



15. COMBAT EFFECTS

THE BATTLE RESULTS DISPLAY

The computer automatically goes into Battle Results Display at the end of the Combat step if any attacks have been ordered. Each report displays a generic illustration of the combat type, and a report of the results of the attack. If a report is lengthy, use the scroll bar to view the entire report.

COMBAT DAMAGE

Units may be either damaged or destroyed in combat. If damaged, its silhouette in the Selected Unit box will have an explosion symbol behind it. When damaged, a unit's simulation values (combat capability and speed) on the Tactical Reference display will be reduced accordingly. Damage to air units simply reduces their combat and detection capabilities.

Bases have five damage levels, from 0 (undamaged) to 4 (destroyed). Each port and airfield starts the game undamaged. Damage level increase by one each time the base is damaged in combat. When it reaches 4 the base is destroyed. To view a base's current damage, select it on the OPS display — the damage level is the one-digit number just below the nationality abbreviation.

