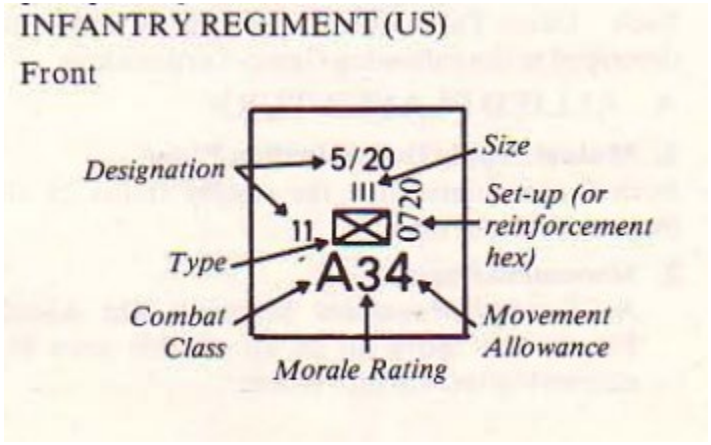
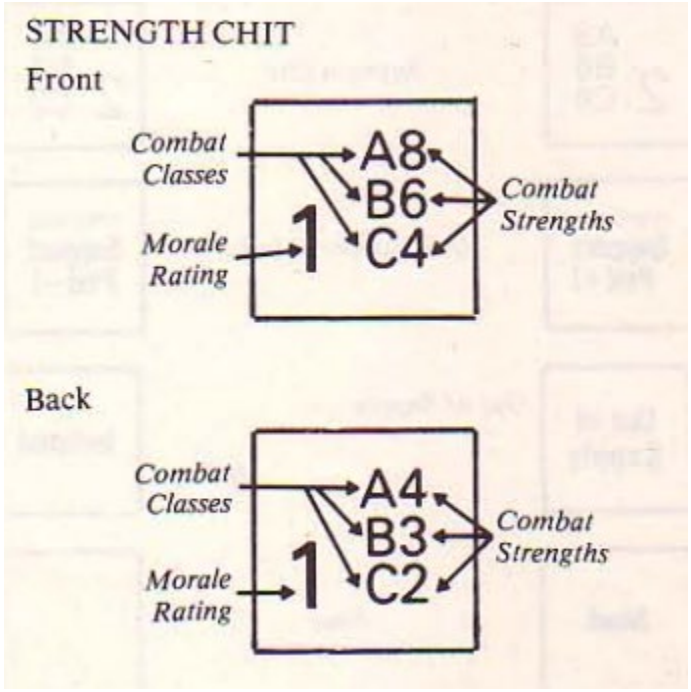
Editor's Note: ~~Re~~fresher on ***Victory in the West -***



In these games, a unit's strength is unknown until their first battle. After committing to the battle, the attackers and defenders draw ***strength*** chits from a pool based on their Morale rating. (1,2, or 3). The unit uses the strength rating for their Combat Class. (A, B, C)

To limit enemy intelligence, the opposing player may NOT examine the *strength* chit of enemy troops prior to battle.



Combat losses are in steps. A Division-size (III) would flip the *strength* chit for the first step loss. And after a second, the chit would be removed, and the Division counter flipped. *Note*: a Unit with an original strength of 3 has 3 steps; Original strength of 2 or less has 2 steps. A 1 strength Chit has *only* 1 step, and the original unit has a step. But - Cadres (CDR), Artillery Brigades (X) and Battalion (II) sized units are only 1 step total.

Zones of Control exist in every hex adjacent to a unit. *Exception*: Cadres (CDR), Artillery Brigades (X) and Battalion (II) sized units DO NOT have a ZOC. **Terrain** never affects ZOCs.

Movement: Units must end their movement on entry of a ZOC. Units that BEGIN a movement phase in an enemy ZOC may exit by paying an additional MP, but cannot enter another Enemy ZOC in this phase. Mech units out of supply are halved on movement.

A review of how combat works

Combat: In the Combat phase, non-phasing units in the ZOC a phasing unit must be attacked by someone.

SUMMARY OF SHIFTS TO RATIO COLUMNS

A. Shift one column to the right (if employed in the attack) **or one column to the left** (if employed in the defense):

1. Divisional Integrity (see 9.4)
2. Artillery "Support Bonus" (see 9.62)
3. Hilltop Combat Bonus (see 9.3)
4. Ground Support (see 13.1)

B. Shift one column to the right:

1. Combined Arms Combat Bonus (see 9.5)

C. Shift one column to the left:

1. If Mud Game-Turn is in effect (see 24.2)

Divisional Integrity (Attacker): *If at the moment of attack, if the attacking unit has all the regiments of his division adjacent to the defending unit, shift the attack one to the RIGHT on the CRT. (If the attacking units are from 2 divisions, and all the regiments are adjacent, they could get a second shift – but that is the maximum.) [9.44].*

Divisional Integrity (Defender): *IF the Defending Unit is stacked with or adjacent to ONE other regiment of his Division, shift the combat odds one column to the LEFT.*

Combined Arms: *For each attacking STACK that has a tank and non-tank unit, it gets a shift to the right on the CRT. UNLESS the DEFENDER has a tank and non-tank unit. Then there is NO Combined arms shifts. [9.51-9.54]*

[9.88] **COMBAT RESULTS TABLE**

Defender's Terrain

	HILLTOP	WOODS, TOWN, SWAMP	CLEAR
	1-3	1-4	1-5
DICE			
2	A2(3)	D1(1)	A2(3)
3	A1(2)	A1(1)	D2(1)
4	A1(2)	A1(2)	A1(1)
	1-2	1-3	1-4
DICE			
2	D1(1)	A2(3)	A2(2)
3	A1(1)	D2(1)	D1
4	A1(2)	A1(1)	D1(1)
	1-1	1-2	1-3
DICE			
2	A2(3)	A2(2)	A2(2)
3	D2(1)	D1	A1(1)
4	A1(1)	D1(1)	A1(1)
	2-1	1-1	1-2
DICE			
2	A2(2)	A1(1)	A1(1)
3	D1	A1(1)	A1(1)
4	D1(1)	A1(1)	A1(1)

Terrain is integrated into the combat table. *Exception:* Units in Entrenchment hexes OR Attacked solely across river hexsides have their defense strength DOUBLED. If both cases are true, they are TRIPLED. [9.32]

Combat Retreats through an Enemy ZOC require a step loss. If it is a stack retreating, this loss may come from any unit in the stack

CRT Results: (#) is the number of steps that must be lost.by the units involved (A or D as noted.) while a non-parenthesized # must be satisfied by step losses, before any retreat. Example: A2(2) means the attacker would lose 2 steps, and THEN could retreat 2 hexes, or lose 1 step and retreat 1 hex, or lose 2 steps.

Victorious units can follow the line of retreat, but must stop if they enter an enemy ZOC.

NOTE: If the result is in BOLD, it is a "Breakthrough" attack. The retreating units lose their ZOC for the phase, and the attacker can move an added hex.