Dice Modifier
-6
-6
-3
-6
+6
-6
-3
-3
-6

Assault Only	Dice Modifier
Assaulting Uphill	-3
Defending Uphill	+3
Assaulting town or woods	-3
Per step lost to Defensive Fire prior to Assault	-3
Assaulted in Road Order	-6
Charged in Road Order	-12
Infantry or Artillery Charged in Flank	-12
Infantry or Artillery Charged in Rear	-6
Infantry or Artillery Charged by Super-heavies	-6

(1) Units with a printed morale of 16 or less ignore this modifier.

Also: Leader Bonus, Dead Leader, Major Organization Morale, Overstacking, Assault Odds

Commander's Rating

Major Morale Levels

	0	1	2	3	4
0	4	3	3	3	3
1	7	6	6	5	5
2	10	10	9	9	8
3	12	12	11	11	10

Attack Stoppage Table

Roll the number or higher on 2d6, otherwise lose current orders.

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Commander's Rating	0	1,2	3	4
Roll to Equal or Exceed	12	11	10	9

A roll of double one is a loose cannon result.

Local Initiative Table

Acceptance Number

	-3 or less	-2	-1	0	1	2	3	4	5	6	7	8	9	10+
Ignore	11-26	11-22	11-16	11-14	11-13	11-12	11-12	11-12	11	11				
D6	31-51	23-42	21-34	15-31	14-25	13-23	13-22	13-22	12-16	12-16	11-14	11-12	11-12	11
D5	52-64	43-63	35-61	32-56	26-52	24-44	23-42	23-36	21-34	21-31	15-25	13-22	13-22	12-15
D4	65-66	64-66	62-65	61-65	53-64	45-63	43-61	41-56	35-54	32-52	26-46	23-44	23-42	16-31
Acc			66	66	65-66	64-66	62-66	61-66	55-66	53-66	51-66	45-66	43-66	32-66

Order Acceptance Table

Acceptance Number= Sender Rating + Receiver rating + Modifiers

Modifiers:

- +1 if the element has no current orders.
- +1 if all the infantry battalions in the element are in regimental mode.
- +3 if the leaders are stacked together.
- -2 for attacking orders.
- -1 if the element conducted melee or defensive or opportunity fire during the last player turn.
- -3 for hurried orders.

Ignore - The order is lost!

D# - Die roll each Army Orders Phase, roll at least # on d6 to accept.

Accept - Order is accepted.

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