

Barrage  <b>1</b>	Comment:										
	Date										
	Target	Location									
		Hex Id									
	Chain of Cmd	Observ.									
		Army									
		Corps									
		Div/Form.									
	Limit	Obs VP									
		Formation									
Parent											
Other											

Volley 1	Arty Id		Barrage factors							
			Avail	Used	Remain					
BF		drm	dr	mod dr	Volley result					

AMMO DEPL. DR:		Depleted:	
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Die Roll Modifiers		
Terrain	Westwall (-6)	
	Entrenchment (-4)	
	Impr. position or City (-3)	
	Town or Village (-2)	
	Location (-1)	
Target	All targets pure armor (-2)	
	Mix pure arm and other (-1)	
	All targets active not att des. (-1)	
	US using Pozit fuse ammo (+2)	
	All target units in Strat. M. (+4)	
Hex	Two or less Co eq in hex (-1)	
	>= 5 Co eq in hex (+1)	
	2 Bn and one other in hex (+2)	
Observed	Unobserved target (-4)	
	Dec 16 predawn/AM (-1)	
	Night turn (-1)	
	Obs. in VP (+1) Not if target on VP	
	TOTAL DRM	

Volley 2	Arty Id		Barrage factors							
			Avail	Used	Remain					
BF		drm	dr	mod dr	Volley result					

AMMO DEPL. DR:		Depleted:	
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Volley 3	Arty Id		Barrage factors							
			Avail	Used	Remain					
BF		drm	dr	mod dr	Volley result					

BARRAGE RESULT

Barrage  <b>2</b>	Comment:										
	Date										
	Target	Location									
		Hex Id									
	Chain of Cmd	Observ.									
		Army									
		Corps									
		Div/Form.									
	Limit	Obs VP									
		Formation									
Parent											
Other											

Volley 1	Arty Id		Barrage factors							
			Avail	Used	Remain					
BF		drm	dr	mod dr	Volley result					

AMMO DEPL. DR:		Depleted:	
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Die Roll Modifiers		
Terrain	Westwall (-6)	
	Entrenchment (-4)	
	Impr. position or City (-3)	
	Town or Village (-2)	
	Location (-1)	
Target	All targets pure armor (-2)	
	Mix pure arm and other (-1)	
	All targets active not att des. (-1)	
	US using Pozit fuse ammo (+2)	
	All target units in Strat. M. (+4)	
Hex	Two or less Co eq in hex (-1)	
	>= 5 Co eq in hex (+1)	
	2 Bn and one other in hex (+2)	
Observed	Unobserved target (-4)	
	Dec 16 predawn/AM (-1)	
	Night turn (-1)	
	Obs. in VP (+1) Not if target on VP	
	TOTAL DRM	

Volley 2	Arty Id		Barrage factors							
			Avail	Used	Remain					
BF		drm	dr	mod dr	Volley result					

AMMO DEPL. DR:		Depleted:	
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Volley 3	Arty Id		Barrage factors							
			Avail	Used	Remain					
BF		drm	dr	mod dr	Volley result					

BARRAGE RESULT

Barrage  <b>3</b>	Comment:										
	Date										
	Target	Location									
		Hex Id									
	Chain of Cmd	Observ.									
		Army									
		Corps									
		Div/Form.									
	Limit	Obs VP									
		Formation									
Parent											
Other											

Volley 1	Arty Id		Barrage factors							
			Avail	Used	Remain					
BF		drm	dr	mod dr	Volley result					

AMMO DEPL. DR:		Depleted:	
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Die Roll Modifiers		
Terrain	Westwall (-6)	
	Entrenchment (-4)	
	Impr. position or City (-3)	
	Town or Village (-2)	
	Location (-1)	
Target	All targets pure armor (-2)	
	Mix pure arm and other (-1)	
	All targets active not att des. (-1)	
	US using Pozit fuse ammo (+2)	
	All target units in Strat. M. (+4)	
Hex	Two or less Co eq in hex (-1)	
	>= 5 Co eq in hex (+1)	
	2 Bn and one other in hex (+2)	
Observed	Unobserved target (-4)	
	Dec 16 predawn/AM (-1)	
	Night turn (-1)	
	Obs. in VP (+1) Not if target on VP	
	TOTAL DRM	

Volley 2	Arty Id		Barrage factors							
			Avail	Used	Remain					
BF		drm	dr	mod dr	Volley result					

AMMO DEPL. DR:		Depleted:	
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Volley 3	Arty Id		Barrage factors							
			Avail	Used	Remain					
BF		drm	dr	mod dr	Volley result					

BARRAGE RESULT

Barrage  <b>4</b>	Comment:										
	Date										
	Target	Location									
		Hex Id									
	Chain of Cmd	Observ.									
		Army									
		Corps									
		Div/Form.									
	Limit	Obs VP									
		Formation									
Parent											
Other											

Volley 1	Arty Id		Barrage factors							
			Avail	Used	Remain					
BF		drm	dr	mod dr	Volley result					

AMMO DEPL. DR:		Depleted:	
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Die Roll Modifiers		
Terrain	Westwall (-6)	
	Entrenchment (-4)	
	Impr. position or City (-3)	
	Town or Village (-2)	
	Location (-1)	
Target	All targets pure armor (-2)	
	Mix pure arm and other (-1)	
	All targets active not att des. (-1)	
	US using Pozit fuse ammo (+2)	
	All target units in Strat. M. (+4)	
Hex	Two or less Co eq in hex (-1)	
	>= 5 Co eq in hex (+1)	
	2 Bn and one other in hex (+2)	
Observed	Unobserved target (-4)	
	Dec 16 predawn/AM (-1)	
	Night turn (-1)	
	Obs. in VP (+1) Not if target on VP	
	TOTAL DRM	

Volley 2	Arty Id		Barrage factors							
			Avail	Used	Remain					
BF		drm	dr	mod dr	Volley result					

AMMO DEPL. DR:		Depleted:	
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Volley 3	Arty Id		Barrage factors							
			Avail	Used	Remain					
BF		drm	dr	mod dr	Volley result					

BARRAGE RESULT