

ARNHEM: EXCLUSIVE RULES

10.0 INTRODUCTION

10.1 First Player

11.0 REINFORCEMENTS

- 11.1 Quantity of Reinforcements
- 11.2 When Reinforcements Arrive
- 11.3 Where Reinforcements Arrive
- 11.4 Airborne Drops
- 11.5 Reinforcements and Combat

12.0 MOBILE UNIT MOVEMENT RESTRICTIONS

13.0 LINES OF COMMUNICATION (LOC)

- 13.1 Drop Zones
- 13.2 South Mapedge

14.0 BRIDGE DEMOLITION

- 14.1 Wired Bridge Demolition
- 14.2 Unwired Bridge Demolition
- 14.3 Demolished Bridges
- 14.4 Bridge Repair

15.0 RIVER CROSSING

16.0 ENGINEER UNIT REPLACEMENT

17.0 SUPPORT FIRE RESTRICTIONS

- 17.1 Allied Airpower
- 17.2 UK Self-Propelled Artillery
- 17.3 Inter-Allied Coordination
- 17.4 Bombardment Support Restrictions

18.0 FERRY HEXSIDES

19.0 VICTORY CONDITIONS

20.0 SCENARIOS

- 20.1 Historical Setup Scenario
- 20.2 Free Deployment Scenario

21.0 SEQUENCE OF PLAY

10.0 INTRODUCTION

Arnhem is a simulation of the Allied airborne operation in the Netherlands, September 1944. The Allies dropped more than three airborne divisions with orders to seize several key bridges in order to facilitate the rapid advance of the British XXX Corps across the rivers Maas, Waal and Neder Rijn (Lower Rhine).

10.1 FIRST PLAYER

The Allied player is the first player throughout the game (see **rule 3.0**).

11.0 REINFORCEMENTS

Enter reinforcements in the hexes listed, or in any hexes within the hex-range listed (inclusive) at the beginning of each respective player's movement phase or mobile movement phase. A unit may move immediately during the same turn it arrives on the map; however, no unit may arrive and end its movement stacked in the same hex with any other unit.

11.1 QUANTITY OF REINFORCEMENTS

Reinforcements generally arrive during specific game turns.

NOTE: The term "Allies" refers to US, UK and Polish units. The term "Airborne" refers to both Paratroop "Pa" units and Gliderborne "Gl" units.

GERMANY

GAME TURN ONE	
Unit Type:	Hexes:
2 x 3-3-7 (1/vT, 2/vT)	3907-3916
2 x 3-3-7 (1/59, 2/59)	0701-1901
5-5-10 (1/9S)	3925
4-4-7 (3/9S)	3925
2-2-12 (10S)	3326
GAME TURN TWO	
3-3-7 (3/vT)	3907-3916
5-3-10 (2107)	0726 or 0926
4-4-10 (2107)	0726 or 0926
GAME TURN THREE	
2 x 2-2-7 (1/1PT, 2/1PT)	1726-2726
3 x 2-3-7 (1/6PT, 2/6PT, 180)	0726 or 0926
3-4-7 (2/10S)	3326
4-3-10 (Hnke)	0726 or 0926
GAME TURN FOUR	
4-4-10 (1/10S)	3326
GAME TURN FIVE	
2 x 2-3-7 (1/Hber, 2/Hber)	0901-2201
5-5-10 (Hber)	0901-2201
3-4-7 (3/10S)	3326
GAME TURN SEVEN	
2 x 3-3-7 (1/6, 2/6)	0901-2201
1-2-7 (1/2)	0901-2201
GAME TURN EIGHT	
2-3-7 (Jngw)	0901-2201

POLISH (ALLIES)

GAME TURN FIVE	
Unit Type:	Hexes:
2 x 2-2-7 Polish "Pa"	Within 7 hexes of Arnhem
GAME TURN SEVEN	
2-2-7 Polish "Pa"	Within 7 hexes of Arnhem

UNITED STATES (ALLIES)

GAME TURN ONE	
Unit Type:	Hexes:
9 x 2-2-7 101st "Pa"	Within 7 hexes of "101st" DZ
9 x 2-2-7 82nd "Pa"	Within 7 hexes of "82nd" DZ
GAME TURN THREE	
2 x 2-3-7 101st "GI"	Within 7 hexes of "101st" DZ
GAME TURN SEVEN	
2 x 2-3-7 82nd "GI"	Within 7 hexes of "82nd" DZ

