

DIE ROLL	EVENT	EFFECT
1	Tactical brilliance	One battlegroup displaces an opposing battlegroup in an adjacent space, pushing it back without fighting a battle. The opposing player chooses the space his displaced battlegroup moves into.
2	Operational excellence	One battlegroup may move an extra hex this turn.
3	Rapid repair	All units and equipment currently in the repair pipeline for one battlegroup take one less campaign turn to repair.
4	Logistics build-up	Gain one supply asset.*
5	Engineering expertise	A difficult terrain hex (forest, swamp, hills or mountains) is opened. Movement cost in that hex is only one point for the remainder of the campaign.
6	Engineering incompetence	A road or open terrain hex is obstructed. Movement cost in that hex is doubled for the remainder of the campaign.
7	Logistics breakdown	Lose one supply asset.*
8	Tardy repair	All units and equipment currently in the repair pipeline for one battlegroup take an additional campaign turn to repair.
9	Operational failure	One battlegroup fails to move this turn.
10	Tactical incompetence	One battlegroup falls back one space. The owning player chooses the battlegroup and the space that it moves into. An opposing battlegroup in an adjacent space may occupy the vacated space.

* A supply asset will keep one battlegroup in supply for one turn, anywhere on the map, in any terrain.