

## Tables and Player Aids

Fire Modifiers table		
Situation	Firing	Target
In Clear terrain <sup>a</sup>	0 <sup>b</sup>	0
In Woods terrain <sup>a</sup>	+1 <sup>b</sup>	-1
In Marsh terrain <sup>a</sup>	0 <sup>b</sup>	-1
In Hill terrain <sup>a</sup>	+2 <sup>b</sup>	-1
In Village terrain <sup>a</sup>	+1 <sup>b</sup>	-1
In Urban terrain <sup>a</sup>	+1 <sup>b</sup>	-2
In Fortification <sup>a</sup>	+1 <sup>b, g</sup>	-3 <sup>h</sup>
In Trenches <sup>l</sup>	+1 <sup>b</sup>	-2
In Foxholes <sup>l</sup>	0 <sup>b</sup>	-1
Across a river hexside <sup>c, d</sup>	0	+2 / -1 <sup>f</sup>
Across a stream hexside <sup>c, d</sup>	0	+1
ZOC fire versus unarmoured units	-	-1 / +2 <sup>i</sup>
Regular versus armoured units	-	-8
Armour rating	-	-2 / -1 / 0 / +1 <sup>j</sup>
Unit is concealed	-	-6
During night impulse	-2	0
In Column formation <sup>e</sup>	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 <sup>k</sup>

### 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).