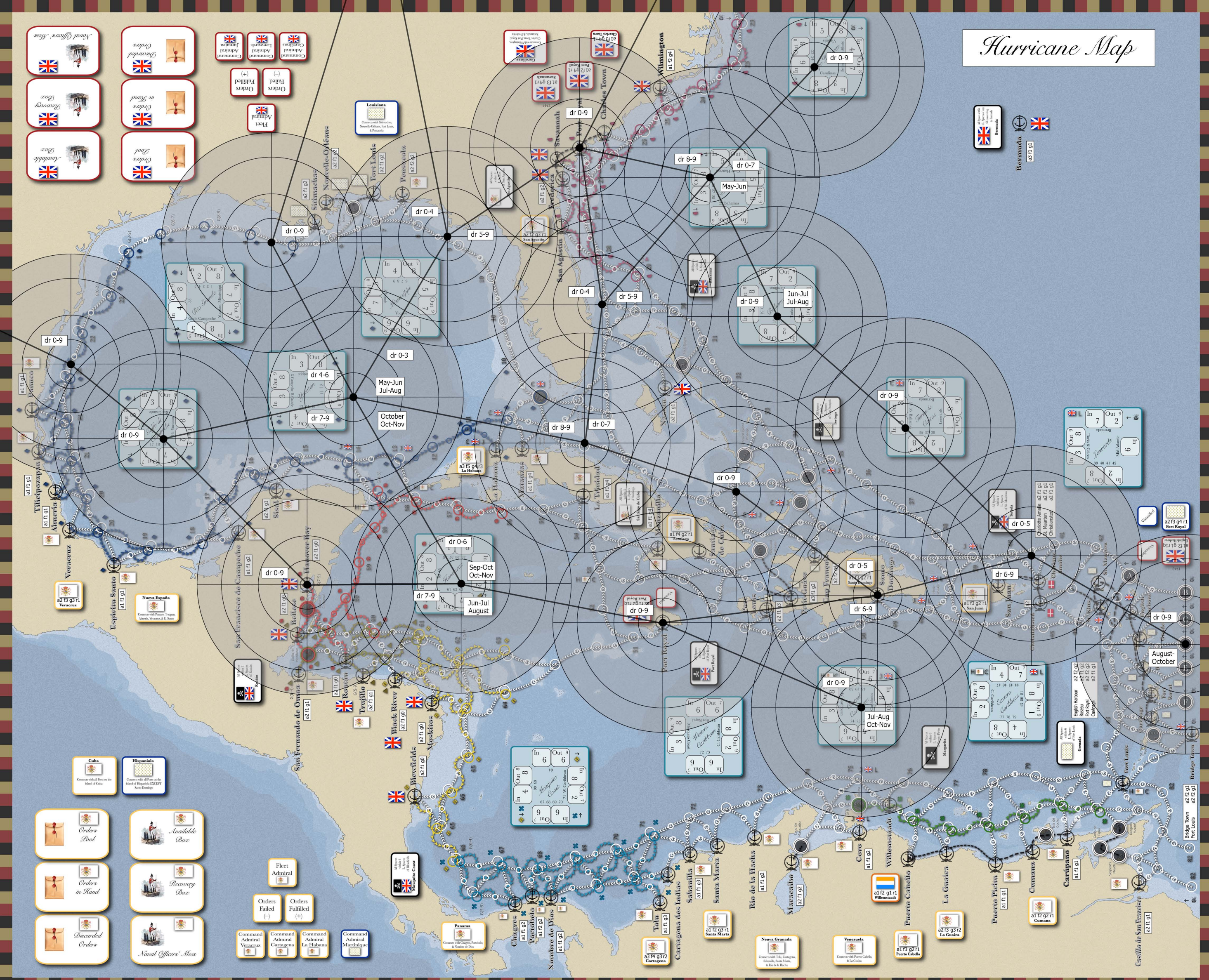




Explanation

Check for Hurricanes during Wind generation – make Hurricane checks first. Maximum ONE (1) Hurricane on the map at a time. Refer to the **Hurricane Generation Table**. Cross index the Turn with the BASE CHANCE & roll ONE (1) die. (-1 cumulative drmm per Impulse until one occurs.) If the result falls within the listed range a Hurricane occurs. Cross index the Turn with possible starting locations. Roll ONE (1) die. If the result falls within the listed range a Hurricane appears at that location. **BOLD** = full Hurricane, otherwise Tropical Storm. (If T-S check each MPI after the 1st for change into full Hurricane.).

The black dots on the mini-map indicate potential Hurricane MPI waypoints. Turn notations are a reminder that the waypoint is also a potential start point.

When a Hurricane is generated, place the marker either on the main map or the mini-map, at the indicated waypoint.

The black lines indicate possible Hurricane paths between waypoints. Notations showing a 'dr' and range of numerals indicate the chance that a Hurricane will pass along a given line. At the end of each MPI, roll ONE (1) die and compare the result to the various ranges marked on the paths leading from the waypoint. The marker will move ONE (1) waypoint along the path indicated by the die roll. When the Hurricane exits the map, remove the marker.

The circles show Hurricane radii of effect (2", 4", 7", 9") at each waypoint. When a Space, SZ, or Harbour lies even partially within the radius of effect, Hurricane Effects apply. If a given location lies within or partially within multiple radii of effect, treat it as lying within the worst radius of effect (i.e. closer to the waypoint).

Hurricane Generation Table (Ex. Rule 1.5)										TS to H?
Date:	May-Jun	Jun-Jul	Jul-Aug	Aug	Aug-Sep	Sep-Oct	Oct	Oct-Nov	-1 DRMM per Impulse	
BASE CHANCE	0	0	0-1	0-4	0-7	AUTO	0-3	0-2		
STARTING LOCATION										
Yucatan SZ	0-6	0-2	0				0-1	0-3	0-4	
Carolinaz SZ	7-9								0-2	
Bahamas SZ		3-5	1-2						0-2	
Honduras SZ		6-9	3-5	0-1		0	2-3	4-6	0-3	
Cent. Carib. SZ			6-9	2-3	0-1	1-2	4-6	7-9	0-5	
Entry Space D				4-9	2-9	3-9	7-9		NA	