

## Battlefront WWII Tables

Terrain Effects						
		Concealment	Cover	Mobility		
				Troops	Tracked Vehicle or Half-Tracked Vehicle	Wheeled Vehicle or Gun
<b>Area Terrain Feature</b>						
Ground:	Open	None	None	Full Speed	Full Speed	Full Speed
	Rough	Sparse Edge/Deep	Hard	Full Speed	Half Speed	Half Speed/Bog Check
	Deep Snow	None	None	Half Speed	Half Speed	Half Speed/Bog Check
	Soft Ground	None	None	Full Speed	Half Speed/Bog Check	Half Speed/Bog Check
	Muddy	None	None	Half Speed	Half Speed/Bog Check	Half Speed/Bog Check
	Rocky	Sparse Edge/Deep	Hard	Half Speed	Half Speed/Bog Check	Half Speed/Bog Check
	Marshy	None	None	Half Speed/Bog Check	Impassable	Impassable
Slope:	Gentle	None	None	Full Speed	Full Speed	Half Speed
	Steep	None	None	Half Speed	Half Speed	Half Speed/Bog Check
	Sheer	None	Hard	Half Speed/Bog Check	Impassable	Impassable
Vegetation:	Cleared Woods	Dense Edge/Deep	Soft	Full Speed	Half Speed	Half Speed/Bog Check
	Woods with Underbrush	Dense Edge/Deep	Soft	Full Speed	Half Speed/Bog Check	Half Speed/Bog Check
	Thicket	Dense Edge/Deep	Soft	Full Speed	Half Speed	Half Speed/Bog Check
	Brush	Sparse Edge/Deep	Soft	Full Speed	Full Speed	Half Speed
	Swamp	Dense Edge/Deep	Soft	Half Speed/Bog Check	Impassable	Impassable
	Orchard	Sparse Edge/Deep	Soft	Full Speed	Half Speed	Half Speed
	Tall Crops	Sparse Edge/Deep	Soft	Full Speed	Full Speed	Half Speed
Urban:	Streets	Dense Edge/Deep	Soft	Full Speed	Half Speed	Half Speed
	Rubble	Dense Edge/Deep	Hard	Half Speed	Half Speed/Bog Check	Half Speed/Bog Check
	Built-up	Dense Edge	Stone: Hard Wood: Soft	Full Speed	Impassable	Gun: Half Speed Vehicle: Impassable
<b>Linear Terrain Feature</b>						
Hedgerow:	Low	Sparse Edge	Soft	Half Speed	Breach	Breach/Bog Check
	High	Dense Edge	Soft	Breach	Breach/Bog Check	Breach/Bog Check
	Bocage	Dense Edge	Hard	Breach	Breach/Bog Check	Breach/Bog Check
Wall:	Low	Sparse Edge	Hard	Half Speed	Breach/Bog Check	Impassable
	High	Dense Edge	Hard	Breach	Impassable	Impassable
Bank:	Low	Sparse Edge	Hard	Half Speed	Breach	Breach/Bog Check
	High	Sparse Edge	Hard	Breach	Breach/Bog Check	Breach/Bog Check
Embankment:	Low	Sparse Edge	Hard	Half Speed	Breach	Breach/Bog Check
	High	Dense Edge	Hard	Breach	Breach/Bog Check	Breach/Bog Check
Ditch/Gully:	Shallow	Sparse Edge	Hard	Half Speed	Breach	Breach/Bog Check
	Wide or Deep	Sparse Edge	Hard	Breach	Breach/Bog Check	Breach/Bog Check
	Wide & Deep	Sparse Edge	Hard	Breach/Bog Check	Impassable	Impassable
Stream:	Shallow	None	None	Half Speed	Breach	Breach/Bog Check
	Wide or Deep	None	None	Breach	Breach/Bog Check	Breach/Bog Check
	Wide & Deep	None	None	Breach/Bog Check	Impassable	Impassable
Barbed Wire:		None	None	Breach/Bog Check	Breach/Bog Check	Impassable
Road Block:		None	Soft	Breach	Breach/Bog Check	Impassable
KOed Vehicle:		Obscurant	Obscurant	Full Speed OR Half Speed in Defile	Full Speed OR Breach in Defile	Full Speed OR Breach in Defile
Road:	Paved	None	None	Double Speed	Double Speed	Double Speed
	Unpaved	None	None	Full Speed	Full Speed	Full Speed

Dummy Unit Generator Table			
Discipline Rating	Maneuver Element Defenses		
	Hasty	Improved	Dug-in
Elite	4	5	6
Veteran	3	4	5
Experienced	2	3	4
Trained	1	2	3
Raw	0	1	2

Dead Zone Depth Table							
Relative height of obstacle	Relative Height of Spotter						Dead Zone Factor
	1	2	3	4	5	6	
1		x1	x1/2	x1/3	x1/4	x1/5	
2			x2	x1	x2/3	x1/2	
3				x3	x1 1/2	x1	
4					x4	x2	
5						x5	

Victory Points Table	
<b>1VP</b>	Each enemy maneuver element with 25% casualties OR one knocked out armored vehicle or gun.
<b>2VP</b>	Each enemy maneuver element with 50% casualties OR two knocked out armored vehicles or guns.
<b>3VP</b>	Each enemy maneuver element with 75% casualties or greater OR three knocked out armored vehicles or guns.
<b>1VP</b>	Each additional knocked out armored vehicle or gun.

