



























INVASION: EARTH




























Counter Inventory

	Solomani	System Defense Boat Wing		Black on	Blue	0-3-5		1347, 1349, 1350, 1351, 1362, 1368
	Solomani	System Defense Boat Wing		Black on	Blue	0-3-4		1363, 1370
	Solomani	System Defense Boat Wing		Black on	Blue	0-2-5		1336, 1369, 1303, 1288, 1289, 1281
	Solomani	System Defense Boat Wing		Black on	Blue	0-2-4		1441, 1442, 1443, 1444, 1445, 1446
	Solomani	System Defense Boat Wing		Black on	Blue	0-2-4		1386, 1426, 1437
	Solomani	System Defense Boat Wing		Black on	Blue	0-2-3		1372, 1387
	Solomani	System Defense Boat Wing		Black on	Blue	0-2-2		1390, 1395, 1394
	Solomani	System Defense Boat Wing		Black on	Blue	0-1-3		1246, 1252, 1267, 1260, 1269, 1268
	Solomani	System Defense Boat Wing		Black on	Blue	0-2-4		1386, 1426, 1437
1	Solomani	Fleet Battle Squadron		White on	Blue	6-2-6		390, 375
1	Solomani	Fleet Battle Squadron		White on	Blue	3-0-4		409, 432
1	Solomani	Fleet Battle Squadron		White on	Blue	3-1-5		172
1	Solomani	Fleet Battle Squadron		White on	Blue	1-3-2		216
1	Solomani	Fleet Battle Squadron		White on	Blue	1-2-5		173
1	Solomani	Fleet Battle Squadron		White on	Blue	2-2-4		512
1	Solomani	Guerrilla Corps		Green on	White		1C-13	1, 2, 3, 4, 5, 6, 7, 8
1	Solomani	Guerrilla Corps		Green on	White		1C-13	1, 2, 3, 4, 5, 6, 7, 8
1	Solomani	Guerrilla Corps		Green on	White		1C-13	1, 2, 3, 4, 5, 6, 7, 8
1	Solomani	Planetary Defense Corps		White on	Green		1C-14	LG, AECO, SP (factor 9)
1	Solomani	Planetary Defense Division		White on	Green		20-14	1, 2, 3, 5, 8, 10, 11 (factor 6)
1	Solomani	Planetary Defense Division		White on	Green		20-13	4, 6, 13, 14, 16, 17 (factor 5)
1	Solomani	Planetary Defense Division		White on	Green		20-12	7, 9, 12, 15 (factor 4)
1	Solomani	Planetary Defense Regiment		White on	Green		10-14	1 Lt, 2 Lt, 3 Lt, 4 Lt (factor 3)
1	Solomani	Lift Infantry Field Army		Black on	Green		5C-14	NA, SA, AF, AS
1	Solomani	Lift Infantry Corps		Black on	Green		1C-14	ARM
1	Solomani	Lift Infantry Corps		Black on	Green		1C-13	158
1	Solomani	Lift Infantry Corps		Black on	Green		1C-12	116, ihatei

1	Imperial	Colonial Lift Infantry Division		Black on	Red		20-12	1020, 1021
1	Imperial	Colonial Lift Infantry Brigade		Black on	Red		10-14	422
1	Imperial	Colonial Lift Infantry Brigade		Black on	Red		10-13	9516
	Imperial	Star Marine Division		Red on	White		20-14	99 P
	Imperial	Star Marine Regiment		Red on	White		5-14	6701
	Imperial	Elite Star Marine Regiment		Red on	White		5-14	4217, 4545
	Imperial	Star Marine Regiment		Red on	White		5-13	4940
	Imperial	Star Marine Regiment		Red on	White		5-12	2666




















