

Combat Results Table - 15.6								
	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1
1	A	A	A	A	a	Ex	Ex-1	Ex-2
2	A	A	A	a	Ex	Ex-1	Ex-2	d
3	A	A	a	Ex	Ex-1	Ex-2	d	D
4	A	A	Ex	Ex-1	Ex-2	d	D	D
5	A	Ex	Ex	Ex-2	d	D	D	D
6	Ex	Ex	Ex	d	D	D	D	D
<b>Modifier</b>								
+1 For each previous round of combat								

v.7

Results	
<b>A</b>	Attacker Losses = Defender Factors x DM
<b>a</b>	Attacker Losses = (Defender Factors x DM) / 2
<b>Ex</b>	Factors Lost by Both* = Min (Attacker Factors, Defender Factors x DM)
<b>Ex-n</b>	Attacker Losses <sup>†</sup> = Defender Factors x (DM-n) Defender Losses = All
<b>d<sup>‡*</sup></b>	Defender Losses = Half Factors (ignoring DM)
<b>D<sup>*</sup></b>	Defender Losses = All

\* Defender Losses include DM. † Losses = DAS only, if (DM-n) ≤ 0. ‡ Attacker may choose Ex instead.

✱ Defender may swap this for an Ex-1, Ex-2, or Ex-3 if fortified and if the Attacker's CTL is 1, 2, or 3, respectively.  
(When the Attacker's CTL is 1, an EX-2 may also be swapped for an EX-1 result.) Also for seaborne invasions.

DM		
<b>2</b>	Baseline	
Plus		
<b>1</b>	Seaborne Invasion	<i>unless ≥ half attacking factors are marines</i>
<b>1</b>	River or Crossing Arrow	<i>unless any on same side</i>
<b>1</b>	Rough Terrain	<i>2 for jungle/mountain</i>
<b>2</b>	Fortress	<i>airdrop doesn't undo</i>
<b>1</b>	Fortification	<i>airdrop doesn't undo</i>
<b>1</b>	Beach Defense	<i>unless non-airdrop from shore</i>
<b>1</b>	Airdrop only	<i>2 for armor and specialized</i>
Minus		
<b>1</b>	Exploiting Armor	<i>unless in strategic hex, armor, specialized</i>
<b>1</b>	Italians beyond Mediterranean	<i>Infantry and Replacements</i>
<b>1</b>	Italians, if lose Rome or Africa	<i>Infantry, Armor, Replacements</i>
<b>1</b>	Minor Country Infantry outside home country	<i>except Commonwealth, Finns, Swedes, Volunteers, Pacific, Vichy in former areas</i>
<b>1</b>	Infantry/Replacement CTL ≤ 0	<i>unless in strategic hex or home country</i>
<b>1</b>	Partisans	<i>always</i>
<b>1/turn</b>	Isolated Fortress/Fortification	<i>until zero</i>
<b>1/turn</b>	Isolated Ground Units	<i>even if entering a long-isolated hex, except during first enemy turn</i>
<b>1</b>	Surprise Japanese Attack	<i>WA Infantry and Replacements only</i>
<b>1</b>	Per Chinese Resistance Level	<i>outside China if ≤ 0; everywhere if ≤ -3</i>
<b>1</b>	Against German Armor when RGT < 40	<i>not in IC or objective, not during exploitation, not in Russian-attacked areas</i>
<b>1</b>	Winter ≥ 7	<i>unless in a strategic hex</i>
<b>1</b>	Against the Chindit	<i>unless its adjacent to WA units</i>

strategic hex = capital, objective, IC, BH, railhead