



GAZALA-BIR HACHEIM

CONFRONTO NO DESERTO

BATTLE OF GAZALA General Rules

1.0 - INTRODUCTION:

May 1942. For a year now, Germans and Britons have been confronting each other on the sands of the North African desert. And once again, the goal is Tobruk.

As an important and strategic port, Tobruk was the main target of Cyrenaica and the gateway to Egypt, the Suez Canal, and the valuable oil fields of the Middle East. Commanding the Axis forces (Germans and Italians) was the famous "Desert Fox", General Erwin Rommel. Reinforced and refueled after his defeat in the 1941 campaign, he now had two Panzer (armored) and one Light divisions, plus six Italians, one armored and one motorized. Rommel planned to carry out a combative attack along the coast, with some German elements, while launching the Afrika Korps and the 20th Italian Motorized Corps skirting the southern end of the British line at Bir Hacheim, then inflating to the North, encased British forces on the Gazala line and moving to the grand prize, Tobruk. To achieve so much with so few means, Rommel hoped the British would make the same mistakes they had made before. And they did.

After the German attack and the formation of a pocket (known as "The Cauldron"), the British armored forces were launched in isolation against the Germans and destroyed. However, with the advent of the new American "Grant" tank and the determination of the Free French in Bir Hacheim, luck in the battle hung a lot between the two sides. On 06/06/42, however, the British lost more than 100 tanks, thus losing their offensive capacity. On 10/06/42, after heroic resistance, bir Hacheim's decimated garrison was forced to abandon the position. On 22/06/42, the Germans conquered Tobruk.

The defeat was disastrous for the British, who had heavy casualties in men and material (the entire South African 2nd Division surrendered in Tobruk) and then British and Germans bet a race to the next stop: El Alamein.

2.0 – MATERIAL:

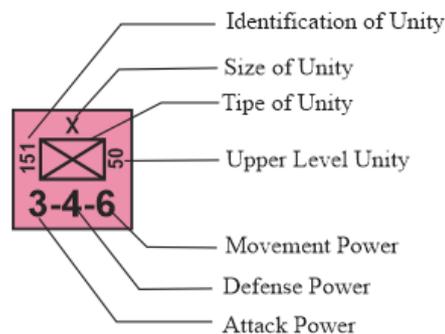
2.1- → Map Represents the region of Libya where the battle took place, a total of 400 hexagons.

2.2- Counters → In a total of 54 pieces (except markers), 20 Italian, 13 British, 10 German, 5 Indian, 5 South African and 1 French free (FL). To identify nationalities, follow the list below.



In this simulation, all parts are regiment/brigade level. A division is usually composed of 3 regiments, but in this simulation, only the 7th DB, the 50th DI (both British), the 90th German, the 1st South African DI and the 5th Indian DI have three units.

2.2.1 - Counters Characteristics:



Unit Size: All wargames, in general, must have an equivalence between the pieces of both contenders regarding their "size" or "level". Wargames can be company level (I), Battalion (II), Regiment (III)/ Brigade (X), Division (XX) or Army Corps (XXX). This simulation is regiment/brigade level.

Unit ID: It is the identification of the piece. In this simulation, these numbers represent the regiment/brigade (left) and the division to which it belongs (on the right). The British unit marked with a "G" is a unit of "Guards", while the French unit is marked with "FL", which indicates "Free French". The Italian divisions have "names" instead of numbers and some units have the marking "B", indicating "Bersaglieri" (elite Italian troops). The British artillery unit marked "8 Ex." is the artillery of the 8th Army, the German "AK" is the artillery of the Afrika Korps, the "Pz A" indicates "Panzerarmee" ("Panzer Army") and those of both nationalities with Roman numerals represent the artillery of Corps.

Unit Type: It is the "emphasis" of elements that make up a unit. The types used in this simulation are as follows:

	- Infantry		- Engineering
	- Armored		- Artillery
	- Armored Infantry		- Mechanized Artillery

Attack Power: This unit's combat value when it attacks.

Defense Power: It's the combat value of this unit when it's attacked.

Movement Power: Is the displacement value of the unit during the start -- (V.4.0).

The unit of the example is the 151st Infantry Brigade (X) of the British 50th Division (pink color). Its attack power is 3, its defense power is 4 and its moving power is 6.

2.3 - Tables (See last page) → This simulation has four tables: "Combat Effects Table", "Terrain Effects Table on Movement and Combat", "Bombing Table" and "Vulnerability Table". Their jobs are explained later.

