

Direct Fire Table (10.0)											
	1	2-3	4-6	7-10	11-15	16-21	22-29	30-44	45+		May fire through:
---	11-56	11-53	11-46	11-42	11-34	11-16	---	---	---		Enemy units (10.1)
M	61-66	54-64	51-62	43-53	35-46	21-42	11-25	11-16	---		AFV/HMG/AA* (10.1)
M1	---	65-66	63-65	54-62	51-56	43-53	26-42	21-34	11-16		*If intervening clear hex
M2	---	---	66	63-65	61-64	54-62	43-53	35-46	21-42		
X	---	---	---	66	65-66	63-65	54-64	51-56	43-53		
2X	---	---	---	---	---	66	65-66	61-65	54-62		
3X	---	---	---	---	---	---	---	66	63-66		
Maximum modification +3/-2 (10.3) except Bunker (16.8)											
Bombardment Table (9.0)											
FF	(1)	(2)	(3)	(4)	(5)	(6)					Smoke:
	3-4	5-7	8-11	12-15	16-20	21-29	30-41	42-54	55-69	70+	Lands on 2-8 (16.1)
---	11-64	11-56	11-46	11-42	11-34	11-25	11-16	---	---	---	
M	65-66	61-65	51-62	43-56	35-46	26-46	21-34	11-25	11-16	---	Smoke Dispersal (16.12)
M1	---	66	63-65	61-64	51-62	51-56	35-46	26-42	21-34	11-34	1=remains
M2	---	---	66	65-66	63-65	61-64	51-56	43-53	35-46	35-46	2=drifts one hex
X	---	---	---	---	66	65-66	61-65	54-64	51-56	51-56	3=removed
2X	---	---	---	---	---	---	66	65-66	61-66	61-66	
3X	---	---	---	---	---	---	---	---	---	---	
Friendly Fire					Spotting:					Combined Fire:	
	1	Ger/Brit/US			Leaders w/o activation (9.1)					Up to three off-board (9.3)	
	2	All Others			Not tank leaders (9.1)						
Key											
---	No Effect										Leader Casualties:
M	All units in target hex (except AFV) check morale										Removed if alone 9-12 (6.71)
M1	All units in target hex (except AFV) check morale with +1 DRM										2d-Steps Lost <= 2 (6.71)
M2	All units in target hex (except AFV) check morale with +2 DRM										Recovery (14.4)
X	Eliminate one step from personnel unit.										2d < Morale (14.41)
	Also eliminate one wagon, truck or weapon unit.										2=Full Recovery (14.43)
	All non-AFV units check morale with +2 DRM, all AFV check morale										12=Leader Desertion (14.44)
2X	Two step losses as above.										+1 Entrenchment
3X	Three step losses as above										+1 Town/Bunker
Direct/Bombardment Fire Modifiers								Morale			
								DF	B		
Bunker (16.8)								-3	-3	Disrupted Units (14.2)	
Entrenchment, Town								-2	-2	Half-strength	
Light Woods								-1	---	One hex movement	
Woods or Light Forest								-2	-1	May not enter enemy hex	
Hedgerow								-2	---	Leader activates own hex (3.1)	
Dug In								-1	-1		
Hill or Embankment								-1	---		
Wadi or AT Ditch (2+ hexes away)								-1	---	Demoralized Units (14.3)	
Salt Marsh or Swamp								+1	-1	May not fire	
Minefield (owned by firing player)								+1	+1	Defend at ¼ strength	
Three or more hexes away								-1	---	Morale -1	
Target unit is MRT, AA, AT, or CAV								+1	+1	Must attempt recovery	
Target unit spotted by firing unit								---	+1	Leader removed if	
Opportunity Fire								+1	---	Demoralized again	
Artillery								+2	+1		
Target is adjacent to all firing units								+2	---		
Target unit being transported by truck or wagon								---	+1		
Three units in target hex								---	+1		

