

MSG COMPOT Table

DICE ROLL	2	3	4	5	6	7	8	9	10	11	12
BIR = 0	0%	5%	7.5%	10%	12.5%	15%	17.5%	20%	22.5%	25%	30%
BIR = 1	2.5%	5%	10%	12.5%	15%	17.5%	20%	22.5%	25%	30%	35%
BIR = 2	2.5%	7.5%	12.5%	15%	17.5%	20%	22.5%	25%	27.5%	32.5%	40%
BIR = 3	5%	7.5%	15%	17.5%	20%	22.5%	25%	27.5%	30%	37.5%	45%
BIR = 4	5%	10%	17.5%	20%	22.5%	25%	27.5%	30%	35%	42.5%	50%
BIR = 5	5%	10%	20%	22.5%	25%	27.5%	30%	32.5%	37.5%	45%	55%
BIR = 6	7.5%	10%	22.5%	25%	27.5%	30%	32.5%	35%	37.5%	50%	60%
BIR = 7	7.5%	12.5%	25%	27.5%	30%	32.5%	35%	37.5%	40%	52.5%	65%
BIR = 8	7.5%	12.5%	27.5%	30%	32.5%	35%	37.5%	40%	45%	55%	70%
BIR = 9	10%	15%	30%	32.5%	35%	37.5%	40%	42.5%	50%	60%	75%
BIR = 10	10%	17.5%	32.5%	35%	37.5%	40%	42.5%	47.5%	55%	65%	80%

Die roll shifts:

- Entire force a Cloaked force: -2 or +2 to enemy die roll (depending on success of cloak roll)
- Electronic Warfare: 0 to -3 depending on the EW differential as follows

Net EW Pts	Die-Roll Shift
0	0
1	-1
2-4	-2
5 +	-3

BIR modifications (after both sides select a rating of 1-4):

- Variable intensity (random die roll, see table below): +-2

DIE Roll->	1	2	3	4	5	6
BIR->	-2	-1	0	0	+1	+2