When Tigers Fight Combat Resolution by Donald Johnson 10/05/2019

IA: CH and IJ Puppet units may not IA. Cannot IA into a city. Each AA, IJ unit <= 1 IA.
IA attacker cannot use road to enter defender's hex, must pay 4 MP + river crossing costs.
IJ IA must include infantry in stack, tank and cavalry cannot IA alone. (12.3)

PA: CH Untried units may not PA a city w/o CH V or UST.
IJ East: Turn 2 at most 9 PAs, turn 3+ at most 4 PAs.

IJ loses puppet or tank steps only if no other choice.

01. Phasing player selects defending hex(es) to IA/PA & declares attacking units.
02. Reveal all involved units, flipping any CH untried units.
03. Determine supply for all units.
04. Figure combat odds by dividing total attacker strength by defender strength, round down.
05. Shift combat odds left for terrain shifts: in-hex terrain + man-made terrain + river.
06. Shift PA combat odds right for concentric assault, not against US MM or AA CHN.
07. Air unit commitment:
    a. Attacker says if commiting any air units.
    b. Defender says if commiting any air units.
    c. If both commit air units, then both secretly determine their committed number >=1.
    d. Cancel out opposing air units, leaving possibly some air units left over.
    e. Round remaining air units down <= 2, these are additional LPs (step loss points).
08. If IA, roll on 12.10 IA Odds Shift Table.
09. Roll on CRT.
10. Defender takes losses.
11. Attacker takes losses.
12. Attacker may advance if defender is eliminated in a hex.