

OPERATION DIADEM General Rules

1.0- INTRODUCTION:

Monte Cassino was the largest, longest, and bloodiest battle of the Italian campaign, being considered the "Verdun" of World War II.

After invading Italy, the Allies pursued the German forces, who entrenched themselves in the powerfully fortified "Gustav Line", whose focal point was Monte Cassino. It covered the main access route to Rome through the Valley of the Liri River, Highway No. 6.

After three failed attempts, the allies were now preparing to launch "Operation Diadem", a massive attack aimed at breaking the "Gustav Line" once and for all, conquering Rome, and reaching the allied bridge head of Anzio.

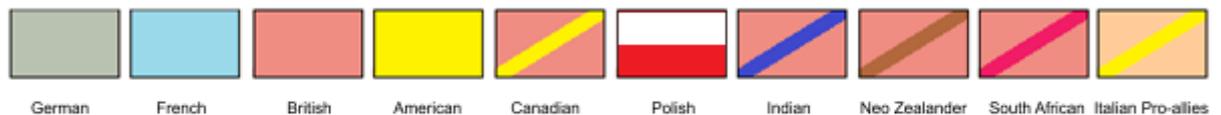
On the German side, the heavy losses suffered in Italy since the previous year and the need to send troops to other theaters of operations weakened their forces but could still rely on elite units and their fortifications.

The attack began on 05/12/44, Monte Cassino fell on 18/05/44 and allied forces entered Rome on 05/06/44, the day before the invasion of Normandy. By Monte Cassino, they had fought Germans, Americans, British, French, Algerians, Moroccans, New Zealanders, Indians, and Poles, making this a real battle of nations.

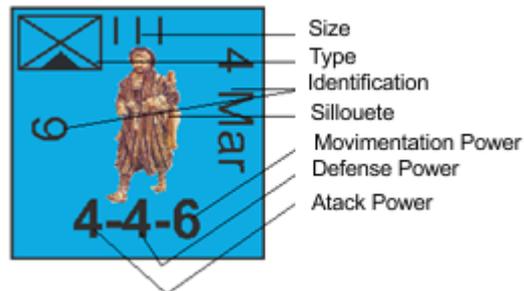
2.0- MATERIAL:

2.1- Map Represents the region of Italy where the battle took place, a total of 240 hexagons.→

2.2- Card Pieces - In a total of 96 pieces (except markers), 33 German, 16 French, 15 British, 11 American, 7 Canadian, 6 Polish, 3 Indian, 2 New Zealanders, 2 South Africans and 1 Italian pro-allies. To identify nationalities, follow the following relationship:→¹²



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



¹ Although identified as French, most are colonial troops, being Algerians (Arg) and Moroccan (Mar).

² After the surrender of Italy in September 1943, it passed to the allied side.

Unit ID: It is the identification of the piece. In this simulation, the number on the right is that of the division to which the regiment/brigade belongs. A division typically consists of 3 (three) units, but there are exceptions. The British and Commonwealth armored divisions, Polish divisions and German Panzergrenadier and mountain divisions have only 2 regiments/brigades each.

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).

Artillery Range: It is the limit of the range, in hexagons, of the attack power of artillery units. This number is located in the upper right corner of the artillery units.

The unit of the example is the 6th Regiment of the 4th French Mountain Infantry Division (blue color) but consisting of Moroccan troops (as marked by the identification "Sea"). It has attack power 4, defense power 4 and 6 movement power.

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 Markers ®→

2.4.1 – Shift Marker: These are the houses numbered from 1 to 7 at the bottom of the board, each shift representing 2 days of the actual period, representing the period from 12/05/44 (beginning of "Operation Diadem") to 25/05/44 (release of the beach head of Anzio).

2.4.2 - Air Power Counter: These are houses numbered 1 through 10 at the top left of the board. In this simulation, only allies have air power. Your job is explained below.

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

3.0- SEQUENCE:

In each turn, the first to move is the allied player, who moves as many of his units as he wants, in the so-called "Movement Phase" Allied; then comes the Allied "Combat Phase" when the allied player performs the attacks against the Axis units he engaged in his "Movement Phase". Once the "Combat Phase" is completed, the "Movement Phase" of the Axis comes when the Axis player moves as many of his units as he wants; then comes the "Combat Phase" of the Axis, where the engagements of the "Axis Movement Phase" are solved. Then the shift is changed, re-starting 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 "Terrain Effects Table on Movement and Combat" (V.).

