

Phase-Class Sequencing

PHASE	CLASS	ATTACKER SEQUENCING	DEFENSE NOTES
I MOVEMENT	all	<ul style="list-style-type: none"> ● Break up larger units into smaller ones as desired. 	
	1	A Land all previous turn area interdiction missions B Assign Fighter units to INTERCEPT missions C Allocate (fly to target) all area interdiction missions D Allocate SAC and MDM bombing missions plus escort E Allocate TAC plus escort and independant fighter missions F Allocate all MAC missions: Emplane class 4 units, fly and land or conduct paratroops. Fly air supply missions. G Allocate and land all FERRY missions (double range)	Check weather. Fire Flak. Fly interceptors. Extract losses.
	2	A Move RR units ENTRAINING and DETRAINING ground units as as desired. Detrained units may not re-entrain in the same turn. Rotate detrained units 90 degrees to indicate that they lose 2 BTA when they move B Remove all cut-markers placed by same player in the previous turn (except when 2 are at bridge, leave 1). Bridge cuts are removed at rate of 1 per turn.	Check weather Area interdiction effect
	3	A Sail TF, MST, LST units from SEA ZONE to adjacent sea zones or from assault squares to same sea zone or adjacent sea zone. B Sail MST units to friendly ports, disembark land units, rotate land units 90 degrees in port city to indicate loss of 2 BTA. C Sail TF units from ports to same zone "at sea" box. D Allocate TF missions (in same sea zone) E Allocate MST/LST invasion missions (in same sea zone) F Embark land units into MST units in ports. Sail units to zone "at sea" box.	Check weather Note zones of naval superiority
	4&5	A Land and move all unopposed invasion forces at a cost of 2 BTA (including Rangers). B Move all detrained units at a cost of 2 BTA. C Move all debarked units at a cost of 2 BTA. D Move all deplaned units at a cost of 1 BTA. E Move all remaining supplied ground units. F Move all unsupplied ground units. Embark units conducting beach withdrawal into LST's.	Check weather Check area interdiction effect
	all	<ul style="list-style-type: none"> ● Combine smaller units into larger single units. (May not be in enemy zones of control). 	
II COMBAT	1	A Execute air attack missions against air and land targets-extract losses-place cut markers. B Execute air missions against Naval targets-extract losses.	Check weather
	3	A Execute fleet engagements-extract losses B Execute raid missions-extract losses C Execute fire missions-extract land losses D Perform mandatory withdrawals	Perform mandatory withdrawals
	4	A Fire all artillery barrages-extract losses B Conduct beach assaults and Ranger assaults C Conduct ground combat (including artillery and ground air support missions) Extract losses, and advance survivors into vacated squares as desired.	perform retreats Defensive Artillery Support
III POST-COMBAT	1	A Land all air missions	Check weather
	4	SPECIAL Move second impulse (if impulse system being used)	
IV PRODUCTION every other full turn	6	A Produce guerillas. B Produce and place class 1 through 5 units. C Produce new airbases. D Destroy unwanted airbases.	

All stacking conditions must be met by the end of this Phase.

Air Mission Targetting

Air units may perform only one mission per complete turn. Missions against a target square containing several targets affect only the target system being attacked. Ground units subjected to ANY bombing may also be subjected to ground attack