UNITED KINGDOM (ALLIES)

GAME TURN ONE	
Unit Type:	Hexes:
6 x 2-2-7 (3 x "Pa", 3 x "GI")	Within 7 hexes of "1st" DZ
GAME TURN TWO	
3 x 2-2-7 "Pa"	Within 7 hexes of "1st" DZ
4-3-10 (2I/5)	0103-0106
2 x 3-3-7 (2I/32, 2D/231)	0103-0106
3-3-10 (Engineer)	0103-0106
GAME TURN THREE	
2 x 4-3-10 (1C/5, 2G/5)	0103-0106
2 x 5-5-7 (32, 129)	0103-0106
GAME TURN FOUR	
2 x 5-5-7 (130, 214)	0103-0106
GAME TURN EIGHT	
4-3-10 (3/29)	0103-0106

11.2 WHEN REINFORCEMENTS ARRIVE

Reinforcements arrive at the beginning of a player's movement phase. A unit arriving when the movement phase begins must expend movement points in the first hex entered normally, and may then continue to move thereafter. Mobile units that did not arrive during the movement phase may arrive at the beginning of the mobile movement phase instead, and may continue to move normally thereafter.

If a ground (not airborne) reinforcement unit's arrival hex is occupied by any enemy unit, the reinforcement may not arrive until a turn wherein an arrival hex is no longer occupied by an enemy unit.

Ground (not airborne) reinforcements may be withheld from entering the map as scheduled and may enter (in whole or in part) on any turn thereafter. However, once a unit enters the map, it cannot exit the map for any reason. Units forced to retreat off the map due to combat are considered eliminated.

11.3 WHERE REINFORCEMENTS ARRIVE

Per the hexes or range of hexes listed in **rule 11.1**.

Reinforcements may be placed into an enemy zone of control, but must abide by the normal rules for entering EZOCs (see **rule 6.0**).

Airborne units; Paratroop "Pa" units and Glider-borne "GI" units, are subject to special "Airborne Drop" arrival procedures (see **rule 11.4 below**).

11.4 AIRBORNE DROPS

Airborne drops are conducted before any other ground movement in the following sequence:

1. Place all arriving airborne units on the map.
2. Roll for depletion/elimination for airborne dropped units as required.
3. Move eligible airborne dropped units.

Airborne units may be placed in the hex(es) listed, or within the range of hexes listed for them on the reinforcement table (see **rule 11.1**). Only one unit may be placed per hex. Units cannot be placed in enemy occupied hexes.

After all airborne units are placed on the map; some units may be subject to depletion (flipped to their reduced side) or elimination based on type of terrain dropped in, type of unit and proximity of enemy units:

Terrain Type:	Unit <u>depleted</u> on modified roll of:	Unit <u>eliminated</u> on modified roll of:
Mixed	7, 8	NA
Broken	6, 7	8
Woods	5, 6	7, 8
Town, Rough	4, 5, 6	7, 8
City	3, 4, 5	6, 7, 8
Modifiers:		
Glider-borne Unit	+1	
Adjacent to German Unit(s)	+1	

Modifiers are cumulative.

Hexes with roads/trails use the "base" or underlying terrain in the hex.

Once all rolls for depletion/elimination have been made, airborne dropped units may move subject to the following restrictions:

1. Airborne units which suffered depletion cannot move.
2. Airborne units which dropped into a German unit's ZOC cannot move.
3. An airborne unit must pay **double** the movement cost of the

terrain in the hex into which it was dropped as its first hex of movement (hexes with roads/trails use the "base" or underlying terrain in the hex).

11.5 REINFORCEMENTS AND COMBAT Reinforcements may participate in combat normally during the combat phase of the same turn they arrive.

12.0 MOBILE UNIT MOVEMENT RESTRICTIONS

Mobile units (all units marked with an **"M"** in the upper right corner) have the following movement restrictions and/or additional movement costs:

ROUGH (Dark Brown): Movement prohibited; may not enter or exit, except via a road or trail. May not advance or retreat into as a result of combat, unless via a road or trail.

BROKEN-MARSH (Light Green): Movement prohibited; may not enter or exit, except via a road or trail. May not advance or retreat into as a result of combat, unless via a road or trail.

BROKEN-HILLS (Light Brown): Six (6) MPs to enter; may not advance into after combat, except via a road or trail. Depleted (or eliminated if already depleted) if forced to retreat into as a result of combat, unless via a road or trail.

