

FORTRESS AMERICA™

R E F E R E N C E C A R D

Order of Play

1. WESTERN INVADER
2. SOUTHERN INVADER
3. EASTERN INVADER
4. U.S.A. PLAYER

Action Sequence

1. REINFORCEMENTS
2. DECLARE BATTLES
3. FIRST MOVEMENT
4. FIRE LASERS (U.S.A. Turn Only)
5. COMBAT
6. SECOND MOVEMENT
7. SUPPLY CHECK (Invaders' Turns Only)
8. CAPTURE TERRITORIES

Combat Sequence

DEFENDER FIRES FIRST*

1. Air Units
2. Mechanized Units
3. Foot Units

ATTACKER FIRES LAST*

1. Air Units
2. Mechanized Units
3. Foot Units

*ROLL DICE, THEN RESOLVE CASUALTIES, FOR EACH UNIT CLASS. RESOLVE DESTROYED UNITS BEFORE DISENGAGED/RETIRED UNITS.

Unit Specifications Chart

CLASS	TYPE	DICE	MOVEMENT		ORDER OF CASUALTIES	
			FIRST	SECOND		
FOOT UNITS	Infantry	6	0	1	Foot	Air
	Partisans	6 8	0	1	Foot	Air
MECHANIZED UNITS	Mobile Units	6	1	1	Foot or Mech.	Air
	Hovertanks	8	1	1	Foot or Mech.	Air
AIR UNITS	Helicopters	8	2	2	Choice	
	Bombers	10	4	4	Choice	
LASERS	Lasers	10	0	0	Choice	

Combat Results Table

COLUMN 1

Attacks into city and mountain territories without combined arms

COLUMN 2

All other attacks and all defenses

ATTACKER DISENGAGED DEFENDER RETREATED	1	1
MISS	2-5	2-4
TARGET DESTROYED	6+	5+

HELICOPTERS



FIRST MOVEMENT

Helicopters can move up to 2 adjacent spaces during First Movement. They can fly over one friendly or enemy territory.

A Helicopter's Two Combat Positions

Like all other military units, helicopters can assume combat position alone or with other unit types in an adjacent friendly territory. *Unlike* all other military units, they can *also* assume combat position in an unoccupied enemy territory, as described below.

A Helicopter's Special First Movement Ability

During First Movement, a helicopter has the ability to land in an unoccupied enemy-controlled territory, other than Cities. *No other unit can do this.* A helicopter that moves into this type of combat position cannot attack adjacent territories, nor can it move during Second Movement; it spends its whole turn taking over the territory it flies into.

A helicopter that flies over a territory to land in an unoccupied enemy-controlled territory has a two-fold strategy: 1) To cut off a possible enemy retreat to that territory during combat; and 2) To pave the way for the faster advancement of friendly units. But it takes a risk in doing so: during Supply Check, it *may* be cut off from supply, and destroyed! Also, because it is out front, it is vulnerable to enemy attack.

COMBAT

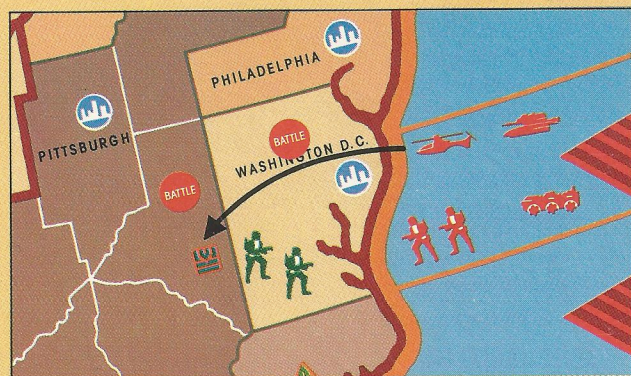
In combat, a helicopter rolls a white 8-sided die.

Like every other unit, a helicopter can fight alone, or with other units, from an adjacent friendly territory. But if a helicopter takes advantage of its special First Movement ability, it is considered to be busy securing the unoccupied enemy-controlled territory; and in this case, it cannot attack *adjacent* territories.

During combat, helicopters can retreat up to 2 adjacent spaces into a friendly territory, flying over friendly or enemy territory to do so.

SECOND MOVEMENT

Normally, a helicopter can move up to 2 adjacent spaces during Second Movement, over one friendly or enemy territory. However, if the helicopter has used its special First Movement ability, it cannot move *at all* during Second Movement. Helicopters have no special movement ability during Second Movement; like other units, they must end up in friendly territory at the end of the player's turn.



A helicopter's special ability.

BOMBERS



FIRST MOVEMENT

During First Movement, bombers can move up to 4 adjacent spaces. Like helicopters, bombers can fly over friendly or enemy territory.

A Bomber's Two Combat Positions

Like all other military units, bombers can assume combat position alone or with other unit types in an adjacent friendly territory. *Unlike* all other military units, they can *also* assume combat position in an occupied enemy territory, as described below.

A Bomber's Special First Movement Ability

During First Movement, up to five bombers can fly over an enemy-occupied territory, to bomb it from above during combat. *No other unit can do this.* To symbolize an intended bomber air attack, the bombers are actually placed *into* the territory under attack, with the enemy units! This unique combat position is the *only* exception to the five-unit-per-space limit.

COMBAT

In combat, a bomber rolls a blue 10-sided die.

Like every other unit, a bomber can fight alone, or with other units, from an adjacent territory. But if a bomber takes advantage of its special First Movement ability, it *must* attack the territory below it—either alone, or with other friendly units adjacent to the attacked territory.

Bombers cannot fly out to attack or damage a City marker or laser unit. Bomber fire has no effect on these units.

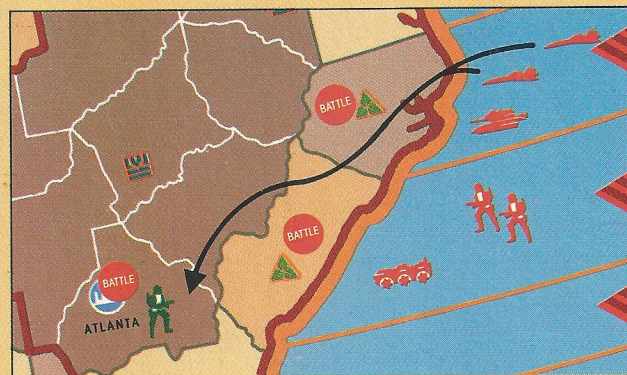
Disengaged/Retreated Bombers

During combat, bombers can retreat up to 4 adjacent spaces to land in a friendly territory, flying over friendly or enemy territory to do so.

After combat, disengaged bombers over enemy-occupied territory must fly away to land in friendly territories during Second Movement. This is the only exception to the rule that disengaged units cannot move during Second Movement.

SECOND MOVEMENT

During Second Movement, a bomber can move up to 4 adjacent spaces. It can fly over friendly or enemy territories—but it *must* land in a friendly territory. When a bomber that has used its special First Movement ability survives a lost battle, it must fly away during Second Movement. If a bomber wins a battle, it can move into the vacant territory with other surviving non-bomber units. But if *only* bombers fight a battle or survive a battle, they cannot land in the vacant territory. Bombers alone cannot capture a territory.



A bomber's special ability.