

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

FIELD EFFECTS TABLE ON MOVEMENT AND COMBAT:

TERRAIN	MOVEMENT		COMBAT
	NO-MTZ	MTZ	
Open	1	1	---
City	1	1	2 Columns
Rio	1	2	2 Columns
Mountain	2-3	3-FORBIDDEN	3 Columns
Mountain City	2-3	3	3 Columns
Fortification	---	---	4 Columns
Road	1	0,5	---
Mar	FORBIDDEN	FORBIDDEN	---

TABELA DE BOMBARDEIO:

	1 – 12	13- 24	25 - 36	37 - 48	49 - ∞
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 defense unit, at your player's choice, suffers a casualty).

VULNERABILITY TABLE

UNIT TYPE	VULNERABILITY INDEX	
	AIR STRIKE	ARTILLERY
Infantry, Motorized Infantry, Mountaineers, Paratroopers	1	2
Armored and Mechanized Artillery	2	1
Artillery	2	2