

DEATH OF EMPIRES SERIES (3d Ed.)  
UNOFFICIAL PLAY AID

**RULES ON LOSS RESULT (LR) ALLOCATION**

**A. GENERAL RULES**

(These apply unless modified by one of the exceptions)

1. Owning player chooses "odd" LR, opponent chooses "even" LR.
2. LR can take the form of SP loss, ML reduction, or hex of retreat.
3. SP losses are usually taken by any class of unit which the assigner picks.

**B. GENERAL EXCEPTIONS**

(These always apply unless modified below)

1. The owner always chooses the specific unit from a chosen class which suffers SP losses. (except the next item)
2. Infantry SP losses **MUST** be assigned equally among all infantry units in the receiving force.
3. Each player may assign only ONE ML loss, retreat hex, or Arty SP loss per combat or MC. (Combat & MC separate)
4. The opponent may not assign a ML loss until the receiving force has a SP loss.
5. The opponent may not assign an Arty SP loss until the receiving force has a Combat class SP loss.
6. FOUR is the maximum number of LR which can result from a given MC failure.
7. Prisoner Points (PP) flow from particular types of SP loss (as on FCRT) and are NOT LR as such.

**C. BARRAGE AND THE RESULTING MORALE CHECK**

1. The Attacker cannot assign Retreat to the defending units.
2. The Attacker (only) can assign additional types of LR instead of another type:
  - a. Flip or remove Defender's Combat Marker (one Level per LR)
  - b. Place Arty Superiority Marker if Barrage strength was 35 or more.

**D. MORALE CHECK FOLLOWING BARRAGE (in addition to the above)**

3. When choosing the second LR (only) the Attacker who chooses a SP loss can assign this SP only to Combat or Artillery classes.

**E. FCRT RESULTS (not on any resulting MC.)**

1. Results given on the Table apply to **each** participating attacking or defending **stack**.
2. Results applying to the Attacker cannot include retreat.

**F. SPECIAL COMBAT SITUATIONS**

1. Cavalry Charge: LR doubled; any SP loss must come first from cavalry units.
2. Stand Fast: Defender **CANNOT** retreat as a LR. (FCRT "r" results **DO** cause retreat. In such a case, any SP loss also counts as Prisoner Points.) The MC which follows such a retreat *probably* follows non-Stand rules.
3. Overrun: Attacker cannot retreat as a result of the failure MC.
4. Engineers modifying combat: Any SP losses must include ONE engineer SP.
5. Fortress Units:
  - a. The Fort unit must take all LR as SP losses.
  - b. Forts protect "posted" formations: these forces do NOT take MC as results of combat (unless they retreat) and the Attacker may not assign retreats to them. ("r" FCRT results **DO** apply normally.)

**G. NON-COMBAT SITUATIONS**

1. In the following settings, the rule at (B-3) above probably does not apply. ( NOT combat or *resulting* MC.)
2. Forced March MC:
  - a. The owner chooses ALL LR, but cannot choose retreat.
  - b. Each Primary Formation takes the MC as a formation for each stack moving. (Each stack uses only its own MP)
  - c. If the checking Formation is in RETIRE MO, any SP lost are also PP.
3. Cavalry fatigue MC: (HBTLF: removed from TCAC.) Only ML losses can result.