INVASION: EARTH

























Counter Inventory

1	Imperial	Regular Lift Infantry Field Army		Black on	Red		5C-14	276, 299
1	Imperial	Regular Grav Tank Corps		Black on	Red		1C-14	631
1	Imperial	Regular Grav Tank Corps		Black on	Red		1C-13	590
1	Imperial	Regular Armored Lift Infantry Corps		Black on	Red		1C-14	177, 642, 643
1	Imperial	Regular Armored Lift Infantry Corps		Black on	Red		1C-13	686
1	Imperial	Regular Lift Infantry Corps		Black on	Red		1C-14	712, 713, 714
1	Imperial	Regular Lift Infantry Corps		Black on	Red		1C-13	689, 745
1	Imperial	Regular Lift Infantry Corps		Black on	Red		1C-12	963, 222, 265
1	Imperial	Regular Armored Grav Cavalry Corps		Black on	Red		1C-13	1101
1	Imperial	Regular Grav Cavalry Corps		Black on	Red		1C-13	715
1	Imperial	Regular Grav Jump Division		Black on	Red		20-14	3001
1	Imperial	Elite Regular Grav Jump Division		Black on	Red		20-14	3003
1	Imperial	Regular Grav Tank Division		Black on	Red		20-14	2506
1	Imperial	Elite Regular Grav Tank Division		Black on	Red		20-14	2511
1	Imperial	Regular Armored Grav Cavalry Division		Black on	Red		20-14	2476
1	Imperial	Regular Lift Infantry Division		Black on	Red		20-14	651
1	Imperial	Regular Lift Infantry Division		Black on	Red		20-13	2257, 2288
1	Imperial	Regular Grav Jump Brigade		Black on	Red		10-14	15, 32, 90, 124
1	Imperial	Regular Grav Jump Brigade		Black on	Red		10-13	127, 130
1	Imperial	Colonial Armored Lift Infantry Corps		White on	Red		1C-14	2897
1	Imperial	Colonial Lift Infantry Corps		White on	Red		1C-12	5271, 5274, 5281, 5273, 2111
1	Imperial	Colonial Lift Infantry Corps		White on	Red		1C-11	4243
1	Imperial	Colonial Armored Grav Cavalry Division		Black on	Red		1C-11	1789
1	Imperial	Colonial Grav Cavalry Division		Black on	Red		1C-11	8086
1	Imperial	Colonial Grav Tank Corps		White on	Red		1C-13	5512
1	Imperial	Colonial Armored Lift Infantry Division		Black on	Red		20-12	171
1	Imperial	Elite Colonial Grav Tank Division		Black on	Red		20-11	H 50

INVASION: EARTH

Counter Inventory

Quantity	Allegiance	Name	Symbol	Color	Color	A-B-D	Combat	Markings
1	Imperial	Regular Battle Squadron		Black on	Red	2-3-5		251
1	Imperial	Regular Battle Squadron		Black on	Red	3-3-6		327,329
1	Imperial	Regular Battle Squadron		Black on	Red	4-4-4		620, 624, 683, 622, 625, 688
1	Imperial	Regular Battle Squadron		Black on	Red	3-4-6		415
1	Imperial	Regular Battle Squadron		Black on	Red	4-4-6		911, 945
1	Imperial	Regular Battle Squadron		Black on	Red	5-4-8		734, 776
1	Imperial	Regular Cruiser Squadron		Black on	Red	1-1-3		114
1	Imperial	Regular Cruiser Squadron		Black on	Red	3-2-4		260, 261
1	Imperial	Regular Cruiser Squadron		Black on	Red	2-2-6		652, 667, 669
1	Imperial	Regular Cruiser Squadron		Black on	Red	3-2-8		826
1	Imperial	Regular Assault Squadron		Black on	Red	0-0-4		60, 66, 80, 82
1	Imperial	Regular Scout Squadron		Black on	Red	0-3-4		22, 34
1	Imperial	Regular Scout Squadron		Black on	Red	0-6-6		256
1	Imperial	Colonial Battle Squadron		White on	Red	2-2-2		3374, 3375, 3416, 3512
1	Imperial	Colonial Battle Squadron		White on	Red	2-0-3		4133
1	Imperial	Colonial Battle Squadron		White on	Red	3-1-4		Leptus
1	Imperial	Colonial Cruiser Squadron		White on	Red	1-2-5		1625, 1648, 1662, 1691
1	Imperial	Colonial Cruiser Squadron		White on	Red	0-2-6		1452, Hiram
1	Imperial	Colonial Cruiser Squadron		White on	Red	2-2-6		2408, 2373

