

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 stationary aircraft: X 1/2

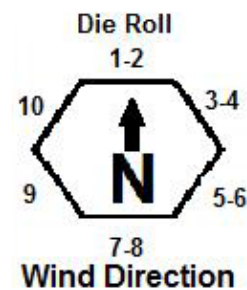
Target is non-stationary aircraft: X 1/4

To DEFENSE VALUE:

Target is AFV or H: + 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



Conventional Fire Defense Table

Unit Type	Terrain							
	Clear	Woods	Marsh	Farm Land	Town City	Urban Strip	Entrench	Bunker
P	5/10	10/15	5/10	10/20	10/20	5/20	20	30
W	5/10	5/10	5/10	10/15	10/15	5/15	20	—
V	10/15	10/15	10/15	5/15	5/15	5/15	—	—
AFV	10/10	10/10	10/10	10/15	10/15	10/10	—	—
H	10/15	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

Wind Velocity

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

Indirect Fire Defense Table

Unit Type	Terrain							
	Clear	Woods	Marsh	Farm Land	Town City	Urban Strip	Entrench	Bunker
P	10	15	10	15/20	15/20	10/15	20	30
W	10/15	10/15	10	10/15	15	10/15	20	—
V	15/20	15/20	15	10/15	15	15/20	—	—
AFV	30/40	30/40	30	15/20	30	30/40	—	—
H	15	15	15	15	15	15	—	—

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 AFV-class units in prepared hull down position versus indirect fire