# Armchair Warlord Land Combat Phase Actions

During the combat phase you use your units to attack those of other players. Your units must be in hexes that are next to hexes with enemy units, in order to make an attack. Attacks on adjacent units are not required, however, they are entirely up to you.

You prepare attacks using the Land Combat Center window, which opens whenever you click on a land unit during the phase.
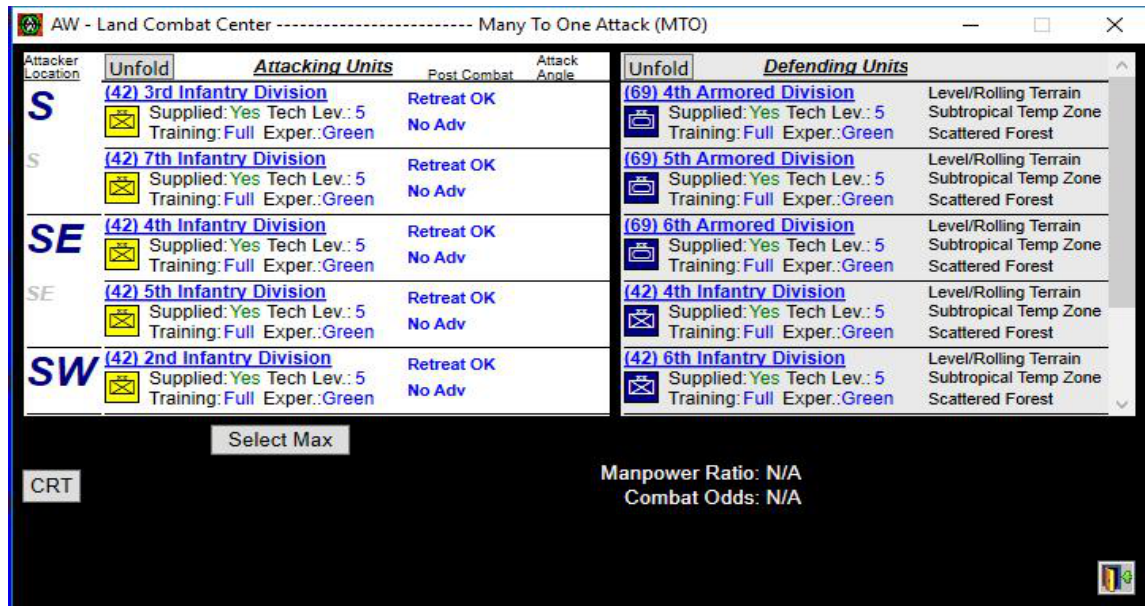
Most attacks focus on a single enemy hex, so that you can commit units from multiple adjacent hexes. This is referred to as a many-to-one attack. However, you can also click on one of your hexes, which will allow the units in that hex to attack enemy units in any or all surrounding hexes. This is known as a one-to-many attack. The attack type is shown in the window's title bar.
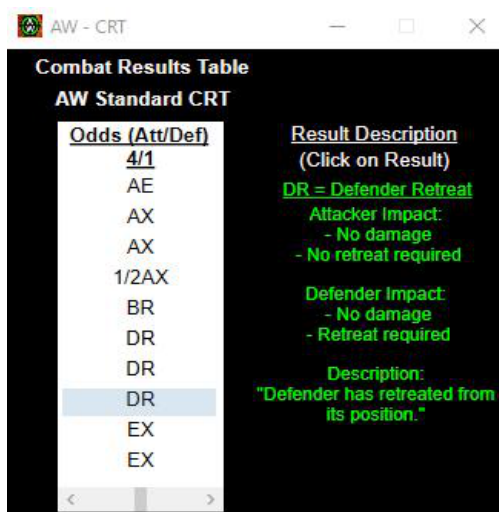
Within the Land Combat Center window, you'll see two main sub-windows. The sub-window on the left will show your units available to attack. The one on the right will show any enemy units that can be attacked. Both sub-windows show lists of units with status details similar to the military Hex Report, to include the Fold and Unfold button that will allow you to see more details. The attacker sub-window also has a column for Post Combat orders, which you can use to control how each unit responds to any required retreats or opportunities to advance. The Attack Angle column simply shows the direction your units will be attacking, once you have selected them. When you are setting up a many-to-one attack, the attacker sub-window will also have an Attacker Location column, which helps you keep track of which side of the defending target hex your attacking units are located.