1	Solomani	Lift Infantry Corps		Black on	Green		1C-11	AL
1	Solomani	Grav Tank Corps		Black on	Green		1C-14	15
1	Solomani	Armored Grav Cavalry Corps		Black on	Green		1C-14	65
1	Solomani	Armored Lift Infantry Corps		Black on	Green		1C-14	124
1	Solomani	Armored Lift Infantry Corps		Black on	Green		1C-13	36 M, 22
1	Solomani	Armored Lift Infantry Corps		Black on	Green		1C-12	59
1	Solomani	Armored Lift Infantry Corps		Black on	Green		1C-14	124
1	Solomani	Grav Jump Division		Black on	Green		20-14	82, 101
1	Solomani	Grav Tank Division		Black on	Green		20-14	7
1	Solomani	Armored Lift Infantry Division		Black on	Green		20-13	Calg, VN
1	Solomani	Armored Lift Cavalry Division		Black on	Green		20-14	12
1	Solomani	Lift Infantry Division		Black on	Green		20-13	58, 3 Cent, 6 Cent, 117
1	Solomani	Lift Infantry Division		Black on	Green		20-12	342, 511
1	Solomani	Lift Infantry Division		Black on	Green		20-12	8 L, 12 L
1	Solomani	Elite Grav Tank Regiment		Black on	Green		10-14	1 SG, 2 SG
1	Solomani	Elite Armored Grav Cavalry Regiment		Black on	Green		10-14	CSG
1	Solomani	Armored Lift Infantry Regiment		Black on	Green		10-14	5 SG
1	Solomani	Elite Grav Commando Regiment		Black on	Green		10-14	1 AI, 2 AI
	Solomani	Troop Display Marker		Green on	White			A, B, C, D, E, F
	Imperial	Troop Display Marker		Black on	Red			1, 2, 3, 4, 5, 6
	Imperial	Base						
	Mercenary	Lift Infantry Division		Black on	Orange		20-14	Tomut
	Mercenary	Armored Lift Infantry Division		Black on	Orange		20-12	SAG
	Mercenary	Lift Infantry Brigade		Black on	Orange		10-13	Kaiear
	Mercenary	Lift Infantry Brigade		Black on	Orange		10-12	Vr'gnal
	Mercenary	Armored Grav Cav Brigade		Black on	Orange		10-13	Khan
	Mercenary	Elite Grav Jump Regiment		Black on	Orange		5-14	Zeny

Known Abbreviations:

BR 1341 2-3-5	BR 1342 3-3-6	BR 1343 4-4-4	BR 1344 4-4-4	BR 1345 4-4-4	BR 1346 4-4-6	BR 1347 5-4-8
BR 1348 3-3-6	BR 1349 3-4-6	BR 1350 4-4-4	BR 1351 4-4-4	BR 1352 4-4-4	BR 1353 4-4-6	BR 1354 5-4-8

BR 1355 1-1-3	BR 1356 3-2-4	BR 1357 2-2-6	BR 1358 3-2-8	BR 1359 0-0-4	BR 1360 0-0-4	BR 1361 0-3-4
BR 1362 3-2-4	BR 1363 2-2-6	BR 1364 2-2-6	BR 1365 0-0-4	BR 1366 0-0-4	BR 1367 0-3-4	BR 1368 0-6-6

