

<b>Battle Results Matrix</b>	
<b>Battle Difference</b>	<b>Outcome</b>
-6 or less	Attacker loses 2 steps, must retreat surviving units 1 hex which are then immobilized for one turn
-5	Attacker loses 1 step, must retreat surviving units 1 hex which are then immobilized for one turn
-4	Attacker loses 1 step and must retreat surviving units 1 hex
-3	Attacker loses 1 step
-2	Attacking units retreat 2 hexes
-1	Attacking units retreat 1 hex
0	No Effect
1	Defending units retreat 1 hex
2	Defending units retreat 2 hexes
3	Defender loses 1 step
4	Defender loses 1 step and must retreat surviving units 1 hex
5	Defender loses 1 step, must retreat surviving units 1 hex which are then immobilized for one turn
6+	Defender loses 2 steps, must retreat surviving units 1 hex which are then immobilized for one turn

**Notes:**

1. Unit step losses can be taken from any units engaged in the battle belonging to the player suffering the loss. The player suffering the loss chooses which units will lose steps.
2. Retreating is away from the victor if possible. If a retreat result occurs against a ship unit the ship unit must retreat away from the owning players home port. Any other players ships which were grappled to that ship and conducting a boarding attack have the option of moving with the retreating ship and continuing with the boarding within the constraints of normal boarding rules.
3. If an immobilized unit suffers a retreat result that unit must still retreat.