Desert Fox Expanded Combat Resolution Segment by D. Johnson 10/11/19
1. Determine combat strengths, owner picks order of effects to apply.
  a. Combat Supply – Record combat supply use for each dump and MSU (7.3)
    1) Dump, MSU, Desert Patrol, Emergency Supplied unit, and First Combat
       Phase for Reinf unit are always in Combat Supply.
    2) Attacker with >2 0 SP units count as 1 SP. Defender not count 0 SP units.
    3) Units with arty count as 2 SP. (Opt: Only if using arty shift, else 1 SP.)
    4) Units without Combat Supply are halved round down.
  b. Combined Arms (11.4) Armor halved round down unless with paired infantry.
  c. Disruption (11.66) Strength halved, round down.
  d. Hexside terrain (11.3) per TEC. (** Defender's final strength is >= 1 always.)
  e. Flak (12.2) -2 def. armor, -4 att. armor per flak unit w/ Combat Supply.
  f. Fort (14.2) Fort2 doubles combat strength of 1 non-armor unit.
2. Determine combat odds. Attacker divided by defender, round down.
3. Determine CRT terrain row, if fort or multiple terrain, defender chooses which.
4. Determine CRT column number, skipping triangles. **(Do all Illegal b4 legal)**
5. Commit air points & CW Naval Support: first attacker commits, then defender.
6. Roll die: die roll + column number = **Adjusted Column Number (ACN)**.
  a. If A result then each side loses 1 committed air point, if any.
7. **Defender Results**:
  a. Attacker's column shifts **ACN** at option, then loop per defender unit,
       supply units are ignored unless only such are being attacked (7.26):
  b. OOCS unit adds 1 to defender morale to determine effects.
  c. Cross index each defending unit's Morale with Shifted Column Number.
    1. If only supply units are attacked, any combat result = elimination.
    2. Suffer D (depleted, flip unit) and/or d (disrupted marker) results, if any.
    3. Suffer Retreat result, if any.
      a) City or fort subtracts 3 from retreat result.
      b) May deplete (flip) rather than retreat 1, 2, or 3 hexes.
      c) If retreated into city hex, may ignore remaining hex retreat number.
      d) May not retreat thru enemy units or EZOC (regardless of friendly units),
          off map, across escarpment,
          nor mot. unit across marsh or sand sea hex except on road or track.
      e) If can't retreat all hexes, it retreats as many hexes as it can & depletes.
  c. If <u>any</u> unit got p (partial depletion), <u>attacker</u> picks <u>any</u> 1 def. unit to deplete.
8. **Attacker Results**:
  a. OOCS attacking units suffer disruption, place disrupted marker. (7.34)
  b. Apply defender's column shifts to **ACN** to get effect on all attacking units.
  c. Suffer D (depleted, flip unit) and/or d (disrupted marker) results, if any.
  d. May ignore retreat result if defending hex(es) vacant (11.61), else as above.
  e. If p (partial depletion), <u>defender</u> selects any 1 attacking unit to deplete.
9. **Attacker Advance**: If defending hex(es) empty, 6 SPs of non-disrupted,
       non-paren attacking units may advance 1 hex, ignoring EZOC. (11.69)
  a. If advance onto supply unit, may destroy or roll 1-3 to capture, else destroy.
  b. If Ax advance into Tobruk, place dump in Tobruk or adjacent hex. (7.56)