2.4 – Auxiliary →

2.4.1 - Turn Counter: These are the numbered squares from 1 to 14 on the right side of the board, each turn representing 2 days of the actual period (representing the period from 26/05/42 to 22/06/42).

2.4.2 - Air Power Counter: These are the squares numbered 1 through 10 on the left side of the board. In this simulation, both contenders have air power. Your job is explained below.

2.4.3 - Dices: This simulation uses two dices for combat resolution. The data is **NOT** used in the movement of the parts.

3.0 - SEQUENCE:

At each turn, the first to move is the Axis player, who moves as many of his units as he wants, in the so-called "Movement Phase" of the Axis; then comes the Axis's "Combat Phase" when the Axis player performs attacks against the allied units he engaged in in his "Move Phase". Once this "Combat Phase" is complete, the allied "Move Phase" comes when the allied player moves as many of his units as he wants; then comes the allied "Combat Phase" where the engagements of the allied "Movement Phase" are solved. Then the shift is changed, restarting the sequence.

4.0 - MOVEMENT:

To move, units use their Moving Power. This is given in the form of moving points, which are spent when the unit moves from one hexagon to another, according to the type of terrain. The

points spent, by the type of terrain, are given in the "Table of Effects of The Terrain on Movement and Combat" (V.).

EXAMPLE: A German motorized infantry unit (3-4-16) leaves Sidi Breghisc, moves two hexagons north to Bir Tamrad ($2 \times 1 = 2$ points), goes northeast by track ($1 \times 1 = 1$ point), enters the minefield ($1 \times 2 = 2$ points), goes to the fortified ridge ($1 \times 3 = 3$ points), advancing 2 more hexagons by road ($2 \times 0.5 = 1$ point) to Gazala, enter the ridge to the southeast ($1 \times 3 = 3$ points), proceeds to the hexagon immediately to the South ($1 \times 1 = 1$ point), then follow by trail to the ridge hexagon southeast of Commonwealth Keep ($3 \times 1 = 3$ points), totaling $2 + 1 + 2 + 3 + 1 + 3 + 3 + 1 + 1 + 1 + 1 + 1 + 16$. Your drive points are exhausted, and the unit will have to stop there.

OBSERVATIONS:

- + A **unit** can NEVER exceed its moving power in its respective "Move Phase".
- + Units **ARE NOT** required to use all their moving power and may spend fewer points than the total allowed by "Movement Phase".
- + Unworn Movement Points by one unit **cannot** be accumulated for other shifts.
- + Unworn Movement Points by one **unit cannot** be transferred to other parts.
- + When two or more units move together, their moving power is **NOT** added.

4.1 - Movement Restrictions →

4.1.1 – From Friendly Units: Both Allies and Germans can concentrate a maximum of 3 (three) units on the same hexagon. However, even if the hexagon reaches the maximum number of units, other non-enemy units can pass through it without stopping at it.

4.1.2 - From Enemy Units: Every unit belongs to an "Engagement Zone" referring to the 6 (six) hexagons that surround it. When an enemy unit moves to one of the hexagons in its "Engagement Zone", it is forced to stop (it is said to have "engaged").

When starting your "Move Phase", if your unit is engaged with an enemy unit and the player does not want to engage in combat, the player will have to remove his piece from the enemy "Engagement Zone", if he spends 1 more movement point to "break contact".

If, on the other hand, the unit is in "Dominant Terrain" in relation to the enemy(s) piece(s) that is engaging it, it is released from disengaging. "Dominant Terrain" means the terrain that has the greatest advantage, in combat, in number of columns.

EXAMPLE: A shift begins with an allied unit occupying a city hexagon engaged with a German unit on open ground. The Allied unit does not need to retreat or is obliged to attack, because it is on "dominant ground" (city) in relation to the German (open). However, if any other unit moves to the enemy "Engagement Zone," it will have to attack.

If a unit, for whatever reason, cannot disengage or is on dominant ground, it will have to attack. Two enemy units **can** NEVER occupy the same hexagon at the same time.

OBSERVATIONS:

- + Exceptionally in this simulation, armored units can completely bypass "Engagement Zones" of infantry units.
- + Motorized Axe units can only move normally at a maximum of 20 hexagons away from one of the two road hexagons on the west rim. These hexagons, moreover, must be free of enemy "Engagement Zones" and cannot pass through minefield hexagons. If any Axis unit for any reason exceeds this limit, it will no longer be able to move (except in retreat after combat) until the situation normalizes or the Axis is take Tobruk.