MISSION	ACFT	MODE OF EFFECT	RESULTS
1 Strategic Bombing of Class 4 Units	SAC MDM	Refer to SBT (Strategic Bombing Table)	Result "D"=All units destroyed. Result "H"=Half of total factors destroyed. When only one factor is targetted, a SBT result of "H" has no effect. When target is in a city square, add 1 to die roll number. (A die roll of 6 in that case would have no effect.
2 Strategic Bombing of Railroad Units	SAC MDM	SBT	Result "D"=All RR units destroyed plus half of any factors being transported Result "H"=RR units immobilized for one turn (flip counters over). Unlike class 4 units, RR units are NOT less vulnerable when in cities.
3 Strategic Bombing of Production Centers	SAC MDM	SBT	Result "D"=No production for that center in the next production cycle. (Flip counter over.) Result "H"=Production rate halved for the next production cycle (turn counter sideways to show this).
4 Strategic Bombing of Supply Centers	SAC MDM	SBT	Result "D"=Center destroyed. Result "H"=No supply for one turn.
5 Strategic Bombing of Ships in Port	SAC MDM Fleet-TAC	SBT	Result "D"=One sea unit destroyed for every three bomber factors attacking. Also, no ships may leave or enter that port square for one turn (place any upsidedown counter there to show this). Result "H"=One sea unit destroyed for every six factors of attacking bombers. The attacker chooses the ships lost. Range to target is counted to the CITY SQUARE adjacent to the port square.
6 Strategic Bombing of Port Facility	SAC MDM	SBT	Result "D"=No docking or sailing from that port square for one complete turn as well as no use of port for supply purposes for one turn (use a rail cut counter to show this). Result "H"=NO EFFECT
7 Strategic Bombing of Ships "At Sea"	Fleet-TAC MDM	SBT MDM based at Naval Air Base adjacent to same sea zone as ships	Result "D"=One sea unit sunk for every six bomber factors attacking. Result "H"=One sea unit turned back to port for every three factors of attacking bombers. Defender decides which units turn back and which are destroyed. Ground units on MST/LST are lost as well as Rangers or aircraft on sunk TF's. Units turned back do so IMMEDIATELY, to the nearest friendly port.
8 Strategic Bombing of Ships on Assault Squares	Fleet-TAC MDM	SBT	Same as SHIPS AT SEA. Land based aircraft count range to assault squares.
9 Strategic Bombing of Airbases	SAC MDM	SBT	Result "D"=Airbase destroyed and all planes on the ground destroyed. Result "H"=One half of all planes on ground destroyed and no takeoffs or landings for one complete turn (flip airbase counter over).

AIR MISSIONS continued

MISSION	ACFT	MODE OF EFFECT	RESULTS
Strafe or Bomb Aircraft on the Ground 10	MDM FTR Fleet TAC	One factor on the ground destroyed for every attacking factor	Defender chooses aircraft lost. Attacking fighters may assume escort role if challenged, in which case they do not take part in strafing mission.
Railline Interdiction 11	SAC MDM Fleet TAC	RIT (Rail Interdiction Table)	Result "X"=Rail line cut. Place "cut counter" . RR units traverse cut at cost of 10 movement factors. Result "●"=NO EFFECT Place 2 cut counters for each bridge rail line cut. Remove one a turn for two turns. For 2 it takes 20 movement factors to cross.
Railroad Unit Interdiction 12	FTR	RIT	Result "X"=One RR unit immobilized for one turn for each 2 factors of attacking fighters (flip RR counter over).
Area Interdiction of Ground Units 13	FTR	At least 2 factors of FTR's fly to specific square and remain for one complete turn. FTR's have zone of control into adjacent squares. NOTE THAT THIS IS THE ONLY MISSION WHICH STAYS ALOFT FOR A COMPLETE TURN.	ENEMY ground units move through affected squares at one half their normal movement rate OR at their normal movement rate suffering 1 combat factor loss per square for every 2 factors of interdicting fighters. Enemy units may not retreat through zones of interdiction, if forced to do so they lose one half their combat factors for each interdicted square moved into. 1-1 interception nullifies interdiction for that half of the turn. If intercepted fighter to fighter combat results. If after fighter to fighter combat only 1 factor of interdicting fighters remain they only affect the square they occupy in the ensuing opponents turn. Ground units would still be subject to one factor losses per square per unit.
Counter-Interdiction (hunt mission) 14	FTR	FTR to FTR CRT (The counter Interdictors are the attackers)	COUNTER INTERDICTORS must have at least 1-1 odds. Regardless of fighter to fighter results, interdiction is nullified for that half-turn. Counter-Interdictors are also subject to interception.
ESCORT All Missions 15	FTR	FTR to FTR CRT if intercepted (The interceptors are the attackers)	Escort may fly with any air mission and may rendezvous at any point along the path of the mission within and to the limits of their range.
Intercept All Enemy Missions 16	FTR	FTR to FTR CRT if mission is escorted otherwise 1 factor of bombers or MAC is lost for every FTR factor intercepting.	Interceptors must be assigned to that role at the beginning of the players turn and may not participate in any other mission for that complete turn of assignment. Interceptors have a TOTAL range of 12 squares (radius of action of 6 squares if landing at airbase of takeoff). Interceptors must fight escort at at least 1-1 odds. Interceptor factors above that may strip off and attack bombers or MAC. Interceptors are the ONLY air units which INITIATE their flights during the enemy turn-half. They intercept ONE enemy mission per turn.
Ground Support 17	MDM TAC	Add air combat factors to ground attack factors.	Air support can only suffer losses as a result of interception or enemy flak concentrations. They may not absorb losses indicated on ground combat CRT.
Combat Airlift 18	MAC	Emplane Infantry, Ranger, Marine or Airborne units.	MAC unit flies to and deplanes units at friendly airbase, (3 ground factors per MAC unit).
Combat Airdrop 19	MAC	Emplane airborne infantry, fly to drop zone square	Each MAC unit can carry 2 factors of airborne troops for airborne mission. Airborne units must start turn in airbase with MAC unit and may not move after dropping (rotate unit to show this).
Supply Airdrop 20	MAC	Fly from supplied airbase to unsupplied unit	Each MAC unit airdrops enough supplies for 2 factors of ground units. Unit to be supplied may be in enemy zones of control.
Supply Airlift 21	MAC	Fly MAC unit from supplied airbase to airbase in unsupplied area	Up to 3 factors may be supplied by one MAC unit. Units needing supplies trace supply routes to airbase as if it were a home city.
Ferry Flights 22	ALL	Transfer air units from one airbase to another at up to double their range.	Subject to interception as are all other air missions (with the exception of the interception mission itself).





















