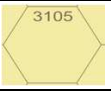








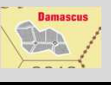


COMBAT CHART

Combat Type	Total Combat Value								
<i>Air vs. Air</i>			1-2	3-4	5-6	7-8	9-10	11-12	13+
<i>Land vs. Land</i>			1-3	4-7	8-11	12-15	16-19	20-23	24+
<i>Sea vs. Sea</i>	1	2	3	4-6	7-9	10-12	13-15	16-18	19+
<i>Sea vs. Air</i>	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22+	
<i>ASW</i>	1	2	3	4	5				
<i>Air vs. Sea</i>	1-4	5-8	9-12	13-16	17+				
<i>City Bombing</i>	1-4	5-8	9+						
<i>Convoy Attack</i>		1	2	3	4	5	6	7+	
Die Roll	Result								
1						1	1	1	2
2					1	1	1	2	2
3				1	1	1	2	2	2
4			1	1	1	2	2	2	3
5		1	1	1	2	2	2	3	3
6	1	1	1	2	2	3	3	3	4

TERRAIN EFFECTS CHART

Terrain	Land Movement Cost ¹	Land Combat Effect on Attacker's Fire ²
<i>Clear</i> 	1	No Effect
<i>Sea</i> 	Prohibited	Prohibited
<i>Forest</i> 	2	Shift 1 column left
<i>Swamp</i> 	2	Shift 1 column left
<i>Mountain</i> 	2	Shift 2 columns left
<i>Port</i> 	Check other terrain in hex	Fleets cannot be attacked except by air units
<i>River</i> 	Check other terrain in hex	If all attackers fire across rivers, shift 1 column left
<i>City</i> 	Check other terrain in hex	No effect
<i>Production City</i> 	Check other terrain in hex	Shift 1 column left
<i>Capital City</i> 	Check other terrain in hex	Shift 1 column left
1. Air, 1 per hex; Sea, 1 per sea or coast hex. 2. Maximum shift: 2 columns left		