EXAMPLE: A British motorized infantry unit (5-5-12) leaves San Pietro Infine, moves by road to Cassino ($5 \times 1/2 = 2.5$ points), heads northwest by two mountain hexagons from Monte Cassino ($2 \times 3 = 6$ points), enters Piedimonte without using the road ($1 \times 1 = 1$ point), follows the road for 3 hexagons until after Aquino ($3 \times 1/2 = 1.5$) and enters Rocaseca ($1 \times 1 = 1$ point), totaling $2.5 + 6 + 1 + 1.5 + 1 = 12$. 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 the Axis can concentrate a maximum of 4 (four) 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", provided that 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 mountain hexagon engaged with a German unit on open ground. The Allied unit does not need to retreat or be obliged to attack, as it is in "dominant terrain" (mountain) compared 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.

4.2 - Entrance and Exit board

4.2.1 - Entry: Both Allies and Germans receive reinforcements during the campaign. German 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: Both allies and Germans can remove units from the board during the match. The Allies can withdraw their units by the North, West, East and South edges (east of Castelforte) and the Germans by the West or North edges only. German units retreating from the south or east edges **ARE CONSIDERED DESTROYED**, as well as allied units retreating from the southern edge to the west of Formia (there is the sea). Units that come out of the board cannot return to the game.

1. - COMBAT:

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: $11/4 = 2.75$ - 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 points, he will defend himself with, **there** may 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!

OBSERVATIONS:

+ Armored units cannot engage enemy units in mountain hexagons.

+ 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, it "wins" a column (right when attacking and left when defending), by "divisional unit".

OBSERVAÇÃO:

+ A 2ª Divisão Neozelandesa e a 114ª Divisão alemã NÃO têm direito à "unidade divisional".

5.1.5 - Determinação da Linha: Concluídos os passos anteriores, determinou-se a coluna; agora, determina-se a linha através dos dados. Os dados têm por finalidade simbolizar todos os imponderáveis do combate. Lançam-se os dois dados e o resultado é a soma deles (por exemplo, 2 em um e 3 no outro dá 5 como resultado).

5.1.6 - 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 deletes 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.

IMP - Deadlock. All units, both defenders and attackers, remain where they are.

5.2 - Advance after Combat - When the attacker wins a fight, he may occupy the hexagon abandoned by the defender or advance an overhead hexagon, depending on the type of the attacking unit; the motorized units (armored, motorized infantry and mechanized artillery) can advance two hexagons (from the hexagon abandoned by the defender) and the non-motorized units (infantry, paratroopers and climbers) only one (common artillery does not advance after victory in combat). Motorized units advance two hexagons only if the first hexagon is open ground (with or without road) and if the second is open ground or city, without fortification or river between them (unless there is a bridge). The attacker does not necessarily need to advance, nor advance all the hexagons he could; it is up to you to decide.

5.3 - Recoil 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 Recoil: When a unit retreats to a hexagon occupied by three friendly units, the player may rewind one of the excess pieces to another hexagon (respecting the rule above) and have four pieces left in that hexagon.

5.3.2 - Retreat Through Rio: In this simulation, when an armored unit retreats through the river, suffers casualties and, if in the combat that originated the retreat it suffers casualties, then it will be eliminated. Other types of units do not suffer any effects.

5.3.3 - Retreat Under Siege: When a unit (or more) is surrounded and is obliged to retreat, it(s) to a hexagon fatally 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 as a result 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 aviation in ground combat. In this simulation, only the ally has air power, with 20 points for the entire match.

6.1 – Air Power Use - The allied player has an Air Power counter on the board and two pieces marked "X10" and "X1". When he begins the shift, he places the little pieces in the numbers relating to his air power as described 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 German infantry units and one armored one is concentrated in a hexagon. The allied 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 13-24. If the defenders are in a city hexagon, they "win" two columns on the left and therefore the column used will be 1-12.

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 this simulation, a minimum of 3 points and a maximum of 10 must be used to carry out air strikes.

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 for both players). If you suffer further casualties, you are eliminated. Losses do not affect the moving power.

In this simulation, only allied units recover casualties, if remaining 1 unengaged turn.