Class Stacking & Unit Characteristics

LEGEND-

== PROHIBITED or INAPPLICABLE

D = DOUBLED

N = NO CHANGE IN FACTOR

CLASS	MAXIMUM UNITS PER SQR PER CLASS	PROHIBITED SQRS.	UNIT TYPE	TRANSPORTABLE BY-		INVASION CAPABILITY		MVMT FACTOR COST PER SQR ON MOUNTAINS and FORESTS	EFFECT UPON ATK FCTOR WHEN ATTACKING FROM -		EFFECT UPON DEFENSE FCTOR WHEN DEFENDING ON			NOTES	
				RR & MST	MAC	FIRST ASSAULT	SAME-SQUARE FOLLOW-UP		ASSAULT SQR	FIRST / MNTN	SQRS behind RIVER LINE	FOREST	CITY / MNTN		
1 AIR	In Airbase: 3 units or 12 factors- whichever is greater. No limit when flying	ALL except AB when not flying NONE when flying	 SAC										3 FACTORS OF TAC OR FTR MAY BE BASED ON EACH TF UNIT		
			 MDM												
			 TAC												
			 FTR												
			 MAC												
2 _{RR}	3 IN CITY 1 ON RAILINE	ALL EXCEPT CITY & RAILINE	 Rail Transport								N	N	N	UNITS IN PORT DO NOT CONTRIBUTE TO GROUND DEFENSE OF CITY	
3 NAVAL	3 on port & assault square. No limit 'At Sea'	LAND except Inland Ports	 TF  MST  LST												
4 GROUND	3	SEA	 Inf. (2BTA)	yes	yes			2						AIRBORNE MAY NOT DROP INTO FORESTS or MOVE IN DROP-TURN. MAY DROP INTO ENEMY ZOC & FIGHT (considered as SUPPLIED in turn of drop.) UNITS DEFENDING BEHIND RIVERS OR ON MOUNTAINS DO NOT DOUBLE WHEN ATTACKED EXCLUSIVELY BY RANGERS ADD 1 TO SBT DIE-ROLL IF CLASS 4 TARGET IS IN CITY, MOUNTAIN or FOREST ADD 3 TO SBT DIE-ROLL REGARDLESS OF TERRAIN IF SOLE TARGET IS GUERRILLA UNIT(S) OF LESS THAN 4 FACTOR SIZE	
			 Inf. (4 BTA)	yes	yes		yes	2	N						
			 Airborne	yes	yes		yes	2	D						
			 Marines	yes	yes		yes	1							
			 Rangers	yes	yes		yes	3	HALVED						
			 Armor	yes			yes	3							
5 _{AA}	1	SEA	 Artillery	yes							N	N	N		
			 Guerilla	yes	yes							N	D	D	
			 Flak	yes								N			
6 INSTALL- ATION	1	CITY, SEA and MOUNTAIN	 Airbase								N	N		MINOR COUNTRY SUPPLY UNIT IS CLASS 6 <input type="checkbox"/> Supply	
		ALL EXCEPT CITY	 Production									N			N

Weather	1	2	3
V ISIBILITY	N O R M A L	AIRCRAFT COMBAT FACTOR and SUPPLY AIRDROP: HALVED	NO AIR OPERATIONS
G ROUND		-5 RR MF, -1 class 4&5 MF	Class 2,4 and 5: MF HALVED ARMOR Cmbt Fac.: HALVED
S EA		AIR to SHIP and TF Bombdmt Fac: HALVED DELAY LANDINGS and ASSAULTS	WITHDRAW to PORT or CALMER ZONE; DO NOT LEAVE PORT; NO COMBAT; ABORT LANDINGS

