

## NEPPAGames: ETO™ Alternative Combat Resolution System

NEPPAGames™ is pleased to announce an alternative combat resolution system for NEPPAGames: ETO™. The alternate system is a dice rolling “A&A” style combat resolution method. It is not meant to replace the existing combat resolution method, but rather, allow players to choose their preferred method of resolving combat.

The average outcome using either combat resolution method is approximately the same. Both methods result in the complete elimination of one side. Using both methods, the greater the superiority of the attacker over the defender, the lower the expected likelihood of the attacker suffering combat losses. Below is a summary of the differences between the two combat resolution methods.

<b>Odds Based Combat Resolution</b>	<b>Dice Rolling Combat Resolution</b>
More time is required in planning attacks.	Less time is required in planning attacks.
Less time is required in resolving attacks.	More time is required in resolving attacks.
Players determine which of their own units are taken as combat losses.	Opposing players determine which of your units are taken as combat losses.
The attacker rolls two six-sided dice to resolve combat in each zone being attacked.	Both the attacker and defender roll one six-sided die for every factor they have in the zone being attacked, with the potential for multiple rounds of combat until one side is eliminated.
No decisions are made during the course of a battle.	Both attacker and defender make multiple decisions during the course of a battle.
A more exact way to resolve combat.	A “Beer and Pretzels” way to resolve combat.

Air and naval operations are executed the same way regardless of the combat resolution method used.

## NEPPAGames: ETO™ Dice Rolling Combat Resolution Method

Step	Action
<b>1</b> <b>Attacker: Combat</b>	<p>The Attacker totals the attack factors of all attacking units and rolls one six-sided die for each attack factor.</p> <p>A roll of 1 or 2 results in a “hit”.</p>
<b>2</b> <b>Attacker: Hit Allocation</b>	<p>The Attacker chooses which of the Defender’s units are “hit”.</p> <p>A defending unit is not destroyed until it incurs the same number of “hits” as it has defense factors in the battle.</p> <p>The Attacker must allocate all “hits” on ground units first and then air factors providing DAS.</p>
<b>3</b> <b>Attacker: Hit Substitution</b>	<p>In order to save a defending ground unit from being destroyed, the Defender may substitute the total amount of “hits” used to destroy the defending ground unit with “hits” on the appropriate number of air factors providing DAS.</p> <p><u>Example:</u> The Attacker allocates 3 “hits” on an armor unit defending in normal terrain. The Defender may choose to substitute the 3 “hits” on the armor unit with 3 “hits” on air factors providing DAS.</p> <p><b>*Attacker Initiative Bonus:</b> During the first round of attacker die rolls only, all defending units destroyed are immediately removed from the battle and do not return fire.</p>
<b>4</b> <b>Defender: Combat</b>	<p>The Defender totals the defense factors of all defending units and rolls one six-sided die for each defense factor.</p> <p>A roll of 1 or 2 results in a “hit”.</p>
<b>5</b> <b>Defender: Hit Allocation</b>	<p>The Defender chooses which of the Attacker’s units are “hit”.</p> <p>An attacking unit is not destroyed until it incurs the same number of “hits” as it has attack factors in the battle.</p> <p>The Defender must allocate all “hits” on ground units first and then air factors providing ground support. The Defender cannot allocate “hits” on fleet factors providing shore bombardment.</p>
<b>6</b> <b>Defender: Hit Substitution</b>	<p>In order to save an attacking ground unit from being destroyed, the Attacker may substitute the total amount of “hits” used to destroy the attacking ground unit with “hits” on the appropriate number of air factors providing ground support or fleet factors providing shore bombardment. Four fleet factors providing shore bombardment count as 1 “hit”.</p> <p><u>Example:</u> The Defender allocates 2 “hits” on an attacking artillery unit. The Attacker may choose to substitute the 2 “hits” on the artillery unit with 2 “hits” on air factors providing ground support or fleet factors providing shore bombardment or a combination of both.</p>
<b>7</b> <b>Unit Removal</b>	All destroyed units are removed from the battle.
<b>8</b>	Repeat Steps 1-7 until one side is completely eliminated.