

Attack DR Results

UNIT TYPE	CASUALTY REDUCE	MDR < MORALE	MDR = MORALE	MDR > MORALE & MDRDIFF <= ELR	MDR > MORALE & MDRDIFF > ELR	NATURAL 12
Good Order MMC	Good Order HS	No Effect	PIN	Break	Break ELR	Casualty Reduce Break Possible ELR
Broken MMC	Broken HS	Possible DM ⁴ Remain Broken	Possible DM ⁴ Remain Broken	Casualty Reduce Remain Broken	Casualty Reduce Remain Broken	Casualty Reduce and Remain Broken
Good Order Crew/HS	Eliminate	No Effect	PIN	Break	Break ELR	Eliminate
Broken Crew/HS	Eliminate	Possible DM ⁴ Remain Broken	Possible DM ⁴ Remain Broken	Eliminate	Eliminate	Eliminate
Good Order SMC	Eliminate on dr >= 5 Wounds dr 1 to 4 Leadership -1, Morale +1 IPC = 0, No CX, MF=3	No Effect	PIN	Break ²	Break ² ELR	Casualty Reduce ³ Break ² Possible ELR
Broken SMC	Eliminate on dr >= 5 Wounds dr 1 to 4 Leadership -1, Morale +1 IPC = 0, No CX, MF=3	Possible DM ⁴ Remain Broken	Possible DM ⁴ Remain Broken	Casualty Reduce ³ Remain Broken	Casualty Reduce ³ Remain Broken	Eliminate ³
Good Order Wounded SMC	+1 to dr (never more than +1) Eliminate on dr >= 5	No Effect	PIN	Break ²	Break ² ELR	Casualty Reduce ³ Break ² Possible ELR
Broken and Wounded SMC	+1 to dr (never more than +1) Eliminate on dr >= 5	Possible DM ⁴ Remain Broken	Possible DM ⁴ Remain Broken	Casualty Reduce ³ Remain Broken	Casualty Reduce ³ Remain Broken	Eliminate ³

Definitions:

MMC	Multi-Man Counter, 3 men on each side
HS	Half Squad Counter, 2 standing on normal side, 2 broken on back side
CREW	Crew Counter, 2 squatting on normal side, 2 broken on back side
SMC	Single Man Counter, 1 man on each side
NATURAL 12	6 on each die
ELR	Experience Level Rating for the unit as defined on the scenario card
MORALE	MORALE showing on the up side of MMC, HS, CREW, or SMC plus any applicable DEFENDER Leadership and Penalties
MC#	Modified DEFENDER Morale Check where # is the value added to the original DR (NMC has # = 0)
MDRDIFF	Difference of DEFENDER modified DR minus MORALE when DEFENDER MDR > MORALE
MDR	Modified DR used by DEFENDER for MC, including Leadership and DEFENDER Penalties

Notes:

- 1) Crews, conscripts, green, and underlined morale units do not ELR.
- 2) All Good Order units (including possible leaders) with lesser morale in hex of breaking leader must take LLTC, Leader Loss Task Check (PTC), with any negative leadership of broken leader added to the DR.
- 3) All units (including possible leaders) with lesser morale in hex of eliminated leader must take LLMC, Leader Loss Morale Check (NMC), with any negative leadership of eliminated leader added to the DR.
- 4) A broken unit will become DMed if fired upon with sufficient fire power to possibly cause at least a NMC even if the ATTACKER cowers.