



Turn Record and Reinforcement Schedule

June 16	June 17	June 18	June 19	June 20
7 am	7 am	7 am	7 am	7 am
9 am	9 am	9 am	9 am	9 am
11 am	11 am	11 am	11 am	11 am
1 pm	1 pm	1 pm	1 pm	1 pm
3 pm	3 pm	3 pm	3 pm	3 pm
5 pm	5 pm	5 pm	5 pm	5 pm

Terrain Effects

Combat	Movement	Combat	Movement
No effect on combat.	Movement occurs at the normal rate of 1 hex per Movement Point.	No effect on combat.	No effect on combat.
No effect on combat.	Units may move through forests at half speed (2 Movement Points per hex).	No effect on combat.	Units may move through forests at half speed (2 Movement Points per hex).
No effect on combat.	Units may move through rivers at half speed (2 Movement Points per hex).	No effect on combat.	Units may move through rivers at half speed (2 Movement Points per hex).
No effect on combat.	Units may move through hills at half speed (2 Movement Points per hex).	No effect on combat.	Units may move through hills at half speed (2 Movement Points per hex).
No effect on combat.	Units may move through mountains at half speed (2 Movement Points per hex).	No effect on combat.	Units may move through mountains at half speed (2 Movement Points per hex).

Combat Results

DIE ROLL	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	DIE ROLL
1	AE	AE	A2	A2	D2	DE	EX	EX	EX	DE	DE	1
2	AE	AE	AE	A2	EX	EX	EX	EX	EX	D2	D2	2
3	A2	A2	A2	A2	A2	D2	D2	D2	DE	DE	DE	3
4	AE	A2	A2	A2	A2	A2	D2	D2	D2	DE	DE	4
5	AE	AE	AE	AE	AE	AE	EX	EX	EX	DE	DE	5
6	AE	AE	AE	AE	AE	AE	AE	DE	DE	DE	DE	6

AE = Attacker Eliminated A2 = Attacker Back 2 DE = Defender Eliminated
Odds greater than 6 to 1 or worse is automatic elimination.



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Revised mapboard artwork by John Cooper