

UNCONTROLLED EVENTS		
DIE ROLL	EVENT	EFFECT
1	FRIENDLY ARTILLERY SUPPORT	The player receives artillery support from a battery of three 100mm howitzers. The howitzers are in radio contact. All three may be directed to fire at the same target point, or may be given separate targets. The howitzers are firing <i>Hammerhead</i> shells at long range. The artillery support is available for two consecutive turns.
2	FRIENDLY REINFORCEMENTS	The player receives reinforcements consisting of one five man fireteam equipped as Stormers or one five man fireteam equipped as Rangers.
3	FRIENDLY JAMMING	The opposing player's forces will be unable to make any successful communications attempts during this turn.
4	FRIENDLY SMART MINE	An enemy vehicle of the player's choice is hit by a friendly smart mine. The mine has a <i>Hammerhead</i> warhead with an effect area of 4 inches.
5	FRIENDLY SNIPER	A concealed sniper hits an enemy infantryman of the player's choice. The round has a penetration factor of 7.
6	FRIENDLY CASUALTY RETURN	The player gets back 20% of the infantry casualties his forces have suffered so far during the battle. Determine the individual troopers randomly.
7	ENEMY SNIPER	A concealed sniper hits an infantryman of the opposing player's choice. The round has a penetration factor of 7.
8	ENEMY SMART MINE	A vehicle of the opposing player's choice is hit by a smart mine. The mine has a <i>Hammerhead</i> warhead with an effect area of 4 inches.
9	ENEMY JAMMING	The player's forces will be unable to make any successful communications attempts during this turn.
10	ENEMY ARTILLERY SUPPORT	The opposing player receives artillery support from a battery of three 100mm howitzers. The howitzers are in radio contact. All three may be directed to fire at the same target point, or may be given separate targets. The howitzers are firing <i>Hammerhead</i> shells at long range. The artillery support is available for two consecutive turns.