COMBAT

COMBAT FACTOR CHARTS

The charts and tables listed below give a step-by-step guide to the combat resolution system of *The Shattered Alliance.*

When a unit engages an opponent in melee combat, the outcome of the battle is determined by the number of casualties caused. This is determined by the total number of combat factors each unit has when fighting an opponent. The number of combat factors is the total of weapon, tactical and random factors the unit has during its attack. During an attack, both units compile their combat factors, casualties are calculated and a victory result is declared.

Weapon Factor Chart.

	HI	LHI	MI	LMI	LI	EHC	HC	LC
CAVALRY WEAPONS								
Lance	4	4	4	4	5	3	4	5
Javelin	3	3	4	4	5	2	2	3
Sword	2	2	3	3	5	1	1	3
INFANTRY WEAPONS								
Pike	3	3	4	4	5	4	5	5
L. Spear	2	2	3	3	4	2	4	5
Javelin	1	1	2	2	3	1	2	3
2 Hand	4	4	4	4	4	4	4	4
Sword	0	0	1	1	2	0	0	1

To fully illustrate this, let's look at an example as we proceed through the charts.

Let's assume a class B Extra-Heavy Cavalry unit, armed with lances, attacks a class C Heavy Infantry unit with pikes. To determine the total Combat Factors of this unit, we look at the Weapon Factor Chart. Lancers attacking Heavy Infantry have a weapon factor of 4. Pikemen attacking Extra-Heavy Cavalry have a weapon factor of 4 also. Next, we must check the tactical factor chart.

MELEE TACTICAL FACTOR CHART

This is a list of tactical factors which may be added to units engaged in melee combat.
Note: All factors are cumulative.

+1 Bonus to the attacking unit
+1 When enemy is shieldless
+1 When enemy is shieldless MI or LMI
+1 Bonus to Dwarves against Zorgs (Orcs).
−1 When opponent is a Lizard person
+N Blade Enhancer spell where N is the number of spell points cast
−N Shield spell where N is the number of spell points cast

0 to −3 Terrain differential; factors are subtracted when attacking a unit in the appropriate terrain: 0 for clear terrain; 1 for low hills and light woods; 2 for high hills and heavy woods; 3 for mountains;
For this battle, nothing on the Tactical Factor Chart applies except the 1 factor bonus for attacking, which is given to the Extra-Heavy Cavalry. If the battle had been fought on different terrain or if magic had been used, we would have added the appropriate amounts to the Tactical Factor total. The Combat Factors now total five for the Extra-Heavy Cavalry and four for the Infantry. Next is the Random Factor Chart.

MELEE RANDOM FACTOR CHART

+3 to −3 is the range of the melee random factor. Two average dice are rolled (2,3,3,4,4,5) and the second roll is subtracted from the first to produce the random factor.

A and B class units can have no random factor less than −1.
D class units can have no random factor greater than +1.

In our case, the computer generates a random factor of −2 for the cavalry and +1 for the infantry. Since the cavalry is B class, it can have a random factor no lower than −1. Its factor, therefore is −1. The infantry unit has a +1 random factor. The final combat factors are four for the cavalry and five for the infantry. To determine the total number of casualties we must now go to the Casualty Calculation Chart.

CASUALTY CALCULATION CHART

Each engaged unit's combat factors are totaled. The combat factor totals are compared to the casualty chart. The percentage of casualties caused by each unit is multiplied by the same unit's number of warriors to determine the number of casualties taken by the opposing unit.

In this case, the cavalry unit has four total factors. By the formula given below, the cavalry has inflicted 10% casualties on the infantry unit. The infantry has five total factors and has inflicted 12% casualties on the cavalry. If we assume each unit to have 1000 men, the cavalry unit has lost 120 men, the infantry unit 100 men. Since the infantry has caused more than 5% total casualties on its opponent and has caused over 10% more casualties than it has suffered, the infantry unit has won the battle.

TOTAL FACTORS	CASUALTIES
< −1	1%
−1	2%
0	3%
1 to 5	2%+ (f ★ 2%)
6+	15%+((f−6) ★ 5%)

f = total number of factors

FIRE COMBAT FACTOR CHART

The same method of determining battle results is used for fire as well as melee combat; weapon, tactical and random factors are totaled. As the chart below indicates, fire combat causes less casualties than melee. Also, a unit will never rout during fire combat.

Weapon Factor Chart

	HI	LHI	MI	LMI	LI	EHC	HC	LC
Javelin	0	0	1	1	1	0	0	1
Rks	0	0	1	1	1	0	0	1
Bow	0	0	1	1	1	0	0	1

TACTICAL FACTORS for Fire Combat

+1 Enemy shieldless
+1 Enemy shieldless and MI or LMI
+1 Elves and Centaurs armed with bows
−1 Enemy moved last turn
−1 Enemy is situated in light woods
−2 Enemy is situated in heavy woods
+N Blade Enhancer spell, N is the number of spell points used
−N Shield spell, N is the number of spell points used

RANDOM FACTOR for Fire Combat

−1 to +1

DEFENSIVE FIRE

Not allowed for units without missile weapons or whose missile weapons are out of range of the attacker.

DETAIL DISPLAYS

When you select the detail display option at the start of the game, you will be shown the morale and combat detail displays at the appropriate times.

MORALE DETAIL DISPLAY

This is only displayed during morale checks. This display shows the various factors which comprise the morale result. The abbreviations are:

1. **Dice** signifies the total of the die rolls used in morale checks.
2. **Close** signifies the aggregate total of enemy and friendly units within 3 hexes at the time of the morale check.
3. **Dead** signifies the percentage casualties of the checking unit; 1 factor is given for each 10% casualties.
4. **BS** signifies the cumulative number of battles won by the checking unit; may be positive or negative.

5. **RS** signifies the cumulative number of routs seen or experienced by the unit whose morale is being checked. A positive value signifies more enemy routs than friendly routs; a negative signifies the opposite.
6. **Total** signifies the total of the above factors.

COMBAT DETAIL DISPLAY

This is only displayed immediately before combat is resolved. The combat factors for each unit are totaled and displayed on the screen. The abbreviations are:

1. **WF** signifies the weapons factor of the appropriate unit.
2. **TF** signifies the tactical factor of the appropriate unit.
3. **RF** signifies the random factor of the appropriate unit.

RACIAL BONUSES

Elves and Centaurs have a +1 tactical factor bonus when using bows.

Dwarves have a +1 tactical factor bonus when fighting Zorgs (Orcs).

Demons have a + 1 tactical factor bonus during combat and lower the morale score by 1 of any enemy unit within 3 hexes during the opponents morale check.

Lizardmen (and women) have a − 1 tactical factor bonus subtracted from the combat factor total of the opposing unit.

Unicorn/Valkyrie units always move one time-point sooner than their unit type normally moves.

VICTORY CONDITIONS

UNIT VICTORY

All battles are drawn, unless one unit kills at least 5% of the opponent's total force and kills 10% more soldiers than it loses. A victory is declared for the unit which caused more casualties than it suffered.

ARMY VICTORY

There are two ways a game can end. The first is the advent of nightfall after 144 time-points. The second occurs when an army's morale level reaches zero. The army will sound the retreat and give up the field. At this point. each army's remaining (alive and unrouted) troops are counted (15% is subtracted from the retreating army's total) and the results are compared.

NOTE: For victory purposes not all warriors are equal. For instance extra heavy cavalry is worth more than light infantry.

If the margin is	The result is
0–9%	Draw
10–29%	Victory
30%+	Decisive Victory