

WEAPONS EFFECTIVENESS CHART - TYPE OF TARGET			
FIRING WEAPON CATEGORY	ARMORED		NON-ARMORED
	Half Range or Less	Greater than Half Range	All Ranges
I	CAT attacks only, other attacks not allowed	Attacks not allowed	Printed AS. Units with an asterisk (*) after rang may fire up to twice the printed range at half-AS
A	Double AS	Printed AS	Half AS
H	Printed AS at ranges of six hexes or less	Half AS at ranges greater than six hexes	Printed AS
(H) DF	Printed AS at ranges of six hexes or less	Half AS at ranges greater than six hexes	Printed AS
(H) IF	Half AS	Half AS	Normal AS
M	Half AS	Half AS	Normal AS
NOTES:	AS: Attack Strength; DF: Direct Fire; IF: Indirect Fire		

COMBAT RESULTS TABLE - COMBAT ODDS							
DIE ROLL	1-4	1-3	1-2	1-1	2-1	3-1	4-1
-2	DD	DD	X	X	X	X	X
-1	D	DD	DD	X	X	X	X
0	D	D	DD	DD	X	X	X
1	*	D	D	DD	X	X	X
2	*	*	D	DD	DD	X	X
3	*	*	*	D	DD	DD	X
4	*	*	*	*	D	DD	X
5	*	*	*	*	D	D	X
6	*	*	*	*	*	D	DD
7	*	*	*	*	*	*	D
8	*	*	*	*	*	*	*
KEY:	X: Eliminated; D: Disruption; DD: Special Disruption; *: No Effect						

ANTI-AIRCRAFT TABLE - STRENGTH POINTS FIRING AT AIRCRAFT							
DIE ROLL	4-7	8-11	12-15	16-19	20-25	26-35	36+
1	D	X	X	X	X	X	X
2	*	D	D	X	X	X	X
3	*	*	D	D	D	X	X
4	*	*	*	D	D	D	X
5	*	*	*	*	D	D	D
6	*	*	*	*	*	D	D
KEY:	X: Eliminated; D: Disruption; *: No Effect						