

Evac. Table	
D10	Result
-1	NE
0	1
1	1
2	2
3	2
4	2
5	3
6	3
7	4
8	5
9	X

NE: No Effect
 #: Each Unit suffers that many O hits
 X: Unit(s) destroyed
 Subtract 1 if voluntarily evacuating.
 Add 1 if Routed or Disrupted

If USA gunboat within 6 of landing hex, add 2 to die roll.

Treat all modified rolls of less than -1 as -1.

Interdiction Table for Smash 'Em Up, Case 4.21.3

Landing Interdiction			
D10 Roll	Range		
	1-2	3-4	5-6
0	S	S	S
1	S	S	A
2	S	A	A
3	A	A	L
4	A	L	L
5	L	L	D
6	L	D	D
7	D	D	N
8	D	N	N
9	N	N	N

KEY

(S)wamped – All units lost.

(A)borted – No units land. Try again in the next friendly action segment.

(L)osses – Units land but each takes an O hit. Top unit checks for disorganization. See (D), below.

(D)isrupted – Units land, but are disrupted and may not move beyond the landing hex until rallied. May try to take an O hit, but if successful each unit suffers a loss.

(N)o effect – Units land normally.

Only 1 gunboat fires: add 2 to the die roll.

A disrupted gunboat fires on the 5-6 column regardless of range and add 3 to the die roll.