

DEFENSIVE FIRE

DR (2)	Factors Firing									
	1	2	3	4	5	6	7	8	9	10
1 or less	1	1	1	2	2	2	3	3	3	4
2	D	1	1	1	2	2	2	3	3	3
3	R	D	1	1	1	2	2	2	3	3
4	—	R	D	1	1	1	2	2	2	3
5	—	—	R	D	1	1	1	2	2	2
6	—	—	—	R	D	1	1	1	2	2
7	—	—	—	—	R	D	1	1	1	2
8	—	—	—	—	—	R	D	1	1	1
9	—	—	—	—	—	—	R	D	1	1
10	—	—	—	—	—	—	—	R	D	1
11	—	—	—	—	—	—	—	—	R	D
12+	—	—	—	—	—	—	—	—	—	R

Die-Roll Modifiers

- 1 Close Assault Attacker
- 1 Interdicted Attacker
- +1 Rain or Snow
- +1 Interdicted Defender
- +1 Attacker includes tank (+1 max)

Key

- # = Attacker Steps Lost
- R = Attacker Retreats
- D = Attacker Retreats and Disrupted
- = No Effect (NE)

BOMBARDMENT

Target Terrain	Factors Firing									
Clear	2	3	4	6	8	10	12	14	16	
Woods or Town	4	5	6	8	10	12	14	16	18	
Ridge or 2nd Trench	6	7	8	10	12	14	16	18	20	
Start Trench	8	9	10	12	14	16	18	20	22	

Die Roll *	1	2	3	4	5	6	7	8	9	10
1	S	S	D	D	ST	ST	ST	2ST	3ST	
2	—	I	S	D	D	D	ST	ST	2ST	
3	—	—	I	S	S	D	D	D	ST	
4	—	—	—	I	I	S	S	D	D	
5	—	—	—	—	—	I	I	S	S	
6	—	—	—	—	—	—	—	I	I	

Air Bombardment Die Roll (2) †	2	3	4	5	6	7	8	9	10+

Die Roll Modifiers

- +2 Rain/Snow
- +1 Unsupplied
- 1 Air Observation
- 1 Each Heavy Artillery
- 1 Each Stacked Target
- 2 Cavalry Target

* Any result other than No Effect is an Interdict result against a vacant area (Case 6.5.1).

† DR 11 or 12 for Air bombardment is an automatic miss (Section 6.6).

Results Key

- I = Interdict
- S = Suppress
- D = Disrupt
- ST = Step Loss(es)
- = No Effect (NE)

TERRAIN KEY

Type	Movement Cost	Assault Effect
Clear	1 straight 2 diagonal	No effect
Town	No Effect	1 left shift
Woods	2 straight 3 diagonal	1 left shift
Ridge	2 straight 3 diagonal	2 left shift
Marsh	2 straight 3 diagonal	1 left shift
Canal	No effect	No effect
Minor River	No effect	1 left shift
Somme River	Impassable, except at Major Road	1 left shift
	May not enter square from striped side	Attack at Major Road only
Railroad	No Effect	No effect
Minor Road	1 straight 2 diagonal	No effect
	Negates Woods, Ridge, Marsh [7.2.3]	
Major Road	1/2 straight 1 diagonal	No effect
	Negates Woods, Ridge, Marsh [7.2.3]	
Start Trench (red & blue)	2 straight 3 diagonal	2 left shift
		Infantry units only, all others use other terrain

Note: Where more than one type of terrain exists: for Movement and Assault apply the single highest effect. **Exception:** River effects add to other terrain.

HQ REPLACEMENT [11.2.1]

- DR 1-3 = HQ available next turn
- DR 4+ = HQ available after 2 turns

Note: +1 DR if rain or snow.



Suppression

- No Defensive Fire
- 1 MP
- +1 Assault Commit DR



Disruption

- No Defensive Fire
- 1/2 MP
- No Assault