

Bizkaya 1937 Charts & Tables

| Combat Results Table (Tabla de Combate) | | | | | | | | | | | |
|--|--------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Die Roll | Ratios | | | | | | | | | | |
| | 1:3 | 1:2 | 1:1 | 2:1 | 3:1 | 4:1 | 5:1 | 6:1 | 7:1 | 8:1 | 9:1 |
| 0 | AR3 | AR3 | AR3 | AR3 | AR3 | AR2 | AR2 | AR1 | AR1 | AD | DR1 |
| 1 | AR3 | AR3 | AR3 | AR3 | AR2 | AR2 | AR2 | AR1 | AD | AD | DR1 |
| 2 | AR3 | AR3 | AR2 | AR2 | AR2 | AR2 | AR1 | AD | AD | DR1 | DR2 |
| 3 | AR3 | AR2 | AR2 | AR2 | AR2 | AR1 | AR1 | AD | DR1 | DR1 | DR2 |
| 4 | AR3 | AR2 | AR2 | AR2 | AR1 | AR1 | AD | DR1 | DR1 | DR1 | DR2 |
| 5 | AR3 | AR2 | AR1 | AR1 | AR1 | AD | AD | DR1 | DR1 | DR2 | DR2 |
| 6 | AR2 | AR1 | AR1 | AR1 | AD | AD | DR1 | DR1 | DR2 | DR2 | DR3 |
| 7 | AR2 | AR1 | AD | AD | AD | DR1 | DR1 | DR2 | DR2 | DR2 | DR3 |
| 8 | AR2 | AD | AD | AD | DR1 | DR1 | DR2 | DR2 | DR2 | DR3 | DR3 |
| 9 | AR1 | AD | AD | AD | DR1 | DR1 | DR2 | DR2 | DR3 | DR3 | DR3 |
| 10 | AD | AD | DR1 | DR1 | DR1 | DR2 | DR2 | DR2 | DR3 | DR3 | DR3 |
| 11 | AD | DR1 | DR1 | DR1 | DR1 | DR2 | DR2 | DR3 | DR3 | DR3 | DR3 |
| 12 | AD | DR1 | DR1 | DR1 | DR2 | DR2 | DR3 | DR3 | DR3 | DR3 | DR3 |
| 13 | DR1 | DR1 | DR2 | DR2 | DR2 | DR3 | DR3 | DR3 | DR3 | DR3 | DR3 |
| 14 | DR1 | DR2 | DR2 | DR2 | DR2 | DR3 | DR3 | DR3 | DR3 | DR3 | DR3 |

| Die Roll Modifiers | |
|---------------------------|--|
| | +/- Morale difference between Leader units. |
| | -1 of each demoralized attacker |
| | -1/-2 for Terrain |
| | +1 If there is any officer in the attacking stack. |
| | Treat odds lower than 1:3 like 1:3 |
| | Treat odds higher than 9:1 like 9:1 |
| | If the result is on a grey background the attackers become "Euphoric". See 7.Morale. |

| Terrain Effects Chart (Tabla de Terreno) | | | | | |
|---|---------------------|--------------|--------------|--------------------|---|
| | Terrain Type | Normal Costs | Costs in ZoC | Rainy/Winter Costs | Combat Effects |
| Hexes | Clear (Claro) | 1 | 2 | 3 | No Effect |
| | Forests (Bosque) | 2 | 3 | 4 | -1 drm |
| | Rough (Quebrado) | 2 | 3 | 4 | -1 drm |
| | Wooden Rough | 3 | 4 | 6 | -2 drm |
| | Mountain (Montaña) | 3 | 5 | 6 | -1, Attacking Combat Factors (CFs) Halved |
| | Wooden Mountain | 3 | 6 | 6 | -2, Attacking CFs Halved |
| | Major City | 1 | 4 | 6 | -2, Attacking CFs Halved |
| Hexes | Fortif. Zone/Trench | +1 | +2 | +2 | +1 drm for the defender (Only for the Combat Intens.Die roll) |
| Hex sides | Mountain | +1 | +2 | +1 | -1 drm |
| | River | +1 | +2 | +1 | -1 drm |
| | Major River | +1 | +3 | +1 | -1, Attacking CFs halved |
| Popltn. Centers | Village | - | +1 | - | -1 drm |
| | Town | - | - | - | -1 drm |
| | Road | 1 | 2 | 2 | No Effect |

| Intensity Table | | | | | | |
|------------------------|--------|---|---|---|---|---|
| Die Roll | Morale | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 | - | - | - | - | - | 1 |
| 2 | - | - | - | - | 1 | 2 |
| 3 | - | - | - | 1 | 1 | 2 |
| 4 | - | - | 1 | 1 | 2 | 2 |
| 5 | - | 1 | 1 | 2 | 2 | 2 |
| 6 | - | 1 | 1 | 2 | 2 | 3 |
| 7 | 1 | 1 | 2 | 2 | 2 | 3 |
| 8 | 1 | 1 | 2 | 2 | 3 | 3 |

Modifiers (Only for the Attacker)

+1 if the defender is in favorable defensive terrain (-1, -2 drm, etc).

+1 If the defender is entrenched or in a fortified hex.

| Weather Table (Tabla de Meteorología) | | | | | | | | | | | | |
|--|-------|----|-----|----|-----|----|-----|----|------|----|-----|----|
| | April | | | | May | | | | June | | | |
| | I | II | III | IV | I | II | III | IV | I | II | III | IV |
| 1 | E | E | E | NC | NC | NC | M | M | NC | NC | NC | NC |
| 2 | E | NC | NC | NC | NC | M | M | M | M | NC | NC | NC |
| 3 | NC | NC | NC | NC | M | M | M | M | M | M | NC | NC |
| 4 | NC | NC | NC | NC | M | M | M | M | M | M | M | NC |
| 5 | NC | NC | NC | M | M | M | M | M | M | M | M | M |
| 6 | M | M | M | M | E | E | E | E | E | E | E | NC |

Initial Weather: March IV 1937 Rainy weather.

E: Empeora (Gets Worse)

M: Mejora (Improves)

NC: No Change

| Artillery Barrage Table (Tabla de Preparaciones Artilleras) | | | | | | | | | | | | |
|--|--------------------------|---|---|---|---|----|----|----|----|----|----|--|
| Die Roll | Firing Artillery Factors | | | | | | | | | | | |
| | 1 | 2 | 3 | 5 | 8 | 12 | 16 | 21 | 26 | 32 | 40 | |
| 0 | - | - | - | - | - | - | C | C | C | 1 | 1 | |
| 1 | - | - | - | - | - | C | C | C | 1 | 1 | 1 | |
| 2 | - | - | - | - | C | C | C | 1 | 1 | 1 | 2 | |
| 3 | - | - | - | C | C | C | 1 | 1 | 1 | 2 | 2 | |
| 4 | - | - | C | C | C | 1 | 1 | 1 | 2 | 2 | 3 | |
| 5 | - | C | C | C | 1 | 1 | 1 | 2 | 2 | 3 | 3 | |
| 6 | C | C | C | 1 | 1 | 1 | 2 | 2 | 3 | 3 | 4 | |
| 7 | C | C | 1 | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | |

Die Roll Modifiers

+1 If it is a combined air attack/artillery barrage

-1 If target hex is entrenched

-1 If target hex is village/town/Major city.

Results Explanation

- No Effect

C: Morale Check

1,2, 3, 4 Number of step losses suffered by units in target hex.