BR 1369 1-2-5	BR 1370 1-2-5	BR 1371 1-2-5	BR 1372 2-2-6	BR 1373 2-2-2	BR 1374 2-2-2	BR 1375 2-0-3
BR 1376 1-2-5	BR 1377 0-2-6	BR 1378 0-2-6	BR 1379 2-2-6	BR 1380 2-2-2	BR 1381 2-2-2	BR 1382 3-1-4

BR 1383 5-14	BR 1384 5-14	BR 1385 20-14	BR 1386 20-14	BR 1387 10-13	BR 1388 10-12
BR 1389 5-14	BR 1390 5-13	BR 1391 5-12	BR 1392 20-12	BR 1393 10-13	BR 1394 5-14

BR 1395 A	BR 1396 B	BR 1397 C	BR 1398 1C-13	BR 1399 1C-13	BR 1400 1C-13	BR 1401 1C-13
BR 1402 D	BR 1403 E	BR 1404 F	BR 1405 1C-13	BR 1406 1C-13	BR 1407 1C-13	BR 1408 1C-13

BR 1409 0-3-5	BR 1410 0-3-5	BR 1411 0-3-5	BR 1412 0-3-4	BR 1413 0-2-5	BR 1414 0-2-5	BR 1415 0-2-5
BR 1416 0-3-5	BR 1417 0-3-5	BR 1418 0-3-5	BR 1419 0-3-4	BR 1420 0-2-5	BR 1421 0-2-5	BR 1422 0-2-5

BR 1423 0-2-4	BR 1424 0-2-4	BR 1425 0-2-4	BR 1426 0-2-4	BR 1427 0-2-4	BR 1428 0-2-2	BR 1429 0-2-2
BR 1430 0-2-4	BR 1431 0-2-4	BR 1432 0-2-4	BR 1433 0-2-4	BR 1434 0-2-3	BR 1435 0-2-3	BR 1436 0-2-2

BR 1437 0-1-3	BR 1438 0-1-3	BR 1439 0-1-3	BR 1440 2-2-4	BR 1441 1-3-2	BR 1442 3-0-4	BR 1443 6-2-6
BR 1444 0-1-3	BR 1445 0-1-3	BR 1446 0-1-3	BR 1447 1-2-5	BR 1448 3-1-5	BR 1449 3-0-4	BR 1450 6-2-6

BR 1451 5C-14	BR 1452 1C-14	BR 1453 1C-14	BR 1454 1C-14	BR 1455 1C-14	BR 1456 1C-13	BR 1457 1C-13	BR 1458 1C-13
BR 1459 5C-14	BR 1460 1C-14	BR 1461 1C-14	BR 1462 1C-14	BR 1463 1C-14	BR 1464 1C-13	BR 1465 1C-13	BR 1466 1C-12

BR 1467 1C-12	BR 1468 20-14	BR 1469 20-14	BR 1470 20-14	BR 1471 20-13	BR 1472 10-14	BR 1473 10-14	BR 1474 10-13
BR 1475 1C-12	BR 1476 20-14	BR 1477 20-14	BR 1478 20-14	BR 1479 20-13	BR 1480 10-14	BR 1481 10-14	BR 1482 10-13

BR 1483	BR 1484	BR 1485	BR 1486	BR 1487	BR 1488 1	BR 1489 2	BR 1490 3
BR 1491	BR 1492	BR 1493	BR 1494	BR 1495	BR 1496 4	BR 1497 5	BR 1498 6

BR 1499 1C-14	BR 1500 1C-12	BR 1501 1C-12	BR 1502 1C-12	BR 1503 1C-12	BR 1504 20-12	BR 1505 20-11	BR 1506 10-14
BR 1507 1C-13	BR 1508 1C-12	BR 1509 1C-11	BR 1510 1C-11	BR 1511 1C-11	BR 1512 20-12	BR 1513 20-12	BR 1514 10-13