4.2 - Entrance and Exit board→

4.2.1 - Entry: Both allies and the Axis receive reinforcements during the campaign. Axis reinforcements enter the West Rim and allied reinforcements enter through the eastern edge. When entering the board, they must pay, for the first hexagon they occupy, the cost of it in moving points. If, upon entering, the first hexagon is adjacent to an enemy unit, the unit can engage.

4.2.2 - Exit: No unit can be voluntarily removed from the board. If any unit is forced, by recoil after combat effect, to leave the board, it **is NOT** considered destroyed, but cannot return to the board.

5.0 - FIGHTING:

At the end of the "Movement Phase", when enemy units are occupying adjacent hexagons, they are considered to have "engaged", the latter being to move considered the attacker.

5.1 - Combat Solution → To solve combat, the "Combat Effects Table" is used through the combat powers of the units. The sequence is as described below:

5.1.1- Force Ratio:

1st - Add up the ATTACK powers of the attacking units.

2nd - Add the DEFENSE powers of the units being attacked.

3rd - Divides the value obtained in the 1st step by the value obtained in the 2nd step, disregarding the non-entire part of the result (Example: $11 \div 4 = 2.75 \rightarrow$ disregarding 0.75, the force ratio will be 2-1 (two to one)).

OBSERVATIONS:

+ The attacker **cannot** check the defense points of the units he will attack before declaring how many points he will do so.

+ Once the defender warns how many he will defend himself with, **there** can NO longer be any changes from any of the parties.

5.1.2 - Influence of the Ground: Certain lands favor defense, but none favor attack. The benefits of the terrain for defense are given in the form of "columns" in the "Terrain Effects Table on Movement and Combat". Determined the relationship of forces (V.5.1.1), there is the terrain where the defending unit is and, if favored to the defense, in how many columns on the left! In this simulation, in addition, the "Minefield" (V.9.0) is introduced.

OBSERVATION:

+ When, in the defender's hexagon, there are two or more types of terrain influencing combat, the terrain that provides the largest number of columns on the left is always considered.

5.1.3- Siege: If a defending unit is engaged in such a way that it cannot retreat to a hexagon free of enemy "Engagement Zones," these defenders are considered to have been surrounded. This gives the attacker the advantage of a right column in the "Terrain Effects Table in Move and Combat".

5.1.4- Command Unit: Whenever a division participates in a combat (attacking or defending) with all its elements, its "wins" a column (right when attacking and left when defending), per "divisional" unit.

5.1.5 - Armored vs. Infantry: Armored units attacking any enemy infantry units in open-ground or minefield hexagons receive one more column on the right (remember that for combat, road and track effect are considered open ground).

5.1.6- Line Determination: Completed the previous steps, the column was determined; now the line is determined through the data. The data is intended to represent all the imponderables of combat. The two data are released, and the result is the sum of them (Example: 2 in one and 3 in the other gives 5 as a result).

5.1.7 - Results of the Fights:

DE - Defense Eliminated. One defending unit is eliminated (at the discretion of the defending player) and the other, if any, are required to retreat IN ANY CIRCUMSTANCES.

DRB - Defense Retreats with Casualties. All defending units' recoil from a hexagon (except special rules) and only one of them suffers casualties (at the discretion of the defending player).

DRI - Defense Retreats Intact. All defending units' recoil from a hexagon (except special rules).

DVB - Defense Wins with Casualties. All attacking units' recoil from a hexagon and one of the defending units suffers a loss (at the discretion of the defending player).

DVI - Defense Wins Intact. All attackers retreat a hexagon.

AVI - Attack Wins Intact. All defending units recoil a hexagon (if the result is not DE) and the attacking player may or may not occupy the hexagon abandoned by defenders.

AVB - Attack Wins with Kills. As above, but one of the attacking units suffers casualties (at the discretion of the attacking player).

ARI - Attack Retreats Intact. All attacking units' recoil from a hexagon.

ARB - Attack Retreats with Casualties. All attacking units' recoil from a hexagon and one of them suffers casualties (at the discretion of the attacking player).

AE - Attack Eliminated. All attacking units' recoil from a hexagon and one of them is eliminated (at the discretion of the attacking player).

EMP - Draw. The defending player eliminates one or more pieces of his choice; the defensive power of the eliminated units is added, and the attack loses at least the same number in attack power points in eliminated units (at the discretion of the attacking player). The left-field defenders are forced to retreat.

