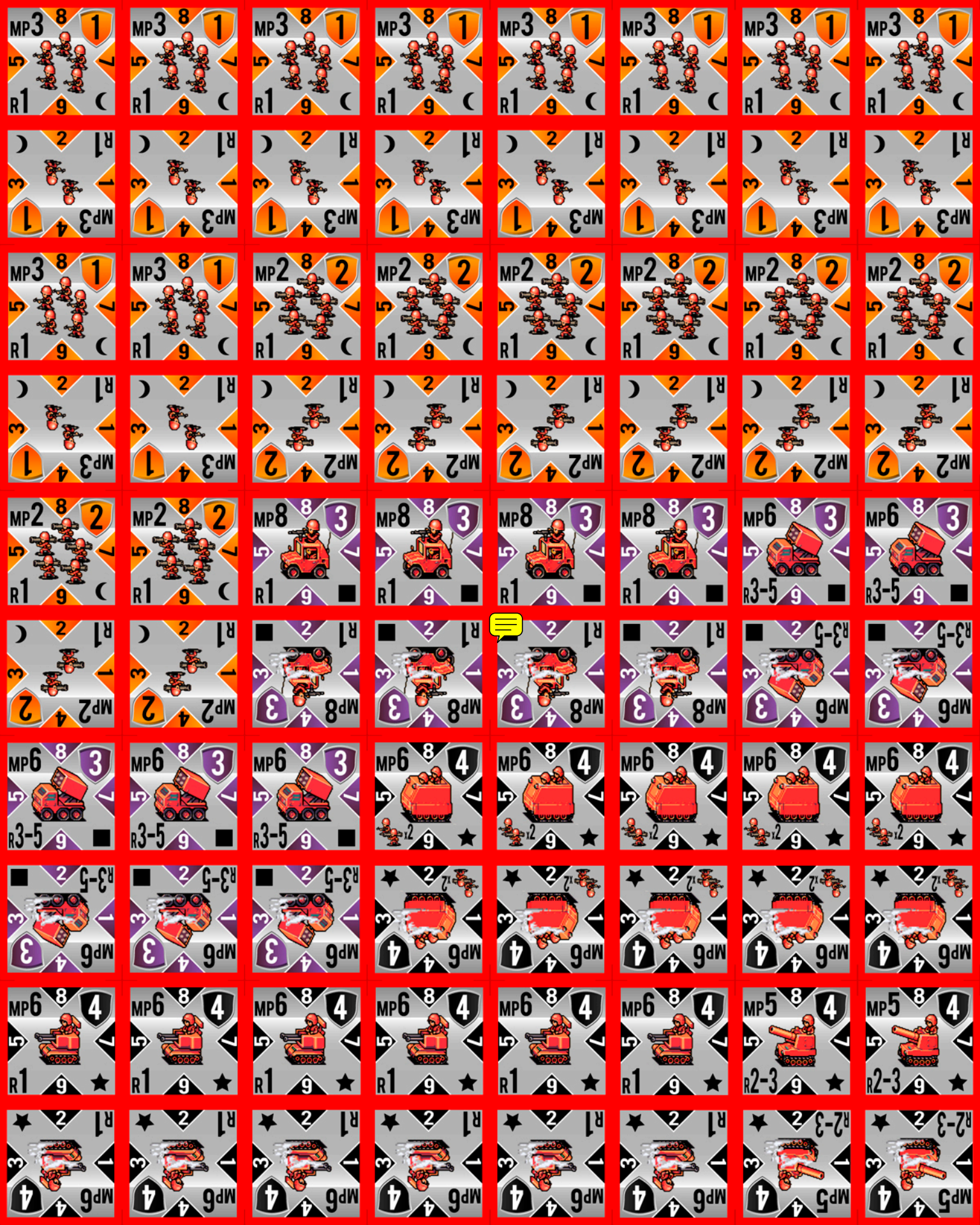

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MP3 8 1 5 7 R1 6
R1 2 3 1 MP3 4 1
MP3 8 1 5 7 R1 6
R1 2 3 1 MP3 4 1
MP3 8 1 5 7 R1 6
R1 2 3 1 MP3 4 1
MP3 8 1 5 7 R1 6
R1 2 3 1 MP3 4 1
MP3 8 1 5 7 R1 6
R1 2 3 1 MP3 4 1
MP3 8 1 5 7 R1 6
R1 2 3 1 MP3 4 1
MP3 8 1 5 7 R1 6
R1 2 3 1 MP3 4 1
MP2 8 2 5 7 R1 6
R1 2 3 1 MP2 4 2
MP2 8 2 5 7 R1 6
R1 2 3 1 MP2 4 2
MP2 8 2 5 7 R1 6
R1 2 3 1 MP2 4 2
MP2 8 2 5 7 R1 6
R1 2 3 1 MP2 4 2
MP2 8 2 5 7 R1 6
R1 2 3 1 MP2 4 2
MP2 8 2 5 7 R1 6
R1 2 3 1 MP2 4 2
MP2 8 2 5 7 R1 6
R1 2 3 1 MP2 4 2
MP2 8 2 5 7 R1 6
R1 2 3 1 MP2 4 2
MP2 8 2 5 7 R1 6
R1 2 3 1 MP2 4 2
MP8 8 3 5 7 R1 6 ■
R1 2 ■ 3 1 MP8 4 3
MP8 8 3 5 7 R1 6 ■
R1 2 ■ 3 1 MP8 4 3
MP8 8 3 5 7 R1 6 ■
R1 2 ■ 3 1 MP8 4 3
MP8 8 3 5 7 R1 6 ■
R1 2 ■ 3 1 MP8 4 3
MP6 8 3 5 7 R3-5 6 ■
R3-5 2 ■ 3 1 MP6 4 3
MP6 8 3 5 7 R3-5 6 ■
R3-5 2 ■ 3 1 MP6 4 3
MP6 8 3 5 7 R3-5 6 ■
R3-5 2 ■ 3 1 MP6 4 3
MP6 8 4 5 7 x2 6 ★
R3-5 2 ★ 3 1 MP6 4 4
MP6 8 4 5 7 x2 6 ★
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R1 2 ★ 3 1 MP6 4 4
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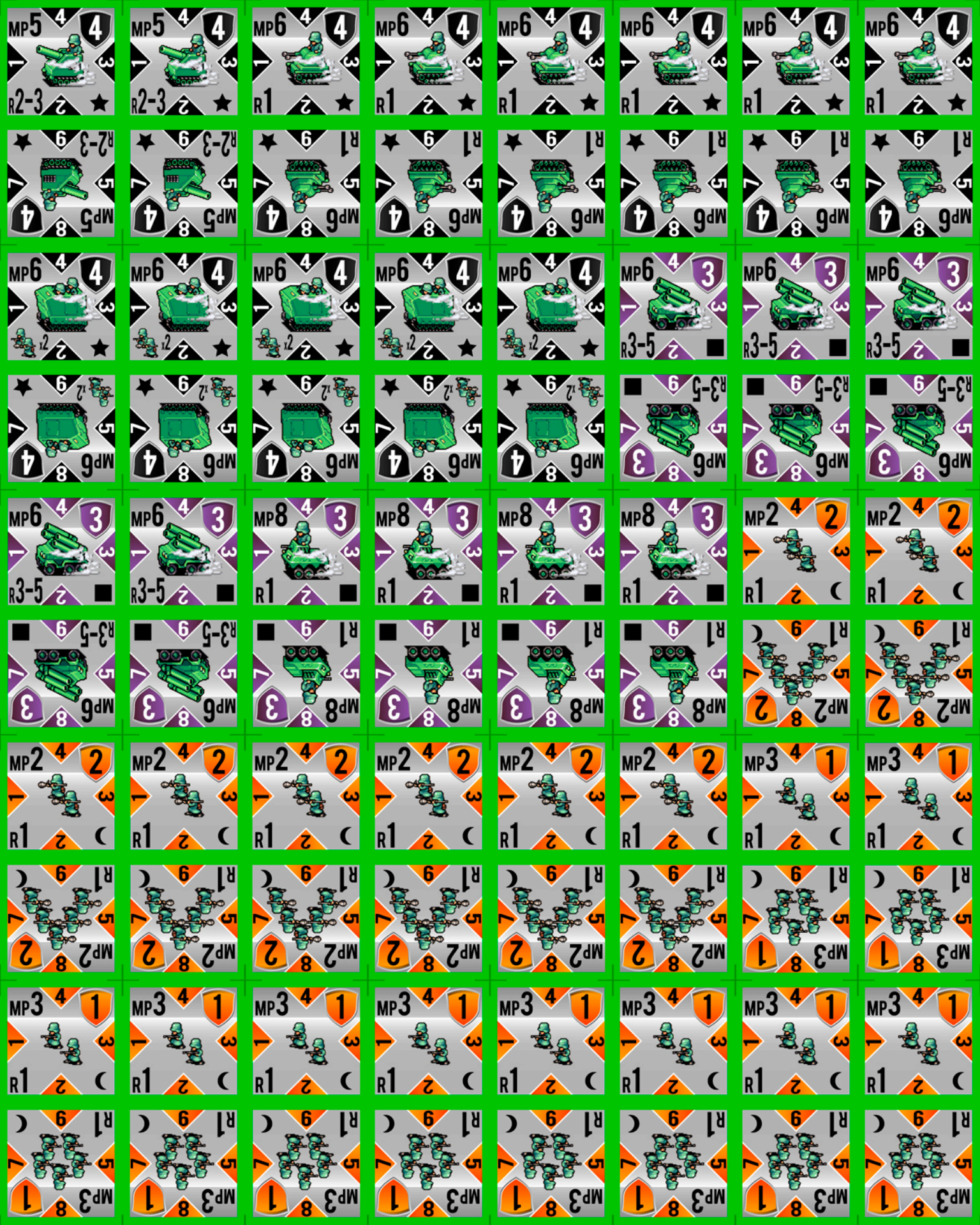