In the defenders sub-window, in addition to unit details, there is a column showing terrain and climate factors that will have an impact on any attack.

If you are making a one-to-many attack, the defenders sub-window will also have a Target Location column, to help you keep track of which side of your attacking unit hex the defending units are located.

Below the attacker sub-window, you'll see a button labeled CRT. If you click this button, a small window will open that lets you examine the combat results table for your game. It will show you the various combat odds columns in the CRT, as well as the range of potential results within each odds column.

Going back to the Land Combat Center, you'll see a button labeled Select Max underneath the attacker sub-window. This button only appears with many-to-one attacks. If you click it, all available units will be selected to attack the one defender hex.

Finally, you'll see text referring to a Manpower Ratio and to Combat Odds, both of which will initially show N/A, or not available. These will be updated once you select units for an actual attack.

Now we're going to select units for an attack. In this example, the yellow Miami Kingdom units are the attackers. This will be a many-to-one attack, so you'll start by selecting units from the attacker sub-window. If this were a one-to-many attack, you would start by selecting units from the defender sub-window. Remember, your attack type is shown in the title bar of the Land Combat Center window.


The unit you select will be highlighted, along with one or more defenders in the other sub-window. This is because Armchair Warlord enforces rules on attack and defense frontages. Frontage rules control how many divisions sized units can effectively participate in combat across a hexside. These rules are based on historical data, and vary depending on the tech level of the units involved. All of the units in this example are tech level 5, meaning World War II technology, which dictates a maximum of 4 divisions on a hex side. (Note that some Armchair Warlord scenarios may involve brigades, which are treated as 3 per division, or 1/3rd of a division)

You can see that the program automatically selected 4 defending units to oppose an attack from the south.

If you add another attacker from the south, the number of defenders will not change.

But when you add an attacker from another direction, more defenders will be added. This is Armchair Warlord enforcing the frontage rules.
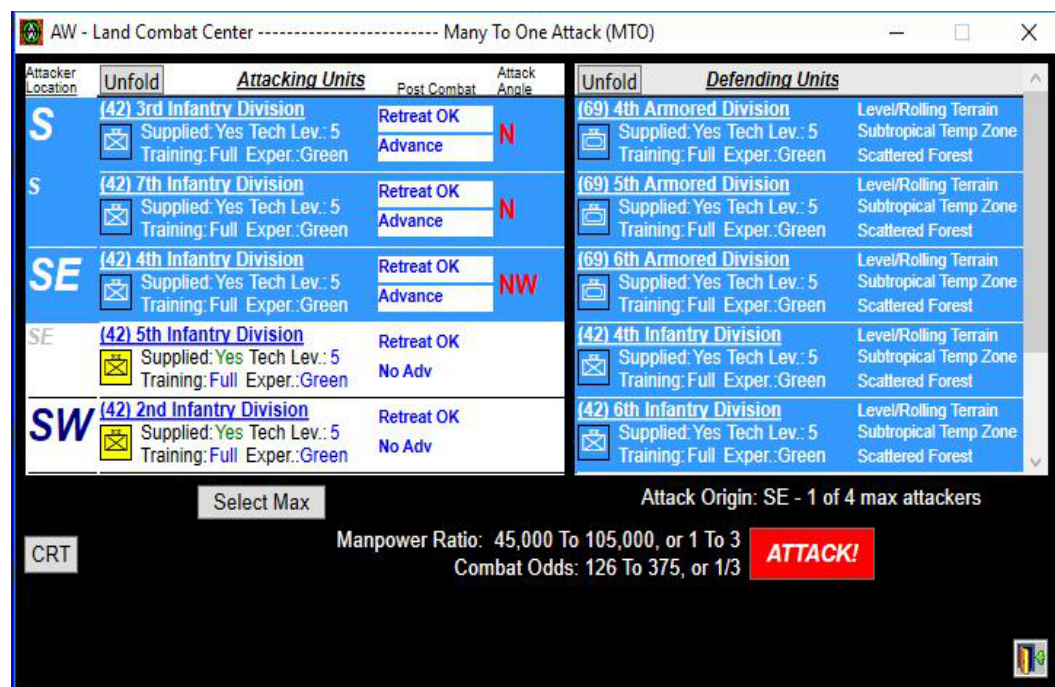
Underneath the defenders sub-window, you can see a summary of the attacker's frontage allocation and limit from the south. Now we'll un-select that last unit, just by clicking it again.

