

AREA FIRE CONVERT TO KO FOR AFVs

Roll 1d20. Max one KO per template. Harassing fire, no effect. Modifications: +2 to dice roll for open topped vehicles. Ground attack aircraft: +1 AT guns, +2 rockets.

<i>Weapon system</i>	<i>Armour</i>	<i>Intensity</i>	
		<i>Standard</i>	<i>Bombardment or direct fire up to 250m</i>
Gun, mortar or howitzer up to 110mm (no KO for light mortars - 2", 5cm, etc) – Front Armour All fighter and fighter-bomber aircraft with auto-cannon, AT guns or rockets (MGs no effect) - use Standard column; Side Armour vs vehicles	1-5	18	12
	6-8	19	15
	9+	20	no effect
Gun, mortar or howitzer over 110mm up to and including 155mm – Front Armour Dive, light and medium bomber aircraft - use Standard column; Side Armour vs vehicles Heavy bomber aircraft - use Bombardment column; Side Armour vs vehicles	1-5	12	9
	6-8	15	12
	9+	18	15
Larger artillery – Front Armour	1-5	9	all
	6-8	12	9
	9+	15	12

AREA FIRE CONVERT TO CASUALTIES AND KO - BUILDINGS AND FORTIFICATIONS

Roll 1d20. Harassing fire, no effect.

S = 1 suppression each vulnerable element

C = 1 suppression each vulnerable element; & 1 casualty to single vulnerable element

D = structural level destroyed; & 1 heavy weapon/AFV KO; & 2 suppressions each vulnerable element, 1 each non-vulnerable; & 1 casualty vulnerable, 1 casualty non-vulnerable; & displaced.

<i>Weapon system</i>	<i>Structure strength</i>	<i>Intensity</i>	
		<i>Standard</i>	<i>Bombardment or direct fire up to 250m</i>
Gun, mortar or howitzer up to 110mm (no KO for light mortars) All fighter and fighter-bomber aircraft with auto-cannon, AT guns or rockets (MGs no effect) - use Standard column	Light	S5/C7/D9	D auto
	Medium	S15/C18/D20	S12/C15/D18
	Strong	S18/C20	S15/C18/D20
Gun, mortar or howitzer over 110mm up to and including 155mm Dive, light and medium bomber aircraft - use Standard column Heavy bomber aircraft - use Bombardment column	Light	D auto	D auto
	Medium	S12/C15/D18	S6/C10/D12
	Strong	S15/C18/D20	S12/C15/D18
	V strong	no effect	S18/C20
Larger artillery	Light	D auto	D auto
	Medium	S5/C7/D9	D auto
	Strong	S6/C10/D12	S5/C7/D9
	V strong	S12/C15/D18	S6/C10/D12

MOVEMENT RATES TABLE

<i>Troops</i>		<i>Terrain</i>	<i>Roads</i>	<i>Clear</i>	<i>Rough</i>	<i>Difficult</i>	<i>Reverse</i>	<i>Turn > 45 deg</i>	<i>Obstacle</i>
Wheeled multi-axle-driven vehicles, half-tracks without tows, jeeps and similar			600	500	200	Impassable	400	- 50	- 100
All other wheeled vehicles, and half-tracks if towing loads			600	200	100	Impassable	100	- 50	Shallow streams only
Bicycles			200	150	Min	Min	Turn	0	- 100
Fully tracked AFV	max road speed up to 25 kph		300	200	100	N/A	100	- 50	- 50
	26 – 45 kph		400	300	200	N/A	200	- 50	- 50
	Over 45 kph		600	500	200	N/A	200	- 50	- 50
Cavalry			200	300	100	Min	Turn	0	- 50
Unencumbered foot			100	100	100	50	Turn	0	- 50
Encumbered foot, man-handled heavy weapons and pack animals			100	100	50	Min	Turn	0	- 50
Vehicle without stabilised guns or vehicle firing. Any vehicle loading, limbering/unlimbering			- 200	- 100	- 50	N/A	- 50	N/A	N/A
Foot entering or leaving aircraft, vehicle, building or field engineering work			- 50	- 50	- 50	- 50	N/A	N/A	N/A

SPOTTING TABLE

<i>Target</i>	<i>Open terrain</i>			<i>Partially obscuring terrain</i>			<i>Obscuring terrain</i>			<i>Con-cealed</i>
	Halted or dug in	Moving		Halted	Moving		Halted	Moving		
		Slow	Fast		Slow	Fast		Slow	Fast	
Artillery observers, unencumbered foot, trenches or anti-tank ditches and similar	250	400	500	50	150	250	0	50	50	0
Encumbered foot, cavalry	500	500	500	100	200	300	0	50	50	0
Other heavy weapons, except flak	1,000	1,500	2,000	100	200	300	0	50	50	50
Fortifications, or hull down AFV, halted small vehicles, concertina wire, marked mine fields, dragons teeth	1,000	N/A	N/A	100	N/A	N/A	50	N/A	N/A	50
Flak, small vehicles if moving, fully exposed AFV or other vehicles or animal transport	3,000	5,000	5,000	250	500	500	N/A, 100	N/A, 100	N/A, 100	N/A
Mortars, anti-tank rifles, small arms, MGs firing	500	500	N/A	300	500	N/A	200	250*	N/A	As for terrain
All other weapons firing	3,000	5,000	N/A	1,500	2,000	N/A	500	1,000*	N/A	As for terrain

* Normally N/A as cannot enter, but this applies to dug in elements and elements behind dense hedges.