

Overlay Combat Chart

GCACW

← Defenders Combat Value								Results			Attacker's Combat Value →									
50+	49	37	26	18	11	6	3	Def	MCR	Att	3	6	11	18	26	37	49	59	69	70+
11	9	8	6	5	5	4	3	DR*	+10	a									1	1
10	8	7	5	4	4	3	2	DR*	+9	a								1	1	1
9	7	7	5	4	3	2	2	DR*	+8	a							1	1	1	2
8	7	6	4	3	2	2	1	DR	+7	a						1	1	1	2	2
6	6	4	3	3	2	2	1	DR	+6	a					1	1	1	2	2	3
5	4	3	3	3	2	2	1	DR	+5	Ea					1	1	2	2	3	3
5	4	3	3	2	1	1		DR	+4	fa				1	1	2	3	3	4	5
4	3	2	2	1	1			Dr	+3	Fa				1	2	2	3	4	5	6
3	2	2	2	1	1			Dr	+2	Da			1	1	2	2	3	4	5	6
2	2	2	1	1				D	+1	D		1	1	1	2	3	3	4	5	7
2	2	1	1					D	0	D		1	1	1	2	3	4	5	6	8
2	1	1	1					F	-1	D		1	1	1	2	3	5	6	7	8
1	1	1						f	-2	D		1	2	2	3	3	5	7	8	9
1	1	1						-	-3	D	1	2	2	2	3	4	5	7	8	9
1	1							-	-4	D	1	2	2	2	3	5	6	8	9	10
1								-	-5	D	1	2	2	3	4	6	7	9	11	12
								-	-6	D	2	2	3	3	5	6	8	10	12	13
								-	-7	D	2	3	4	4	5	7	9	11	13	15
								-	-8	D	3	4	5	5	6	8	10	12	14	16

<p>1. CR (combat result) = Attacker d6 - Defender d6 2. MCR (modified combat result) = CR + modifiers 3. Locate MCR in the MCR column; this is the results row. 4. Apply letter and number results to participating units.</p> <p>CR modifiers for attacking...</p> <ul style="list-style-type: none"> -1: Across a creek -2: Across a bridge, dam, ferry, or ford -2: Mountain hex from non-mountain hex -1: Mountain hex from mountain hex -1: Hill hex (except from hill, mountain, or down ridge) -2: Up ridge -1: In rain -1: While Union panic in effect (SJW, AGA) 	<p>CR modifiers:</p> <ul style="list-style-type: none"> +1: Prepared attack +1: Assault -1: Hasty attack -3: Column of route attack <p>+/-: Tactical value +/-: Ratio chart modifier -3 to +2: Artillery +1 to +4: Flank attack bonus +1 or +2: Defender flanks refused +1: At least half of defender CV is Dmrlz-2</p>	<p>Results Key</p> <ul style="list-style-type: none"> D: Fatigue+3 and Disorganized F: Fatigue+2 and End action f: Fatigue+1 and End action E: End action r: Retreat R: Rout and Demoralized-1 R*: Rout and Demoralized-2 a: Advance after combat #: Manpower value loss # : Union panic (SJW)
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Modifiers apply to only to the CR. (Modifiers are not specific to the attacker or defender as in the original combat chart.) This chart is based on version 1.3 of the Standard Rules.

Combat Chart Overlay

1. Print this page on heavy paper or card-stock.
2. Cut out the entire overlay table.
3. Cut out the center white space to create a window.
4. Place the overlay on the Combat Chart so that the Results columns (Def | MCR | Att) show through the window.
5. Move the overlay up or down to align the blue line of the overlay with the MCR in the window.

Column headings:


CR Combat Result = Attacker d6 - Defender d6 (unmodified)

MCR Modified CR = CR + all applicable modifiers.

Pct. (left side) Percentage chance of blue result or better.

Pct. (right side) Percentage chance of blue result or worse.

/36 Die roll combinations of 36 total possibilities.

			Results					
/36	Pct.	CR	Def	MCR	Att	CR	Pct.	/36
1	0.03	+5	 CUT OUT			+5	1	36
3	0.08	+4		+4	0.97	35		
6	0.17	+3		+3	0.92	33		
10	0.28	+2		+2	0.83	30		
15	0.42	+1		+1	0.72	26		
21	0.58	0		0	0.58	21		
26	0.72	-1		-1	0.42	15		
30	0.83	-2		-2	0.28	10		
33	0.92	-3		-3	0.17	6		
35	0.97	-4		-4	0.08	3		
36	1	-5		-5	0.03	1		
				Def	MCR	Att		

Defender Result Probabilities Table

Attack	f	F	D	r	R	R*
+10			100		100	83
+9			100		100	72
+8			100	100	97	58
+7			100	100	92	42
+6			100	97	83	28
+5			100	92	72	17
+4		100	97	83	58	8
+3	100	97	92	72	42	3
+2	97	92	83	58	28	0
+1	92	83	72	42	17	
0	83	72	58	28	8	
-1	72	58	42	17	3	
-2	58	42	58	8	0	
-3	42	28	17	3		
-4	28	17	8	0		
-5	17	8	3			
-6	8	3	0			
-7	3	0				
-8	0					
-9	0					