You probably noticed that the Manpower Ratio and Combat Odds displays were updated once you selected units, and a button labeled ATTACK! appeared.


If you let your mouse hover over the combat odds line, an information bubble will pop up giving you more details about the currently selected attack. In this example, you see a CRT column shift, odds roll modifier, and notification that a Minor Defense Surplus applies to this attack. Armchair Warlord uses CRT column shifts for various purposes, to include differences in tech level between attackers and defenders, and also for Minor and Major Defense Surpluses. So what is a defense surplus? This is when fewer than all the defenders in a hex are being attacked. If the combat strength of the un-attacked defenders is less than that of those being attacked, then it is a Minor Defense Surplus, which results in a column shift in the defender's favor. If the strength of un-attacked defenders is greater, then it would be a Major Defense Surplus, which would also invoke column shifts, and would make the defenders immune to a retreat result. Defense surpluses are one of the ways Armchair Warlord implements its system of attack and defense frontages.

Going back to the combat odds information bubble, the odds roll modifier is a total of terrain and climate effects affecting the combat. This will affect the computer-generated die roll for the final odds column on the CRT.

All this information is provided to help you decide if you want to actually make an attack. If you do, just click the ATTACK! button.

Armchair Warlord will execute the attack and apply its results, which can include damage, destruction, retreat and advance. A summary description of the results will appear in the bottom portion of the Land Combat Center window.
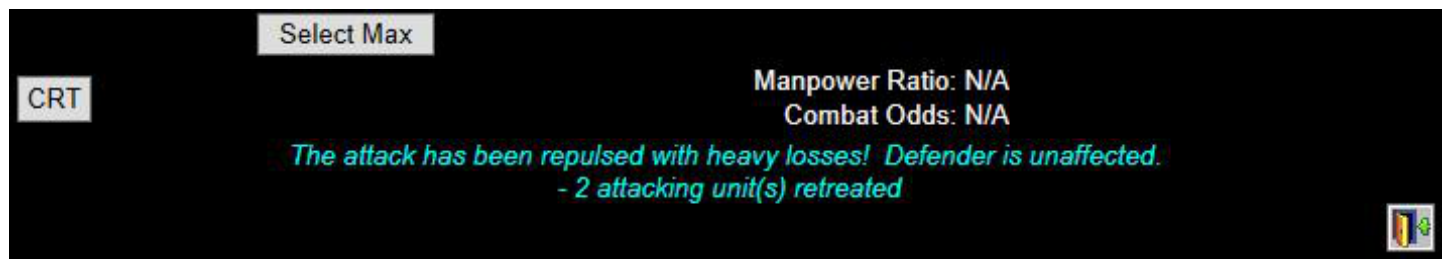
Once this is done, you'll notice that the units which participated in the combat have faded. Just as in movement phases, fading helps you keep track of which units have been used.

In fact, all of the units in the defender hex in this example have faded, including the units that provided defense surplus, and were not directly attacked. This is because no defending hex may be attacked twice in the same combat phase, as in many other wargames.

Now you're up to speed on the Combat Phase!