

Damage Effects Rules

This rule simulates the reduced combat effectiveness of damaged units.

Whenever a unit accumulates damage equal to half its def (rounded up) or greater, immediately reduce all of its firepower ratings by half (rounded up). If the damage is inflicted during a ground assault in which the unit is firing simultaneously with its opponent, the unit retains its full firepower until it has a chance to return fire. Damaged units which are unsupplied during an assault have their firepower halved twice.