



**[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
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.

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

**[5.36] 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.

- A and F (plus D and/or E)
- B and F (plus D and/or E)
- C and M (plus D and/or E)
- D and E (plus any one of the above combinations)

**[9.0] TERRAIN EFFECTS CHART**

Terrain Type	Clear	Village	Woods	Stream	Swamp	Road	Bridge	Ford
Effect on Strength when Unit is in hex and is...	2	4	4	3	3	1	1	1
...Attacking	none	none	none	none	none	1	1	1
...Defending	none	none	none	none	none	1	1	1
Effect on Fire when Unit is in hex and is...	2	4	4	3	3	1	1	1
...Attacking	none	none	none	none	none	1	1	1
...Defending	none	none	none	none	none	1	1	1

**[5.39] 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.

- A and F (plus D and/or E)
- B and F (plus D and/or E)
- C and M (plus D and/or E)
- 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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Indicated Result	MELEE COMBAT		FIRE COMBAT	
	Leaders	Others	Leaders	Others
D	•	•	•	•
1/2E	•	•	•	•
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
1	•	•	•	•	•	•	•	•	•
2	•	•	•	•	•	•	•	•	•
3	•	•	•	•	•	•	•	•	•
4	•	•	•	•	•	•	•	•	•
5	•	•	•	•	•	•	•	•	•
6	•	•	•	•	•	•	•	•	•
7	•	•	•	•	•	•	•	•	•

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