

Parameter Data

Miscellaneous Data

Turn length: 10 minutes
Maximum units per hex: 6
Maximum strength points per hex: 24
Maximum strength points on road: 12
Air Attack attack factors (hard/soft): 20/30
Air Attack defend factor: 10
Air Attack strength points: 5
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	11	12	13	14	15	16	17	18	19	20
1:4	D	D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1:3	1	D	D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1:2	1	1	D	D	D	D	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1:1	1	1	1	1	D	D	D	D	D	0	0	0	0	0	0	0	0	0	0	0
3:2	1	1	1	1	1	1	D	D	D	D	0	0	0	0	0	0	0	0	0	0
2:1	2	1	1	1	1	1	1	1	D	D	D	D	0	0	0	0	0	0	0	0
3:1	2	2	2	1	1	1	1	1	1	1	D	D	D	D	0	0	0	0	0	0
4:1	3	2	2	2	2	1	1	1	1	1	1	1	D	D	D	D	0	0	0	0
6:1	3	3	3	2	2	2	2	2	1	1	1	1	1	1	1	1	D	D	D	0

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