BR 1515 5C-13	BR 1516 5C-14	BR 1517 1C-14	BR 1518 1C-14	BR 1519 1C-13	BR 1520 1C-13	BR 1521 1C-12	BR 1522 1C-12
BR 1523 5C-13	BR 1524 5C-14	BR 1525 1C-14	BR 1526 1C-14	BR 1527 1C-13	BR 1528 1C-13	BR 1529 1C-12	BR 1530 1C-11

BR 1531 20-14	BR 1532 20-14	BR 1533 20-13	BR 1534 20-13	BR 1535 20-13	BR 1536 20-12	BR 1537 20-11	BR 1538 20-12
BR 1539 20-14	BR 1540 20-13	BR 1541 20-14	BR 1542 20-13	BR 1543 20-13	BR 1544 20-12	BR 1545 20-11	BR 1546 20-12

BR 1547 20-12	BR 1548 20-12	BR 1549 10-14	BR 1550 10-14	BR 1551 10-14	BR 1552 10-14	BR 1553 10-14	BR 1554 10-14
BR 1555 20-12	BR 1556 20-12	BR 1557 10-14	BR 1558 10-14	BR 1559 10-14	BR 1560 10-14	BR 1561 10-14	BR 1562 10-14

BR 1563 1C-14	BR 1564 1C-14	BR 1565 20-14	BR 1566 20-14	BR 1567 20-14	BR 1568 20-13	BR 1569 20-13	BR 1570 20-13
BR 1571 1C-14	BR 1572 20-14	BR 1573 20-14	BR 1574 20-14	BR 1575 20-14	BR 1576 20-13	BR 1577 20-13	BR 1578 20-13

10	10	10	10	30	30	30
20	20	20	20	40	40	40

10	10	10	10	30	30	30
20	20	20	20	40	40	40

10	10	10	10	30	30	30
20	20	20	20	40	40	40

10	10	10	10	30	30	30
20	20	20	20	40	40	40

10	10	10	10	30	30	30
20	20	20	20	40	40	40

10	10	10	10	30	30	30
20	20	20	20	40	40	40

10	10	10	10	30	30	30
20	20	20	20	40	40	40

10	10	10	10	30	30	30
20	20	20	20	40	40	40

50	50	50	70	70	70	90	90
60	60	60	80	80	80	90	90

50	50	50	70	70	70	90	90
60	60	60	80	80	80	90	90

50	50	50	70	70	70	90	90
60	60	60	80	80	80	90	90

50	50	50	70	70	70	90	90
60	60	60	80	80	80	90	90

50	50	50	70	70	70	90	90
60	60	60	80	80	80	90	90

50	50	50	70	70	70	90	90
60	60	60	80	80	80	90	90

50	50	50	70	70	70	90	90
60	60	60	80	80	80	90	90

City 1	RP 1	RP 10	RP 100	Wave 1	Wave 100	Turn
City 10	RP 1	RP 10	RP 100	Wave 10	Winter	

TURN RECORD CHART

Invasion: Earth

Jan	Jan	Feb	Feb	Mar	Mar	End 1st Quarter
1	2	1	2	1	2	
Apr	Apr	May	May	Jun	Jun	End 2nd Quarter
1	2	1	2	1	2	
Jul	Jul	Aug	Aug	Sep	Sep	End 3rd Quarter
1	2	1	2	1	2	
Oct	Oct	Nov	Nov	Dec	Dec	End 4th Quarter
1	2	1	2	1	2	

Shading indicates winter weather.

Turn	← Weather: Northern hemisphere
	← Weather: Southern hemisphere

WEATHER

Winter. The northern hemisphere is in winter from December through March. All non-clear, non-urban hexes entirely north of the 30° north line are affected by winter. The sea ice sheet in this hemisphere is at its maximum extent during winter.

The southern hemisphere is in winter from June through September. All non-clear, non-urban hexes entirely south of the 30° south line are affected by winter. The sea ice sheet in this hemisphere is at its maximum extent during winter.

For convenience, players may use the winter marker to remind them which hemisphere is in winter. Place the marker on the northern half of the map from December through March and on the southern half of the map from June through September.

