

INFANTRY ATTACKS

BOMBARDMENT TABLE

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

Results

- No Effect
- M All units and leaders in hex check morale (14.1)
- M# Same as M except add # to morale check dice-roll
- X a) One step loss to one combat unit in hex (those loaded on wagons don't count),
b) AND One step loss to one wagon in the hex (eliminating it and any unit it is carrying at the time)

In all cases, the owning player chooses which unit in both of categories a and b takes the step loss. If a hex does not contain units of a given type (for example, no wagons), the step loss to that type of unit is ignored. All surviving units and leaders in the hex must then make an M2 morale check (7.61, 14.1), and the owning player must then check for leader casualties for any leaders he has in the hex (6.7).

- #X Same as X, except each unit category takes X step losses rather than one step loss.

Column Modifiers

All are cumulative and apply to all units and leaders in the target hex, except for modifiers noted as only applying to individual units per rule 7.52 (see below):

- 2 Target unit(s) and/or leader(s) are under Entrenchment marker [16.3; ignore if entrenchment is in a town hex – the -2 town modifier applies in that case]
- 2 Target hex is town
- 1 Target hex is swamp
- 1 Night turn (1.2; applies to Open Sights missions only)
- 1 Target unit(s) and/or leader(s) is/are dug-in (16.1)
- +1 Firing unit has Open Sights mission (9.12)
- +1 Target is mounted cavalry unit (applies to that unit only per 7.52).
- +1 Target is mortar or artillery unit (applies to that unit only per 7.52).
- +1 Target is loaded wagon (applies to that unit only and any unit it's carrying per 7.52 and 5.64).
- +1 Target hex contains one company (4.2), or unit and/or leader moving into a hex with a Drumfire marker is a company (9.7)
- +2 Target hex contains two companies (4.2)