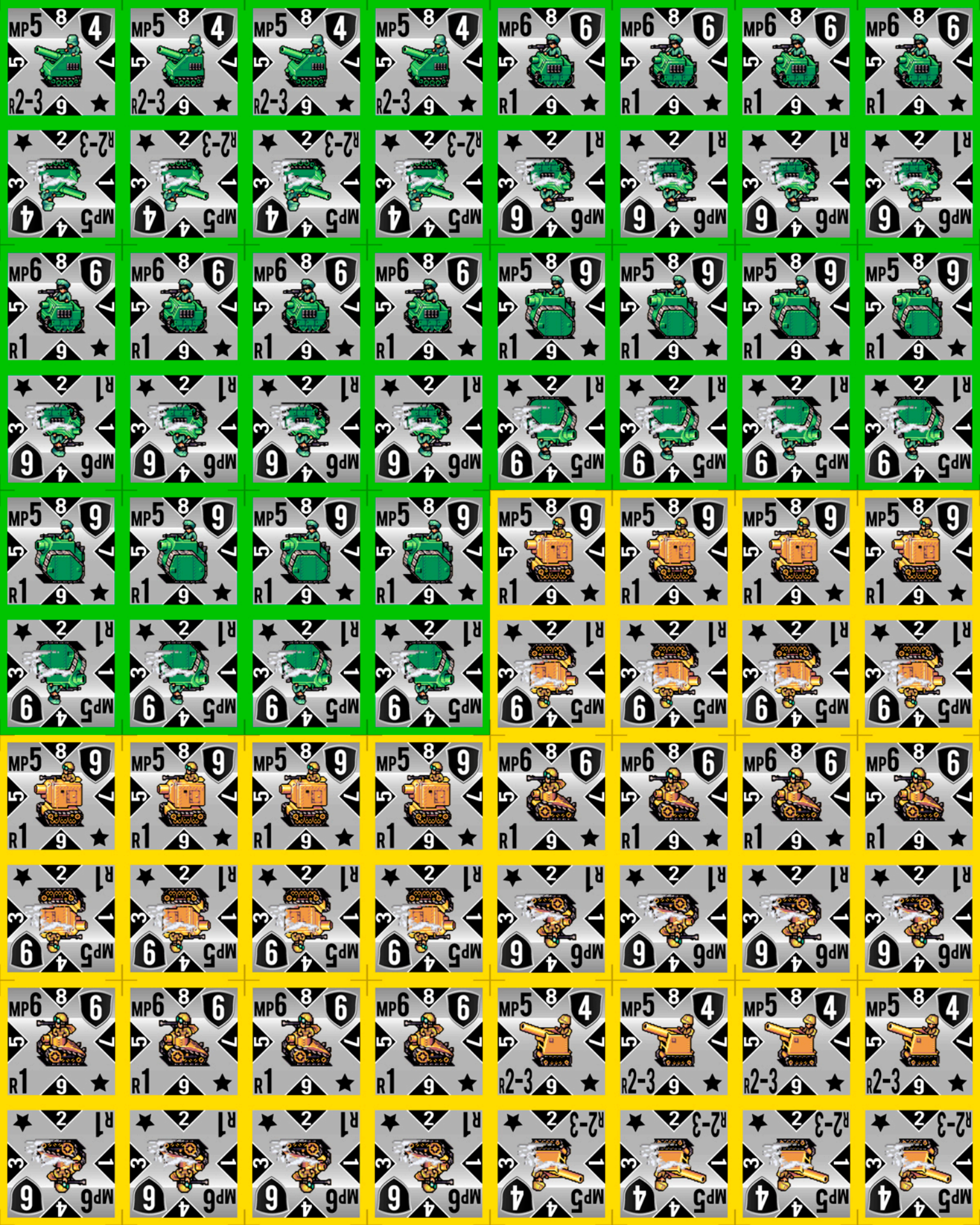

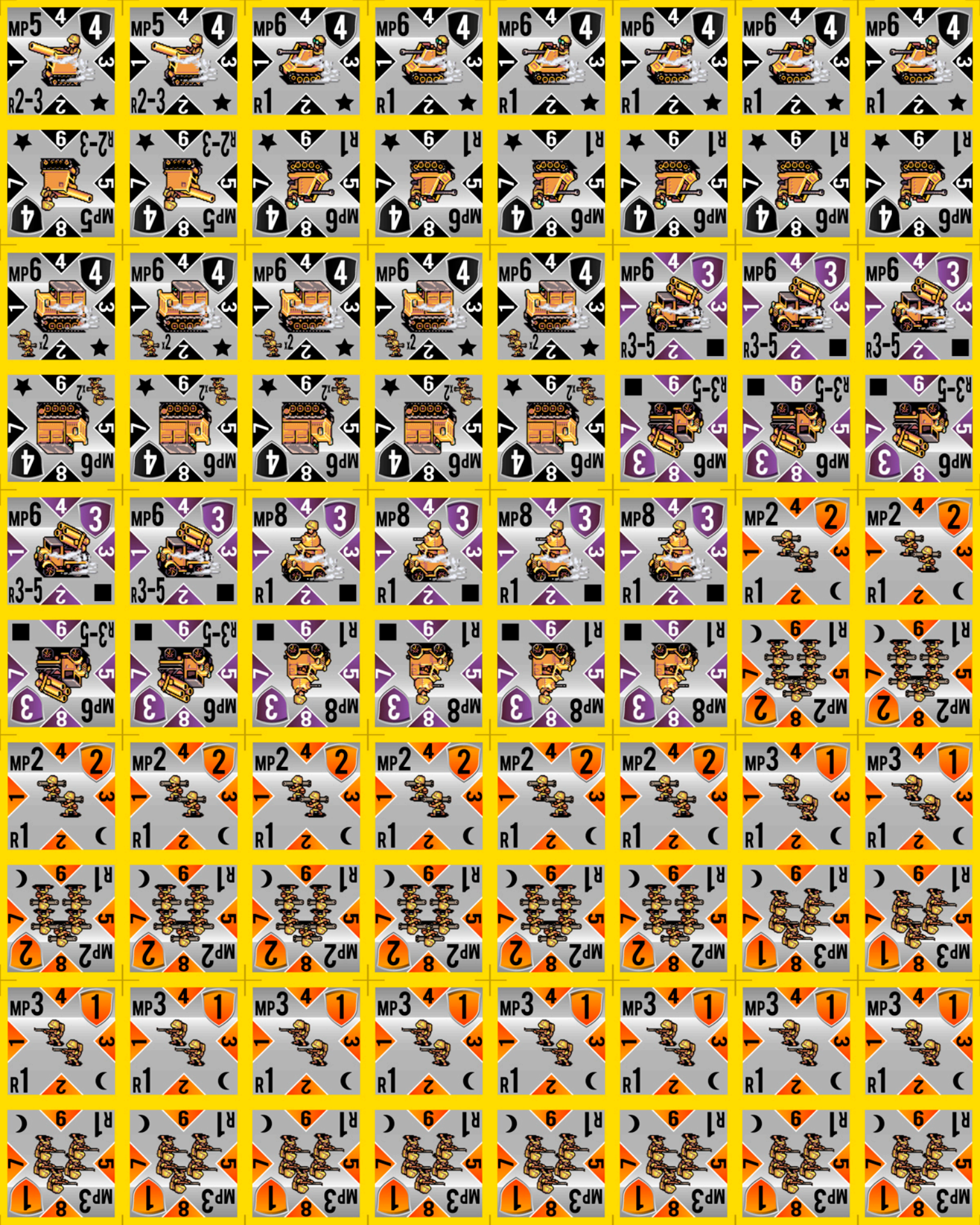

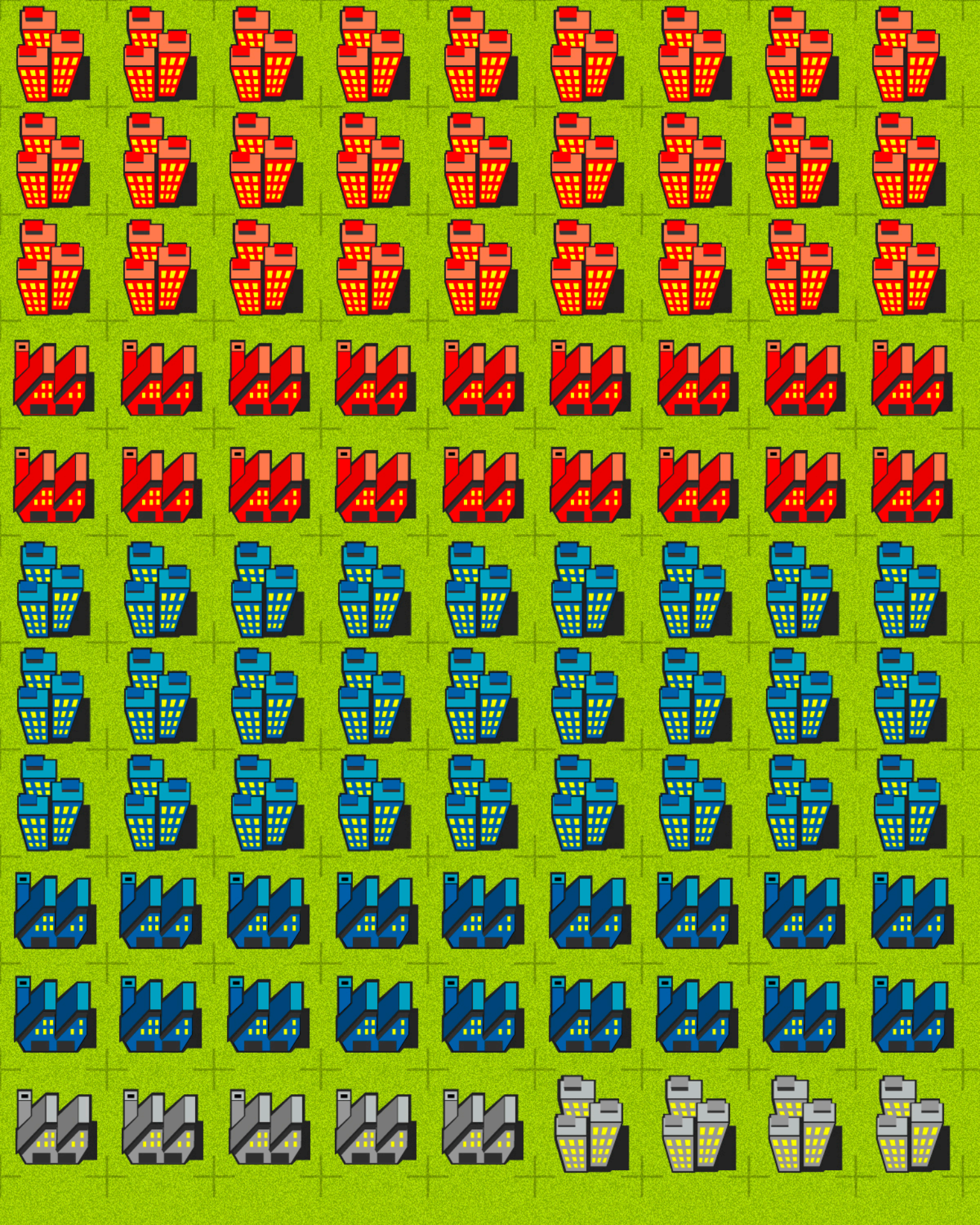

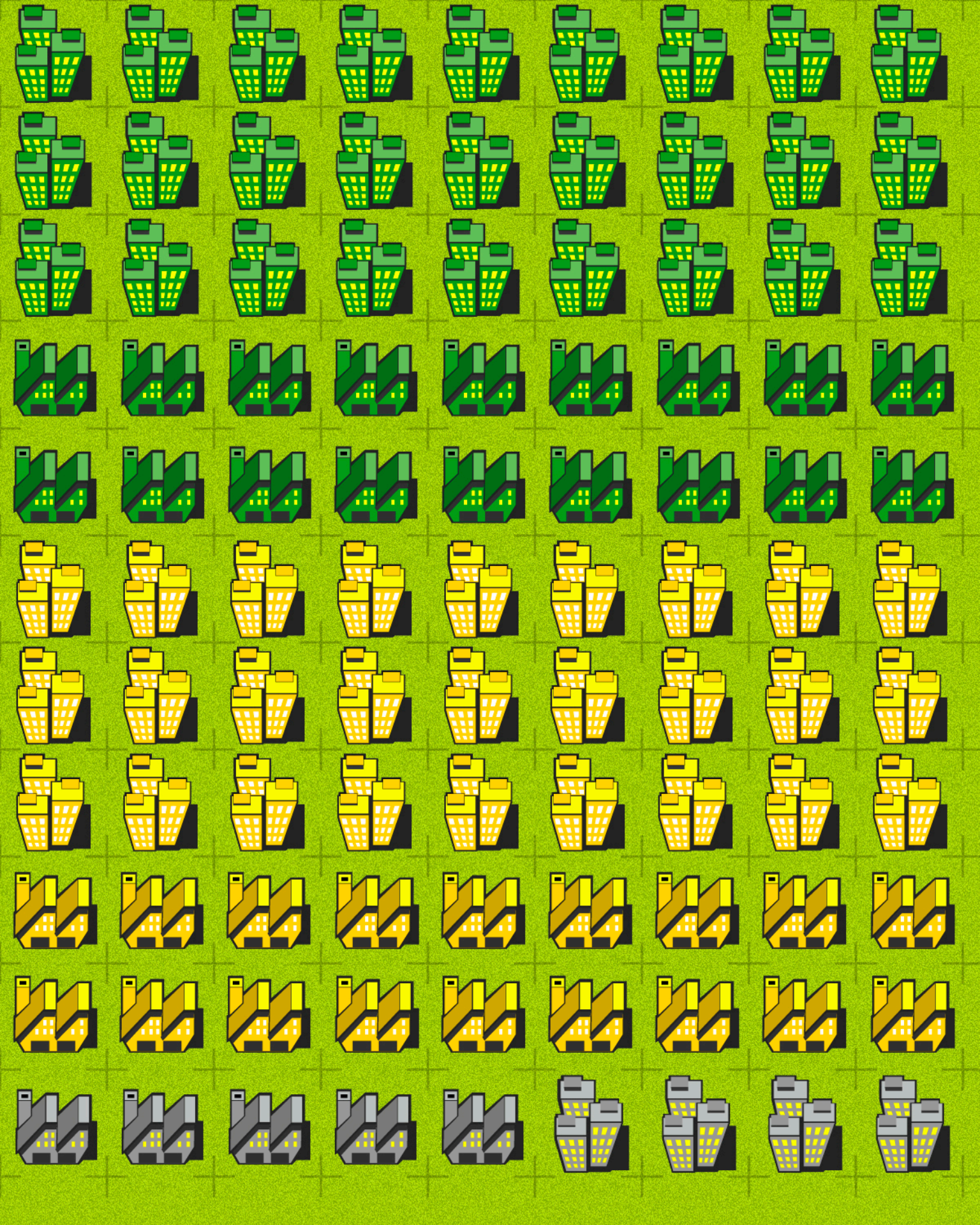

HQ
DH
HQ
DH
HQ
DH
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DH
HQ
DH

1
2
3
4

RECON 3

UNIT TYPE: WHEEL

UNIT COST: $4

TERRAIN MOVEMENT COSTS:

2	1	3	X	X

MP: 8 RANGE: 1

FIREPOWER RATING:

7	7	7	6	X

REDUCED:

4	6	5	4	X

ROCKET 3

UNIT TYPE: WHEEL

UNIT COST: $15

TERRAIN MOVEMENT COSTS:

2	1	3	X	X

MP: 5 RANGE: 3–5

FIREPOWER RATING:

9	11	10	X	12

REDUCED:

5	10	7	X	10

MECH 2

UNIT TYPE: FOOT

UNIT COST: $3

TERRAIN MOVEMENT COSTS:

1	1	1	1	1

MP: 2 RANGE: 1

FIREPOWER RATING:

6	10	10	6	X

REDUCED:

4	7	6	4	X

INFANTRY 1

UNIT TYPE: FOOT

UNIT COST: $1

TERRAIN MOVEMENT COSTS:

1	1	1	2	2

MP: 3 RANGE: 1

FIREPOWER RATING:

5	5	5	5	X

REDUCED:

3	3	3	4	X

TANK 6

UNIT TYPE: TREAD

UNIT COST: $7

TERRAIN MOVEMENT COSTS:

1	1	2	X	X

MP: 6 RANGE: 1

FIREPOWER RATING:

7	10	10	6	6

REDUCED:

4	8	6	4	4

ARTILLERY 4

UNIT TYPE: TREAD

UNIT COST: $6

TERRAIN MOVEMENT COSTS:

1	1	2	X	X

MP: 5 RANGE: 2–3

FIREPOWER RATING:

9	11	9	X	12

REDUCED:

5	9	6	X	9

ANTI-AIR 4

UNIT TYPE: TREAD

UNIT COST: $8

TERRAIN MOVEMENT COSTS:

1	1	2	X	X

MP: 6 RANGE: 1

FIREPOWER RATING:

10	8	8	15	X

REDUCED:

6	7	5	12	X

APC 4

UNIT TYPE: TREAD

UNIT COST: $5

TERRAIN MOVEMENT COSTS:

1	1	2	X	X

MP: 6 RANGE: X

APC UNIT MAY TRANSPORT TWO INFANTRY OR MECH UNITS

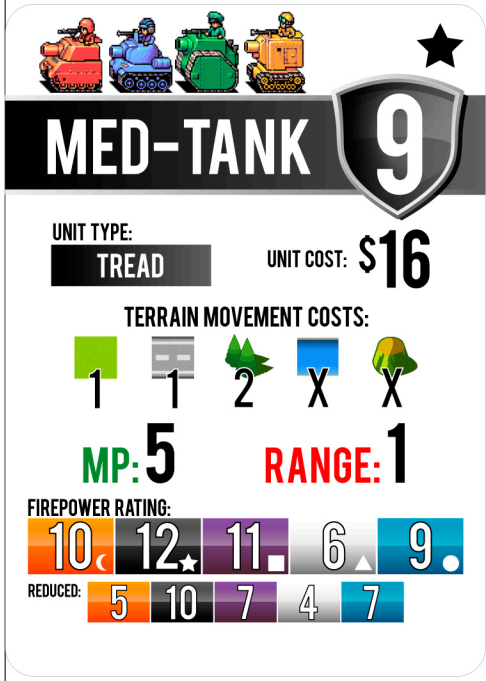
ACTS AS A SUPPLY SOURCE IN THE FIELD

TERRAIN DEFENSE MODIFIERS

INITIAL DAMAGE	&HQ				
13	8				
12	7				
11	6	8			
10	6	7	8		
9	5	6	7	8	
8	5	5	6	7	8
7	4	5	6	6	7
6	3	4	5	5	6
5	3	3	4	4	5
4	2	3	3	4	4
3	2	2	2	3	3