WOODS (Dark Green): Four (4) MPs to enter; may not advance into after combat, except via a road or trail. Depleted (or eliminated if already depleted) if forced to retreat into as a result of combat, unless via a road or trail.

CANAL & FERRY HEXSIDES: Plus Six (+6) MPs to cross.
Also, see **rule 18.0** (Ferry Hexsides).

13.0 LINE OF COMMUNICATION (LOC)

13.1 DROP ZONES

Three Allied Drop Zone (DZ) markers are to be set-up on the map when the game begins (see **rule 20.0**), representing the supply drop zones for the various airborne divisions; if, at the beginning of any Allied turn a DZ hex is currently occupied by a German unit, three **"+3"** Allied Support Fire Markers (SFM) must be removed from the chit pool, and the Allied SFM allotment is reduced by **three** for as long as the DZ is physically occupied by a German unit. If two or more Allied DZs are currently occupied by German units, **ALL** of the **"+3"** Allied SFMs are removed from the chit pool, and the Allied SFM allotment is reduced by **six** for as long as two or more DZs are physically occupied by German units.

NOTE: if the **UK** DZ hex becomes occupied by a German unit, the Allied player must remove three **UK "+3"** SFMs from the chit pool. If, however, a **US** DZ hex becomes occupied by a German unit, the Allied player must remove three **US "+3"** SFMs from the chit pool.

13.2 SOUTH MAPEDGE

At the beginning of every Allied turn, the Allied player must validate a Line of Communication for his **three Northern-most, non-airborne** units currently on the map (if more than three units qualify as "north-most" then the **German player** chooses which units will be used, however, he cannot choose a more southerly unit over a more northerly one). A unit has a valid LOC if it can trace a line of hexes which does not exceed **ten (10) Mobile Movement Points** from its current location, back to a **ROAD** (not Trail), which in turn leads off the south mapedge and is not interrupted by a demolished bridge. The **entire** line of hexes (unit

to road; road to south mapedge) must be free of German units or German ZOCs (a friendly unit negates a German ZOC). For **EACH** of his three **northern-most non-airborne units** which cannot trace a valid LOC, the Allied player loses one of the three **"+6"** **UK SP-Artillery Support Fire Markers** (the three **UK** SFMs with Sexton SPG silhouettes on them) which are removed from the available Allied chit pool for that turn.

14.0 BRIDGE DEMOLITION

At the start of the game, **all** bridges on the map have been wired for demolition by the Germans.

14.1 WIRED BRIDGE DEMOLITION

The instant any Allied unit enters a hex adjacent to any bridge hexside, the German player may attempt to demolish that bridge (halting the Allied unit's movement temporarily, if necessary). To do so, the German player rolls a die;

Type of Bridge:	Demolished on roll of:
Canal Bridge	1, 2, 3
RR Bridge	1, 2
Highway Bridge	1

Bridge demolition is entirely optional, however once an Allied unit has moved adjacent to a bridge and it is not demolished (for whichever reason), that bridge is no longer considered **wired** for demolition.

14.2 UNWIRED BRIDGE DEMOLITION

In order to demolish an **unwired** bridge a German unit must end its turn adjacent to the bridge hexside. The German player may not attempt to demolish the bridge if an Allied unit is adjacent to it. The Allied unit would have to be destroyed or forced to retreat away from the bridge hexside. If at the end of the combat phase, or mobile combat phase, German units are the only units adjacent to the bridge hexside the German player may attempt to destroy that bridge. The German player rolls a die:

Type of Bridge:	Demolished on roll of:
Canal Bridge	1, 2, 3
RR Bridge	1, 2
Highway Bridge	1

14.3 DEMOLISHED BRIDGES

A demolished bridge immediately becomes a river or canal/stream hexside. All normal combat and movement restrictions then apply to that hexside, as if a normal river or canal/stream.

NOTE: Any unit is eligible to attack across any non-bridged river hexside (even a non-bridged river that is prohibited to movement), although no unit may ever advance into a hex across a non-bridged river hexside. Likewise, no unit may ever retreat across a non-bridged river hexside.

14.4 BRIDGE REPAIR

During the Allied movement phase, the Allied player is eligible to repair any demolished bridge which the Allied engineer unit is adjacent to and which is not presently adjacent to any German unit. To do so, the Allied engineer unit must expend three movement points per attempt (or four movement points per attempt if depleted):

Bridge crosses a:	Repaired on roll of:
Canal/Stream	5, 6
River	6

The Allied engineer unit may make multiple attempts to repair the same bridge during the movement phase, or attempt to repair more than one bridge during the movement phase, as long as it has sufficient movement points to make the attempts.

