

COMBAT RESULTS TABLE

		1:3	1:2	1:1	1.5:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9+:1
Die Roll	1	NE	DX	EX	DR	DR	DRL	DRL	DM	DM	DM	DM	DM
	2	NE	DX	EX	EX	DR	DR	DRL	DRL	DM	DM	DM	DM
	3	AL	NE	DX	EX	EX	DR	DR	DRL	DRL	DM	DM	DM
	4	AL	NE	DX	DX	EX	EX	DR	DR	DRL	DRL	DM	DM
	5	ARL	AL	NE	DX	DX	EX	EX	DR	DR	DRL	DRL	DM
	6	ARL	AL	NE	DX	DX	DX	EX	EX	DR	DR	DRL	DRL

Explanation of Combat Results:

NE = No Effect. Neither side is required to retreat or take losses.

AL = Attacker Loss: Attacker must reduce one unit participating in the attack by one strength level.

ARL = Attacker Retreat with Loss: Attacker must reduce one unit participating in the attack by one strength level and must retreat all units participating in the attack two hexes.

DX = Defender Exchange: Defending player decides how many strength levels he wishes to lose. The attacker must lose one more strength level than does the defender. Defender may choose to lose no strength levels, in which case the attacker loses one. Following losses, the defender retreats two hexes and the attacker may advance into the hex thus vacated.

EX = Escalating Exchange: Both attacker and defender lose a strength level. Defender must retreat two hexes and attacker may advance unless the defender chooses to escalate the exchange. If so, the defender loses two strength levels, the attacker one, and there are no retreats or advances. The attacker may then in turn escalate his loss to two strength levels as well, thus reinstating the retreat and advance. This continues until one side declines to escalate further.

If the defender escalates to the point that, after taking losses, there are no more defending units remaining in the hex, the attacker may still not advance after combat without escalating his losses to the level of the defender.

DR = Defender Retreat: The defender retreats his own units two hexes. The attacker may advance.

DRL = Defender Retreat with Loss: As a defender retreat, but the defender must also reduce one of the defending units by one strength level.

DM = Defender Mauled: The defender must retreat all defending units two hexes and must reduce each defending unit one strength level. The attacker may advance.

WEATHER TABLE

		Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr
Die Roll	1	—	—	R	S	F	F	—	—
	2	—	—	R	F	F	F	R	—
	3	—	—	S	F	F	WS	R	—
	4	—	R	S	F	WS	WS	S	R
	5	—	R	F	WS	WS	T	T	R
	6	R	S	WS	WS	WS	T	T	S

—=Clear; R= Rain; F=Frost; S=Storm; WS=Winter storm; T=Thaw

AIR VISIBILITY TABLE

		Rain	Storm	Frost	Thaw
Die Roll	1	—	—	—	—
	2	—	C	—	—
	3	—	C	—	—
	4	—	C	—	C
	5	C	C	—	C
	6	C	C	C	C

—=Clear; C=Cloudy