2	1	1	2	2	2
1	0	1	1	1	1
0	0	0	0	0	0
-1	0	0	0	0	0
-2	-	-	0	0	0
-3	-	-	-	-	0

TERRAIN DEFENSE MODIFIERS

INITIAL DAMAGE	&HQ				
13	8				
12	7				
11	6	8			
10	6	7	8		
9	5	6	7	8	
8	5	5	6	7	8
7	4	5	6	6	7
6	3	4	5	5	6
5	3	3	4	4	5
4	2	3	3	4	4
3	2	2	2	3	3
2	1	1	2	2	2
1	0	1	1	1	1
0	0	0	0	0	0
-1	0	0	0	0	0
-2	-	-	0	0	0
-3	-	-	-	-	0



Hachi

ALL OF HACHI'S UNITS COST ONE LESS TO BUILD.
(NO UNIT CAN COST LEST THAN 1)

POWER

BARTER

ALL UNITS ARE 50% OF REGULAR COST (ROUND UP)
UNITS GAIN +1 DEFENSE

SUPER POWER

MERCHANT UNION

ALL UNITS ARE 50% OF REGULAR COST (ROUND UP)
UNITS GAIN +1 DEFENSE
NEWLY BUILT UNITS MAY DEPLOY FROM ANY ALLIED CITY

Grit

+1 MAX. RANGE WITH INDIRECT FIRE UNITS
+1 ATTACK WITH INDIRECT FIRE UNITS
-1 ATTACK WITH DIRECT FIRE UNITS

POWER

SNIPE ATTACK

+2 MAX. RANGE WITH INDIRECT FIRE UNITS
+2 ATTACK WITH INDIRECT FIRE UNITS

SUPER POWER

SUPER SNIPE

+3 MAX. RANGE WITH INDIRECT FIRE UNITS
+3 ATTACK WITH INDIRECT FIRE UNITS

Colin

UNITS COST 2 LESS (MAY ONLY PURCHASE 2 PER TURN AT DISCOUNT AND UNITS NEVER COST LESS THAN 1)
UNITS HAVE -1 FIREPOWER

POWER

GOLD RUSH

INCOME INCREASES 150% DURING NEXT INCOME PHASE
+1 UNIT DEFENSE FOR REMAINDER OF TURN

SUPER POWER

POWER OF MONEY

INCOME INCREASES 200% DURING NEXT INCOME PHASE
+1 UNIT DEFENSE FOR REMAINDER OF TURN

Andy

POWER

HYPER REPAIR

UNITS GAIN +2 HP, MAX HP OF 8

SUPER POWER

HYPER UPGRADE

UNITS GAIN +5HP, MAX HP OF 8 AND +1 MP FOR TURN

Sami

REDUCED UNITS STILL CAPUTRE AT FULL STRENGTH RATES. HER TRANSPORTS HAVE +1 MP

POWER

DOUBLE TIME

FOOT UNITS GAIN +1 MP AND THEIR MOVEMENT COST OVER ALL TERRAIN IS 1

SUPER POWER

VICTORY MARCH

FOOT UNITS GAIN +2 MP, AND CAPTURE ANY BUILDING IN ONE TURN.

