NAVAL BATTLE

--- Carrier (Sturdy) Transport	**---** Carrier (Sturdy) Transport
3+ Battleship (Sturdy)	**3+** Battleship (Sturdy)
5+ Destroyer Submarine	**5+** Destroyer Submarine

Pre-Battle Firing:
1) With Anti-Submarine Projector, destroyers may fire twice at submarines

LAND BATTLE

DEFENDER	ATTACKER
--- RADAR Unit Cruise Missiles Ballistic Missiles Anti-Aircraft Gun Fighter Bomber	--- RADAR Unit Cruise Missiles Ballistic Missiles Anti-Aircraft Gun Fighter Bomber
4+ Tank	4+ Tank
5+ Artillery	5+ Artillery
6+ Infantry	6+ Infantry

Pre-Battle Firing:
1) With HEAT, infantry may fire once against tanks

BATTLE SUMMARY

Pre-Battle Firing

o Once per battle

o Certain units may fire once against another side.

- Attacks are resolved as in the usual combat turn.

Phase 1: Firing

o All side fire simultaneously.

o Roll 1 die per unit on your side.

- If the roll is greater than or equal to the attack value of the unit, count it as a hit against a player of your choice.

Phase 2: Resolving Hits

o Each side assigns the hits to their own units.

- At most 1 hit per unit.

o All units assigned hits are destroyed.

- Sturdy units may ignore a hit once per battle.

Phase 3: Retreating

o Any side may retreat.

- The attacking side may return to the territory from which it attacked.
- The defending side may return to any adjacent territory.
- Neither side may retreat to a territory with hostile units.

o Retreating sides remove all their units from the battle.

Phase 4: Turn End

o If no side wishes to continue the combat, the combat ends.

o If 5 turns have passed, the combat ends in a stalemate and will continue the next turn.

o Otherwise, continue from Phase 1