

ARTILLERY SUPPORT TABLE											
Die	Artillery Support Strength										
	1	2-3	4-5	6-7	8-10	11-14	15-19	20-23	24+		
0	1	2	2	2	3	4	4	4	4		
1	1	1	2	2	3	3	4	4	4		
2	1	1	1	2	2	3	3	4	4		
3	1	1	1	2	2	3	3	3	4		
4	—	1	1	1	2	2	3	3	3		
5	—	1	1	1	2	2	2	3	3		
6	—	—	1	1	1	2	2	2	3		
7	—	—	—	1	1	1	2	2	2		
8	—	—	—	—	1	1	1	2	2		

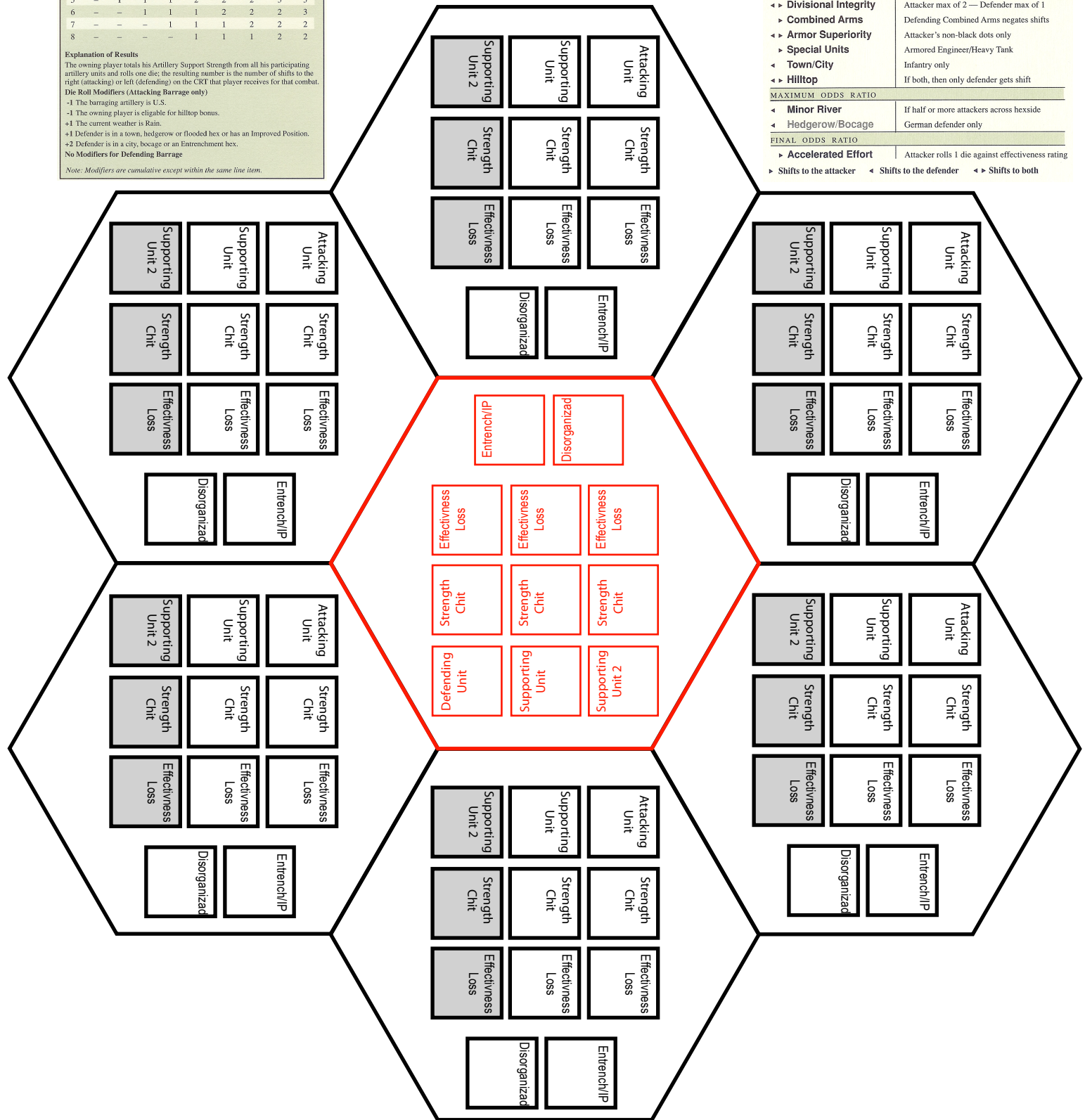
Explanation of Results
The owning player totals his Artillery Support Strength from all his participating artillery units and rolls one die; the resulting number is the number of shifts to the right (attacking) or left (defending) on the CRT that player receives for that combat.

Die Roll Modifiers (Attacking Barrage only)
-1 The barraging artillery is U.S.
-1 The owning player is eligible for hilltop bonus.
+1 The current weather is Rain.
+1 Defender is in a town, hedgerow or flooded hex or has an Improved Position.
+2 Defender is in a city, bocage or an Entrenchment hex.

No Modifiers for Defending Barrage

Note: Modifiers are cumulative except within the same line item.

Combat Tray



COMBAT SHIFT		NOTES
► Ground Support		Commit Air Point —apply before Max odds
◄ Artillery		Die roll on Artillery Barrage Table
◄ Naval Bombardment		Within Naval Bombardment range/Allied only
CALCULATE ODDS RATIO		
◄ Divisional Integrity		Attacker max of 2 — Defender max of 1
► Combined Arms		Defending Combined Arms negates shifts
► Armor Superiority		Attacker's non-black dots only
► Special Units		Armored Engineer/Heavy Tank
► Town/City		Infantry only
► Hilltop		If both, then only defender gets shift
MAXIMUM ODDS RATIO		
► Minor River		If half or more attackers across hexside
► Hedgerow/Bocage		German defender only
FINAL ODDS RATIO		
► Accelerated Effort		Attacker rolls 1 die against effectiveness rating
► Shifts to the attacker ◄ Shifts to the defender ◄► Shifts to both		

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Combat Ratio Shifts Summary

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