Nell

POWER

LUCKY STAR

+1 DEFENSE FOR ALL UNITS
-LOWER ALL DIE ROLLS FOR EXTRA HITS BY 1

SUPER POWER

LADY LUCK

+1 DEFENSE FOR ALL UNITS
-LOWER ALL DIE ROLLS FOR EXTRA HITS BY 2

Max

+1 ATTACK FOR MAX'S DIRECT FIRE UNITS. -1 ATTACK AND -1 MAXIMUM RANGE FOR HIS INDIRECT UNITS.

POWER

MAX FORCE

DIRECT FIRE UNITS GAIN +1 MP AND +1 ATTACK

SUPER POWER

MAX BLAST

DIRECT FIRE UNITS GAIN +2 MP AND +1 ATTACK

Kanbei

ALL OF KANBEI'S UNITS COST 2 MORE TO BUILD
+1 ATTACK AND DEFENSE TO ALL OF HIS UNITS

POWER

MORALE BOOST

+2 ATTACK AND +1 DEFENSE WITH ALL UNITS

SUPER POWER

SAMURAI SPIRIT

+3 ATTACK AND +2 DEFENSE WITH ALL UNITS

SKIRMISH WARS:
ADVANCE TACTICS

SKIRMISH WARS:
ADVANCE TACTICS

SKIRMISH WARS:
ADVANCE TACTICS

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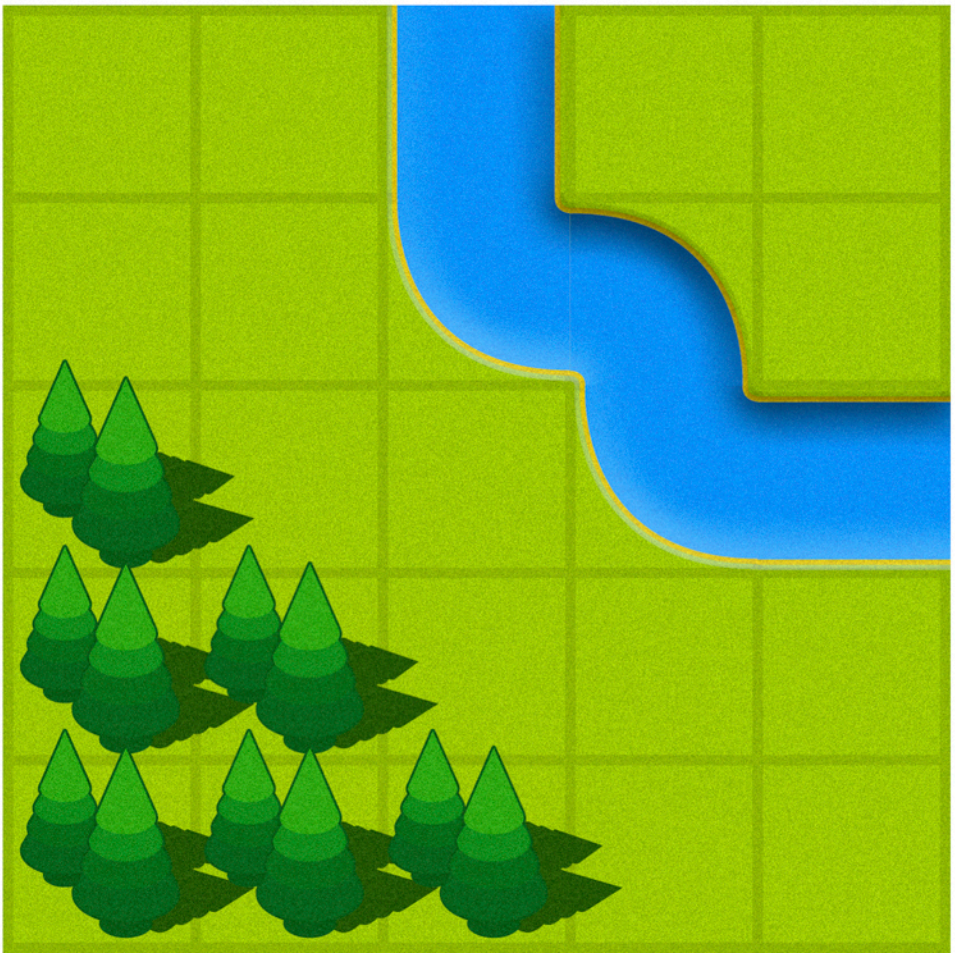
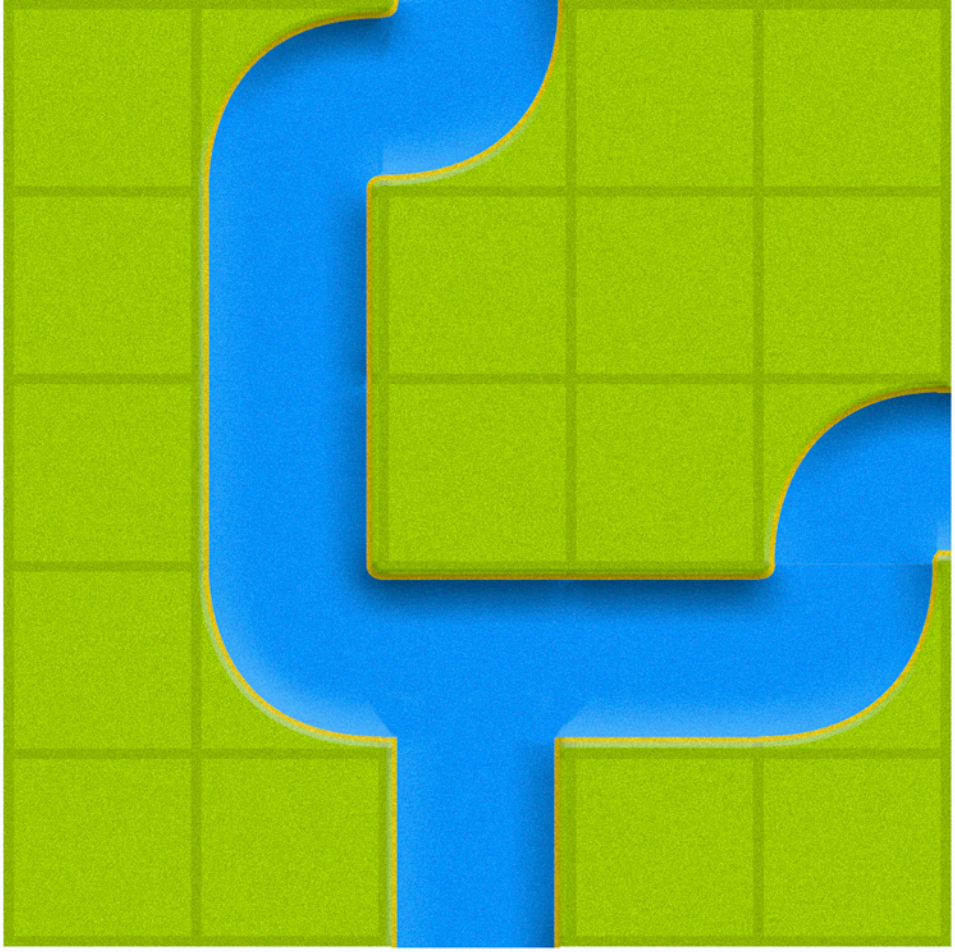
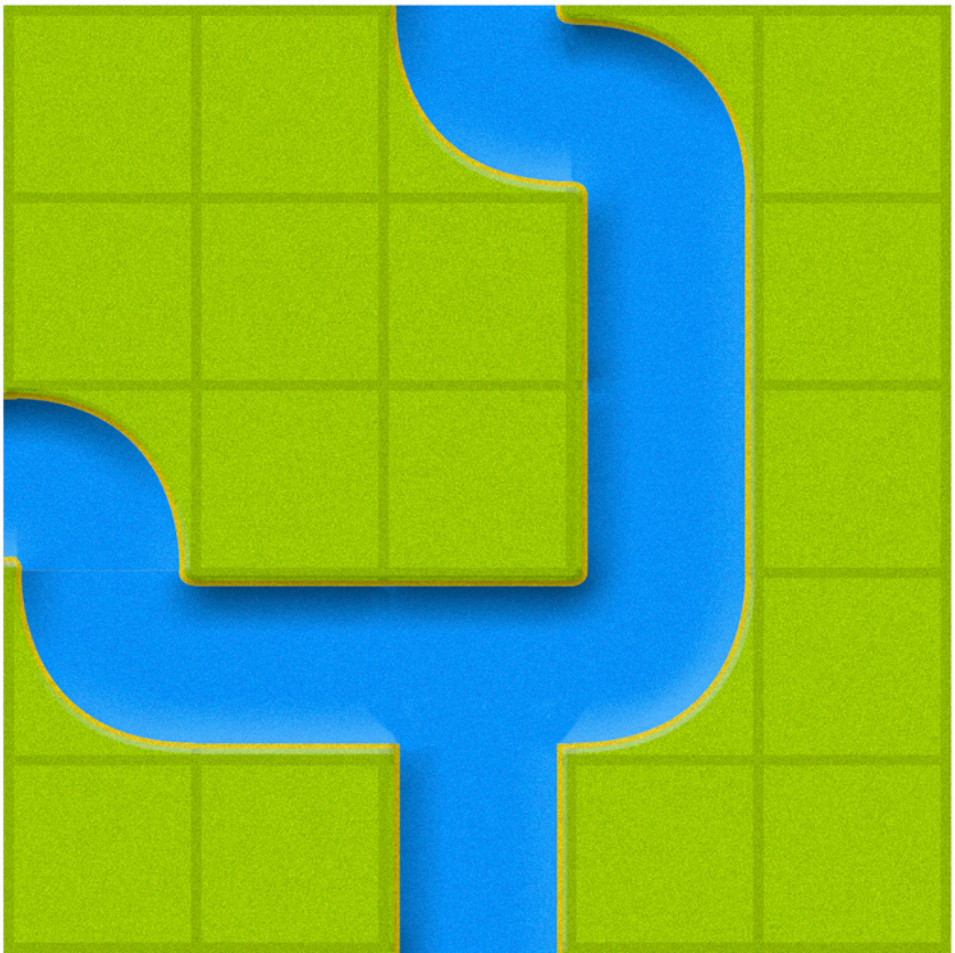
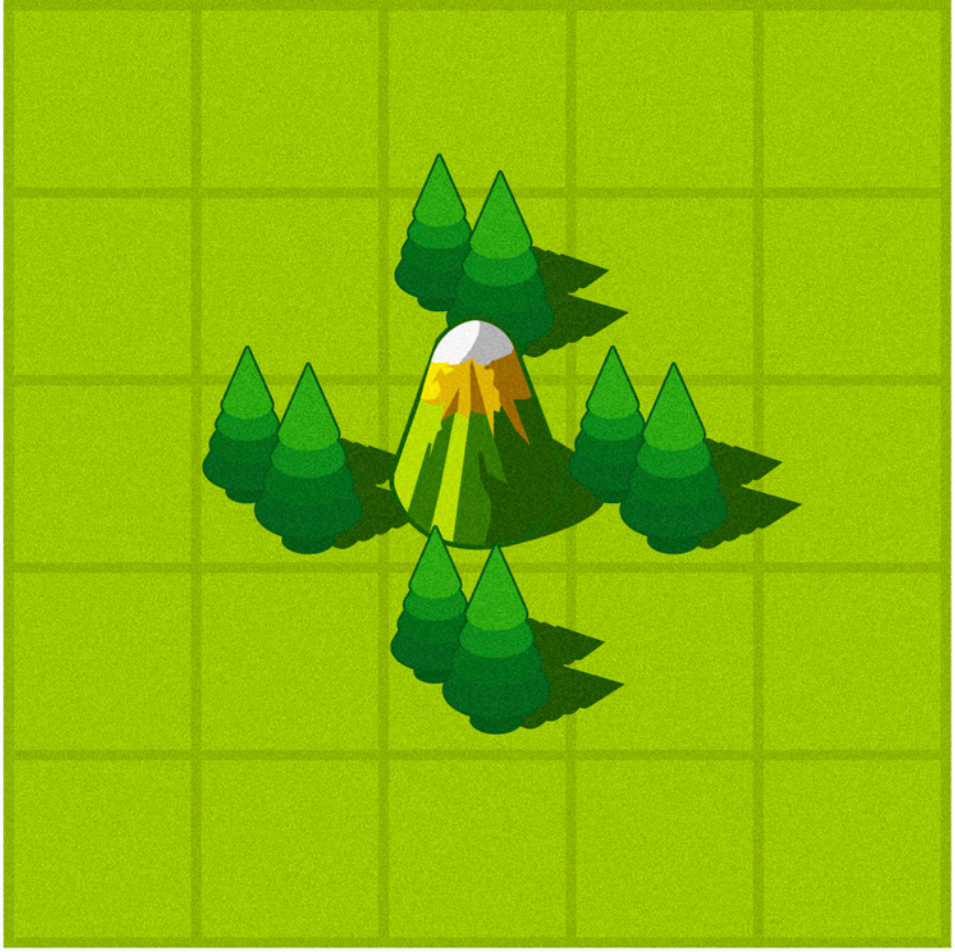
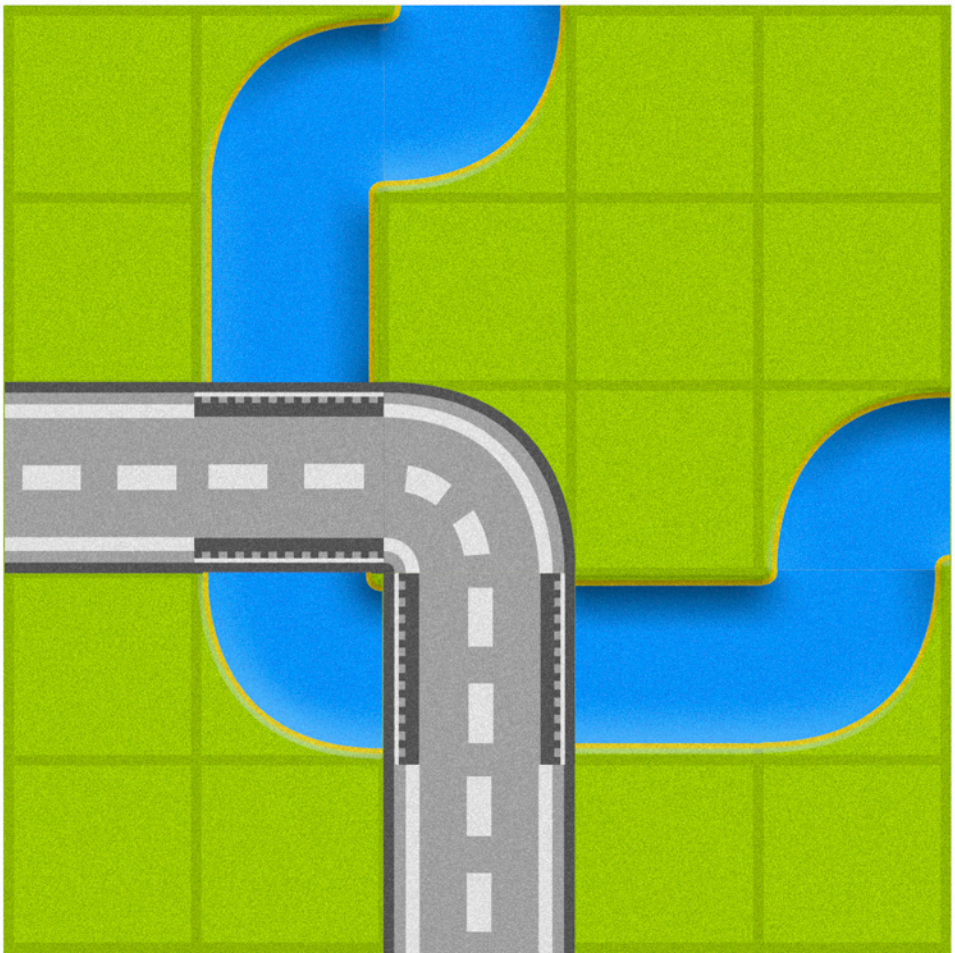
ADVANCE TACTICS