CLIMATE

Tundra/ice sheet hexes and sea ice sheet hexes are treated as being in winter regardless of actual season. A sea ice sheet is at its maximum extent during its hemisphere's winter, with all seasonal sea ice sheet hexes in the hemisphere considered to be sea ice sheet hexes. A sea ice sheet is at its minimum extent during all non-winter weather in its hemisphere, with all seasonal sea ice sheet hexes in the hemisphere considered to be sea hexes.

SOLOMANI TROOP DISPLAY CHART

Invasion: Earth

<div>xxxxx A</div>	<div>xxxxx B</div>
<div>xxxxx C</div>	<div>xxxxx D</div>
<div>xxxxx E</div>	<div>xxxxx F</div>

SOLOMANI REPLACEMENTS CHART

0	1	2	3	4	5	6	7	8	9
00	10	20	30	40	50	60	70	80	90
000	100	200	300	400	500	600	700	800	900

IMPERIAL TROOP DISPLAY CHART

Invasion: Earth

xxxxxx
1

xxxxxx
2

xxxxxx
3

xxxxxx
4

xxxxxx
5

xxxxxx
6

IMPERIAL REPLACEMENTS CHART

0	1	2	3	4	5	6	7	8	9
00	10	20	30	40	50	60	70	80	90
000	100	200	300	400	500	600	700	800	900

ORDER OF BATTLE CHART

INVASION: EARTH

Solomani Forces

Initial Forces:

- 34 x SDB wings
- 8 x battle squadrons
- 3 x 1C-factor PD corps
- 17 x 20-factor PD divisions
- 4 x 10-factor PD regiments
- 4 x 5C-factor armies
- 12 x 1C-factor corps
- 16 x 20-factor divisions
- 8 x 10-factor regiments

Deployment:

Naval units are placed in far orbit or in near orbit. One PD corps is placed at each starport. All PD divisions are placed in urban hexes, no more than one per hex. One army is placed in any urban hex on each of the following continents: Africa, Asia, North America, and South America. All corps are placed in urban hexes or starports, with no more than one army-sized or corps-sized troop unit per hex. All remaining troop and PD units may be placed in any land hexes.

Additional Forces:

Eight 1C-factor guerrilla units may be brought into play, per Rule 6.

Imperial Forces

Initial Forces:

- 14 x battle squadrons
- 7 x cruiser squadrons
- 3 x scout squadrons
- 4 x transport squadrons
- 6 x colonial battle squadrons
- 8 x colonial cruiser squadrons
- 1 x 20-factor marine division
- 5 x 5-factor marine regiments
- 10 x bases
- 2 x 5C-factor armies
- 16 x 1C-factor corps
- 8 x 20-factor divisions
- 6 x 10-factor brigades
- 10 x 1C-factor colonial corps
- 4 x 20-factor colonial divisions
- 2 x 10-factor colonial brigades
- 2 x 20-factor mercenary divisions
- 3 x 10-factor mercenary brigades
- 1 x 5-factor mercenary regiment

Deployment:

All forces are placed in the out-system box. Troop units and bases may start loaded on board naval units.

Withdrawals:

Two transport squadrons (0-0-4) must be withdrawn from play on the second turn (April 2), per Rule 6.

COMBAT TABLES

INVASION: EARTH

SPACE COMBAT TABLE: ATTACK

Die Roll	Total Attack Strength																	Die Roll
	1	3	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90+	
1	—	—	—	1	2	3	4	5	6	7	8	9	10	11	12	13	14	1
2	—	—	—	2	3	4	5	6	7	8	9	10	11	12	13	14	15	2
3	—	—	1	2	4	5	6	7	8	9	10	11	12	13	14	15	16	3
4	—	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	4
5	—	1	2	3	5	6	7	8	9	10	11	12	13	14	15	16	17	5
6	1	2	3	4	6	7	8	9	10	11	12	13	14	15	16	17	18	6