Allied units (Including the engineer unit) may cross a repaired bridge on the turn it is repaired.

Once a bridge is repaired it functions normally for the remainder of the game and can only be demolished by the German player in accordance with **rule 14.2** (Unwired Bridge Demolition).

No German unit may ever repair a demolished bridge. No Allied unit may ever demolish an intact bridge.

NOTE: *The above repair chances may seem optimistic; however, one should remember that the Allied engineer unit represents many different engineering assets/units. Also, the term "demolished" is a broad definition for German actions to render a bridge "unusable". A "demolished" bridge could merely be damaged and just need reinforced. It may have been cratered (requiring spanners to be brought up), or actually dropped (in which case the engineers would erect a float bridge in the vicinity of the destroyed one).*

15.0 RIVER CROSSING

The Allied engineer unit may be employed by the Allied player to permit Allied **airborne** units (Paratroop & Glider-borne) to cross a river hexside. To do so, the Allied engineer unit must begin the turn next to a river hexside and cannot move out of the hex during the turn that the crossing(s) take place. Up to three airborne units (only two airborne units if the engineer unit is depleted) may move onto the engineer unit and then cross the river at any river hexside adjacent to the engineer unit (or cross a river hexside and move onto the engineer unit) by expending one additional movement point (+1) to cross the river hexside. Units can cross a river into an enemy ZOC but must stop and can move no further that turn. Units cannot end the turn stacked with the engineer unit.

The Allied player **may not** use the engineer unit to conduct a "crossing" of a canal/stream hexside.

River crossings and bridge repair attempts **may** be conducted on the same turn, as long as the criteria for both (**rules 14.4** and **15.0**) are met.

16.0 ENGINEER UNIT REPLACEMENT

If the engineer unit is destroyed it arrives as a reinforcement on the next game turn at 0103-0106. If the engineer unit becomes depleted, the Allied player can leave it in play in its depleted state or, at the **beginning** of any turn, remove it from play and place it as a reinforcement for the next game turn at full strength arriving at 0103-0106.

17.0 SUPPORT FIRE RESTRICTIONS

Players may allocate **Support Fire Markers** (SFM) normally, as per **rule 8.0**. However, some restrictions have been added to better simulate the circumstances existing during this particular battle:

Rule 8.4.2 (Friendly Fire) is not used in *Arnhem*.

17.1 ALLIED AIRPOWER

The three "+6" Allied **Airpower** SFMs (the two **UK** and one **US** SFMs with aircraft silhouettes on them) are placed in the Allied player's available chit pool **only** on the turns he receives his full (13 chit) SFM allotment (*turn 3 and turns 5 thru 10*). Also, he must roll to determine exactly which, if any, Airpower SFMs he will receive for that turn. On each turn the Airpower SFMs are

available (*turn 3 and turns 5 thru 10*); the Allied player rolls one die and consults the table below:

Die Roll:	Airpower SFMs Available:
1	No Airpower SFMs available this turn
2, 3	One Airpower SFM (Allied player's choice)
4, 5	Two Airpower SFMs (one UK and one US)
6	Three Airpower SFMs (two UK and one US)

The weather during the operation was definitely not a friend to the Allies. Airpower, which could have been a decisive advantage, was sporadic at best.

17.2 UK SELF-PROPELLED ARTILLERY

The three "+6" **UK SP Artillery** SFMs (the three **UK** SFMs with Sexton SPG silhouettes on them) may only be used to support combats (whether attacking, defending or bombarding/counter-bombarding) which are within three hexes of a **non-airborne Allied unit**.

17.3 INTER-ALLIED COORDINATION

A **UK** SFM assigned to any combat (whether attacking or defending) involving only **US** units is worth half (rounded down) of its printed modifier. Conversely, a **US** SFM assigned to any combat (whether attacking or defending) involving only **UK/Polish** units is worth half (rounded down) of its printed modifier. The Allied player may allocate any SFMs (**UK** and/or **US**) normally to any attacks involving both **UK/Polish** and **US** units.

17.4 BOMBARDMENT SUPPORT RESTRICTIONS

The German player may only conduct Bombardment Support Fire (**rule 8.4**) against Allied units which are **adjacent** to a German unit.

