

8. ATTACK

8.4 TABLE ATTACK

Range		0			1			2			3			4			5			6+		
Type Attack	Target of the Attack	F	A	C	F	A	C	F	A	C	F	A	C	F	A	C	F	A	C	F	A	C
F Infantry	MORALE	3	4	4	4	5	5	5			6											
C Tanks and antitanks artillery	HIT	5	5	5	6		6															
A Artillery, Ships and Planes	MORALE	3	2	3	2	3	4	3	4	4	4	5	4	5	5	5	6	6	6			
	HIT	6	4	4	5	5	5	6	6	5		6	5		6	6						
	MORALE	2	1	2	3	2	3	4	3	4	4	3	4	4	3	5	5	4		6	6	6
	HIT	3	2	3	4	3	4	5	4	5	6	5	5	6	5	6	6	5	6			

The number is the lower number to let make the target unit a Morale test or get an Hit.

F infantry A vehicles C concrete objectives (see Terrain)

Night Turn (8.3): the firing range of each type of attack is reduced by 2 (to a maximum of 1 hex for infantry, 3 for vehicles and artillery shoots at maximum 3).

Die roll modifiers for weapons

Machine guns +2 against F

Mortars +1 against F, A and C.

Portable anti-tank weapons +2 against A at a distance of 1

Light Artillery: -1 against all

Heavy Artillery: +1 against all from a distance of 3 included.

To calculate the final modifier to the Attack roll must be added algebraically:

MAGNITUDE (not if negative value, which is used only for the Test of Moral (see 8.4)), WEAPONS, TERRAIN, DAMAGES, MARKERS.