5.2 - Advance after Combat → When the attacker wins a combat, he can occupy the hexagon abandoned by the defender or advance an additional hexagon, depending on the type of the attacking unit; armored units and motorized infantry can advance two hexagons (from the hexagon abandoned by the defender) and the non-motorized units (infantry) only one (artillery does not advance after victory in combat). Armored units and motorized infantry advance two hexagons only if the first hexagon is open ground and the second is open ground or city. The attacker does not necessarily need to advance, nor advance all the hexagons he could; it is up to you to decide.

5.3 - Retreat Rules → When, after a fight, one or more units are required to retreat, they cannot stop on a hexagon occupied by enemy units or a hexagon belonging to the "Engagement Zone" of an enemy unit. If this is not possible, it will be eliminated.

5.3.1 - Chain Retreat: When a unit retreats to a hexagon occupied by three friendly units, the player may re-wind one of the excess pieces to another hexagon (respecting the rule above) and have 3 pieces left in that hexagon.

5.3.2 - Retreat Through Sea Arm: In this simulation, when an infantry, artillery, or any other unarmored unit retreats through the sea arm, suffers casualties and, if in the combat that originated the retreat it suffers casualties, then it will be eliminated. Armored units, when forced to retreat through the sea arm, are eliminated.

5.3.3 - Retreat Under Siege: When a unit (or more) is surrounded and is obliged to retreat, it(s) to a hexagon factually within an enemy "Engagement Zone". Since you can never close an engaged retreat, it will be forced to retreat to another hexagon and, in this 2nd movement, you should receive casualties (all pieces). If this new hexagon is again from the enemy "Engagement Zone," then all retreating units are eliminated.

OBSERVATION:

+ If a unit under siege that retreats has suffered casualties because of combat, it is automatically eliminated unless it can retreat through a hexagon occupied by friendly units. In this case, she does not suffer casualties in the 2nd movement.

6.0 - AIR POWER:

Air power points represent the relative influence of their air forces in ground combat. In this simulation, both contenders have air power, with the Axis player with 35 points for the entire match and the allies 10.

6.1 – Air Power Use → Both players have an Air Power counter on the board and a little one marked "X1" (the Axis also has a little one marked "X10"). When you start the turn, both place the little pieces in the numbers relative to your air powers, as described in the table above. When the player wants to support a match, he simply de-counts the points he/she wants on the scoreboard. Thus, he can use his power points both by attacking (his Combat Phase) and

defending (Enemy Combat Phase). The air power counter is always manipulated to always show how many points are left for the player.

6.2 – Air Strike → In this simulation, it is allowed to carry out attacks only with air power, using the "Bombing Table". In simple bombardment (without involvement of other types of units), the air power committed by the sum of the vulnerability indexes of the units on the target is multiplied, according to the "Vulnerability Table" (V.). Once the final value is found, the corresponding column (considering the effects of the terrain) is verified in the "Bombing Table" and the two dice are released. The meaning of the results is next to the table.

EXAMPLE: Two British infantry units and one armored one focus on a hexagon. The German player decides to launch an air strike with 6 points. The vulnerability index on the target will be 4 ($2 \times 1 + 2$). Therefore, the attack will have a value of 24 (6×4). In the table, this corresponds to column 21-30. If defenders are on an open-ground hexagon with fortification, they "gain" a column on the left and therefore the column used will be 11-20.

OBSERVATIONS:

- + Unused air power points in a turn **are NOT** accumulated for the following shifts.
- + When announcing the value of an attack, it must include air power. In the same way for the defense.
- + The maximum points that can be used in a single air strike is 10.
- + It is not allowed to attack the same target hexagon twice in the same turn, even if of two different types of attacks.

7.0 - DROPS:

These "casualties" are related to losses of material and men, "stress" of combat and disorganization (temporary or not) of the units.

When a unit suffers casualties in combat, it is turned, with the backup. Being so, you'll have your combat powers halved (in this simulation, rounding up to all nationalities). If you suffer further casualties, you are eliminated. Losses do not affect the moving power.

In this simulation, only allies recover casualties. To do this, it is enough that the unit remains disengaged during its Movement Phase and can draw a free "line" from enemy "Engagement Zones" to Belhamed or Tobruk, and then be untapped.

8.0 –ARTILLERY:

This unit moves like a common infantry unit and has the special feature of being able to attack enemy units without engaging them. The number in the upper right corner indicates the number of hexagons limit at which the unit can attack the enemy unit (interpreted as the range of the cannons). If you engage, it suffers the effects of terrain and combat normally. To support units under attack, the hexagon to be considered is that of the defender.