SPACE COMBAT TABLE: BOMBARDMENT

Die Roll	Total Bombardment Strength																	Die Roll
	0	1	3	6	12	18	24	30	36	42	48	54	60	66	72	78	84+	
1	—	—	—	—	—	1	1	2	2	3	3	4	4	5	5	6	6	1
2	—	—	—	—	1	1	2	2	3	3	4	4	5	5	6	6	7	2
3	—	—	—	—	1	2	2	3	3	4	4	5	5	6	6	7	7	3
4	—	—	—	1	2	2	3	3	4	4	5	5	6	6	7	7	8	4
5	—	—	1	1	2	3	3	4	4	5	5	6	6	7	7	8	8	5
6	—	1	1	2	3	3	4	4	5	5	6	6	7	7	8	8	9	6

SURFACE BOMBARDMENT TABLE

Die Roll	Total Bombardment Strength																	Die Roll
	1	3	6	12	18	24	30	36	42	48	54	60	66	72+				
-2	20	30	30	40	40	50	50	50	50	50	50	50	50	50	-2			
-1	20	20	30	30	40	40	50	50	50	50	50	50	50	50	-1			
0	10	20	20	30	30	40	40	50	50	50	50	50	50	50	0			
1	10	10	20	20	30	30	40	40	50	50	50	50	50	50	1			
2	—	10	10	20	20	30	30	40	40	50	50	50	50	50	2			
3	—	—	10	10	20	20	30	30	40	40	50	50	50	50	3			
4	—	—	—	10	10	20	20	30	30	40	40	50	50	50	4			
5	—	—	—	—	10	10	20	20	30	30	40	40	50	50	5			
6	—	—	—	—	—	10	10	20	20	30	30	40	40	50	6			

Tech Level Modifiers

Tech Level	Modifier
13, 14	0
11, 12	-1

Assault from Space Modifiers

Unit	Modifier
jump troop, marine	0
all others	-3

PERCENTAGE LOSS TABLE

Die Roll	Full Strength	Percentage Loss								
		90	80	70	60	50	40	30	20	10
1	5	1	1	2	2	3	3	4	4	5
2	10	1	2	3	4	5	6	7	8	9
3	20	2	4	6	8	10	12	14	16	18
4	1C	10	20	30	40	50	60	70	80	90
5	5C	50	100	150	200	250	300	350	400	450

TROOP COMBAT TABLE

Dice Roll	Combat Odds													Dice Roll
	1:100	1:10	1:5	1:3	1:2	1:1½	1:1	1½:1	2:1	3:1	5:1	10:1	100:1	
2	—	10	10	20	30	40	50	60	70	90	d	d	d	2
3	—	—	10	10	20	30	40	50	60	80	90	d	d	3
4	—	—	—	10	10	20	30	40	50	70	90	d	d	4
5	—	—	—	—	10	10	20	30	40	60	90	d	d	5
6	—	—	—	—	—	10	10	20	30	50	80	d	d	6
7	—	—	—	—	—	—	10	10	20	40	70	90	d	7
8	—	—	—	—	—	—	—	10	10	30	60	80	d	8
9	—	—	—	—	—	—	—	—	10	20	50	70	d	9
10	—	—	—	—	—	—	—	—	—	10	40	60	d	10
11	—	—	—	—	—	—	—	—	—	10	30	50	90	11
12	—	—	—	—	—	—	—	—	—	—	10	40	80	12

Tech Level: The tech level of the troops involved in combat affects the odds at which the attack is resolved. See Rule 4.

Winter: Modify every attack made in a hex having winter conditions by -1.

Guerrillas: Modify every attack made upon guerrillas in hiding by +3.

The Combat Tables

Whenever a die roll is modified above the highest number on a table or below the lowest number on the table, the roll is treated as being the highest or lowest number, respectively. For example, If a 2 was rolled on the troop combat table for an attack in a hex in winter, then the roll would remain at 2.