

TABLE IV: DEFENSIVE STRENGTH

TARGET MOVEMENT

TARGET TERRAIN (at the start of the turn)	(Number of hexes target plotted to move)					
	0	1,2,3	4,5,6	7 to 10	11 to 25	Greater than 25
OPEN	1	2	3	5	--	--
TREES	2	5	5	5	--	--
SLOPE HEXSIDE*	5	10	15	15	--	--
IN VEHICLE	5	5	10	10	15	20

\*Applies only if target is receiving fire through a slope hexside

TABLE V:

ATTACK STRENGTH

Weapon:	Semiautomatic Rifle		Shotgun*		Pistol*	
	Firer Fit	Firer Wounded or in Vehicle	Firer Fit	Firer Wounded or in Vehicle	Firer Fit	Firer Wounded or in Vehicle
0	35	18	50	25	25	13
1	25	13	30	15	20	10
2	24	12	5	2	17	8
3-4	22	11	-	-	12	6
5-6	20	10	-	-	8	4
7-9	17	8	-	-	4	2
10-12	12	6	-	-	2	1
13-16	9	4	-	-	-	-
17-20	7	3	-	-	-	-
21-25	5	2	-	-	-	-
26-30	2	1	-	-	-	-
> 31	-	-	-	-	-	-

Note: \*Shotguns and Pistols cannot be used against personnel in vehicles.

TABLE VI:

COMBAT RESULTS

Die Roll	<1-1	1-1 to <5-1	5-1 to <10-1	10-1 to <15-1	15-1 to <20-1	20-1 or more
1	W	K	K	K	K	K
2	-	W	K	K	K	K
3	-	-	W	W	K	K
4	-	-	W	W	W	K
5	-	-	-	W	W	W
6	-	-	-	-	W	W

\* "<" means less than the stated ratio

TABLE VII:

CASUALTY STATES AND EFFECTS

Fit (Unwounded)

Movement and Combat and all other capabilities are unimpaired.

Wounded (W)

(1) Activity Points necessary to accomplish all tasks are doubled (e.g., moves at 1/2 speed).

(2) Attack strength is halved at all ranges (see Table V).

(3) Cannot work on barriers or drive a vehicle.

Place a wounded counter on all wounded persons.

Killed (K)

When an individual is killed, place a killed counter on that person.

TABLE VIII:

MOVEMENT RATES

Hexside Crossed	Terrain Type Entered	Activity Points Required
Regular	Open	1
Regular	Trees	2
Sloped	Open	2
Sloped	Trees	3
Regular	Road (Person)	1
Regular	Road* (Vehicle)	1/6

\*In SKIRMISH, vehicles must move along roads. They can move at a rate of 6 hexes per Activity Point (~55 mph).