

# OPTION 27: 2 DIE 10 LAND COMBAT RESULTS TABLE (11.15.6)<sup>1</sup>

2d10 Land CRT <sup>2</sup>		
Dice Roll	Assault	Blitz
-1	5/-	x4/-
0	x4/-	4/-
1	4/-	4/-
2	4/-	x3/-
3	x3/-	3/-
4	3/-	3/-
5	3/-	x2/-
6	x2/-	2/-
7	2/-	2/-
8	2/-	x1/-
9	x1/-	1/-
10	1/-	1/-
11	1/-	x/-
12	x/-	-/-
13	-/-	x1/1
14	x2/1	1/1
15	2/1	x/1
16	x1/1	1/R
17	1/1	†x/R
18	-/1	†/R
19	†x1/2	†1/B
20	†1/2S	†x/B
21	†/1S	*/B
22	†x/2S	*/1B
23	*/2S	*/2B

Odds Modifiers <sup>3</sup>	
Odds Level	DRM
<1:6	-10
1:6	-8
1:5	-6
1:4	-4
1:3	-2
1:2	0
2:3	+1
1:1	+2
3:2	+3
2:1	+4
3:1	+6
4:1	+8
5:1	+10
6:1	+12
7:1	+14
8:1	+16
9:1	+18
10:1	+20



Other Modifiers (all are cumulative and replace the equivalent 1d10 modifiers)	
<b>Unit modifiers</b>	
-2	per HQ-A, ARM and/or MECH defending a (non-city) clear, or desert hex during fine weather <sup>4</sup>
-1	per defending AT or AA, if attacked by HQ-A, ARM or MECH ( <b>DiF option 3</b> )
+2	per <i>face-down</i> defending land unit <sup>4</sup>
+half	reorganisation value of one attacking HQ ( <b>option 13</b> )
-half	reorganisation value of one defending HQ ( <b>option 13</b> )
-1	per (co-operating) major power adding factors to the attack (after the first)
+1	per white print unit that is also Australian, Japanese or Marine, attacking a jungle hex <sup>5</sup>
+1	per PARA ( <b>opt. 57:</b> & ACV) parachuting (after a2a & AA fire, if any) <sup>4</sup>
+1	per TERR defending outside its home country ( <b>TiF option 54</b> )
-1	per TERR attacking a hex outside its home country ( <b>TiF option 54</b> )
<b>Terrain and weather modifiers</b>	
-4	Jungle
-2	Rain
-4	Storm and snow
-6	Blizzard
+1	per winterised unit attacking a hex in snow or blizzard <sup>4, 5, 6, 7</sup>
-2	per winterised unit defending a hex in snow or blizzard <sup>4, 6</sup>
<b>Factory modifiers (maximum +0)</b>	
-1	per <i>printed</i> factory in the hex attacked <sup>8</sup>
+1	per ENG unit attacking a <i>printed</i> factory ( <b>DiF option 2</b> ) <sup>5, 7, 8</sup>
-1	per ENG unit defending a <i>printed</i> factory ( <b>DiF option 2</b> ) <sup>8</sup>
<b>Blitz column (only) modifier (fine weather only)</b>	
+1	per ARM, MECH and/or HQ-A unit attacking a (non-city) clear or desert hex not across a fort hexside <sup>4, 5, 7, 9</sup>

## Notes

- The same procedure for land combat is followed as normal (see 11.15) except that:
    - 2 ten-sided dice (2d10) are rolled for each combat rather than 1, and
    - the final odds are converted to a die-roll modifier (DRM) before rolling on the 2d10 Land CRT (Combat Results Table), rather than cross referencing an odds column on one of the 1d10 tables.
  - All losses expressed as attacker/defender. Furthermore:
    - ~ no loss
    - † ~ half the remaining attacking land units stay face-up
    - \* ~ remaining attacking land units stay face-up
    - x ~ the attacker takes one extra loss (in total) when their units are either attacking:
      - a city, mountain, forest, jungle or swamp hex; or *all* the land units are attacking across a river, crossing arrow, fort hexside and/or invading;
      - a clear or desert hex containing any defending HQ-A, ARM and/or MECH;
      - a hex in rain or storm; and/or
      - a hex in snow or blizzard and fewer than half the attacking land units are winterised
  - R** ~ retreat remaining defending land units. Destroy land units that cannot retreat
  - S** ~ destroy land units that cannot retreat. Place remaining defending land units on the production circle to arrive as reinforcements next turn
  - B** ~ 'S' result plus breakthrough
- Attacker may convert an 'S' or 'B' to an 'R' result.
- For odds over 10:1 the odds modifier is double the odds (e.g. 15.74:1 gives you 31 dice roll modifiers).
 

**Option 26:** (fractional odds, see 11.15.5) For odds of 1:1 and higher the odds modifiers are linear (e.g. 3.65:1 gives you 7.3 die roll modifiers, while 3.64:1 gives you 7.2).
  - DiF options 2, 3, 14 & 24:** halve division sized and notional units' modifiers (e.g. a face-down defending AT is only +1 not +2). This is cumulative with note 5 below.
  - Reduce the modifier proportionally when a unit's (modified) combat factors are reduced due to terrain (e.g. a winterised corps attacking across a printed fort hexside in snow has a 1/3rd modifier).
  - Winterised: MTN, SKI, Finnish, Norwegian, Swedish and white print Soviet units.
  - If any *attacking*:
    - HQ-A, ARM, MECH or winterised unit gets a die roll modifier, and/or
    - ENG gains any *engineering* benefit (see 22.1);
 the first loss (if any) must be a unit gaining the benefit. If more than one, an ENG must take the first loss.
  - Even if the factory itself has been railed out or destroyed.
  - If you are required to lose an HQ-A, ARM or MECH (see note 7), you may instead lose any MOT attacking the same hex (**DiF option 2:** even a division).

## Choosing Combat Column

Provided the defender is in a non-city hex that is clear, forest or desert, then the attacker has the choice of column (Assault or Blitz) if they either have:

- more HQ-A and/or ARM than the defender, or
- more MECH than the defender and the defender has no HQ-A or ARM.

Otherwise, defender's choice. HQ-A, ARM & MECH attacking across a fort hexside don't count for column choice.

**DiF option 2:** divisions count 1/2 (not rounded) for column choice.

**DiF option 3:** every *defending* AA and AT counts as an ARM *corps* for column choice.