## Battlefront WWII Tables

### Artillery Mission Table

Artillery Mission Table									
	American			German			Russian		
Mission Type	Section	Battery	Battalion	Section	Battery	Battalion	Section	Battery	Battalion
Shelling	Y <sup>1</sup>	Y <sup>1</sup>	Y <sup>1,4</sup>	Y <sup>1</sup>	Y <sup>1</sup>	Y <sup>1,4</sup>	Y <sup>1</sup>	Y <sup>1</sup>	Y <sup>1,4</sup>
Smoke	Y <sup>2</sup>	Y <sup>2</sup>	Y <sup>2,4</sup>	Y <sup>2</sup>	Y <sup>2</sup>	Y <sup>2,4</sup>	Y <sup>2</sup>	Y <sup>2</sup>	Y <sup>2,4</sup>
Mixed Shelling & Smoke		Y <sup>2,3</sup>	Y <sup>2,3,4</sup>		Y <sup>2,3</sup>	Y <sup>2,3,4</sup>		Y <sup>2,3</sup>	Y <sup>2,3,4</sup>
Concentration		Y <sup>5</sup>	Y <sup>5</sup>		Y <sup>5</sup>	Y <sup>5</sup>		Y <sup>5,6</sup>	Y <sup>5,6</sup>
Time on Target		Y <sup>7</sup>	Y <sup>7</sup>						
Standing Barrage		Y <sup>8,9</sup>	Y <sup>8,9</sup>		Y <sup>8,9</sup>	Y <sup>8,9</sup>		Y <sup>8,9</sup>	Y <sup>8,9</sup>
Rolling Barrage		Y <sup>8,10</sup>	Y <sup>8,10</sup>		Y <sup>8,10</sup>	Y <sup>8,10</sup>		Y <sup>8,10</sup>	Y <sup>8,10</sup>
Lifting Barrage		Y <sup>8,11</sup>	Y <sup>8,11</sup>		Y <sup>8,11</sup>	Y <sup>8,11</sup>		Y <sup>8,11</sup>	Y <sup>8,11</sup>

1. May be called on any *Spotted* or *Suspected* enemy unit, or the edge of a terrain feature (*Random Shelling*) that is under observation by the firing unit itself or a qualified observer. Individual units (*Sections*) may NOT conduct *Random Shelling*.
2. *Smoke* is limited to one mission per on-board fire support unit. The number of turns an off-board fire support element can conduct *Smoke* missions should be limited by the scenario. Only off-board fire support elements may *Stoke* a *Smoke* mission. Stoking does not require another *Call for Fire*.
3. *Mixed Shelling & Smoke* missions may be called as if they were *Shelling* missions, see 1. above.
4. Battalions firing *Shelling*, *Smoke*, or *Mixed Shelling & Smoke* missions are reduced to a single battery.
5. May be called on any *Spotted* or *Suspected* enemy unit within the qualified observer's LOS. *Concentration* missions may be *Thickened*.
6. Only permitted when the *Call for Fire* is pre-registered fire. Further, the Russian FO must begin in an *Observation Post*.
7. May only be called on a *Spotted* enemy unit within a qualified observer's LOS. Must include at least two batteries.
8. Only permitted when the *Call for Fire* is pre-registered fire. Further, the FO must begin in an *Observation Post*. May be called on any point within the qualified observer's LOS. The number of turns an off-board fire support element can conduct *Barrage* missions should be limited by the scenario. The number of turns a *Barrage* mission is to last must be recorded. A *Cease Fire* requires a successful *Call for Fire*.
9. Does not move. A *Standing Barrage* may be positioned at any angle up to 90° to the LOF of the firing element.
10. A *Rolling Barrage* may be positioned at any angle up to 45° to the LOF of the firing element. The barrage advances the length of one template every turn.
11. A *Lifting Barrage* may be positioned at any angle up to 45° to the LOF of the firing element. The barrage may hold position, or may lift. Lifting requires a successful *Call for Fire*. A *Lifting Barrage* must always lift in the same direction, either away or toward the LOF of the firing element.

### Off-Board Artillery Table

	Towed or SP Gun	Template Size	Die Roll Modifier vs. V/TG
<b>German</b>	IeFK18 75mm Howitzer	Small	-1 / 0
	IeFH18/40 105mm Howitzer, Wespe 105mm SP Howitzer	Large	-1 / 0
	GrW42 120mm Mortar	Large	0 / +1
	SFH18 150mm Howitzer, Hummel 150mm SP Howitzer	Large	+1 / +2
	Nebelwefer, WGr41 150mm Rocket	x2 Large	0 / +1
<b>Russian</b>	M1939 76.2mm Howitzer	Small	-1 / 0
	120mm Mortar, M1938 122mm Howitzer	Large	0 / +1
	BM13 132mm Rocket	x2 Large	0 / +1
<b>American</b>	M1 75mm Howitzer, M8 Scott 75mm SP Howitzer	Small	-1 / 0
	M4 105mm Howitzer, M7 Priest 105mm SP Howitzer	Large	-1 / 0
	155mm Howitzer, Long Tom 155mm SP Howitzer	Large	+1 / +2