

GAME SET UP FLOW CHART

1.

ESTABLISH AIR SUPERIORITY AND MISSIONS

ROLL 1D6 TO ESTABLISH AIR SUPERIORITY.

NATIONALITY	YEAR	MODIFIER
German	1939-42	+1
German	1943	0
German	1944-5	-1
Russian	1939-43	-1
Russian	1944-45	+1
British/US	1939-41	0
British/US	1942-43	+1
British/US	1944-45	+2
Other	1939-45	-1

PLAYER WITH AIR SUPERIORITY ROLLS 1D6 TO CALCULATE THE NUMBER OF AIR MISSIONS

SCORE	AIR MISSIONS - A	AIR MISSIONS - B
1-2	0	0
3-4	1	1
5-6	2	1

A = GERMAN 1939-43 / BRITISH 1941-45 / US 1941-45 / RUSSIAN 1944-5

B = GERMAN 1944-45 / BRITISH 1940 / RUSSIAN 1939-43 / OTHERS 1939-45

2.

ESTABLISH OFF BOARD ARTILLERY FIRE MISSIONS

BOTH PLAYERS ROLL 1D6 TO ESTABLISH NUMBER OF OFF BOARD ARTILLERY FIRE MISSIONS

SCORE	FIRE MISSIONS - A	FIRE MISSIONS - B
1-2	1	0
3	2	1
4	3	2
5	4	3
6	6	4

A = GERMAN 1939-43 / BRITISH 1941-45 / US 1941-45 / RUSSIAN 1944-5

B = GERMAN 1944-45 / BRITISH 1940 / RUSSIAN 1939-43 / OTHERS 1939-45

3.

ESTABLISH CONCEALED & DUMMY UNITS

BOTH PLAYERS ROLL 1D6 TO CALCULATE THE NUMBER OF HIDDEN UNITS & ROLL 1D6 TO CALCULATE THE NUMBER OF AMBUSH CAMOUFLAGED UNITS.

MAJORITY BATTLEGROUP UNITS ARE:	MODIFIER FOR HIDDEN UNITS:	MODIFIER FOR AMBUSH CAMOUFLAGE UNITS:
ELITE or VETERAN	+ 2 to die roll.	-3 to die roll.
REGULAR or INEXPERIENCED	+1 to die roll	-4 to die roll.
MILITIA	No modifier.	-5 to die roll.

FINAL MODIFIED SCORE = NUMBER OF UNITS PERMITTED IN THAT CATEGORY.

N.B. If more than one HQ is fielded, players may roll on this table for each HQ deployed.

Similarly for particularly large games that are only fielding one HQ per side roll twice for each category.

Plus automatic hidden status for: HQs, HQ FOO or FAC, battery observers & all units starting the game over 24" [36"] from the nearest enemy and in dead ground, buildings or woods.

DEFENDING PLAYER ROLLS 1D6 TO CALCULATE THE NUMBER OF DUMMY UNITS.

MAJORITY BATTLEGROUP UNITS ARE:	MODIFIER:
ELITE or VETERAN	-1 to die roll.
REGULAR or INEXPERIENCED	-2 to die roll.
MILITIA	-3 to die roll.

FINAL MODIFIED SCORE = NUMBER OF DUMMY UNITS PERMITTED.

AIR ATTACK QUICK REFERENCE PAGE

1. AIRCRAFT TO HIT TABLE - ROLL 1D6

DIE SCORE	LOCATION
1	MISS. BOMBS/ROCKETS UNDERSHOOT TARGET BY 2" [3"] + 1D6".
2	MISS. BOMBS/ROCKETS OVERSHOOT TARGET BY 2" [3"] + 1D6"
3+	HIT!

