Standard Combat Series:
Ardennes II: Tables

Combat Results Tables *(two dice)*

Before determining Odds, the Defending Player must choose to **either** Hold **or** Retreat.
If Hold is mandated below, he **must** Hold. Otherwise, he can choose Retreat.

Retreats must conform to these requirements:
- The Defending stack must Retreat 5 hexes.
- Make no CRT roll. The Attack is assumed to have happened.
- The Attacker can then Advance after Combat.

Mandated Holds:
A Hold becomes mandatory (and there can be no Retreat before combat) if the Defender is:
- DG.
- Under an **enemy** Barrage marker.
- In a City hex.
- Contains Leg MA units.

	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1+
2 *or* **3**	A2	A2	A2	A2	A2	A2	A1	A1	A1D1	A1D1
4	A2	A2	A1	A1	A1	A1	A1D1	A1D1	D1r1	D1r1
5	A1	A1	A1	A1	A1	A1D1	D1	D1r1	D1r1	D1r2
6	A1	A1	A1	-	A1D1	D1	D1r1	D1r1	D1r2	D1r2
7	-	-	-	-	D1	D1r1	D1r1	D1r2	D1r2	D1r3
8	-	-	-	D1	D1r1	D1r1	D2r2	D2r2	D2r3	D2r3
9	-	D1	D1	D1r1	D2r1	D2r2	D2r2	D2r3	D2r3	D2r4
10	D1	D1	D1r1	D2r1	D2r2	D2r2	D2r3	D2r3	D2r4	D2r5
11 *or* **12**	D1	D1r1	D1r1	D2r2	D2r2	D2r3	D2r3	D2r4	D2r5	D2r6

Key:

A#	Attacker takes # Step Losses.
D#	Defender takes # Step Losses.
r#	Side designated Retreats # hexes.

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Air Supply for Artillery Table *(3.7)*

Artillery **freely** removes its DG in the friendly DG Recovery Phase **if** it can Trace Supply normally **OR** if it obtains Air Supply. If neither of these is possible, the player must choose one or the other of these actions:

A) Nothing. Let the Artillery unit stay in DG and therefore unable to Barrage.

                    OR

B) Roll on the table below for each DG Artillery unit individually.

Roll	Result
1	Remove the Artillery unit.
2-3	Both the unit and DG stay.
4-6	Remove the DG.

DG Effects *(3.4)*

Attack	Defend	Move
1/2	1/2	1/2

Important: DG units **CANNOT**:
- **Overrun**.
- **Exploit**. If a unit becomes DG during the Exploitation Phase, it ceases to be Exploit Capable **at that moment** and no longer functions in the current Phase.
- **Barrage**.

Units become DG when they:
- End any Phase Overstacked.
- End any Phase violating Divisional Integrity.
- End a friendly Supply Phase (only) Out of Supply.
- Enter or start a phase within any active Traffic Jam hex. (3.1)
- Are Artillery and they: Bug Out, Retreat, or Barrage when **unable** to Trace Supply.

Barrage Marker Effects *(3.5)*

Enemy			
Full markers	*Attack*	*Defend*	*Move**
Only 1	1/2	1/2	+2 MPs
2 or more	1/4	1/4	+4 MPs

Friendly			
Full markers	*Attack*	*Defend*	*Move*
Any	-	-	+1 MP

- = No Effect

* "Move" cost is added to Entering **or** Exiting an **enemy** Full marker hex. If the unit does both, pay twice. (See also 3.5 Blue-on-Blue.)

Important: Units which start within an **enemy** Full marker hex or enter one when moving **cannot** Overrun or Exploit for the rest of that Phase. (See also 3.3.) However, **friendly** Barrage markers only add the +1 MP cost for entry alone, and **do not** affect Overrun or Exploit abilities. (3.5, Blue-on-Blue.)

Artillery units in an enemy Barrage marker's hex **CAN** Barrage but apply **-1 DRM for each** enemy Barrage maker in their hex. There is no effect for friendly Barrage markers in their hex.

Half Reconciliation Table

Roll	Result
1-3	**Remove** the Half marker.
4-6	**Replace** the Half marker with one Full marker.