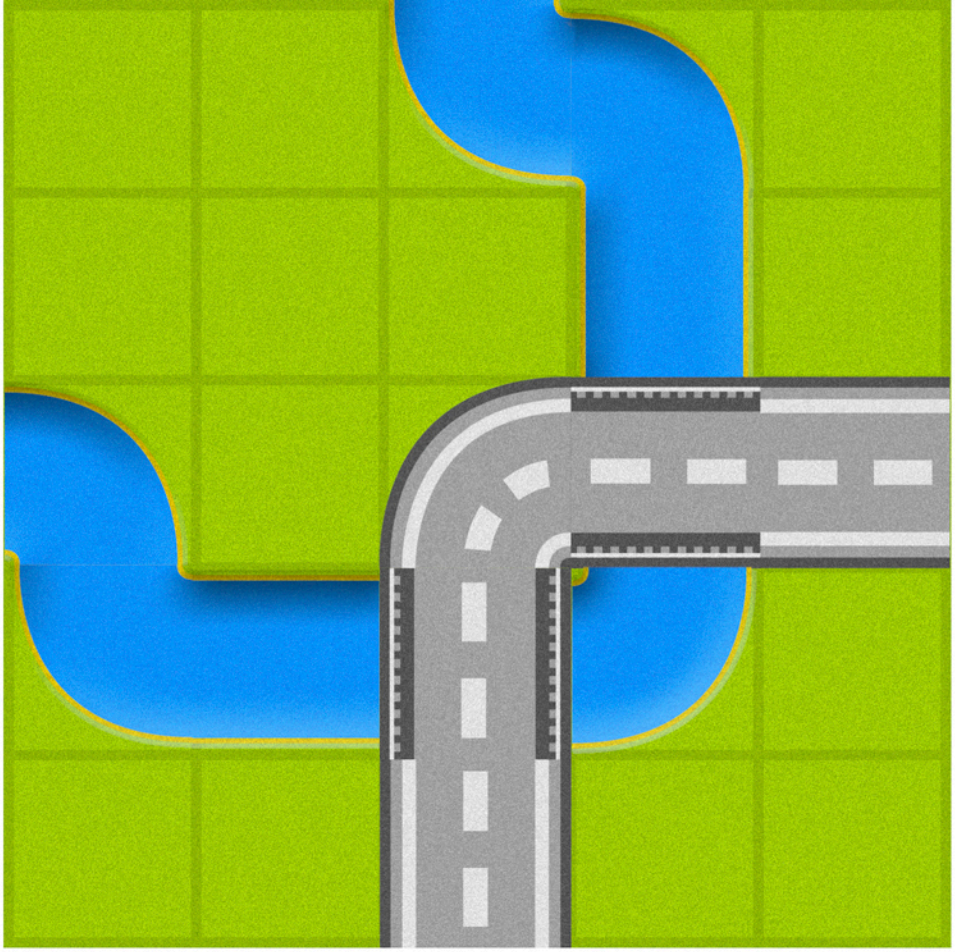


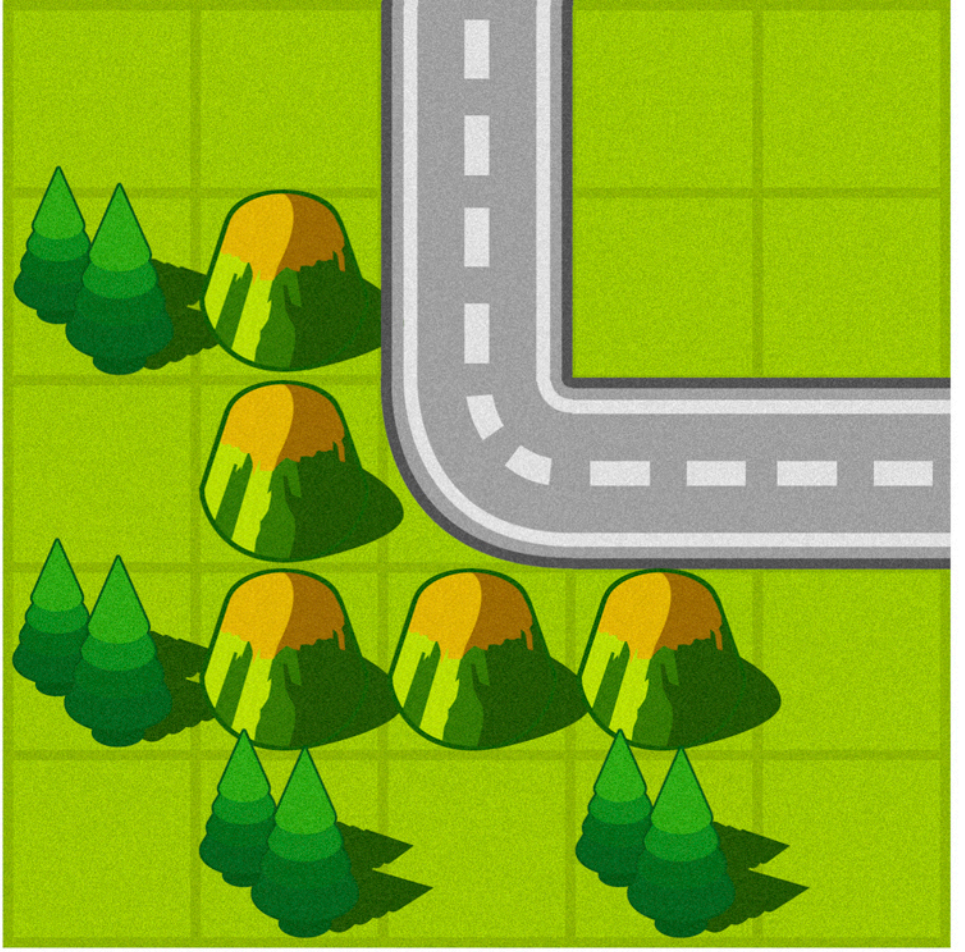


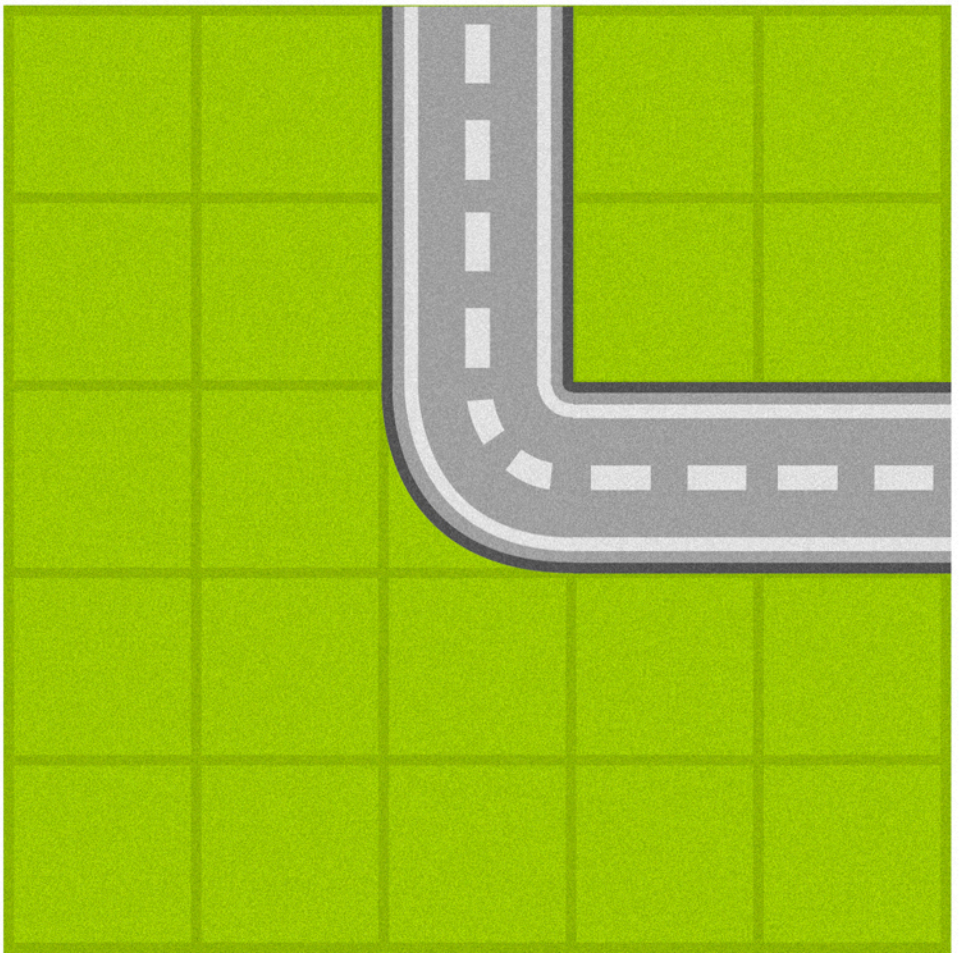


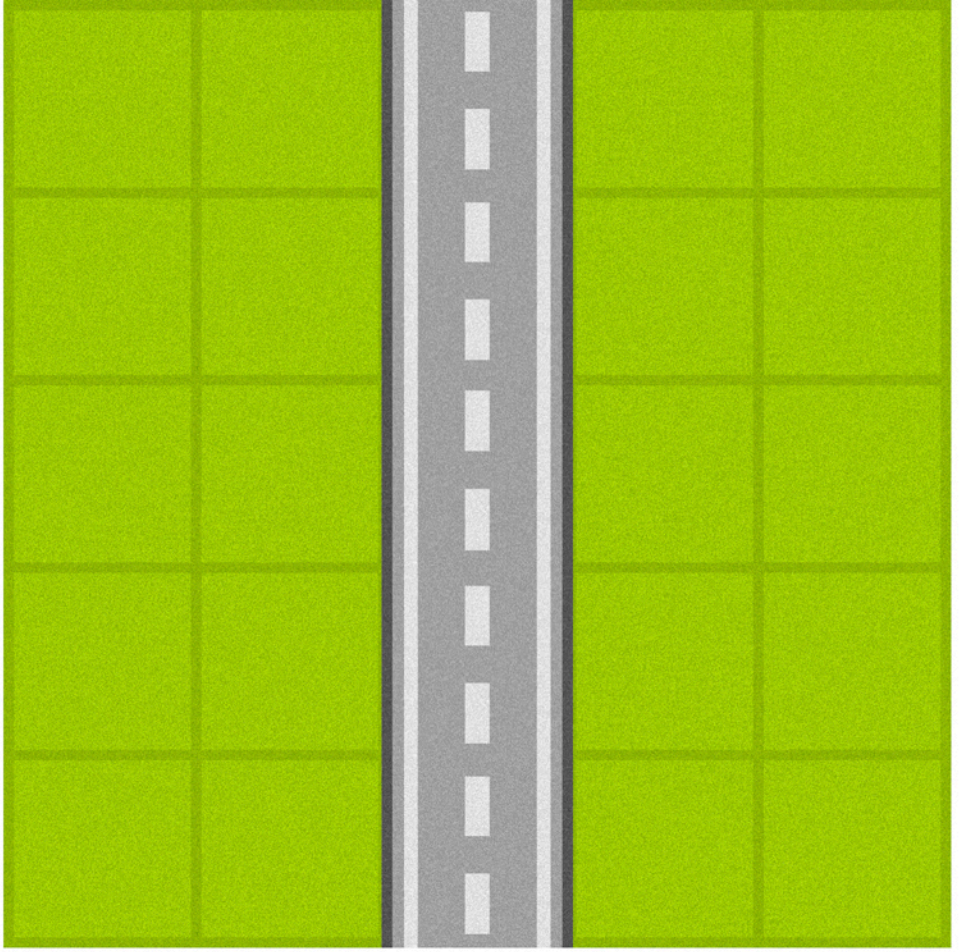