MODIFIERS:

If Cannon attack = +1

Each "Hit" by Anti-Aircraft fire (Suppressed result) = -1

Target is in Cover = -1

Target is Small Vehicle Or AT Gun = -1

AIRCRAFT BOMB/ROCKET RADIUS = 2" [3"] x 2" [3"]

2. IF HIT: ROLL 2D6: ADD ATTACK FACTOR AND CONSULT RESULTS TABLE.

AIRCRAFT ATTACK FACTORS	AT	AI
Cannon - 1939-42	5	4
Cannon - 1943-45	6	4
Rockets/Bombs	9	6
Target is in Buildings or is Dug in AFV	-2	-2
Target is in Strongpoint	-3	-3

2a. ANTI-AIRCRAFT FIRE MODIFIERS:

Infantry MMG or HMG	0
Single/Twin auto-cannon	+2
Triple/Quad auto-cannon	+4
Target is Stuka Dive Bomber	-3
Target is other Ground Attack Aircraft	-4

2b. ANTI-AIRCRAFT FIRE RESULTS TABLE

FINAL SCORE EFFECT

6 or less	NO EFFECT	
7 - 8	AIRCRAFT TAKE SUPPRESSED MORALE TEST!	FAIL = ONE HIT
9- 11	AIRCRAFT TAKE RETREAT MORALE TEST!	FAIL = MISSION ABORTED
12+	AIRCRAFT TAKE DISPERSE MORALE TEST!	FAIL = SHOT DOWN.

ALL AIRCRAFT TEST MORALE AS ELITE UNITS.

3. IF TARGET IS AFV SUBTRACT AFV DEFENCE FACTOR FROM MODIFIED SCORE.

AFV ARMOUR DEFENCE FACTORS	SIDE/REAR
A Tiger 2, Jadgtiger, Elephant.	5
B Tiger 1, IS2, Churchill VII-VIII, Panther.*	4 [*Panther = 2]
C Matilda 2, Churchill I-V, T34/85, KV1.	3
D Late PzIV, StuG, Cromwell, Sherman, Char B, T34.	2
E Late PzIII, PzIV, Crusader, Lee/Grant, M10, S35.	1
F PzIII, Early PzIV, Stuart, H35/39, R35, Heavy A/C.	1
G PzII, M18, BT7, T26, Medium A/C.	0
H PzI, MkIVB, Light A/C, Half-tracks, Bren carriers.	0

N.B. All anti-tank fire is conducted against the side/rear of AFVs.

4. RESULTS TABLE

FINAL SCORE	INFANTRY & ARTILLERY TARGET	AFV TARGET
6 OR LESS	NO EFFECT	NO EFFECT
7	PINNED MORALE TEST	NO EFFECT
8	PINNED MORALE TEST	SUPPRESSION TEST
9	RETREAT TEST	RETREAT TEST
10	RETREAT TEST	DAMAGED TEST
11	RETREAT TEST If Regular Infantry or better. <i>DISPERSE TEST If Militia, Inexperienced, Soft-skin or Artillery.</i>	DAMAGED TEST
12+	DISPERSE TEST Pillboxes, bunkers, etc are destroyed.	<i>DESTROYED TEST If Light AFV.</i> DESTROYED TEST

QUICK REFERENCE SECTION

GAME TURN

1. **COMMAND & INITIATIVE PHASE** - *Simultaneous.*
- 2A. **PHASING PLAYERS COMMAND ORDERS PHASE.** *WORK FROM LEFT TO RIGHT.*
- 2B. **NON-PHASING PLAYERS DEFENSIVE FIRE.**
- 3A. **NON-PHASING PLAYERS COMMAND ORDERS PHASE.** *WORK FROM LEFT TO RIGHT.*
- 3B. **PHASING PLAYERS DEFENSIVE FIRE.**
4. **RALLY & MORALE PHASE** - *Simultaneous.*

COMMAND

HQ COMMAND ORDERS: Roll 1D6.
Highest score has initiative.
Germans win draws.

HQ NATIONALITY & TACTICAL MODIFIERS:	MODIFIER
GERMAN HQ -1939-44	+2
GERMAN HQ 1945.	+1
BRITISH or US HQ - 1941-45	+1
RUSSIAN HQ 1943-45.	+1
ALL OTHERS.	0
BATTALION HQ	0
HQ IS PINNED or DISPERSED	-1

MINIMUM NUMBER OF COMMAND ORDERS PER TURN IS ALWAYS 1 REGARDLESS OF MODIFIERS.

