

HOT 1.1 - COMBAT OUTCOME RESULTS

Code	Troop Type	Good	Bad	Road	Range	v Foot	v Mtd	If Beaten but not Doubled	If Doubled
AT	Armored Train†	4"	4"	n/a	8"/5"/4"	+4	+4	Destroyed if in contact, if not, no effect.	Destroyed by AT, Art, GB or SH, if not, no effect.
Art	Gun	2"	2"	3"	8"	+4	+4	Destroyed if in contact, if not, no effect.	Destroyed
Art	Mortars/Rockets	2"	2"	3"	5"	+3	+3	Destroyed if in contact, if not, no effect.	Destroyed
Art	Machinegun	2"	2"	3"	4"	+4	+4	Destroyed if in contact, if not, no effect.	Destroyed
BD	Blades	2"	2"	4"	n/a	+5	+3	Destroyed by WB. If not, recoil.	Destroyed
HD	Hordes	2"	2"	4"	n/a	+2	+2	Destroyed by KN if in good going or by WB. If not, recoil.	Destroyed
KN	Knights	3"	2"	4"	n/a	+3	+4	Destroyed by SH, or ART they have moved into contact with this bound, or if in bad going. If not, recoil.	Destroyed
LK	Lurkers	2"	2"	2"	n/a	+2	+2	Flee off battlefield.	Destroyed
MI	Mtd Infantry	5"	2"	5"	2"	+3	+4	Destroyed by any mounted in contact. If not, recoil.	Destroyed
RD	Riders	5"	2"	5"	n/a	+3	+3	Destroyed if in bad going. If not, recoil.	Destroyed
SH	Shooters	2"	2"	4"	2"	+3	+4	Destroyed by any mounted in contact. If not, recoil.	Destroyed
SK	Skirmishers	3"	3"	4"	n/a	+2	+2	Destroyed by any mounted if in good going. If not, recoil.	Destroyed by any mounted if in good going or by LK, SH or SK, If not, flee 300p.
SP	Spears	2"	2"	4"	n/a	+4	+4	Destroyed by KN if in good going or by WB. If not, recoil.	Destroyed
WB	Warband	3"	3"	4"	n/a	+3	+3	Destroyed by KN if in good going. If not, recoil.	Destroyed
BG/C	Baggage/Camp	n/a	n/a	n/a	n/a	+3	+3	Captured if in contact with any.	Destroyed
GB	Gunboats	4"	n/a	n/a	8"/5"/4"	+3 / +4	+3 / +4	Destroyed if in contact, if not, no effect.	Destroyed by AT, Art, GB or SH, if not, no effect.
TP	Transports*	3"	n/a	n/a	n/a	0	0	Destroyed if in contact, if not, recoil.	Destroyed by AT, Art, GB or SH, if not, recoil.
GN	General	5"	5"	5"	n/a	+2	+2	Destroyed if in bad going. If not, recoil.	Destroyed

MODIFIERS

- +2 if shot at while in a wood or built-up area.
- +1 if resolving close combat, if SP or WB & another such element which is directly behind & facing same direction & neither in bad going, nor is being shot at.
- +1 if in close combat and the general's element is attached to the element.
- +1 if in close combat; and either uphill or defending a river or dry river bank except at a road ford or bridge.
- 1 if MI and in close combat.
- 1 for each flank overlapped, and/or enemy element in contact with flank, or for each 2nd or 3rd element aiding a shooting enemy, or an enemy attacking a BG/C.
- 1 if contacted on rear edge by an enemies' full front edge and corner to corner contact.
- 2 if any but SH, WB, LK or SK and in, or mounted fighting or fought (not overlapped) by enemy who are in, bad going on or off-road.

COMBAT OUTCOME MOVES

- RECOIL:** move base depth to the rear, if unable to complete full recoil move, is destroyed.
- FLEE:** must complete a recoil move, then turns 180 and moves 6" away from enemy.
- PURSUIT:** KN and WB must advance one base depth if their enemy to their front is recoiled, flees or destroyed.
- GENERALS:** If a General is attached to an element in close combat (not shooting) and that element is either recoiled or destroyed, roll 1d6, 1=Dead, 2-3=Injured, out 2 turns, 4-6=No damage received. Treat Injured as Dead for extra PIPs until General returns. A General's element while injured still operates as normal except it does not add the +1 to elements in close combat.
- GUNBOATS & TRANSPORTS:** Movement is limited to waterways. They may carry 1 element and if in contact with a shoreline, may load or unload 1 element for the cost of 1 PIP.
- *Transports** use the combat factors and results of the troop type they are carrying, otherwise, if empty, use the Transport combat factors and results.
- †**Armored Trains** travel only on rails so bad going or rivers do not impede movement.