The seven "+3" Allied SFMs cannot be used to bombard/counter-bombard (**rule 8.4**), they may only be used in support of attacking Allied ground units or to support Allied units against attacking German ground units. Allied Airpower SFMs and **UK SP-Artillery** SFMs are the only Allied SFMs which may be used to bombard/counter-bombard.

18.0 FERRY HEXSIDES

Ferry hexsides represent civilian flatboat services which could be commandeered for use by both sides.

Units may move across a ferry hexside by expending an additional three "+3" movement points to cross the hexside (" +6" for mobile units to cross). Units **may** cross a ferry hexside into an EZOC but can move no further that turn. Combat across a ferry hexside is treated as combat across a river hexside. Units **cannot** retreat or advance across a ferry hexside as a result of combat. A South Mappedge Line of Communication (see **rule 13.2**), **can** be traced across a ferry hexside.

19.0 WINNING THE GAME

At the end of the game, victory is determined by Allied control (or lack of control) of nine hexes on the map:

Hexes **0605, 1308, 2121 and 2519** are worth **one (1) victory point (VP)** each.

Hex **2316** is worth **two (2) VPs**.

Hexes **2721, 3423, 3523 and 3524** are worth **three (3) VPs** each

The Allied player "controls" a hex if his units occupy or were the last to occupy the hex, **and** a line of **road hexes** can be traced from that hex back to the south mappedge which is free of German units, German ZOCs (an Allied unit negates a German ZOC) or demolished bridges. If the Allied player cannot establish his

"control" of a hex then the VPs for that hex are awarded to the German player. The player with the higher victory point total wins the game.

Should the hex control VP count end with a tie (9VPs per player), then (and only then) VPs are awarded for **UK/Polish** (not **US**) **airborne** units **eliminated** or **south** of the Neder Rijn River:

For every **UK/Polish** airborne unit **south** of the Neder Rijn River, **2VPs** are awarded to the Allied Player (**only 1VP if the unit is depleted**).

For every eliminated **UK/Polish** airborne unit, **2VPs** are awarded to the German Player.

Allied units **north** of the Neder Rijn River do not yield VPs to either player.

If the Allied unit VP total is higher, the game is a **DRAW**. If the total is equal or the German unit VP total is higher, the German player wins the game.

20.0 SCENARIOS

Arnhem has two scenarios; the Historical Setup Scenario and the Free Deployment Scenario.

20.1 HISTORICAL SETUP SCENARIO

Set-up the following units in the hexes indicated below.

GERMANY

Unit Type:	Hexes:
2-2-7 (2/406)	2025
2-2-7 (1/406)	2325
2-2-7 (BrDf)	2621
3-3-7 (Krft)	3722
4-4-7 (2/9S)	3724
2-2-12 (9S)	3322
2-2-12 (Grsn)	0702

ALLIES:

No Allied units begin the game on the map, though three drop zone markers are placed in the following hexes. The drop zone markers regulate the arrival of the Allied airborne reinforcements:

Drop Zone:	Hexes:
1 st Div DZ	3919
101 st Div DZ	1007
82 nd Div DZ	2323

20.2 FREE DEPLOYMENT SCENARIO

In this scenario each player secretly records on scratch paper his deployments, writing each unit and the hex number of its placement hex.

GERMANY

Unit Type:	Hexes:
2-2-7 (1/406)	Any hex in Germany
2-2-7 (2/406)	Any hex in Germany
2-2-7 (BrDf)	2621
3-3-7 (Krft)	Any hex north of the Neder Rijn River
4-4-7 (2/9S)	Any hex north of the Neder Rijn River
2-2-12 (9S)	Any hex north of the Waal River
2-2-12 (Grsn)	Any hex south of the Maas River

No German unit (except the BrDf) may be set-up within two hexes of any city hex, or within five hexes of the southern mapedge, and no unit may be set-up in violation of the game's stacking restriction.

ALLIES:

The Allied player may place his 1st, 101st, and 82nd Drop Zone markers in any hexes not occupied by a German unit or within Germany proper.

After both players have written their intended set-up locations for their units/DZs, both players simultaneously place those units into the deployment hexes they recorded on the scratch paper. If any Allied Drop Zone marker has become placed in the same hex as any German unit, it must be placed per **rule 20.1** (Historical Setup) instead. If this hex is also occupied by a German unit **rule 13.1** does apply.

