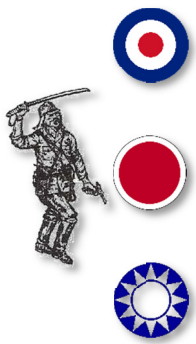


DEFENDER'S FIREPOWER (FP)

		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
1	1-1	1-2	1-4	1-4	1-6	1-6	1-8	1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8		
2	2-1	1-1	1-2	1-2	1-4	1-4	1-4	1-4	1-6	1-6	1-6	1-6	1-8	1-8	1-8	1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8		
3	3-1	3-2	1-1	1-2	1-2	1-2	1-4	1-4	1-4	1-4	1-4	1-4	1-6	1-6	1-6	1-6	1-6	1-6	1-8	1-8	1-8	1-8	1-8	1-8	<1-8	<1-8	<1-8	<1-8	<1-8	<1-8		
4	4-1	2-1	1-1	1-1	1-2	1-2	1-2	1-2	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-8	1-8	1-8	1-8	1-8	1-8	
5	4-1	2-1	3-2	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6	
6	6-1	3-1	2-1	3-2	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-6	1-6	1-6	1-6	1-6	1-6	
7	6-1	3-1	2-1	3-2	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-6	1-6
8	8-1	4-1	2-1	2-1	3-2	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4
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12	>10-1	6-1	4-1	3-1	2-1	2-1	3-2	3-2	1-1	1-1	1-1	1-1	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2
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ATTACKER'S FIREPOWER (FP)

ODDS RATIO:	<1-8	1-8	1-6	1-4	1-2	1-1	3-2	2-1	3-1	4-1	6-1	8-1	10-1	>10-1
KILL #:	0	1	2	3	4	5	6	7	8	9	10	11	12	13
HTH KILL #:	2	3	4	5	6	7	8	9	10	11	12	13	14	15



**Final CC DR Result:**  
 = KILL #: one unit suffers casualty reduction (RS) < KILL#: all attacked units are eliminated

**Close Combat FP or DRMs: (CC is simultaneous, unless Ambushed)**

by/vs. Ambush (NA during melee) .....	-1/+1	by Motion/Pinned unit .....	x 1/2	by/vs. CX .....	-1/+1
vs. Broken Unit .....	-2	Leadership (if not alone) .....	+/- X	vs. motion/non-stopped vehicle .....	+2
vs. CE AFV .....	-1	vs. vehicle w/no manned/usable MG .....	-1	vs. immobile AFV .....	-1
vs. Concealed unit .....	x 1/2	vs. Open Topped AFV .....	-2	by Elite/1st Line Japanese (unless Banzai) .....	-1

**Ambush DRM (Ambush can occur in building/woods hex):**

by Pinned unit .....	+1	Leadership (if not alone) .....	+/- X	by Inexperienced (Green/Conscript) .....	+1
by Concealed unit .....	-2	by/vs. CX .....	+1/-1		

**Against AFVS: (CC is sequential)**  
 CCV: Squad 5, Crew 4, HS 3, SMC 2  
 CCV Modifiers: Assault Engineer (by SSR) +1, Inexperienced (Green/Conscript) -1, extra SMC +1, halved FP -1 per application

**Close Combat Odds Ratio Calculator**

Neal Ulen v1.0