½E	E	2
3	•	•	D	D	D	D	½E	E	E	3
4	•	D	D	½E	½E	E	E	E	E	4
5	•	D	D	½E	½E	E	E	E	E	5
6	D	D	D	½E	E	E	E	E	E	6
7	D	D	E	E	E	E	E	E	E	7

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LEGION
Tactical Warfare in the Roman Age, 100BC-700AD

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