EACH COMPANY or AFV REGT. COMMAND UNIT RECEIVES 1 COMMAND ORDER (N/A if Pinned/Suppressed.)

COMMAND ORDERS & COSTS TABLE.

COMMAND ORDER TYPE:	COST:
ACTIVATING A COMBAT GROUP WITH A COMMAND UNIT	1 Command Order
ACTIVATING A COMBAT GROUP WITHOUT A COMMAND UNIT	2 Command Orders
ACTIVATING A COMBAT GROUP CONSISTING OF A SINGLE UNIT	1 Command Order
ARMOURED ASSAULT. (See Restrictions.)	1 Command Order
INFANTRY ASSAULT. (See Restrictions.)	1 Command Order
ROAD CONVOY. (See Restrictions.)	1 Command Order
REQUEST ARTILLERY or AIR SUPPORT. (See Below)	1 Command Order
HQ or INF. COMPANY/REGT. COMMAND UNIT IS OVER 24" [36"] FROM COMBAT GROUP.	+1 Command Order

COMBAT GROUP NATIONALITY	MAXIMUM SIZE
Standard German/British/US Combat Group.	5 units including command units.
Standard Russian & Axis allies Combat Group.	4 units including command units.
Early French, Low Countries & Polish Combat Group.	4 units including command units.
SPECIAL COMBAT GROUPS	
Infantry Assault Combat Group - all nationalities.	8 units including command units.
Armoured Assault Combat Group - all nationalities.	8 units including command units.
Road Convoys - all nationalities.	Unlimited.

Commonwealth & Free French/Polish troops count as British. Finns as Germans. Treat all other armies as Russian.

HQ - ARTILLERY & AIR MISSION REQUEST TABLE

HQ REQUESTING:	HQ IS: GERMAN 1939-44/BRITISH/US	HQ IS: RUSSIAN/GERMAN 1945/OTHERS
ARTILLERY MISSION	Roll 1D6: 1-2 = REFUSED. 3-6 = GRANTED	Roll 1D6: 1-3 = REFUSED. 4-6 = GRANTED
AIR MISSION	Roll 1D6: 1-3 = REFUSED. 4-6 = GRANTED	Roll 1D6: 1-4 = REFUSED. 5-6 = GRANTED

MOVEMENT

MOVEMENT RATES:

Roll 2D6 to establish the principle move in inches and add this result to any base move present.

DOUBLE SIX = ADDITIONAL 1D6" TO MOVE

UNIT TYPE	STANDARD MOVE	ROAD MOVE*
Infantry & HQs	2D6"	2" + 2D6"
Slow AFVs	2D6"	4" + 2D6"
Medium AFVs	4" + 2D6"	10" + 2D6"
Fast AFVs & armoured cars	6" + 2D6"	16" + 2D6"
Wheeled vehicles	4" + 2D6"	16" + 2D6"
Cavalry	2" + 2D6"	6" + 2D6"
Infantry assault	+1"	-
Armoured assault	+2"	-

* ENTIRE MOVE MUST BE ON ROAD TO QUALIFY

SITUATION MODIFIERS / EFFECTS

DIFFICULT TERRAIN	½ SPEED
HAZARDOUS TERRAIN	BOGGED DOWN CHECK
REVERSING	½ MOVEMENT ALLOWANCE (SEE RECON A/C RULE)
LIMBER / UNLIMBER	
ARTILLERY	UP TO 82MM = ½ MOVEMENT ALLOWANCE. OVER 82MM = 1 TURN.
MANHANDLED ARTILLERY	½ INFANTRY MOVEMENT ALLOWANCE. (MUST BE 82MM OR LESS AND HAVE WHEELS!).

