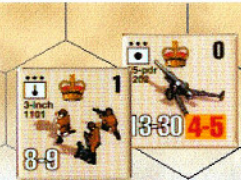
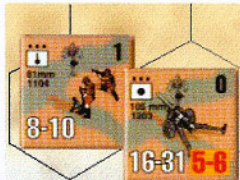


Banner Grenadier

BOMBARDMENT



⇐ Left

Column Shift Modifiers

Right ⇒

- 2 target units (non-vehicle) are in an entrenchment
- 1 target units are in a salt marsh
- 1 target units are dug-in
- 1 during a night turn

Bombardment targets must be spotted by the bombarding unit(s) or by an undemoralized friendly (infantry) leader



- target hex contains a minefield belonging to firing player +1
- target is an artillery, mortar, anti-air or anti-tank unit +1
- 3 or more combat units are stacked in target hex +1
- target hex is spotted by firing unit +1
- target is a loaded truck unit +1

BOMBARDMENT TABLE

A 'good order' leader may add fire from a # of adjacent hexes equal to his combat modifier

Indirect Fire Value

Dice	3	5	8	12	16	21	30	42	55	70+	Roll
2	M	M1	M2	M2	1X	1X	2X	2X	2X	2X	2
3	-	M	M1	M1	M2	M2	1X	1X	2X	2X	3
4	-	-	M	M	M1	M1	M2	M2	1X	1X	4
5	-	-	-	-	M	M	M1	M1	M2	M2	5
6	-	-	-	-	-	-	M	M	M1	M1	6
7	-	-	-	-	-	-	-	M	M	M1	7
8	-	-	-	-	-	M	M	M1	M1	M1	8
9	-	-	-	M	M	M	M1	M2	M2	M2	9
10	-	-	M	M	M1	M1	M2	1X	1X	1X	10
11	-	M	M	M1	M1	M2	1X	1X	2X	2X	11
12	M	M	M1	M2	M2	1X	1X	2X	2X	2X	12
Roll	(1)	(2)	(3)	(4)	(5)	(6)	⇐ Friendly Adjacent Fire Die Roll				

Firing into an adjacent hex hits own troops on a die roll of 1-2 (Ger/Br +1). Reroll on chart above.

AIR ATTACKS

Roll one die per aircraft
Maximum of 3 per hex



Results:

1-2 misses (attacks friendly units per Friendly fire on Bombardment chart)
3-6 attacks all targets with combined attack value on the Direct Fire chart.

Portee units need not limber/ unlimber



Double the bombardment range of German 105, Italian 75 & 105mm and British 25 lbr

- No effect
- M All units in target hex without armor values must take a morale check.
- M# Same as M above except add the number to the morale check dice roll.
- 1X a) one step loss to one combat unit in the hex (except closed-top AFVs) b) and 1 step loss to an enemy truck or portee (2 lbr/47mm/20mm) unit. Closed-top AFVs take an M morale check; other surviving units an M2.
- 2X Same as 1X except each category (a & b) takes the number of step losses. Also, at least one step loss must come from an open-top AVF if present. *A Leader is killed on a dice roll of 2 (drm: -1 for each step loss inflicted)*

Bombardment Results:



Minefields: Roll a number of dice equal to the number on the reverse side of the minefield counter (roll 1 less die if engineers are in the minefield hex and 2 less dice if only engineers are in the hex).

Results: 1-2 no effect (may resume move); 3-4 unit stops; 5 stops & demoralized; 6 lose 1 step, stops & demoralized.
May remove 1 minefield point if Engineer remains for 3 turns