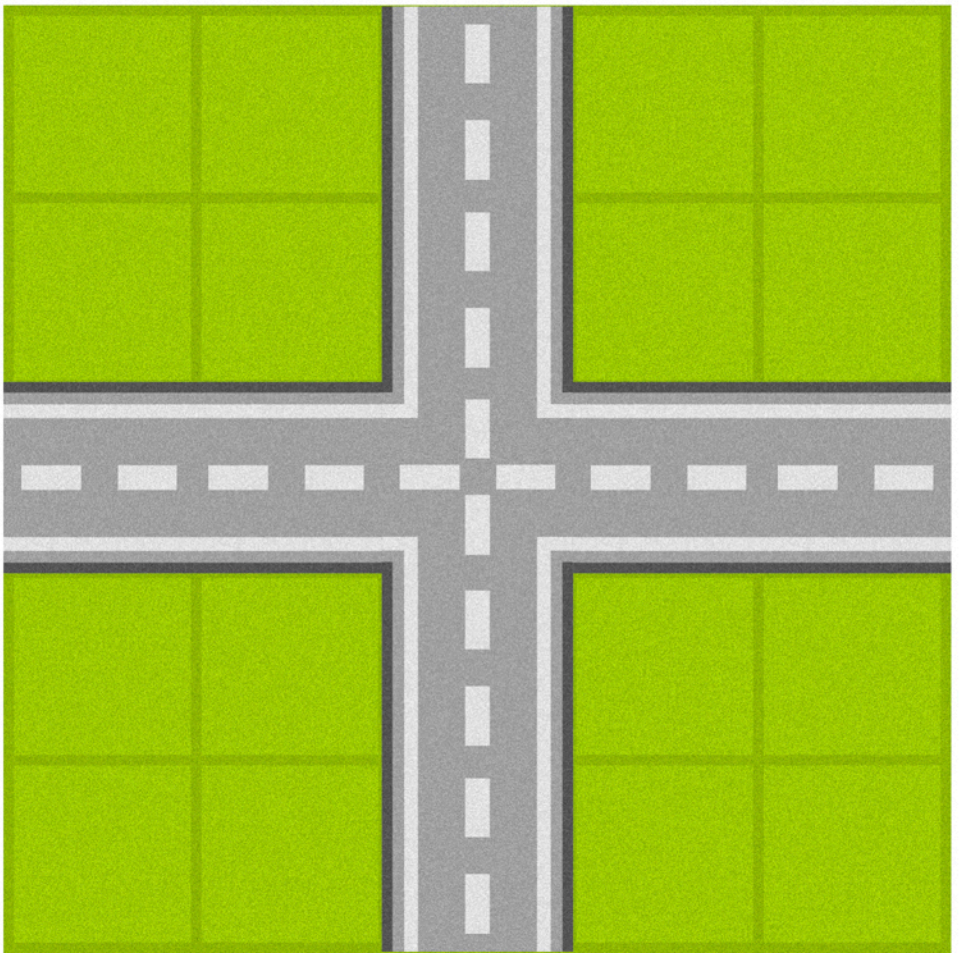


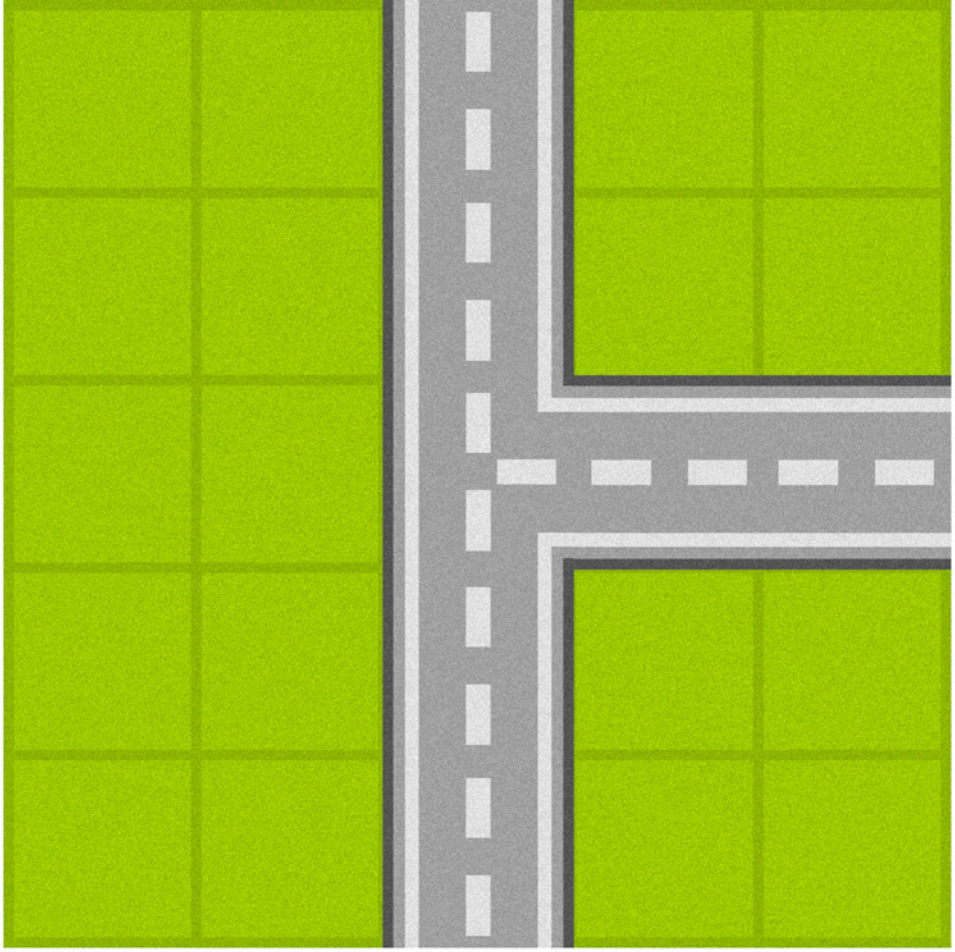


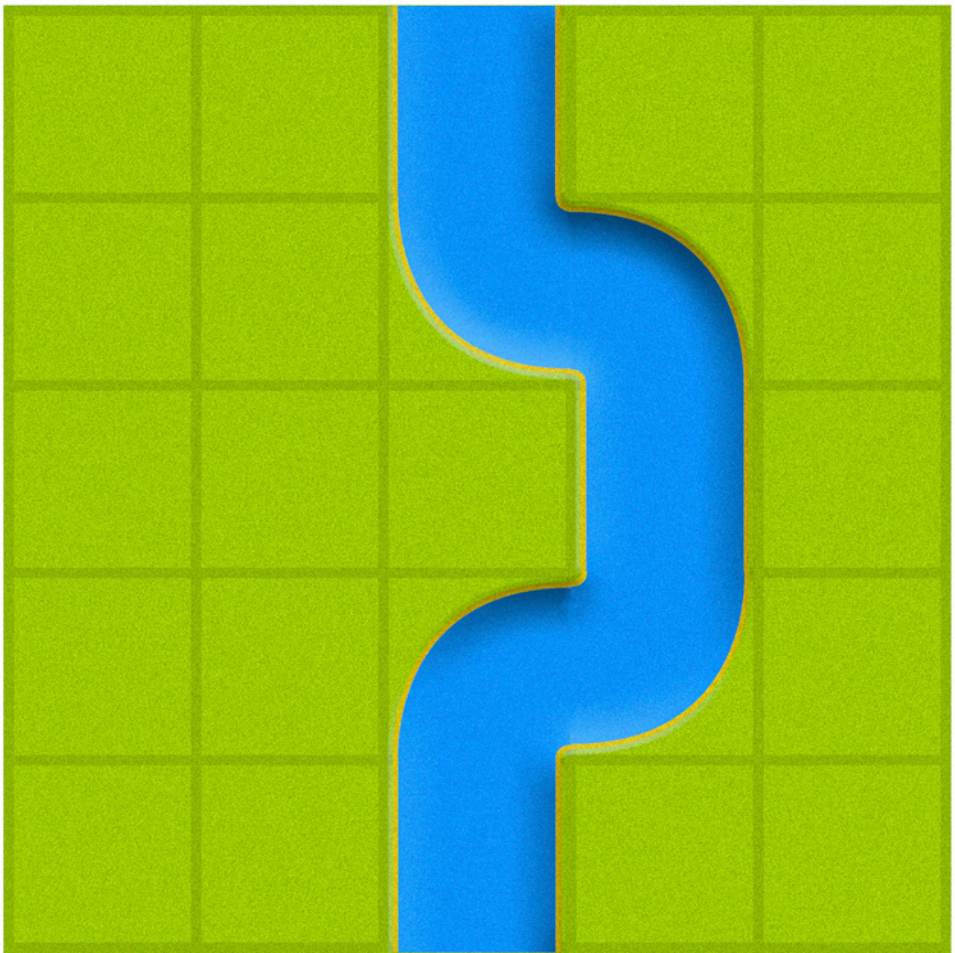


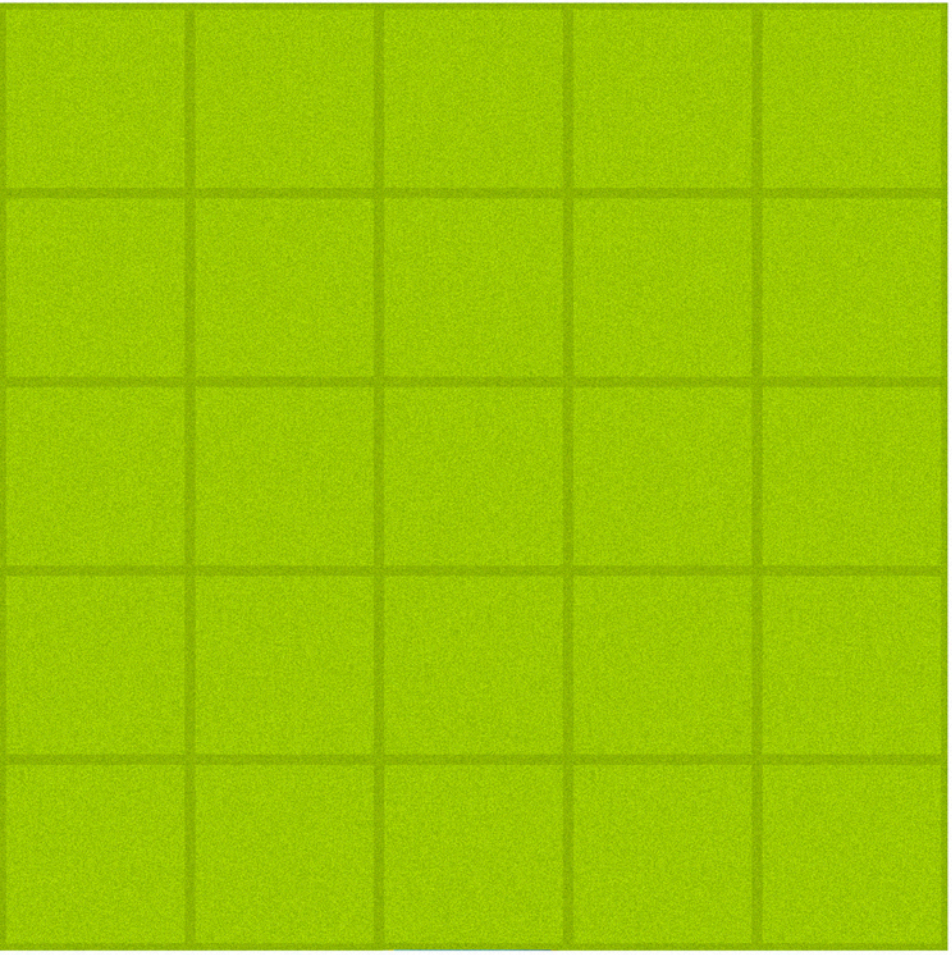


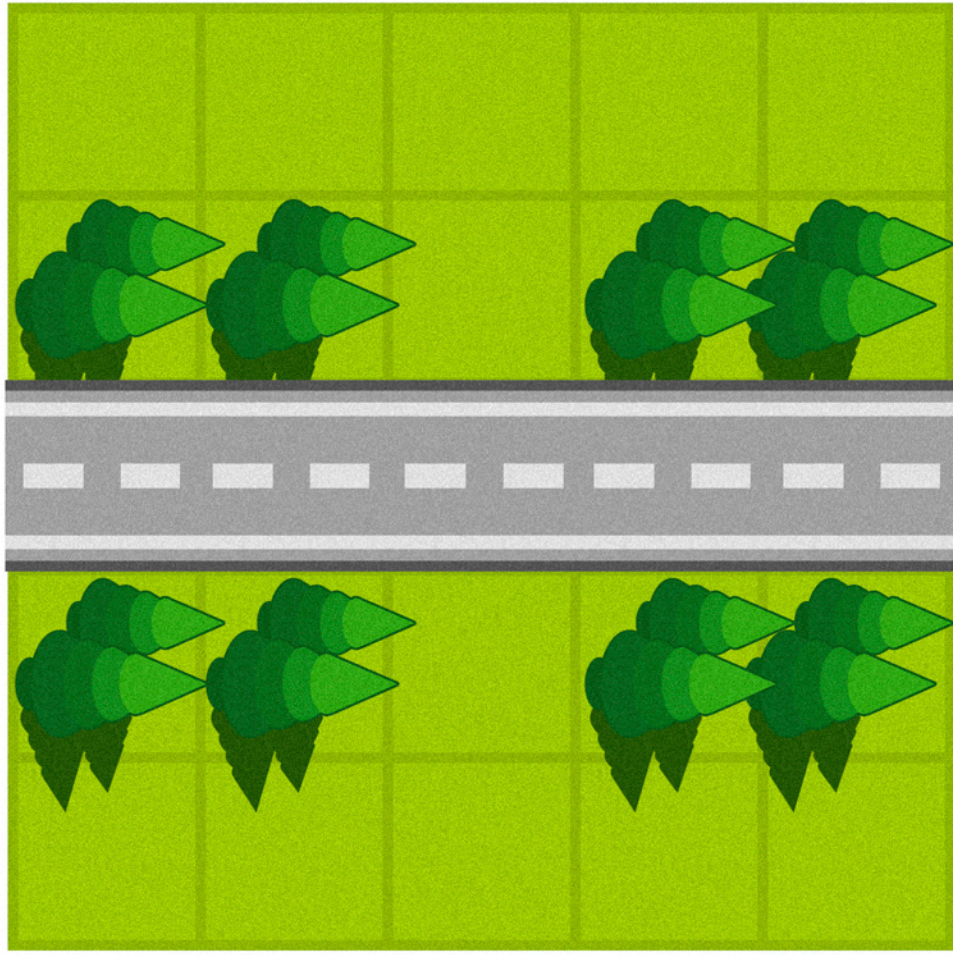


