

## REPLACEMENTS

(Assaults) + (Steps Lost in Those Assaults) + (Units that Became Disordered)

DR (2)	4	5	6	7	8	9	10	11	12	13	14
2	1	1	1	1	2	2	2	3	3	3	4
3	1	1	1	2	2	2	3	3	3	4	4
4	1	1	2	2	2	3	3	3	4	4	4
5	1	2	2	2	3	3	3	4	4	4	5
6	2	2	2	3	3	3	4	4	4	5	5
7	2	2	3	3	3	4	4	4	5	5	5
8	2	3	3	3	4	4	4	5	5	5	6
9	3	3	3	4	4	4	5	5	5	6	6
10	3	3	4	4	4	5	5	5	6	6	6
11	3	4	4	4	5	5	5	6	6	6	7
12	4	4	4	5	5	5	6	6	6	7	7

## CORPS HQ SUPPLY RANGES

- 8 Fair Weather
- 6 Drizzle
- 5 Rain
- 4 Snow
- 5 British HQ [see Section 8.4]
- 3 Disrupted HQ
- 3 HQ rally [see Case 12.2.1]

All ranges in squares.

## RALLY DRMS

### Units Rally with DR 1-3

- +1 unit in enemy ZoC
- 1 unit w/in 3 squares of Supply Mode HQ
- Tank Companies only: +1 snow/rain weather

## COMMAND CENTER

DR(2)	2nd Attacks	Barrage Level	Smoke Screen	Tank/Cavalry	Gas	Night Attacks	Consolidate
0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0
2	1	0	0	0	0	0	0
3	1	1L	0	0	0	0	0
4	1	2L	1	0	0	0	0
5	2	2L	1	1	0	0	0
6	2	2L 1C	1	1	1	0	0
7	2	3L 1C	2	1	1	1	0
8	3	3L 1C	2	2	1	1	1
9	3	4L 2C	2	2	2	1	1
10	3	4L 2C	3	2	2	2	2
11	4	4L 2C	3	3	2	2	3
12	4	5L 3C	3	3	3	3	4
13	4	5L 3C	4	3	3	3	5
14	5	5L 4C	4	4	3	4	6

### Key

- L = Lift Barrage
- C = Creeping Barrage

### Die Roll Modifiers

#### British:

- +1 Two or More Objectives Reached
- +2 Attack Planning
- +2 No Germans on Start Line

#### German:

- +1 Any Allied on Start Line
- +2 All Tanks Broken Down/Damaged

**Note:** Up to 4 command resources can be applied to an assault [see Case 11.5.2].

## WEATHER DETERMINATION

Die Roll	Weather	British Air Observation	German Air Observation	Movement	Supply Range
1-3	Fair	Yes	Yes	Full	8
4	Drizzle	1-2 No, 3-6 Yes	1-4 No, 5-6 Yes	Lose 1 Pt	6
5-6	Rain *	1-4 No, 5-6 Yes	1-5 No, 6 Yes	Lose 2 Pts	5/4 *

### Die Roll Modifiers

- +1 Rain on previous turn
- +1 September 16 and later

\* November 3 and later, rain is snow – no air observation, diminished supply range.