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 just above the silhouette in artillery units 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 indices 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 3-2-6 artillery units focus on bombing a hexagon containing two German units, one armored and one motorized infantry. The attack power will be 6 (2x3) and the vulnerability index will be 3 (1 + 2). Therefore, the attack will have value 18 (6x3). In the table, this corresponds to column 13-24.

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.

+ It is not allowed to attack the same target hexagon twice in the same turn, even if of two different types of attacks.

9.0 - MOUNTAINEERS:

Mountaineer units have the advantage of spending 2 moving points when transiting in mountain hexagons. All other types of units spend 3 points, except armored, which are prohibited from transiting on them. However, in cities in mountains, armored can transit.

10.0 - FORTIFICATIONS:

On the board are marked the fortified lines "Gustav" and "Hitler-Senger". Fortifications do not affect the movement of any of the contenders but give the German player four columns on the left in the "Combat Effects Table". Note that this benefit is only valid if ALL attacking allied units are attacking through the fortification.

11.0 - PREPARATION:

The Allied forces preparing to execute "Operation Diadem" were part of the 15th Army Group (Marshal Sir Harold Alexander), which was made up of the 5th U.S. Army (General Mark Clark) and the 8th Briton (General Oliver Leese). The Liri River was the dividing line between the Allied armies, with the 5th to the south and the 8th to the north. Along the coast was the 2nd U.S. Army Corps, formed by the 85th and 88th Infantry Divisions – its mission was to advance along the coast and contact the 6th U.S. Corps, then isolated at the bridge head of Anzio. To the right of the II Corps was the French Expeditionary Corps (CEF), formed by four elite divisions (1st Motorized, 3rd Algerian, 2nd and 4th Mountain, both Moroccan) – its mission was to advance over the Aurunci Mountains and reach the Valley of Liri from the South. Next came the XIII British Corps, in charge of the main mission of breaking through

the entrance of the Liri valley to the South casino. It was composed of the 4th and 78th British infantry divisions and 8th Hindu infantry divisions, in addition to the 6th Armored Division. North of Cassino was the Second Polish Corps, formed by two Polish divisions (3rd and 5th), with the mission of conquering the legendary Monte Cassino. On his right was the British X Corps, with the 2nd New Zealand Division and smaller units, destined to guard the rest of the line. On reserve was the 36th U.S. Infantry Division, the South African Armored 6th Division, and the Canadian I Corps, formed by the 1st Infantry Division and the 5th Armored. Once the "Gustav Line" was broken, the 6th Corps in Anzio would launch an offensive to cut off the withdrawal of German troops south of Rome.

On the other side, the German forces were under the command of the Army Group "C" (Marshal Albert Kesselring), which consisted of the 10th and 14th Armies. While the 14th was maintaining the Line of Anzio, the 10th (General Heinrich von Vietinghoff) defended the "Gustav" Line with two Corps of Armies. On the right was the XIV Panzer Corps, formed by the 94th and 71st Infantry Divisions; on the left was the LI Mountain Corps, which had the 1st Division of Paratroopers, the 44th Infantry and the 5th Mountain (the Liri River also served as a border between the Bodies).

At the entrance to the valley was the "Bode Blockade Group", an improvised formation composed basically of the 115th Panzer grenadier Regiment. Units from other divisions, such as the 114th Light and the 305th Infantry, were also mixed. In reserve, the Germans were part of the 15th Panzer grenadier Division, the 29th and 90th Panzergrenadiere and the 26th Panzer. During the fighting, other units were hastily brought in from other parts of Italy.

This was the situation on 12/05/44.

11.1 – Placing units Both @ contenders start the game with the initial placement of their units marked on the board or according to the relationships below. The abbreviations used are as follows: DI - Infantry Division; DM - Mountain Division; DPZ - Panzer Division; DPzGr - Panzer grenadier Division; RI - Infantry Regiment; RM - Mountain Regiment; RPQD - Parachute Regiment; RPzGr - Panzer grenadier Regiment; Bgd - Brigade; Bld - Armored; Mtz - Motorized.

