

# BASIC GAME ATTRITION TABLE

	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	
<b>1</b>	A back 2	A back 2	A back 2	A back 2	D back 2	D back 2	D elim	D elim	D elim	D elim	D elim	<b>1</b>
<b>2</b>	A elim	A back 2	A back 2	A back 2	Exchange	Exchange	Exchange	Exchange	Exchange	D back 2	D back 2	<b>2</b>
<b>3</b>	A elim	A elim	A back 2	A back 2	A back 2	D back 2	D back 2	D back 2	D back 2	D elim	D elim	<b>3</b>
<b>4</b>	A elim	A elim	A elim	A back 2	A back 2	D back 2	D back 2	D back 2	D back 2	D back 2	D elim	<b>4</b>
<b>5</b>	A elim	A elim	A elim	A elim	A elim	A back 2	Exchange	Exchange	D elim	D elim	D elim	<b>5</b>
<b>6</b>	A elim	A elim	A elim	A elim	A elim	A elim	A back 2	D elim	D elim	D elim	D elim	<b>6</b>

**Odds worse than 1-6 are not allowed. Odds greater than 6-1 are considered D elim.**

## EXPLANATION OF BASIC GAME ATTRITION RESULTS

**ELIM:** All losing Units are eliminated from the board. "A" applies to all attacking Units and "D" applies to all defending Units. The winner, attacker or defender, has the option to move up to 12 factors of victorious Units onto the loser's vacated square.

**BACK 2:** The loser retreats his Units 2 full squares. The loser may retreat his Units in any direction through friendly Units, across rivers, through mountains, forests, cities and the desert. Retreats along roads and through forests is done as if they are clear terrain squares. Units cannot retreat through enemy zones of control, off the board, into the sea or lake, into the neutral country or placed on friendly Units that would result in stacks exceeding the 12-factor maximum. Thus retreating Units are eliminated, instead, if the only available retreat

route is through these areas. The winner has the option to move onto the loser's square.

**EXCHANGE:** The defender removes all of his Units — the attacker removes a number of Units whose combined combat factors total at least that of those removed by the defender. Sometimes an exchange of combat factors does not work out even-up in which event the attacker may have to remove Units whose combined factors total more than those removed by the defender. Combat factors are computed at value accrued according to terrain. Example: if the 15th Infantry Division, whose combat factor is 4, is defending in a city the attacker must remove 8 combat factors because the 15th's combat factor has been doubled to 8 (see line 4 of defensive terrain chart below.) The attacker has the option to move surviving Units, if any, onto the defender's vacated square.

## HOW DIFFERENT TERRAIN AFFECTS COMBAT FACTORS ON DEFENSE

DEFENDING UNITS ARE ON:	ATTACKING UNITS ARE ON:	DEFENSE FACTORS ARE:
1. Clear terrain squares Forest squares River squares	Any non-river clear terrain, city, road, and forest squares	Basic
2. Clear terrain squares Forest squares (a)	River squares	Doubled
3. Clear terrain squares Forest squares	River and non-river squares in combination	Basic
4. City squares (b)	Any other square	Doubled
5. Mountain squares (b)	All squares including adjacent mountain squares	Doubled
6. River squares	River squares of same river	Basic
7. River squares	River squares of different river	Doubled
8. Non-city coastal squares Beach squares	Sea squares	Basic

(a) If a Unit is attacked from the end of a river, its defense factor stills doubles.

(b) The defense factor of Units defending in these areas remains doubled, not tripled, when attacked from river squares also.

