

Tables and Player Aids

Fire Modifiers table		
Situation	Firing	Target
In Clear terrain ^a	0 ^b	0
In Woods terrain ^a	+1 ^b	-1
In Marsh terrain ^a	0 ^b	-1
In Hill terrain ^a	+2 ^b	-1
In Village terrain ^a	+1 ^b	-1
In Urban terrain ^a	+1 ^b	-2
In Fortification ^a	+1 ^{b, g}	-3 ^h
In Trenches ^l	+1 ^b	-2
In Foxholes ^l	0 ^b	-1
Across a river hexside ^{c, d}	0	+2 / -1 ^f
Across a stream hexside ^{c, d}	0	+1
ZOC fire versus unarmoured units	-	-1 / +2 ⁱ
Regular versus armoured units	-	-8
Armour rating	-	-2 / -1 / 0 / +1 ^j
Unit is concealed	-	-6
During night impulse	-2	0
In Column formation ^e	0	+2
Unarmoured unit of < 5 steps	0	-1
Per 4 steps of indirect units	+1	-
Per airstrike	+1	-
Air strike versus armour	-	-2 / +1 ^k

Notes:

- Not applicable.
- a Only cumulative with hill terrain (12.7).
- b No effect on fire solely composed of indirect fire (12.11) or airstrikes (14.2).
- c For fire against units assaulting across these hexsides (9.2).
- d Ignore terrain in own hex (9.2).
- e Receive no beneficial modifiers from terrain in hex.
- f Against amphibious tanks (18.3).
- g When firing through a fortification's front hex (9.2) when in the same said fort.
- h When fired upon through a fortification's front hexside (9.2) and inside the same said fort.
- l Move from initial hex / move from any other hex (10.2).
- j 2 solid dots / 1 solid dot / no dots / white dot.
- k 2, 1 or no dots / white dot (14.2).