

## Parameter Data

### Miscellaneous Data

Turn length: 10 minutes

Maximum units per hex: 4 Maximum units on road: 2

Air attack factors: 20/30 Air defend factor: 10

Assault combat modification: 1

Smoke height: 20 meters

### Movement Costs

Non-truck Terrain Costs:

Clear : 2 Forest : 15 Marsh : 8 Building : 2 Village : 1 City : 1  
Sand : 2

Truck Terrain Costs:

Clear : 4 Forest : 15 Marsh : 0 Building : 4 Village : 2 City : 1  
Sand : 4

Non-truck Hex Side Costs:

Road : 1 Rail : 2 Stream : 2 Bocage : 4 Dune : 1 Uphill : 1

Truck Hex Side Costs:

Road : 1 Rail : 2 Stream : 4 Bocage : 8 Dune : 1 Uphill : 2

### Combat Factors

Combat Results Table

Roll	1	2	3	4	5	6	7	8	9	10
1:4	D	-	-	-	-	-	-	-	-	-
1:3	D	D	-	-	-	-	-	-	-	-
1:2	D	D	D	-	-	-	-	-	-	-
1:1	M	D	D	D	-	-	-	-	-	-
3:2	X	M	D	D	D	-	-	-	-	-
2:1	X	X	M	M	D	D	-	-	-	-
3:1	X	X	X	M	M	D	D	-	-	-
4:1	X	X	X	X	M	M	D	D	-	-
6:1	X	X	X	X	X	M	M	D	D	-

### Terrain Modifications

Terrain Combat Effects

Clear: 0 Forest : -1 Marsh : 0 Building : -3 Village : -3 City : -3  
Sand : 0

Bocage : -2 Dune : -1

Improved : -1 Fort : 20

Maximum modification: -4

Terrain Elevation (meters)

Forest : 20 Marsh : 0 Building : 15 Village : 10 City : 20

