

Conventional Fire Combat Results Table

Die Roll	Odds										
	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1
1	S	S	S	H	H	H	E	E	E	E	E
2	NE	S	S	S	H	H	H	E	E	E	E
3	NE	NE	S	S	S	H	H	H	E	E	E
4	NE	NE	NE	S	S	S	H	H	H	E	E
5	NE	NE	NE	NE	S	S	S	H	H	H	E
6	NE	NE	NE	NE	NE	S	S	S	H	H	H
7	NE	NE	NE	NE	NE	NE	S	S	S	H	H
8	NE	NE	NE	NE	NE	NE	NE	S	S	S	H
9	NE	NE	NE	NE	NE	NE	NE	NE	S	S	S
10	NE	NE	NE	NE	NE	NE	NE	NE	NE	S	S

Conventional Fire Modifiers

To ATTACK VALUE:
Target is non-stationary aircraft: X 1/4

To DEFENSE VALUE:
Target is AV: + armor value
N steps in target hex: -(N-2)

The Defense Value may never be reduced to less than 1/2 of its initial value

Counter-Battery Die Roll Modifiers

Target Unit un-observed: +2

Target Unit observed: -1

Conventional Fire Defense Table

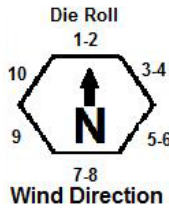
Unit Type	Terrain						
	Clear	Woods	Marsh	Town	Urban Strip	Entrench	Bunker
P	5/10	10/15	5/10	10/20	5/15	15	25
W	5/10	10/15	5/10	10/20	5/10	15	—
V	5/10	5/10	5/10	10/15	5/10	—	—
AV	10/15	10/15	10/15	10/15	10/15	—	—

The first value is for units not in cover; the second is for units in cover

Indirect Fire Defense Table

Unit Type	Terrain						
	Clear	Woods	Marsh	Town	Urban Strip	Entrench	Bunker
P	10	15	10	10/20	5/20	15	25
W	10/15	10/15	10	15	10/15	15	—
V	10/15	10/15	10	15	10/15	—	—
AV	20/25	20/25	20	20	20/25	—	—

The value is for a unit in the hex regardless of whether or not it is in cover. The second value is for V-class, W-class, and AV-class units in prepared hull down position versus indirect fire AV-Armored Vehicles



Wind Velocity

Die Roll	Velocity
1-3	Light
4-7	Moderate
8-10	Strong

Armored Vehicle Open Fighting compartment -3 modifier to Indirect and Bomb attack die roll		
U.S.	German	
M10 M18 M36	SdKfz 251 (all)	SdKfz 7
M3 Halftrack	SdKfz 250 (all)	Flak Mk4 (all)
M7 Priest	SdKfz 233	
M3A1	SdKfz 234/3	
M21 M8	SdKfz 234/4	
M20 M15 M16	Marder (all)	
	SdKfz 10/4	