**IMPORTANT:** The presence of roads does not alter any of the above situations.



# TOURNAMENT GAME ATTRITION TABLE

ODDS		1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	ODDS		
1	ATTACKER	2 3	2 3	1 3	1 2	- 1	- 1	- 2	- 2	- 3	- 3	- 4	ATTACKER	1	
	DEFENDER	- 1	- 1	- 1	- -	1 2	2 2	2 3	2 3	3 4	4 4	4 5	DEFENDER		
2	ATTACKER	1 3	1 3	1 2	1 2	1 -	1 -	1 -	1 -	1 -	1 -	1 1	ATTACKER	2	
	DEFENDER	- 1	- 1	- -	- -	1 -	1 -	1 1	1 -	1 -	2 1	2 2	DEFENDER		
3	ATTACKER	2 4	2 2	1 2	1 2	1 2	- -	- 1	- 1	1 1	- 2	- 3	ATTACKER	3	
	DEFENDER	- 2	- -	- -	- -	- -	1 1	1 2	1 2	2 2	3 3	3 4	DEFENDER		
4	ATTACKER	2 2	1 2	2 2	1 2	1 2	1 1	1 1	1 2	- 2	1 -	- 2	ATTACKER	4	
	DEFENDER	- -	- -	- -	- -	- -	- -	- -	2 3	2 3	2 1	2 3	DEFENDER		
5	ATTACKER	2 2	2 2	2 2	2 2	2 2	1 1	1 -	1 -	1 2	- 1	- 3	ATTACKER	5	
	DEFENDER	- -	- -	- -	- -	- -	- -	1 -	1 -	3 3	2 2	2 4	DEFENDER		
6	ATTACKER	3 2	3 2	2 2	2 2	2 2	2 2	2 1	- 3	- 3	- 3	- 4	ATTACKER	6	
	DEFENDER	- -	- -	- -	- -	- -	- -	- -	2 4	3 4	4 4	4 5	DEFENDER		
DIE-ROLL		FACTORS ELIMINATED	ADVANCE OR RETREAT	FACTORS ELIMINATED	ADVANCE OR RETREAT	FACTORS ELIMINATED	ADVANCE OR RETREAT	FACTORS ELIMINATED	ADVANCE OR RETREAT	FACTORS ELIMINATED	ADVANCE OR RETREAT	FACTORS ELIMINATED	ADVANCE OR RETREAT	FACTORS ELIMINATED	ADVANCE OR RETREAT
															DIE-ROLL

Odds worse than 1-6 are not allowed. Odds greater than 6-1 are considered D elim. (ATTACKER ADVANCE 4)

## EXPLANATION OF TOURNAMENT GAME ATTRITION RESULTS

**FACTORS LOST:** The loser has the choice of which Units are to be eliminated. Substitute Units are used to replace Units that are partially eliminated. Example: under 4-1 with a die roll of 5 the defender must lose 3 factors. Thus a 6-factor Unit is removed and replaced by Units whose combat factors total 3. Each partially eliminated Unit must be replaced by its own type; armor for armor, infantry for infantry, etc. Also in this example the attacker must eliminate 1 factor in the same manner. In cases where the table specifies losses greater than Units engaged, only the Units engaged are eliminated.

**RETREAT:** The loser must retreat all surviving Units the full number of squares specified. This number is printed in bold face. Example: in the 4-1, 5-die roll situation, the defender retreats all surviving Units 3 squares. The retreat restrictions are exactly the same as in the Basic Game.

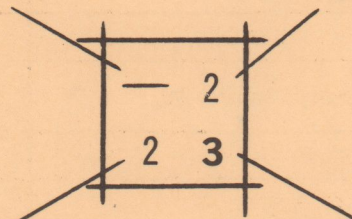
**ADVANCE:** After losing Units have been retreated, the opponent has the option to advance all remaining victorious Units up to the number of squares specified. In the above 4-1 example, the attacker has his choice of moving some or all of his surviving Units 0, 1, or 2 squares. Units may advance in any direction according to the following restrictions: (a) the first square of advance must be the loser's vacated square and (b) advancing Units must stop as soon as they land on an enemy controlled square. Units that advance adjacent to enemy Units whose battles have not been resolved cannot participate in such battles . . . however, their presence does serve to cut off retreat routes. In the event retreating Units must be eliminated, because retreat routes

are blocked, the winner may advance his Units the full number of squares specified.

**EXAMPLE:** Here's what happens when the Guards Armored Division attacks the 15th Infantry Division at 2 to 1 with a die roll of 1:

Attacker does not lose any combat factors.

Attacker has option to move the Guards Division up to 2 squares.



Defender loses 2 factors. Defender must replace the 15th with Sub. Units totaling 2 factors.

Defender must retreat Sub. Units 3 full squares. Notice that the retreat number is in bold face.