Copyright Paul Roberts, 1997
Permission granted to copy for personal use only.

Table 4

Combat Results Table

	Attacker/Defender Ratio								
D6 Roll	1-3	1-2	1-1	1.5-1	2-1	2.5-1	3-1	4-1	>5-1
1	ARt	AR	AR	AD	AD	AD	AD	D	D
2	ARt	AR	AD	AD	AD	D	D	D	R
3	AR	AD	AD	AD	D	D	R	R	R
4	AR	AD	D	D	D	R	R	R	Rt
5	AD	D	D	D	R	R	Rt	Rt	Rt
6	D	R	R	R	R	Rt	Rt	Rt	E

Result	Name	Description of Result
D	Defender Disrupted	Defending unit flipped to Disrupted side. Attacking and Defending units remain in current hex.
R	Defender Retreats	Defending unit flipped to Disrupted side and immediately retreats its full number of tactical Movement Factors. Defender may not finish movement in a hex occupied by another unit. A retreating unit that can not finish its retreat in a safe hex is considered Routed.
Rt	Defender Routs	Defending unit flipped to Disrupted side. and immediately retreats twice its full number of tactical Movement Factors. Defender may not finish movement in a hex occupied by another unit. A routing unit that can not finish its retreat in a safe hex is considered Eliminated.
E	Defender Eliminated	Defending unit is eliminated from the game and may not be reorganized.
AD	Attacker Disrupted	Attacking unit flipped to Disrupted side. Attacking and Defending units remain in current hex.
AR	Attacker Retreats	Attacking unit flipped to Disrupted side and immediately retreats its full number of tactical Movement Factors. Attacker may not finish movement in a hex occupied by another unit. A retreating unit that can not finish its retreat in a safe hex is considered Routed.
ARt	Attacker Routs	Attacking unit flipped to Disrupted side. and immediately retreats twice its full number of tactical Movement Factors. Attacker may not finish movement in a hex occupied by another unit. A routing unit that can not finish its retreat in a safe hex is considered Eliminated.

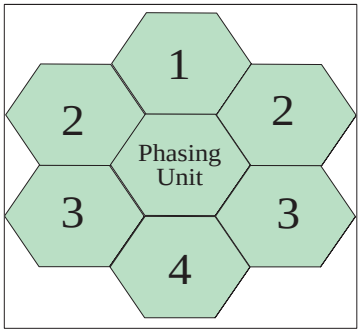
NOTE: Disrupted units that recieve a second Disrupt result are Emliminated

Table 5

Attack Direction Effects Table

Defending player faces

towards Hex 1



Attack Direction	Effect on Defending Unit
1	None
2	-1 to Attack Factor
3	-2 to Attack Factor, -1 to Defence Factor, -1 Morale
4	No Attack possible, Defence Factors = 0, -3 Morale