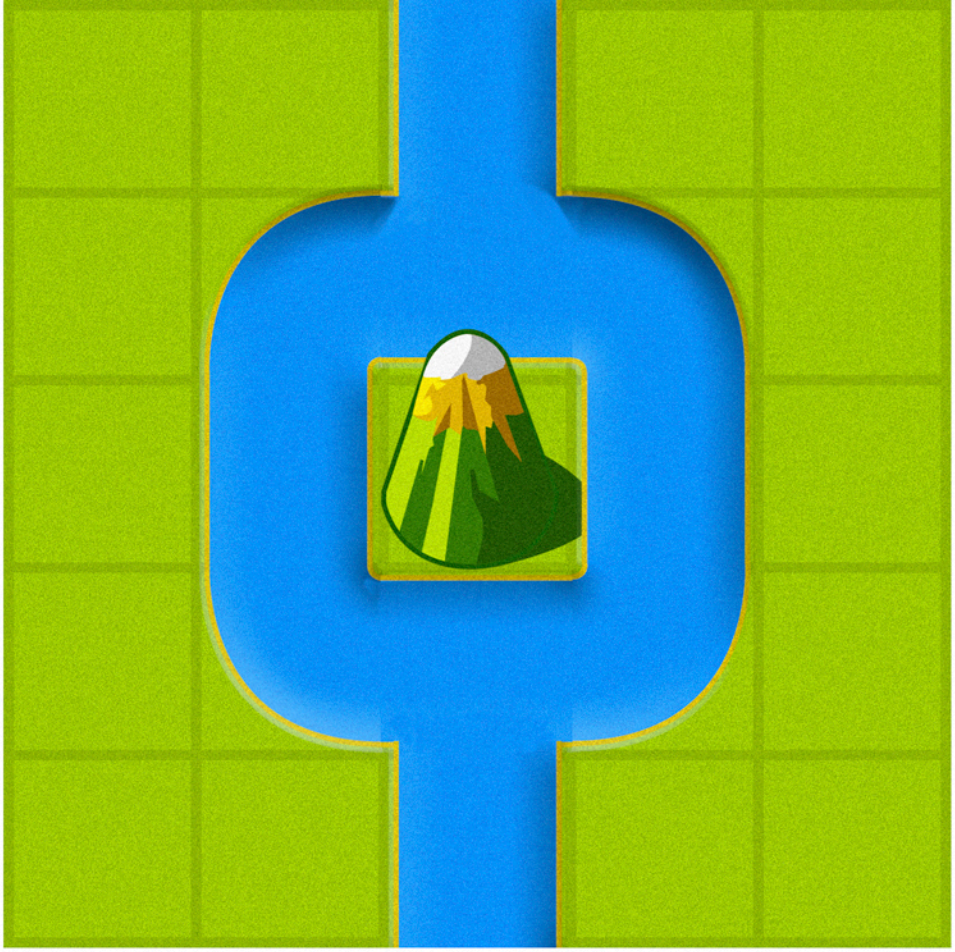


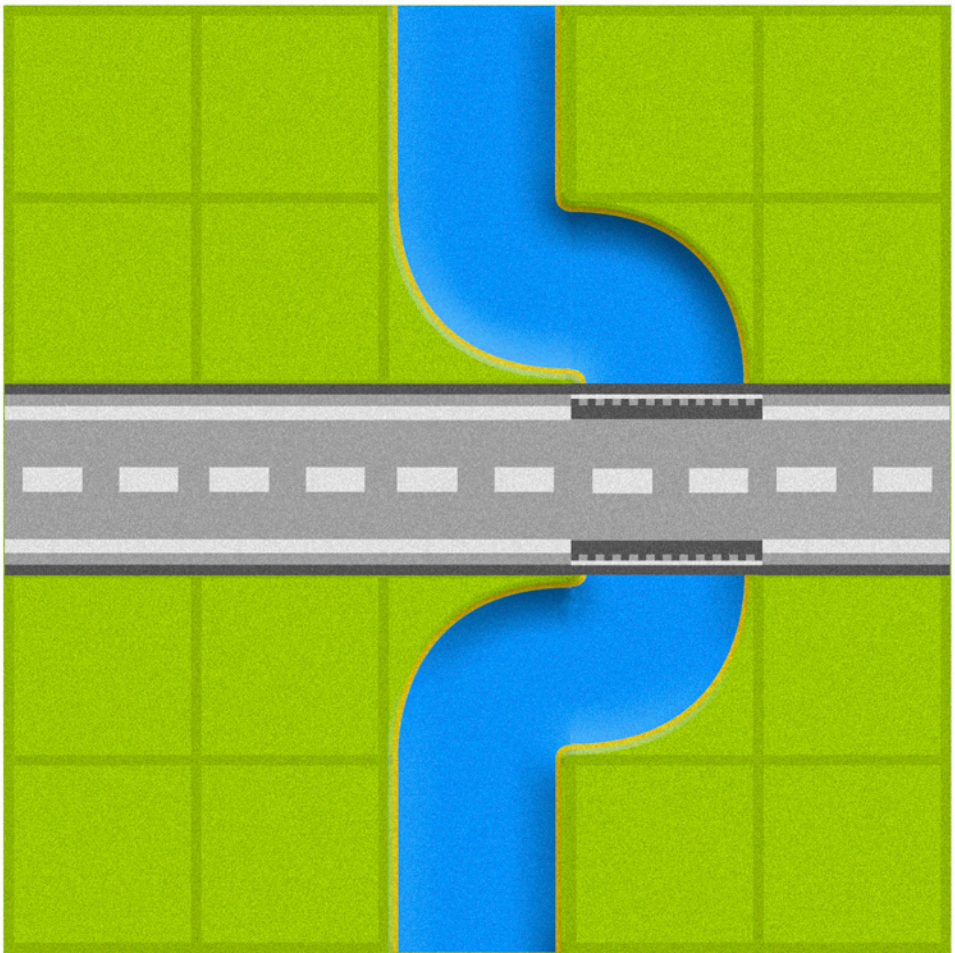


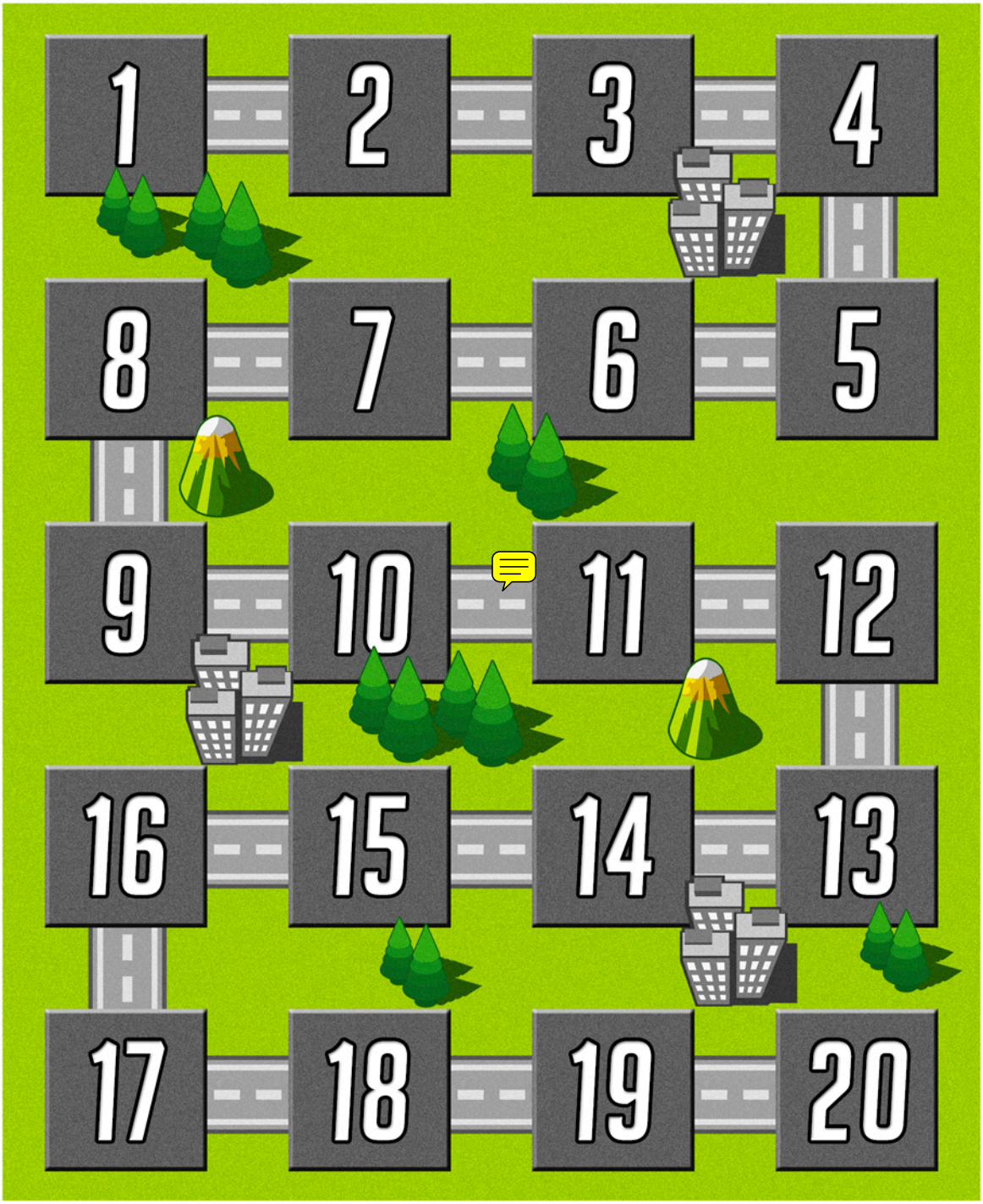










SKIRMISH WARS: ADVANCE TACTICS

VICTORY POINTS