21.0 SEQUENCE OF PLAY:

ALLIED PLAYER TURN

I A. ALLIED LINE OF COMMUNICATION (LOC) PHASE:

The Allied player ensures his Drop Zones are clear of enemy units (**rule 13.1**), and validates a Line of Communication (LOC) for his three northern-most non-airborne units (**rule 13.2**).

I B. SUPPORT FIRE MARKER PHASE: Both players determine their available Support Fire Marker (SFM) allotment for the turn and select SFMs from those available in the chit pool (**rules 8.0, 13.0 and 17.0**).

I C. ALLIED MOVEMENT PHASE: The Allied player:

- 1) Conducts airborne drops and brings reinforcements into play (**rule 11.0**).
- 2) Moves his units on the map (**rule 5.0**).
- 3) Attempts bridge repairs (**rule 14.4**).
- 4) Conducts river crossings (**rule 15.0**).
- 5) The German play may attempt to demolish wired bridges during the Allied movement phase (**rule 14.1**).

I D. ALLIED COMBAT PHASE: The Allied player conducts any bombardments (**rule 8.4**) then his attacks (**rule 7.0**). Both players may assign available Support Fire Markers (SFMs) as outlined in **rule 8.0**.

I E. ALLIED MOBILE MOVEMENT PHASE: The Allied player:

- 1) Brings into play mobile unit reinforcements which did not enter the map in the movement phase (**rule 11.0**).
- 2) Moves his mobile units on the map which did not move in the movement phase (**rule 5.0**).
- 3) The German play may attempt to demolish wired bridges during the Allied mobile movement phase (**rule 14.1**).

I F. ALLIED MOBILE COMBAT PHASE: The Allied player conducts any bombardments (**rule 8.4**), then attacks with his mobile units (only) which did not attack during the combat phase (**rule 7.0**). Both players may assign available Support Fire Markers (SFMs) as outlined in **rule 8.0**.

GERMAN PLAYER TURN

II A. GERMAN MOVEMENT PHASE: The German player:

- 1) Brings reinforcements into play (**rule 11.0**).
- 2) Moves his units on the map (**rule 5.0**).

II B. GERMAN COMBAT PHASE: The German player:

- 1) Conducts any bombardments (**rule 8.4**) then his attacks (**rule 7.0**). Both players may assign available Support Fire Markers (SFMs) as outlined in **rule 8.0**.
- 2) Attempts to demolish unwired bridges as outlined in **rule 14.2**.

II C. GERMAN MOBILE MOVEMENT PHASE: The German player:

- 1) Brings into play mobile unit reinforcements which did not enter the map in the movement phase (**rule 11.0**).
- 2) Moves his mobile units on the map which did not move in the movement phase (**rule 5.0**).

II D. GERMAN MOBILE COMBAT PHASE: The German player:

- 1) Conducts any bombardments (**rule 8.4**), then attacks with his mobile units (only) which did not attack during the combat phase (**rule 7.0**). Both players may assign available Support Fire Markers (SFMs) as outlined in **rule 8.0**.
- 2) Attempts to demolish unwired bridges as outlined in **rule 14.2**.

Advance the Game Turn Marker to the next game turn and begin again with the Allied player's turn.

COLOR KEY

ALLIED PLAYER ACTIONS

GERMAN PLAYER ACTIONS

MUTUAL PLAYER ACTIONS

Defending in terrain type :	Combat Differential (Attack strength minus Defense strength)											
City, Rough, River	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10			
Broken (hills), Town, Woods	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10		
Broken (marsh), Bridge, Canal	-4	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10	
Mixed	-5	-4	-3	-2	-1	0	+1	+2,+3	+4,+5	+6,+7	+8,+9	+10
Die Roll	Result											
1	(A)	A3	A2	NE	Ex	Ex	D2	D2	D2	D3	De	De
2	(A)	(A)	A3	A2	NE	Ex	Ex	Ex	D2	D2	D3	De
3	(A)	(A)	(A)	A3	A2	NE	Ex	Ex	Ex	D2	D2	D3
4	(A)	(A)	(A)	(A)	A3	A2	NE	Ex	Ex	Ex	D2	D2
5	Ae	(A)	(A)	(A)	(A)	A3	A2	NE	Ex	Ex	Ex	D2
6	Ae	Ae	(A)	(A)	(A)	(A)	(A)	A2	NE	Ex	Ex	Ex