

WARBLOG COMBAT RESULTS

| | | | | | | | | | | |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| | 1-4 | 1-3 | 1-2 | 1-1 | 2-1 | 3-1 | 4-1 | 5-1 | 6-1 | 7-1 |
| 1 | EX | EX | DR | DR | DR | DE | DE | DE | DE | DE |
| 2 | AR | EX | EX | DR | DR | DE | DE | DE | DE | DE |
| 3 | AR | AR | EX | DR | DR | DR | DE | DE | DE | DE |
| 4 | AR | AR | EX | EX | DR | DR | DE | DE | DE | DE |
| 5 | AR | AR | EX | EX | EX | DR | DR | DE | DE | DE |
| 6 | AR | AR | EX | EX | EX | DR | DR | DE | DE | DE |
| 7 | AR | AR | EX | EX | EX | DR | DR | DR | DE | DE |
| 8 | AR | AR | EX | EX | EX | DR | DR | DR | DE | DE |
| 9 | AE | AR | AR | EX | EX | DR | DR | DR | DR | DE |
| 10 | AE | AR | AR | AR | EX | EX | DR | DR | DR | DE |
| 11 | AE | AE | AR | AR | EX | EX | DR | DR | DR | DR |
| 12 | AE | AE | AR | AR | EX | EX | EX | DR | DR | DR |

Unit Modifiers












| | |
|--|---|
| Armour vs Soft Skin only | x3 |
| Armour vs Mechanised or Soft Skin only | x2 |
| Infantry only vs Mechanised (mixed) | halved |
| Infantry only vs Armour (mixed) | quartered |
| Indirect fire vs mechanised | Damage halved |
| Indirect fire vs Armour | Damage quartered |
| | |
| Missile vs any target | No defence bonus |
| Any attack vs unaccompanied artillery or rockets | x5 |
| Flanking | 1 row shift down on result for each two hexes |











Notes

- 1) Insurgents and Anti-tank units engage individually using rules as per rulebook

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Terrain Modifiers

| | Def | Inf | Mot | Arm |
|--|-----|-----|-----|-----|
|  agricultural | 1 | 1 | 1 | 1 |
|  bush | 1 | 1 | 1 | 2 |
|  desert | 1 | 1 | 1 | 1 |
|  dune | 1 | 2 | 3 | 3 |
|  hills | 2 | 2 | 4 | 5 |
|  Jungle | 1 | 2 | 3 | 3 |
|  jungle-hill | 3 | 3 | 0 | 0 |
|  Marsh | 1 | 3 | 3 | 4 |
|  moor | 1 | 3 | 3 | 2 |
|  mountain | 4 | 3 | 7 | 7 |
|  mountain-peaks | 5 | 0 | 0 | 0 |

| | Def | Inf | Mot | Arm |
|--|-----|-----|-----|-----|
|  orchards | 1 | 2 | 1 | 1 |
|  paddyfield | 0 | 1 | 1 | 1 |
|  plains | 1 | 1 | 1 | 1 |
|  scrub | 1 | 2 | 1 | 1 |
|  sea | 1 | 0 | 0 | 0 |
|  swamp | 2 | 3 | 6 | 6 |
|  urban-dense | 3 | 1 | 1 | 1 |
|  urban-light | 2 | 2 | 1 | 1 |
|  wood | 1 | 2 | 2 | 3 |
|  woodedhills | 3 | 3 | 3 | 3 |