In simple bombardment (without involvement of other types of units), the attack power of the committed artillery units is added and multiplied by the sum of the vulnerability indexes of the units on the target, according to the "Vulnerability Table" (V.). Once the final value is found, the corresponding column (also considering the effects of the terrain – except river) is found in the "Bombing Table" and the two dice are released. The meaning of the results is next to the table.

EXAMPLE: Two British 2-3-6 artillery units focus on bombing a hexagon containing two German units, one armored and one motorized infantry. The attack power will be 4 (2×2) and the vulnerability index will be 3 ($1 + 2$). Therefore, the attack will have a value of 12 (4×3). In the table, this corresponds to column 11-20. If defenders are on an open-ground hexagon with fortification, they "gain" a column on the left and therefore the column used will be 1-10.

OBSERVATIONS:

- + You can concentrate more than one artillery unit in the same combat or bombardment, but an artillery unit cannot be used in more than one combat per phase.
- + Artillery-only attacks cannot receive air support.

9.0 – MINEFIELD:

Unlike natural geographical accidents, minefields do not favor defense but do harm attackers. This is represented in several ways:

9.1 – Movement → Axis Units moving through hexagons of minefields pay 1 point more than Movement Points in addition to the normal cost of the land. When Axis units enter a minefield hexagon, a given is played: being an infantry unit, falling 1, the unit suffers casualties. If the unit is shielded, falling 1 or 2, the unit suffers casualties. This is repeated for each unit that enters the hexagon.

9.2 – Combat → If, in combat, ALL axis attacking units are over minefields, the attacker "loses" a column in the "Combat Effects Table" (a column on the left is considered). Axis units in a minefield hexagon "lose" a column in any type of attack they suffer (a right column is considered), whether by engagement, artillery bombardment, or air strike. Any allied unit on any type of terrain has the advantage of "Dominant Terrain" over Axis units in a minefield hexagon.

9.3 – Minefield Cleaning → The Axis player has two Engineering units (one German and one Italian), which are intended to "clean" minefields. To do this, the unit must be posted on a disengaged minefield hexagon, and the next turn, the Axis player can position a "Clean Field" marker. From then on, the hexagon is now considered open ground.

10.0 - FORTIFICATION:

On the board are marked the fortifications built by the allies on the Gazala line. The fortifications do not affect the movement of any of the contenders but give the defender a leftmost column in the "Combat Effects Table", in addition to the benefits arising from the terrain itself.

OBSERVATION:

+ Fortifications do NOT have "nationality". They have the same value whoever is occupying it.

11.0 - PREPARATION:

In May 1942, both opponents were preparing to go on the offensive as soon as possible, but the Germans were ready first. Rommel distributed his forces: to the North, next to the coastal road, was stationed the "Cruwell Group", formed by the 21st Italian Corps and some German troops, aiming to carry out a diversified attack; in the center, the 10th Italian Corps, with two infantry divisions, would advance to cover the northern flank of the mobile forces; to the South were the 20th Italian Corps and the Afrika Korps, the famous German "Africa Corps". It would be up to these motorized and armored forces to wrap the end of the British line at Bir Hacheim and perform the "hook" towards Tobruk, destroying the British armoured and surrounding the infantry divisions that bordered the Gazala line. On the other hand, General Sir John C. Auchinleck, allied commander in the Middle East, had his forces organized in the 8th Army of General Neil Ritchie. He was composed of the 13th Corps, with two South African infantry divisions (1st and 2nd, this one in Tobruk) and a British (50th) and the 30th Corps, with the 1st and 7th Armored Divisions and the garrison of Bir Hacheim (the 1st Brigade of Free French). There were also some independent infantry and armored units, in particular the 1st and 32nd Tank Brigades. These forces were preparing to go on the offensive, but although the Germans attacked first, they were sufficiently prepared to meet the challenge. This was the situation on 26/05/42.

11.1 – Unit Placement → Both contenders start the game with the initial placement of their units marked on the board or according to the relationships below. Allied reinforcement units enter through hexagons from the East rim and the German ones from the west edge. The abbreviations used are as follows: Bgd - Brigade; Bld - Armored; Mtz - Motorized.