Isolation Effects		
GENERAL NOTES ON SUPPLY <ul style="list-style-type: none"> • SUPPLY LINES MUST BE ENTIRELY FREE OF ENEMY ZOC • RR "CUTS" DO NOT AFFECT SUPPLY LINES • ANY NUMBER OF FACTORS MAY BE SUPPLIED BY A GIVEN HOME COUNTRY CITY 		
UNIT	MOVEMENT	COMBAT FACTOR
AIR UNITS	May ONLY fly ferry missions OUT of un-supplied airbase in first turn of isolation.	Fighters halved while ferrying out of isolation. NO ATTACKING
AIR BASE	●	NORMAL
RAILROAD	HALVED	NORMAL
SEA UNITS	NORMAL	NORMAL
ARMOR	HALVED	HALVED
INFANTRY MARINES ARTILLERY AIRBORNE FLAK	HALVED NOTE: Airborne units do not suffer isolation in the turn they are dropped.	Units breaking out attack at half factor. If an over run is built up from the outside of an encirclement the units inside may be considered resupplied in that turn.
RANGERS	RANGERS never need supplies and may move into unsupplied areas.	NORMAL

ARTILLERY MISSIONS & MODES		CONDITIONS
ATTACKING	Offensive Support Add artillery factors to ground attack if defender is within the Zone of Effect.	Use regular CRT's. Artillery is the last type to suffer losses unless the enemy has defensive artillery within the zone of attacking artillery units.
	Barrage Use artillery factors as if they were MDM bombers. Refer to SBT and Air Targetting Chart.	Artillery may not conduct Barrage and Offensive Support with the same units in the same turn. Units suffering barrage may also undergo ground attack in the same turn. All targets within the Zone of Effect may be Barraged by artillery. Artillery in the same square may split and be applied to different targets. All barrages concentrated on one target must be added together as one barrage.
DEFENDING	Defensive Support Add artillery to ground defense if attacker is within Zone of Effect (even if attack develops from more than one square).	Use regular CRT. If not forced to retreat, artillery is always last unit to suffer losses. Artillery is only forced to retreat when stacked with other units forced to retreat.

Coastal City Square	Matching Port Facility Square	Coastal City Square	Matching Port Facility Square
CC-15	CC-14	X-27	X-28
U-11	U-10	BB-31	AA-31
G-4	F-3	AA-42	Z-42
D-7	C-6	JJ-46	JJ-47
D-8	C-7	NN-48	MM-48
M-14	M-15	NN-49	MM-49
P-15	O-15	AAA-54	ZZ-54
P-16	O-15	BBB-55	AAA-55
L-19	L-19 •	JJJ-56	JJJ-56 •
C-20	B-20	RRR-55	SSS-56
D-31	D-31 •	RRR-54	SSS-55
H-32	H-33	RRR-40	SSS-41
I-33	H-33	SSS-40	TTT-41
V-33	W-34	• Inland Port	



















MST/LST Actions Permitted							
Sea Zone Status	LAND OR WITHDRAW TROOPS	SAIL FROM SAME ZONE PORT	SAIL INTO PORT FROM ADJCENT ZONE	REMAIN IN ZONE 'AT SEA'-		SAIL TO ADJACENT ZONE	SAIL INTO SAME ZONE PORT
				ESCORTED	UNESCORTED		
ENEMY SUPERIORITY	NO			NO		YES	
PARITY	YES			NO		YES	
FRIENDLY SUPERIORITY				YES			

NAVAL SUPERIORITY: EXISTS IN A SEA ZONE WHEN FRIENDLY TF's AT SEA OUTNUMBER ENEMY TF's AT SEA AND IN PORT BY A RATIO OF 3 TO 1 (OR BETTER) WITHIN THAT ZONE.

PARITY: EXISTS WHEN NEITHER NAVY HAS SUPERIORITY.

