## Industrial/Technological Improvement chart:

| Indus. Level\d10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| 5-6 | 20 | 30 | | 40 | | 50 | | | 60 | |
| 4 | 20 | 30 | | | 40 | | 50 | | | 60 |
| 3 | | 30 | | 40 | | | 50 | | | 60 |
| 1-2 | 10 | 20 | | 30 | | 40 | | 50 | | |

## Build chart:

| Unit type | Unit cost | Factories needed | Time to build |
|---|---|---|---|
| Naval fleet | 4 RM | 2 | 4 turns |
| Air fleet | 3/2 RM | 2 | 1 turn |
| Ground unit | 1 RM | 1 | Immediate |
| Elite unit | 2 RM | 1 | Immediate |
| Fortress | 2 RM | - | Immediate |
| Submarines | 2/1 RM | 2 | 1 turn |
| ASW | 3/2 RM | 2 | 2 turns |
| Strategic bomber | 2 RM | 2 | 1 turn |
| Interceptor | 2/1 RM | 2 | 1 turn |
| Atomic Bomb | 5 RM | 2 | 3 turns |
| Industry/Ind. Damage | 1 RM | - | Immediate |

## Stacking:

Marsh: 4 units and 1 elite
Fortress Island: 1 unit, 1 air and 1 fleet
Other: printed value, 1 elite and
2 air fleets (4 naval if ports)
Rest: 8 units, 2 elite and 4 air (4 naval)

## Oil production:

The number of controlled 🗼 are added
to the major country that owns them
as Oil Reserve points
(See expenditure rules)

## Combat:

Operational combat is solved comparing total regular die rolls plus any die roll modifiers to apply
Tactical combat is solved comparing dice one to one regular and/or elite
Results:

| difference | Operational | Tactical |
|---|---|---|
| attacker > defender (if >= 5 breakthrough) | attacker wins and may exploit destroy 1 def. unit retreat 1 def. unit | defender destroyed |
| attacker = defender | draw no exploit | nothing |
| attacker < defender | defender wins destroy 1 atk. unit no exploit | attacker destroyed |

## Out of supply effects:

Surrounded units out of home country cities are eliminated by the end of friendly Operational phase.

Surrounded units in a fortress are unable to move or attack.

Units on home country areas with supply source to cities have limited supply: limited attack allowed (Exception to previous point).

## Combat modifiers:

-1 drm attacker or defender national modifier (or all neutrals)
-1 drm or -2 drm attacker exploit
+1 drm to the largest force
+2 drm if largest force double size
+3 drm if largest force triple size
+1 drm if defending on marsh, forest or mountain
+1 drm each air fleet supporting Operational combat

Sea Invasions additional modifiers:
-1 drm attacker for landing
+1 drm each defending fortress
+1 drm each two naval units support (discard odd units)

## Air combat:

Modifiers: +1 each friendly exceeding unit added to the combat
-1 if nationality modifier applies

Results:

| difference | loser | winner |
|---|---|---|
| > 2 | destroy 1 unit 1 unit inactive as reinforcement | 1 unit inactive as reinforcement |
| = 2 | 1 unit inactive as reinforcement | retreats 1 unit |
| = 1 | retreats 1 unit | |