Anti-Tank Fire (11.0)										
2-9	No Effect								Truck Armor = -1 (11.1)	
10-12	Lose one step, check morale with +2 DRM									
13+	Target is eliminated								Two AT Attacks (11.2):	
									German 1939+	
-1	Target higher elevation than firing unit (BotB/AK)								Russ Gds 1943+	
-1	Target moved in current or preceding action segment								US/Pol 1944+	
-1	Target is Dug In, or in a Town, City or Woods hex									
-1	Range to target is more than five hexes								Long Range (150%)	
+1	Target is adjacent or in Salt Marsh (AK)								Half AT Value (11.3)	
+2	Target attacked during this turn through non-adjacent hexes (11.11)									
Assault Table (12.0)										
	1-2	3-4	5-8	9-12	13-17	18-23	24-29	30+		Exiting Close Combat (12.12)
---	1-5	1-4	1-3	1-2	1	---	---	---		Move one hex into clear hex
M	6	5	4	3	2	1	---	---		Rearguard assaulted
M1	---	6	5	4	3	2	1	---		
M2	---	---	6	5	4	3	2	1		Cavalry Assault
X	---	---	---	6	5-6	4-5	3-4	2-3		From two hexes (15.4)
2X	---	---	---	---	---	6	5-6	4-5		
3X	---	---	---	---	---	---	---	6		Assault Values
									Demoralized ¼ (12.13)	
-3	Defending units occupy Bunker (exc Exit 12.12)								Minimum of one (12.12)	
-2	Defending units occupy Entrenchment or Town (exc Exit 12.12)								Ex Trucks/Wagons/Sledges	
-1	Defending units occupy Woods (exc Exit 12.12)								HMG/AA halved (12.53)	
+1	All friendly units have higher morale than all defending units								Unless INF/SMG/ENG	
+1	Undemoralized friendly leader									
+1	All enemy units are demoralized								First Fire (12.43)	
+1	Side includes both undemoralized AFV and INF/ENG/SMG								Dug In/Entrench/Bunker	
	Any German 1939+								Hedgerow/Embankment	
	Soviet Guards 1943+								Casualties	
	Polish/US/Commwealth 1944+								First step: Good Order (7.63)	
+1	Engineer assaulting Town or Entrenchment								Second vehicle step	
+1	All units Finnish, Gurkha or Japanese INF/ENG								Must be AFV	
+1	Charging Cavalry									
+1	Enemy AFV without INF/ENG/SMG in Town, City or Woods									

Terrain Effects

Europe

	Movement			Spotting			Combat		
	Foot	Motor	Mech	Blocks	Limit	Range	DF	B	AF
Clear	1	2	2	No	---	---	---	---	---
Road	2/3	½	½	No	---	---	---	---	---
Town	1	1	1	Yes	3	+6	-2	-2	-2
Field	2	4	3	Yes	3	---	---	---	---
Light Woods	1	3	2	Two	---	---	-1	---	---
Woods	2	5	4	Yes	3	---	-2	-1	-1
Light Forest	2	5	4	Yes	3	---	-2	-1	-1
Heavy Forest	3	N/A	N/A	Yes	1	---			
Hedgerow	+1	N/A	+4	Yes	---	---	-2	---	FF
Embankment	+1	+2	+1	Yes	---	---	-1	---	FF
Elevation	+0	+2	+1	Yes	3	+8	---	---	---
Hill	+1	+5	+3	Yes	3	+9	-1	---	---
Swamp	2	N/A	N/A	No	1	---	+1	-1	---
River	2	N/A	4	No	---	---	---	---	---
Urban River	No Effect			Yes	---	---	---	---	---
Major River	(5.7)	(5.7)	(5.7)	No	---	---	---	---	---
	2 MP to enter, all MP to leave					Requires ENG in hex			
	All units share morale status of ENG					Must roll to leave			

Africa/Desert

	Movement			Spotting			Combat		
	Foot	Motor	Mech	Blocks	Limit	Range	DF	B	AF
Sand	1	2	2	No	---	---	---	---	---
Hill	+0	+2	+1	Yes	3	+8	-1	---	---
Wadi	2	N/A	N/A	No	3	---	-1*	---	---
AT Ditch	+0	N/A	N/A	No	3	---	-1*	---	---
Water	N/A	N/A	N/A	No	---	---	---	---	---
Salt Marsh	2	5*	4*	No	---	---	+1	-1	---
Wire	+1	+3	NE	No	---	---	---	---	---
Track	1	2	1	No	---	---	---	---	---
	* Destroyed 1-5						*Range > 1		