CROSSING BARBED WIRE

UNITS TAKE PINNED MORALE TEST

PASS	CROSS: COST = ½ MOVEMENT
FAIL	NO MOVE & PINNED

BOGGED DOWN TEST (1D6)

1	BOGGED DOWN
2-6	OK

WHEELED VEHICLES -1 IN MARSH ETC -2

RECONNAISSANCE

RECONNAISSANCE TABLE MODIFIERS -

MAXIMUM DISTANCE FOR RECONNAISSANCE IS 36" (54")

SITUATION	MODIFIER
Distance = Over 16" [Over 24"]	-2
Distance = 9" - 16" [13"-24"]	0
Distance = 8" or less [12" or less]	+1
Recon unit is on high ground	+1
Recon unit within 4" [6"] of enemy units.	-2
Area observed is Bunker, cellar, etc.	-3

RECONNAISSANCE RESULTS TABLE

SCORE	RESULT
1 - 6	POOR RECONNAISSANCE - Nothing spotted.
7	ARMOUR SPOTTED! Player must declare if AFVs are present. Place an AFV model of any type .
8-11	ENEMY SPOTTED! Player must declare and place one unit in the area or one dummy unit is revealed and removed.
12+	ACCURATE SPOTTING! Player must declare and place two units/dummy units in the area.

Achtung! 2D6 roll is a Double Six = All units spotted in the area including any Ambush Camouflage units.

DIRECT FIRE

SMALL ARMS RANGES	CLOSE	EFFECTIVE	LONG
SMGs	0 - 4" [6"]	5" - 8" [6 ½" - 12"]	-
Rifles, LMGs & Vehicle mounted MGs	0 - 4" [6"]	5" - 12" [6 ½" - 18"]	-
MMG & HMGs	0 - 4" [6"]	5" - 16" [6 ½" - 24"]	17" - 20" [25" - 30"]
Light Mortar	4" [6"]	5" - 12" [6 ½" - 18"]	-
AT Rifles	-	0 - 8" [0 - 12"]	-
Panzerfaust, Bazooka, PIAT etc.	-	0 - 4" [0 - 6"]	-

TANK & GUN RANGES	CLOSE	EFFECTIVE	LONG
Small & Low Velocity Guns (*)	0 - 8" [0 - 12"]	9" - 16" [13" - 24"]	17" - 30" [25" - 45"]
Standard Guns	0 - 8" [0 - 12"]	9" - 22" [13" - 33"]	23" - 36" [34" - 54"]
High Velocity Guns (#)	0 - 8" [0 - 12"]	9" - 22" [13" - 33"]	23" - 42" [34" - 63"]

DIRECT FIRE SITUATIONS

EACH FIRING UNIT ROLLS 2D6 & APPLIES MODIFIERS

SITUATION	MODIFIER	NOTES
Firing unit is Elite/Regular/Militia	+1/0/-1	Veteran & Inexperienced = Regular
Firing unit is Pinned or Suppressed	-3	Close Range Defensive or Point Blank fire only.
Firing unit is Damaged AFV	-1	
Firing unit is Supported	+1 per unit.	Small arms only. Two units maximum.
Target at Close Range	+2	N/A if Flame-thrower/hand-held AT unit.
Target at Effective Range	0	
Target at Long Range	-2 (-3)	-3 if Russian AFV or Single Man Turret.
Target in Cover.	-1	Includes Hull Down.
Target in Hard Cover	-2	Behind Buildings or Wrecked AFVs.
Target in Strongpoint	-3	Includes Dug In AFVs.
Target is Human Wave or Mounted Cavalry	+1	Also includes crowded targets.
Difficult Targets	-1	Infantry at 16"[24"] or greater range. / Small Vehicle / Fast Vehicle / AT Gun / In or through Smoke / Limited target / Out of Arc
Human Wave or Mounted Cavalry	+1	Includes crowded targets

STOP!

If the current modified score is 5 or less = Miss! The target has not been acquired.

If the current modified score is 6 or more = On Target! The target is acquired. Now add weapon factor.

