

## Combat Results Table (CRT)

		ODDS					
		1-3	1-2	1-1	2-1	3-1	4-1
MODIFIED DIE ROLL	0	E/-	E/1	E/1	2R/2	2/2	1/4R
	1			4R/1	2/2	2/4R	-/4R
	2		4R/1	2R/1		1/4R	-/E
	3	E/1	2/1	1/2	-/4R		
	4	4R/1	2/2	1/2R			
	5	2R/1	2/1	1/2	1/4R		
	6	1R/1	1/2	1/2R	-/4R		
	7	1/-	1/2R	1/4R	1/E		
	8	-/1	1/4R	2/E	-/E		

### Die Roll Modifiers

- Add the Attack Bonus of any **one** attacking leader.
- Add one if Heavy Cavalry versus a stack containing Infantry, Militia or Light Cavalry in a clear hex.
- Add one to French attacks if French National Will is 2.
- Subtract the Defense Bonus of any **one** defending leader.
- Subtract one to French attacks if French National Will is 0.
- Subtract one if defender is in Field Works.
- (Optional Rule) Subtract one from the die roll if all the attackers are Militia. Add one to the die roll if the defenders are Militia.

### Column Shifts (Optional Rule)

- Shift the odds one column right if the attacker has Archers/Artillery and the defender does not.
- Shift the odds one column left if the defender has Archers/Artillery and the attacker does not.

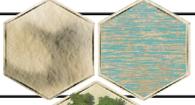
### RESULTS

- Results are expressed as Attacker/Defender. E=Eliminated, #=Number of strength points lost, R=requires the stack to retreat one hex, -=No Effect.
- If the stack cannot retreat due to blocking forces or prohibited terrain, it is eliminated and any leaders with the stack roll for their fate (2 dice; 2= Killed, 12=Captured).
- Odds worse than 1-3 are treated as 1-3. Odds greater than 4-1 produce an “-/E” result.

## Defensive Fire

Number of Artillery and Archer Strength Points (SPs) firing:	Die Roll =1	Die Roll =2	Die Roll =3	Die Roll =4	Die Roll =5	Die Roll =6
1-4	No effect			1 SP LOST	2 SPs LOST	
5-8	No effect		1 SP LOST	2 SPs LOST		
9+	1 SP LOST	2 SPs LOST	3 SPs LOST			

## TERRAIN EFFECTS CHART (TEC)

	Movement Effects	Combat Effects (cumulative)
<b>Rough Hex/ Swamp Hex</b> 	Costs 3 MPs to enter	Defender doubled
<b>Woods Hex</b> 	Costs 2 MPs to enter	Defender doubled
<b>River Hexside</b> 	Costs +1 MP to cross unless a town is on one hex side; if crossed to or from a town, no effect	Defender doubled if attackers are on the other side
<b>Coastal Hex</b> 	Use Other Terrain in hex to determine	Use Other Terrain in hex to determine
<b>Clear Hex/ Village Hex</b> 	Costs 1 MP to enter	None
<b>English-controlled Area Boundary Hexside</b> 	None	None
<b>Town Hex/ Cathedral Town Hex</b> 	Cannot continue unless dropping off a garrison (6.7)	Defender tripled Use siege rules
<b>All-Sea</b> 	Prohibited	Prohibited

Note: Charts and Tables printed on this card supersede those printed in the rulebook.



## French National Will

2	All French attacks get a +1 modifier on the CRT.
1	No effect.
0	All French attacks suffer a -1 modifier on the CRT.

If Jeanne is captured, French National Will drops to 0 immediately and can never be higher than 1 again..

### Events that cause adjustments to the French National Will:

- +1 Jeanne is executed
- +1 Paris falls to the French
- +1 Charles crowned at Rheims
- +1 Siege of Orleans lifted
- 1 Orleans falls to the English or is captured in a subsequent turn.
- 1 Chinon falls to the English

## Sieges

Die Roll = 4 or less	Siege continues.
Die Roll = 5 or more	Town falls.

- + Attack Bonus of any one leader in besieging force.
- +1 If the defender does not have Artillery and/or Siege Units.
- +1 If defending force consists only of Militia
- +1 If attacker has Engineers (optional).
- Defense Bonus of any one leader in defending force.
- 1 If defender has Engineers (optional).