

# COMBAT RESULTS TABLE (CRT) (9.1)

Dice Roll	1 : 3	1 : 2	1.5 : 2	1 : 1	1.5 : 1	2 : 1	2.5 : 1	3 : 1	4 : 1	Dice Roll
2	+1 / R1	- / R1	+1 / R2	+1 / R2	- / R2	- / R3	- / R3	-1 / R3	- / R4	2
3	+1 / -1.R1	+1 / R1	- / R1	- / R1	+1 / R2	- / R2	- / R3	- / R3	-1 / R3	3
4	+1 / -	+1 / -1.R1	+1 / R1	+1 / R1	- / R1	+1 / R2	- / R2	- / R2	- / R3	4
5	+1 / -1	+1 / -	+2 / -1.R1	+1 / -1.R1	+1 / R1	- / R1	+1 / R2	+1 / R2	- / R2	5
6	- / -2	+1 / -1	+1 / -	+1 / -	+1 / -1.R1	+1 / R1	- / R1	- / R1	+1 / R2	6
7	+1 / -2	+1 / -2	+1 / -1	+1 / -1	+1 / -1	+1 / -1.R1	+1 / R1	+1 / R1	- / R1	7
8	+2 / -2	+2 / -1	+1 / -2	+1 / -1	+1 / -1	+1 / -1	+1 / -1.R1	+1 / -1.R1	- / -1.R1	8
9	+1.R1 / -2	+2 / -2	+2 / -1	+2 / -1	+2 / -1	+1 / -1	+1 / -	- / -1.R1	+1 / -1.R1	9
10	+2.R1 / -1	+1.R1 / -2	+2 / -2	+2 / -2	+2 / -2	+2 / -1	+1 / -1	- / -1	- / -1.R1	10
11	+2.R1 / -2	+2.R1 / -1	+1.R1 / -2	+1.R1 / -1	+1.R1 / -1	+2 / -2	+2 / -1	+1 / -1	- / -1	11
12	+2.R1 / -2	+2.R1 / -2	+2.R1 / -1	+1.R1 / -2	+1.R1 / -1	+1.R1 / -1	+2 / -2	+1 / -2	+1 / -1	12

## Procedure

- 1) Compare the opposing strengths and determine the initial Combat Odds Ratio;
- 2) Apply any applicable Odds Column Shifts;
- 3) Attacker rolls 2d6, cross references the result on the proper odds ratio column and applies the results.

## Odds Column Shifts

- Flank Attack: 2 right
- A-H unit defending adjacent to Przemysl: 2 left
- Russian unit defending adjacent to Przemysl: 2 right

## Results (apply to attacker / defender)

- = no effect
- +/- # = LRT modifier
- R# = Retreat # of hexes

# LOSS RESULTS TABLE (LRT) (9.4)

	MAGNITUDE		RESULTS
	Small (x<7 steps)	Large (x≥7 steps)	CE Reductions
modified die roll	≤4	≤1	0
	5, 6, 7	2, 3, 4	1
	8, 9, 10	5, 6, 7	2
	11+	8, 9, 10	3
		11, 12, 13	4
	14+	5	

## Procedure

- 1) Add the number of steps for both sides involved in the combat;
- 2) Determine the die roll modifier for each side;
- 3) Each side rolls 1d6, finds the modified result under the appropriate magnitude column, and reads to the left to find the Combat Effectiveness Levels lost.

## DRMs

- CRT result (+2 to -2)
- Each CRT hex retreat result
- Total strength of opponent's artillery value  
0-2: +0 | 3-5: +1 | 6-9: +2 | 10-13: +3 | 14+: +4
- Defender Flanked: +2
- Unable to fulfill Retreat Guidelines or unable to Retreat: +2
- Defending at high odds: +1 for each odds ratio over 4:1

# BATTLE FOR GALICIA, 1914 VICTORY POINT SCHEDULE (15.0)

Victory points can be earned in three ways:  
 (1) Infantry Attacks, (2) Eliminated Units and  
 (3) the capture and occupation of Towns.

Attacks: GTs 1 thru 9, each attack conducted by INFANTRY units earns 1 VP.

Eliminated Units: Each unit earns 1 VP.

*Exception: "Ersatz Units" are 0 VP.*

## Towns:

<u>Austro-Hungarian</u>	Capture	Occupy
Lublin (16.22)	10	2
Krasnostaw (16.18)	3	1
Chelm (18.17)	6	2
Hrubieszow (16.13)	3	1

<u>Russian</u>	Capture	Occupy
Lemberg (7.09)	10	1
Grodek (6.10)	3	1
Sambor (2.11)	6	2
Jaworow (6.12)	3	2

# TERRAIN EFFECTS CHART (TEC)

	MP Cost	Combat Effect
Clear	1	None
Woods	2	None
Ridge	+2	Attack. Str.+ AV halved
River	+2	Attack. Str.+ AV halved
Bridge*	+1	see River
Swamp	Prohibited	NA

\* ignore River cost (4.2.1).

# MOVEMENT POINT SUMMARY

Action	MP Cost
Enter EZOC	+1
Exit EZOC	+1
EZOC to EZOC	+2
Recover Combat Effect.	4