AFV ARMOUR DEFENCE FACTORS

Subtract from score if anti-tank

ARMOUR CATEGORY	ARMOUR DEFENCE FACTORS	FRONT FACTOR	SIDE/REAR FACTOR
HEAVY AFVs			
A	Tiger 2, Jadgtiger, Elephant.	8	5
B	Tiger 1, IS2, Churchill VII-VIII, Panther.*	7	4 [*Panther = 2]
MEDIUM AFVs			
C	Matilda 2, Churchill I-V, T34/85, KV1.*	5 [*KV1= 6]	3
D	Late PzIV, StuG, Cromwell, Sherman, Char B, T34.	4	2
E	Late PzIII, PzIV, Crusader, Lee/Grant, M10, S35.	3	1
F	PzIII, Early PzIV, Stuart, H35/39, R35, Heavy Armoured Car.	2	1
LIGHT AFVs			
G	PzII, M18, BT7, T26, Medium Armoured Car.	1	0
H	PzI, MkVIB, Light Armoured Car, Half-tracks, Bren carriers.	0	0

WEAPONS FACTOR TABLE

Add to modified score

TANK & AT GUNS	AT	AI	SMALL ARMS	AT	AI
20mm*	1	1	Rifles & SMGs	(-2)	0
37mm*	2	1	LMGs & Vehicle mounted MGs	(-2)	1
45mm* & 47mm* & British 2pdr*	3	1	MMG	-2	2
50mm* Short German L42	3	1	HMGs	0	2
50mm Long German L60	4	1	Light Mortar	(-2)	0
57mm US & British 6pdr	4	1	AT Rifles	0	0
75mm* Short German L24	3	2	ARTILLERY - HE & HEAT	AT	AI
75mm*/76mm* Early US 75mm & Russian 76mm	4	2	Single/Twin Auto-cannon*	+1	2
75mm/76mm US 75mm & Russian 76mm	5	2	Triple/Quad Auto-cannon*	+3	4
75mm/76mm Long German L43/48 & US 76mm	6	2	Panzerfaust, Bazooka, PIAT etc.	5	0
75mm# High Velocity German L70	8	2	75mm-85mm HE	2	2
17pdr# British	8	2	88mm-100mm HE	2	3
85mm Russian	7	2	105mm-139mm HE	3	4
88mm# German L56	8	3	150mm+ HE	4	5
88mm# High Velocity German L71	10	3	95mm* HEAT Short Howitzer	4	3
90mm# US	8	3	105mm* HEAT Short Howitzer	4	4
100mm# Russian	8	3	122mm* HEAT Short Howitzer	5	4
122mm# Russian Long 122mm	9	4	150/152mm* HEAT Short Howitzer	7	5

DIRECT FIRE RESULTS TABLE:

FINAL SCORE	INFANTRY & ARTILLERY TARGET	AFV TARGET
6 OR LESS	NO EFFECT	NO EFFECT
7	PINNED TEST	NO EFFECT
8	PINNED TEST	SUPPRESSION TEST
9	RETREAT TEST	RETREAT TEST
10	RETREAT TEST	DAMAGED TEST
11	RETREAT TEST If Regular Infantry or better. <i>DISPERSE TEST If Militia, Inexperienced, Soft-skin or Artillery.</i>	DAMAGED TEST <i>DESTROYED TEST If Light AFV.</i>
12+	DISPERSE TEST	DESTROYED TEST

MORALE TEST

MORALE TESTS.

1D6 MORALE TEST TYPE:

SCORE	PINNED or SUPPRESSED TEST	RETREAT TEST	DISPERSE TEST	AFV DAMAGED TEST	AFV DESTROYED TEST
1	PINNED or SUPPRESSED	DISPERSED or if AFV DAMAGED & RETREAT	DISPERSED	DESTROYED	DESTROYED
2	PINNED or SUPPRESSED	RETREAT	DISPERSED	DAMAGED & RETREAT	DESTROYED
3	PINNED or SUPPRESSED	RETREAT	DISPERSED	DAMAGED & RETREAT	DESTROYED
4	OBEY ORDERS	RETREAT	DISPERSED	DAMAGED & RETREAT	DESTROYED
5	OBEY ORDERS	PINNED or SUPPRESSED	DISPERSED	RETREAT	DESTROYED
6+	OBEY ORDERS	OBEY ORDERS	RETREAT	SUPPRESSED	DAMAGED & RETREAT

MODIFIERS: All Command & Elite units = +1 (Except on Damaged & Destroyed Tests.)