11.1.1 - Allied Initial Placement: The initial positions of the allied units are as follows:

1. 1st Italian Bgd Mtz - 1503.
2. 24th Bgd of Guards - 1404.
3. 2nd New Zealand DI - 1304.
4. 2nd Bgd Polish Bld - 1205.
5. 5th Polish DI - 1104.
6. 3rd Polish DI - 1105.
7. 1st Bgd of Guards - 1306.
8. 4th DI and 26th Bgd British - 1307.
9. 78th DI and 61st Bgd – 2018.
10. 8th Indian DI and 1st Bgd Canadian Bld - 1308.
11. 1st Canadian DI - 1508.
12. 5th Canadian DB - 1509.
13. 1st Di Mtz French - 1411.
14. 2nd Moroccan DI - 1412.
15. 4th Moroccan DM - 1313.
16. 3rd Algerian DI - 1214.
17. 88th American DI – 1014.
18. 85th American DI – 0914.
19. 36th American DI – 1415.
20. French independent units – In any hexagon occupied by the French divisions.
21. Army Artillery Units (marked with Arabic numerals) – In any hexagon behind the allied divisions, the 5th Army south of the Liri River and the 8th to the North.
22. Body Artillery Units (marked with Roman numerals) – In any hexagon behind one of the divisions that make up the Body it represents.³

11.1.2 - German Initial Placement: The initial positions of the German units are as listed below:

1. 85° RM - 1402.
2. 134th RI - 1203.
3. 132nd RI - 1003.
4. 131° RI and 100° RM - 0904.
5. 4th RPQD - 1006.

³ Except for the artillery of the Canadian I Corps, which can use the same criteria used for the artillery of the 8th Army.

6. 3rd RPQD - 1106.
7. 1st RPQD - 1007.
8. 576° RI - 1008.
9. 115° RPzGr - 1108.
10. 211° RI - 1210.
11. 194th RI - 1212.
12. 191st RI - 1112.
13. 276° RI - 1013.
14. 274° RI - 0813.
15. 267th RI - 0714.
16. Army Artillery Unit (marked with Arabic numerals) – In any hexagon behind the German line;
17. Body Artillery Units (marked with Roman numerals) – In any hexagon behind one of the divisions that make up the Body it represents.

11.1.3 - Allied Reinforcements: The following units start the game off the board and can enter at the time the allied player desires, always from the East Edge:

1. South African Armored Division 6.
2. 9th Bgd Bld.
3. 25th Bgd of Tanks.

11.1.4 - German Reinforcements: The following units enter the board in the following turns of play, always by the West Edge:

4. 1st Shift - 90th DPzGr.
5. 2nd Round - 104° RPzGr, 577° RI and 721° RI.
6. 3rd Round - 578° RI.
7. 4th Shift - 26th DPz.
8. 5th Round - 29th DPzGr.
9. 6th Round – 334th DI.

11.2 – Objectives ® The goal of the allies is to break the "Gustav Line", penetrate the valley of the Liri and make way for Rome (off the board). The German goal, of course, is to stop it. At the end of the game, both contenders eliminate 1/3 of the units with lows (rounding down) and count the following points for each of the goals below in their power:

→

10. Monte Cassino - 10 points.
11. Arce - 10 points.
12. Piedimonte - 10 points.
13. Itri - 10 points.
14. Pontecorvo - 10 points.

11.2.1 - Allied Objectives: in addition to the points mentioned above, allies also score the following points:

15. Destroyed German unit - 3 points.
16. Full allied division to exit the board by the West Edge – 10 points.
17. 36th U.S. DI withdrawn by the 3rd Round (inclusive) - 10 points.

11.2.2 – German Objectives: in addition to points by cities, the Germans also score the following points:

18. Allied unit destroyed - 10 points.
19. German unit to remain on the board (if allies cannot exit the west edge⁴) – 1 point.
20. German unit coming off the board (if allies manage to exit the west edge⁴) – 1 point.

Whoever scores the most points wins.

⁴ This criterion is explained as follows: the VI Corps in Anzio began its offensive on 23/05/44 – if the allies manage to break through the defenses of the 10th German Army and leave the board, they will meet with the forces coming from Anzio and thus cut the escape route of the German forces that remain on the board; if, on the other hand, the Allies fail to do so, the Germans will have a chance to retreat in order before having their withdrawal line cut off by the attack of the 6th Corps.

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	MOVIMENTAÇÃO		COMBAT
	NÃO-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	---

BOMBING TABLE:

	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, Mountain-eers, Paratroopers	1	2
Armored and Mechanized Artillery	2	1
Artillery	2	2