

MIRACLE ON THE MARNE COMBAT TABLES

**BOMBARDMENT TABLE**

Die Roll	Bombardment Factors											
	1	2	3	4	5	6-7	8-9	10-11	12-13	14-15	16-17	18+
1	D	D	D1	D1	D1	D1	D2	D2	D2	D2	D2	D3
2	d	D	D	D1	D1	D1	D1	D2	D2	D2	D2	D2
3	d	d	D	D	D1	D1	D1	D1	D2	D2	D2	D2
4	-	d	d	D	D	D1	D1	D1	D1	D2	D2	D2
5	-	-	d	d	D	D	D1	D1	D1	D1	D2	D2
6	-	-	-	d	d	D	D	D1	D1	D1	D1	D2
7	-	-	-	-	d	d	D	D	D1	D1	D1	D1
8	-	-	-	-	-	d	d	D	D	D1	D1	D1
9	-	-	-	-	-	-	d	d	D	D	D1	D1
10	-	-	-	-	-	-	-	d	d	D	D	D1

<b>Die Roll Modifiers</b>	<b>Combat Results</b>	<b>Die rolls greater than 10 are always No Effect.</b>
Target is:	- No Effect	<b>Die rolls less than 1 are treated as a roll of 1.</b>
Forest +1	d One defending unit Disrupted	
City +2	D All defending units in hex Disrupted	
Town +1	D1, D2, ... All defending units disrupted and # of steps lost	
11+ Stacking pts. -1		

**COMBAT RESULTS TABLE**

Target Mode	Combat Factors											
	1	2-3	4-5	6-8	9-11	12-15	16-20	21-25	26-30	31-35	36-40	41+
Offensive	-	-	1	2-3	4-5	6-8	9-11	12-15	16-20	21-25	26-30	31+
Defensive	1	2-3	4-5	6-8	9-11	12-15	16-20	21-25	26-30	31-35	36-40	41+
Transfer	-	-	1	2-3	4-5	6-8	9-11	12-15	16-20	21-25	26-30	31+
Regroup	-	1	2-3	4-5	6-8	9-11	12-15	16-20	21-25	26-30	31-35	36+
Die Roll												
1	1	1	1	1	1	2	2	2	3	3	3	4
2	-	-	1	1	1	1	2	2	2	3	3	3
3	EN	-	-	1	1	1	1	2	2	2	3	3
4	EN	EN	-	-	1	1	1	1	2	2	2	3
5	EN	EN	EN	-	-	1	1	1	1	2	2	2
6	EN	EN	EN	EN	-	-	1	1	1	1	2	2
7	EN	EN	EN	EN	EN	-	-	1	1	1	1	2
8	EN	EN	EN	EN	EN	EN	-	-	1	1	1	1
9	EN	EN	EN	EN	EN	EN	EN	-	-	1	1	1
10	EN	EN	EN	EN	EN	EN	EN	EN	-	-	1	1

<b>Die Roll Modifiers</b>	<b>Combat Results</b>	<b>Die rolls greater than 10 are always No Effect.</b>
Target hex is:	- No Effect	<b>Die rolls less than 1 are treated as a roll of 1.</b>
Forest +1	EN Engaged	
City +2	1/2/3/4:	
Town +1	Defense Fire Steps lost	
Note: Do not apply target modifiers versus Defense Fire	Regular Attack Steps lost or hexes retreated	
Massed Target (11+ Stacking pts.) -1	Note: min. step loss is 1/2 of result rounded down	
Defense Fire vs. Attackers across river -3		
Defense Fire vs. Attackers across bridge -2		
Corps Coordination +1	All units that take step loss or retreat are Disrupted	

**VARIABLE REINFORCEMENTS TABLE**

Reinforcement	Die Roll				
	1	1-3	1-5	1-7	1-9
IV Corps	Sept. 3	Sept. 4	Sept. 5	Sept. 6	Sept. 7
Morocco Dv.	Sept. 3	Sept. 4	Sept. 5	Sept. 6	Sept. 7
IX Corps	Sept. 5	Sept. 6	Sept. 7	Sept. 8	Sept. 9
XI Corps	Sept. 8	Sept. 9	Sept. 10	Sept. 11	Sept. 12
Lepel Brigade	Sept. 7	Sept. 8	Sept. 9	Sept. 10	Sept. 11

For each unit, reference the current game turn to determine die roll required for entry.

**COMMAND AND CONTROL TABLE**

Army	Mode Result				
	Regroup	Defense	No Change	Normal	Offense
German 1st (Yellow)	-	-	1-4	5-8	9-10
German 1st (Green)	-	1	2-3	4-9	10
French 5th (Yellow)	-	1	2-3	4-9	10
French 6th (Green)	-	1	2-3	4-8	9-10
French 9th (Red)	-	1	2	3-9	10
B.E.F	1-2	3-4	5	6-10	-

Roll one die for each attempted change and cross reference result.

**TERRAIN EFFECTS CHART**

Type	Movement	Combat
Clear	1 mp	None
City	Same as other	+2
Town	Same as other	+1
Forest	2 mp	+1
River	+2 mp	-3
Railroad	0 mp	None
Road	Regroup only .5 mp	None
Bridge	Same as other	-2
Entry Hex	Same as other	None