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

* + Once per battle
  + Certain units may fire once against another side.
    - * Attacks are resolved as in the usual combat turn.

# Phase 1: Firing

* + All side fire simultaneously.
  + 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

* + Each side assigns the hits to their own units.
    - * At most 1 hit per unit.
  + All units assigned hits are destroyed.
    - * Sturdy units may ignore a hit once per battle.

# Phase 3: Retreating

* + 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.
  + Retreating sides remove all their units from the battle.

# Phase 4: Turn End

* + If no side wishes to continue the combat, the combat ends.
  + If 5 turns have passed, the combat ends in a stalemate and will continue the next turn.
  + Otherwise, continue from Phase 1