TASK FORCE Mission Capability				DEFENDING TF's (EXCEPT ESCORTS) MAY REFUSE COMBAT BY VOLUNTARILY WITHDRAWING TO PORT OR ADJACENT ZONES, ATTACKING TF's MAY THEN BE RE-EMPLOYED IN THE SAME ZONE.	
MISSION	OBJECTIVE	PLACEMENT	RESOLUTION	NOTES and CONDITIONS	
Fleet Engagement	Destroy enemy offensive units.	At Sea Box or assault square	FLEET ENGAGEMENT TABLE (FET)	May only be executed if all friendly shipping in zone is either escorted or in port (if no friendly naval superiority exists.) May conduct air missions in conjunction with surface combat. Units involved in offensive fleet engagement may not conduct fire missions	
Raid	Destroy enemy shipping.	At Sea Box or assault square	One enemy MST or LST lost for each attacking TF.	Same as above plus: At least 1-1 fleet engagement must be fought with any escort. Attacking TF's in excess of 1-1 then may raid shipping.	
Fire mission	Bombard enemy units/ installations on coastal squares and enemy ships in port.	Assault square or adjacent to port square	SBT Each TF = 3 bomber factors.	Gun Range = 1 square. May be employed against any target open to SAC type aircraft. Bombardment results must be rolled separately from any air attack on same target. Fire mission precludes using same TF in raid or fleet engagement in that turn.	
Escort	Protect friendly ships.	with MST/LST	●	Escort "at sea" must be stacked with shipping. Escorts with invading units may be stacked one square away. Escorts may not engage enemy TF's in fleet combat or raids.	
RNGR Assault	Land Ranger Force	Assault Square	GCRT	May conduct Air and Fire missions in conjunction with landing. May not conduct Escort, Raid or Fleet Engagement. LST not needed. Naval Parity not required.	
Inshore Air mission	Attack enemy targets within air range of assault squares	Assault square	NORMAL AIRCRAFT RULES	Count range from assault square. Mission may be flown in conjunction with any of above. Inshore fighter intercept may only be flown when TF has been left on assault square during opponents turn.	
Sea Zone Air mission	Enemy shipping or targets on coast squares.	At Sea Box or assault square	NORMAL AIRCRAFT RULES	Fleet TAC may be used against ships at sea or in port as if it were MDM bombers. Mission may be flown in conjunction with any of the above. Carrier TF must be in the same Sea Zone as target.	

PROHIBITED IN ZONES OF ENEMY SUPERIORITY

Production			Initial Orders of Battle						
			TOTAL FACTORS PER UNIT TYPE						
CLASS	COST- in Prodt Points per factor	UNIT TYPE	BLITZ ARMY	COMBINED ARMS ARMIES			INFANTRY ARMIES		
			#1	#2 Strategic	#3 Mixed	#4 Tactical	#5 Improved	#6 Standard	#7 Horde
1	6	 SAC	0	16	16	0	0°	0°	0°
	5	 MDM	12	12	6	12	0	0°	0°
	3	 TAC	8	0	4	8	8	2	0°
	4	 FTR	12	16	4	16	12	2	0°
	4	 MAC	2	4	2	2	0	0	0°
2	3	 Rail Transport	6	6	4	8	4	2	2°
3	6	 TF	0	6	2	2	1°	0°	0°
	6	 MST	3	4	3	2	2°	1°	1°
	6	 LST	0	1	0	0	0°	0°	0°
4	1/2	 Inf. (2BTA)	0	0	0	0	80	100	120
	1	 Inf. (4 BTA)	80	24	32	24	0	0	0
	2	 Armor	60	12	18	24	22	10	0
	3	 Artillery	16	16	8	0	0	0	0°
	2	 Marines	0	18	6	12	0	0	0
	5	 Rangers	0	4	0	0	0	0°	0°
	3	 Airborne	8	12	4	8	0	0	0°
5	2	 Flak	12	16	12	14	0	0	0
6	2	 Airbase	5	8	5	6	3	2	0°
	# of Production Centers		2	3	3	3	6	5	5
	Production Pts. per center		⑫	⑩	⑩	⑩	⑤	④	②

DOT (•) indicates types not producible within given OB

OB COMPARISON												
	BLITZ ARMY #1	COMBINED ARMS ARMIES				INFANTRY ARMIES						
		#2 Strategic	#3 Mixed	#4 Tactical	#5 Improved	#6 Standard	#7 Horde					
CLASS FOUR MOBILITY FACTOR (average)	4.7	4.3	4.5	4.7	2.9	2.6	2.0					
CLASS ONE RANGE FACTOR (average)	10.3	14.4	15.2	11.1	10.4	10.0	00.0					
CLASS FOUR RAW STRENGTH	164	86	68	68	102	110	120					
CLASS ONE RAW STRENGTH excluding MAC	32	44	30	36	20	4	0					
TOTAL	196	130	98	104	122	114	120					