RETREAT: Infantry retreat up to 6" (9"). All vehicles retreat up to 10" (15"). May halt in nearest safe cover.

RALLYING

RALLY CHECK MODIFIERS

IF COMMAND UNIT	+1
IF ELITE or VETERAN	+1 (N/A if Command unit.)
IF REGULAR	0
IF MILITIA or INEXPERIENCED	-1
IF IN BASE TO BASE WITH A COMMAND UNIT*	+1 (Applicable to one unit only.)

* = N/A If another command unit or if command unit is Pinned/Suppressed.

RALLY CHECK RESULTS

SCORE	RESULT
0 or less	SURRENDER! UNIT DISPERSES. (AFVs abandoned and destroyed.)
1 - 3	FAIL! REMAIN PINNED or SUPPRESSED.
4 - 6	RALLY! REMOVE PINNED or SUPPRESSED MARKER. Unit regroups and may carry on as desired next turn.

CLOSE ASSAULTS

CLOSE ASSAULTS -

APPLY APPROPRIATE MODIFIERS TO UNIT FACTOR & ROLL 2D6.

INFANTRY & ARTILLERY TYPE	FACTOR	AFV TYPE	FACTOR
COMMAND UNIT	3	HEAVY AFV Armour category A-B	6 (4)*
INFANTRY UNIT	2	MEDIUM AFV Armour category C-F	5 (3)*
SMG UNITS vs. Infantry or Artillery	4	LIGHT AFV Armour category G-H	4 (2)*
ASSAULT ENGINEERS	5	OPEN TOP AFV	4 (2)*
CREWED WEAPONS	1	SOFT SKIN VEHICLE	2 (0)*

SITUATION

SITUATION	MODIFIER
EACH SUPPORTING UNIT	+1
50% OR MORE OF UNITS ARE ELITE	+1
50% OR MORE OF UNITS ARE MILITIA	-1
LEAD ASSAULT UNIT IS DAMAGED AFV	-1
UNIT IS PINNED OR SUPPRESSED	-2 (Pinned or suppressed units may not support.)
DEFENDING BUILDINGS or STRONGPOINT	+1/+2
AT WEAPONS vs. AFVs WITHOUT INFANTRY SUPPORT	+2 (+1 if AT Rifle.)
LEAD ASSAULT UNIT HAS FLAME-THROWER	+3
HUMAN WAVE	+2

* USE LOWER FACTOR IF IN WOODS, BUILDINGS, HAZARDOUS TERRAIN, ATTACKED FROM REAR or if NO MGs..

Ahtung! 2D6 roll is Double Six

Thrown by Losers = One winning unit is Dispersed or AFV damaged

Thrown by winners = One losing unit or additional unit is Dispersed or AFV destroyed.

MISCELLANEOUS

DOUBLE SIX EFFECTS TABLE

Players consult the Double Six Effect Table for the minimum possible results from all fire and close assaults.

TARGET

HQ AND COMMAND UNITS
INFANTRY
SOFT SKIN VEHICLES
LIGHT AFVs
MEDIUM & HEAVY AFVs

ARTILLERY
AIRCRAFT
IN CLOSE ASSAULT

STRONGPOINTS

MINIMUM EFFECTS

DISPERSE MORALE TEST.
DISPERSE MORALE TEST.
DESTROYED.
DESTROYED.
DAMAGED AND RETREAT.
EXCEPTION: If firer is MG then retreat only.
DESTROYED.
SHOT DOWN!
Loser: ONE EXTRA UNIT IS DISPERSED OR AFV DAMAGED.
Winner: ONE EXTRA UNIT IS DISPERSED OR AFV DESTROYED.
IF HIT BY 75mm OR LARGER HE ANY STRONGPOINT IS DESTROYED. OCCUPYING UNIT/S TAKE A DISPERSE MORALE TEST.