11.1.1 - Allied Start Placement: The starting positions of the allied units are already marked on the board, but some units start the game in identified geographic accidents. They are:

- 1^a Bld Bgd – Sidi Muftah
- 150^a Bgd – Got El Ualeb
- 22^a Bld Bgd – Bir El Harmat

- 7^a Mtz Bgd – Retma
- 201^a Guards Bgd – Knightsbridge
- 1^a Bgd of Free French – Bir Hacheim
- Artillery of the 13th Corps – Free, east of the front line north of Got El Ualeb
- Artillery of the 30th Corps – Free, east of the front line south of Got El Ualeb
- Artillery of the 8th Army - Free, east of the front line

11.1.2 – Initial Axis Placement: German and Italian starting positions are already marked on the board, but some units start the game in identified geographical accidents. They are:

- 9th Bersaglieri Regiment - Sidi Brehisc
- German Engineering Regiment - Free, west of the front line
- Italian Engineering Regiment - Free, west of the front line

11.1.3 - Allied Reinforcements: The following units enter the board as per the following scale:

- 5th Turn - 10th Indian Bgd
- 10th Turn - 11th Indian Bgd

11.1.4 – Axis Reinforcements: Only the Italian Armored Division Littorio arrives in reinforcement, in the 13th Turn.

11.2 – Objectives →

The goal of the Germans is to conquer Tobruk and thus make way for Egypt and the oil fields of the Middle East. The allied goal, of course, is to stop it. Therefore, at the end of the game, both contenders count the following points for each of the goals below in their power:

- Tobruk - 50 points
- A Hacheim – 30 points
- El Adem – 20 points
- Knightsbridge - 10 points

11.2.1 - Axis Objectives: in addition to the points mentioned above, the Germans also score the following points:

- 5 points for each Allied unit destroyed

11.2.2 - Allied Objectives: In addition to points per city, allies also score the following points:

- 5 points for each German unit destroyed
- 1 point for each Italian unit destroyed

Whoever scores the most points win.

COMBAT EFFECTS TABLE:

DADOS	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1
2-12	DVB ARB	DVB ARI	DRI AVB	DRB AVB	DRI AVI	DRB AVI	EMP	DE AVB	DE AVB	DE AVI	DE AVI	DE AVI
3-11	DVI ARI	DVB ARB	DVB ARI	DRI AVB	DRB AVB	DRI AVI	DRB AVI	EMP	DE AVB	DE AVB	DE AVI	DE AVI
4-10	DVI ARB	DVI ARI	DVB ARB	DVB ARI	DRI AVB	DRB AVB	DRI AVI	DRB AVI	EMP	DE AVB	DE AVB	DE AVI
5-9	DVB AE	DVI ARB	DVI ARI	DVB ARB	DVB ARI	DRI AVB	DRB AVB	DRI AVI	DRB AVI	EMP	DE AVB	DE AVB
6-8	DVI AE	DVB AE	DVI ARB	DVI ARI	DVB ARB	DVB ARI	DRI AVB	DRB AVB	DRI AVI	DRB AVI	EMP	DE AVB
7	DVI AE	DVI AE	DVB AE	DVI ARB	DVI ARI	DVB ARB	DVB ARI	DRI AVB	DRB AVB	DRI AVI	DRB AVI	EMP

FIELD EFFECTS TABLE ON MOVEMENT AND COMBAT:

TERRAIN	MOVEMENT		COMBAT
	NO-MTZ	MTZ	
Clear	1	1	---
City	1	1	2 Columns
Crest	2	3	2 Columns
Sea	FORBIDDEN	FORBIDDEN	---
Sea Arm	2	2*	2 Columns
Road	1	0,5	---
Track	1	1	---
Fortification**	---	---	+1 Column
Minefield***	+1	+1	-1 Column

* - Forbidden for armored.

** - V. 10.0

*** - V. 9.0

BOMBING TABLE:

	1 - 10	11 - 20	21 - 30	31 - 40	41 - ∞
2-12	DB	DB	DB	DB	DB
3-11	DI	DB	DB	DB	DB
4-10	DI	DI	DB	DB	DB
5-9	DI	DI	DI	DB	DB
6-8	DI	DI	DI	DI	DB
7	DI	DI	DI	DI	DI

DI - Defense Intact

DB - Defense suffers Casualties (A defending unit, at the choice of its player, suffers a casualty).

VULNERABILITY TABLE	VULNERABILITY INDEX	
	AIR STRIKE	ARTILLERY
Infantry, Motorized Infantry and Engineering.	1	2
Armored and Mechanized Artillery	2	1
Artillery	2	2