FET Fleet Engagement						
Die	1-3	1-2	1-1	2-1	3-1	4-1
1	Ex	DW	DW	DD	DD	DD
2	AW	Ex	Ex	DW	DD	DD
3	AW	•	Ex	Ex	DW	DD
4	AD	AW	•	•	DW	DW
5	AD	AW	AW	AW	Ex	DW
6	AD	AD	AD	AW	Ex	Ex

If possible, Withdrawals take place towards Home country sea zone

TF units fight Fleet Engagements using the Fleet Engagement Table. See also TF Mission Capability Chart. The following is an explanation of the FET:

AW = Attacker Withdraws: All attack units in that stack withdraw

AD = Attacker Destroyed: One TF unit destroyed, remainder (if any) in that stack withdraws

Ex = Exchange: Each side loses one TF

* = Nothing Happens.

DW = Defender Withdraws: Defending TF's plus any MST/LST under their escort withdraws

DD = Defender Destroyed: One TF unit destroyed. Remainder plus any MST/LST under their escort withdraws.

Units withdraw to same zone port or adjacent "at sea" box. If, after withdrawals resulting from combat, one side has gained Naval Superiority in that sea zone, withdraw any MST/LST units of the inferior force IMMEDIATELY. Units forced to withdraw do not count towards Naval Superiority in the sea zone to which they withdraw for that turn-half. They may not withdraw to a zone of enemy superiority or S-3 Weather. If no alternative is available they remain where they are and lose one more unit. Aborted landings must return to port as soon as possible and dock and disembark land units.

GCRT Ground Combat Results

Standard Attack

Die	1-2	1-1	2-1	3-1	4-1	5-1	6-1	10-1
1	R 1	R 2	R 2	R 2	R 3	R 4	R 4	OVERRUN
2	R 1	R 1	R 1	R 2	R 3	R 4	R 4	
3	AD 1	R 1	R 1	R 2	R 3	R 3	R 3	
4	AD 2	AD 2	R 1	R 2	R 2	R 3	R 3	
5	AD 2	AD 2	AD 2	DD 1	DD 2	DD 3	R 3	
6	AD 2	AD 2	AD 3	Ex 3	Ex 3	Ex 2	Ex 1	

BLITZ Attack

Must involve at least 1 Armored Unit.
Armor takes losses first

Die	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	R 2	R 2	R 2	R 3	R 4	R 5	R 5
2	R 1	R 2	R 2	R 3	R 4	R 5	R 5
3	AD 2	AD 1	R 2	R 3	R 4	R 4	R 5
4	AD 3	AD 1	R 1	R 2	DD 4	R 4	R 5
5	AD 3	AD 2	AD 3	DD 2	DD 5	DD 7	R 5
6	AD 3	AD 2	AD 4	Ex 4	Ex 4	Ex 3	Ex 1

SBT Strategic Bombardment

	Bombardment Factors				
Die	3	6	12	18	24
1	H	D	D	D	D
2	H	H	D	D	D
3	•	H	H	H	D
4	•	•	H	H	H
5	•	•	•	H	H
6	•	•	•	•	H

RIT Rail Interdiction

	Bombardment Factors				
Die	1	2	3	4	5
1	x	x	x	x	x
2	•	x	x	x	x
3	•	•	x	x	x
4	•	•	•	x	x
5	•	•	•	•	x
6	•	•	•	•	•

FCRT Fighter Combat Results

The Interceptor is the ATTACKER (2)

	1-4	1-3	1-2	1-1	2-1	3-1	4-1
Die	a/d	a/d	a/d	a/d	a/d	a/d	a/d
1	3/1	1/1	•/1	1/2	1/3	1/3	1/4
2	2/1	1/1	1/1	1/1	1/2	1/3	1/4
3	1/•	1/1	1/1	•/1	•/2	•/3	•/3
4	1/•	1/1	1/1	•/1	•/1	•/2	•/3
5	1/•	1/•	1/1	•/1	•/1	•/2	•/3
6	1/•	1/•	1/•	1/•	1/1	•/1	•/3

FACTORS
LOST

FDT Flak-Defense

Die	Flak Factors									
	1	2	3	4	5	6	7	9	12	18
1	•	1	1	2	3	3	4	5	5	6
2	•	1	2	3	4	4	5	5	6	7
3	1	1	2	4	5	5	6	6	6	8
4	1	1	3	4	5	5	6	7	7	8
5	1	2	3	4	5	6	7	7	8	8
6	1	2	3	4	5	6	7	8	8	8