FLAME-THROWERS vs. ALL TARGETS.

SCORE

5 OR LESS

6-7

8+

RESULT & MORALE CHECK REQUIRED.

MISS. NO EFFECT & OUT OF AMMO.
TARGET UNIT TAKES RETREAT MORALE TEST.
TARGET UNIT TAKES DISPERSED/DESTROYED MORALE TEST.

CLOSE ASSAULT RESULTS -

DIFFERENCE BETWEEN SCORES IS:

RESULT

0	Stubborn Resistance!	Immediately fight a further round or retreat. Players choice.*
1-2	Losers Retreat!	All losing units Retreat.
3-4	Losers Overrun!	One losing unit Dispersed OR one AFV Damaged. All others Retreat.
5-7	Losers Routed!	Two losing units Dispersed OR one AFV Destroyed, one of which must be the lead assault unit. All others Retreat.
8+	Losers Dispersed!	All losing units Dispersed or Destroyed.

Loser chooses which units are dispersed, damaged or destroyed. N.B. Losing soft skin vehicles are always destroyed.

Winning units may occupy the ground or move additional 2" [3"].

[* = All fight on or all retreat.]

MAXIMUM TARGET ACQUISITION DISTANCES

TARGET	IN OPEN	IN COVER.
INFANTRY	24" [36"]	16" [24"]
AT GUN or SMALL VEHICLE	32" [48"]	24" [36"]
AFV or OTHER	50" [75"]	32" [48"]

If spotting unit is on high ground and target in open = +4" [6"]
Units are automatically acquired at the above ranges.
Units outside these distances may not be engaged.

INDIRECT ARTILLERY FIRE

ARTILLERY ACCURACY TABLE

DIE SCORE	LOCATION
1	MISS. RIGHT OF TARGET.
2	MISS. LEFT OF TARGET.
3	MISS. UNDERSHOOT.
4	MISS. OVERSHOOT.
5-6	HIT!

MODIFIERS:

+1 if same target area but missed target last turn. *

+2 if same target area and on target last turn. *

+1 if opening bombardment or opening rolling barrage.

* N/A if Rocket artillery

MISS DEVIATION DISTANCES:

ON BOARD ARTILLERY	2" + 1D6"
OFF BOARD ARTILLERY	4" + 1D6"

UNITS IN BATTERY	BEATEN ZONE & SMOKE SCREEN	LIGHT MORTARS & ASSAULT ENGINEERS
1	2" x 2" [3" x 3"]	2" X 1" (3" X 2")
2	2" x 4" [3" x 6"]	
3	3" x 4" [4 ½" x 6"]	
4+	4" x 4" [6" x 6"]	

DIRECT HE RESULTS TABLE

FINAL SCORE RESULT

6 or less	No effect
7 - 8	Target takes pinned or suppression morale test.
9- 11	Target takes retreat morale test.
12+	Infantry and artillery targets take disperse morale test. AFV targets take damaged morale test.

SITUATION & HE TYPE MODIFIERS

HE SHELL SIZE & TARGET SITUATION	FACTOR	NOTES:
Medium Mortars (81/82mm & 3")	+1	
HE - 75mm - 85mm	+2	
HE - 88mm - 100mm & Heavy Mortars (120mm)	+3	Includes 25pdrs and 4" mortars
HE - 105mm - 139mm	+4	
HE - 150mm+	+5	
Target is in Hard Cover	-2	Includes Dug In AFVs
Target is Light AFV or Open Top AFV.	-2	
Target in Strongpoint or is Heavy or Medium AFV	-3 (-4)	-4 if Armour Category A (Tiger 2, etc.)