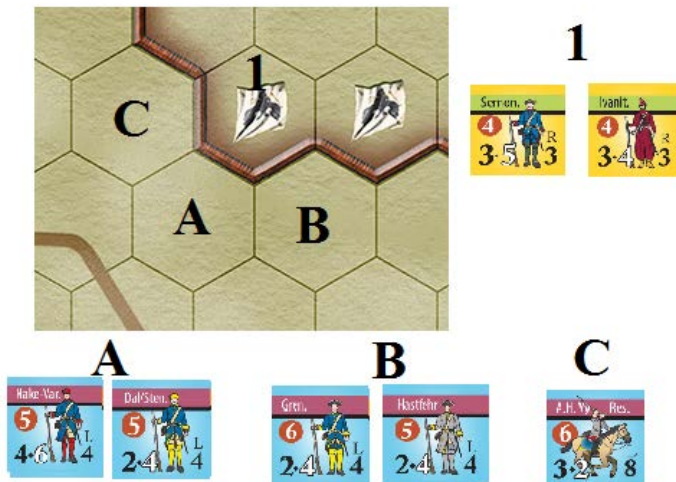


A Thunder Upon the Land

Example of Combat by Lembit Tohver

It is the Turn 2 Swedish Combat portion of their Left Command (it has been a Move/Combat Activation). The Swedish Player wishes to Attack the Russian units in Hex 1 with his forces in hexes A, B and C. The Snow Storm is still in effect. They are behind in VPs to the Russians and the Swedish player decides to make this a Desperation attack (he has 3 available at this point) and announces this to his opponent and moves the Desperation attack marker down one to 2 on the track.



Attack Calculations:

1) The Swedish Player chooses the Grenadiers as his Lead unit providing a Base MF of 6. This is modified up one (because the Snow Storm is still at Level 2) to a 7. Since both the Russian units have a base MF of 4 and there are no modifiers, the Swedish Morale is 3 higher than the Russians and will provide a +3 DRM to the Swedish player's roll.

2) Swedish Attacking Combat Factor:

a) First we determine the modifiers to the unit's AFs.

- The Snow Storm Level 2 is effect, so each unit has its AF increased by 1.
- Since the Swedish Player has declared a Desperation attack, he is able to double one unit's AF. He chooses the Nake-Var, unit which gives that unit a 10 AF (5 doubled). This unit will be automatically disrupted once the combat is concluded.

b) Now we tally the modified AFs: Nake-Var (10) + Dal/ Sten (3) + Gren. (3) + Hastfehr (3) + A.H. Vy. (4) = 23 AF

3) Russian Defense Combat Factor:

a) Modifiers:

- Since all attacking units are attacking across the Breastworks hexside, each Russian unit's DF is increased by one. That is the only modifier.

b) Tally the Russian modified DFs: Semon. (6)+ Fliwerk (5) = 11 DF.

4) Both Players roll a D10 now.

a) The Swedish player's roll is a 4. He adds the +3 DRM for his MF superiority for a final modified DR of 7. Adding that to his AF of 23 nets a 30 result.

b) The Russian Player's roll is a 9. There are no DRMs for the Russian player. Adding the DR to his DF of 11 nets him a result of 20.

5) The Swedes win the combat. Winner's 30 CF - Loser's 20 CF = a CCV of 10. This is more than double both of the Russian's unit's MFs, so they will both suffer the effects of that result:

Both units are routed (marked so) and then retreated 4 hexes. The Russian player rolls the D10 to check the morale of his Semon. unit: a roll of 6 (no modifiers for this check) is a failure and the unit is flipped to its reduced side. He rolls a 1 for the Fliwerk unit, which is a pass and suffers no further ill effects from this combat.

6) Since the hex is vacated, the Swedish player has the option to advance units into the vacated hex, which he chooses to do so (he is now across the Breastworks).

Let us say that this was later in the game at a point where the Swedish are ahead in VPs and there is no Snowstorm. This would change the Swedish Combat AF tally to be 13 Base AF tally with a 4 (roll) +2 DRM which would have had them get a result of 19. The Russians result would be the same of 20. This would result in the Russians winning the combat and the Swedish units suffering adverse results.