

ARTILLERY RULES WITH HOUSE RULES AND EFFECTS

Normal Artillery	Move Btl	Mv no btl	Figures	Combat	Fire	Special
Artillery	0	1	2	3 3 2 2 1 1	Indirect	Ignore line of sight and terrain modifiers
M-7 Priest	1	2	2	3 3 2 2 1 1	Indirect	Ignore line of sight and terrain modifiers
Long Tom	0	1	2	3 3 2 2 1 1 1 1	Indirect	Same as above. Use cross-hair markers
						Place cross-hair marker on hit +1 next hit
Flak 88	0	1	2	2 2 2 2	Indirect	Ignore Terrain, Star counts as hit on armor
Nebelwerfer	0	1	2	3 3 2 2 1 1	Indirect	Treat as Std Arty except target can't ignore flags
						On Smoke rounds smoke in 3 adjacent hexes
						Smoke same effect as smoke in CB1 & CB2
Home Rules Arty	Move Btl	Mv no btl	Figures	Combat	Fire	Special
German 88mm	0	1	2	4 3 3 2 2 1 1	Direct	Stars hit on armor, normal range all other units
Rocket Artillery	0	1	2	4 3 2 2 1 1	Indirect	Target can't ignore flags, every hex adjacent to target roll 2 attack dice
Movement with and without battle on roads			Bombard effect without roads and with roads bonus			
Normal on Road	Move Btl	Mv no btl	Bombard	Bomb Roads		Special Notes
Artillery	0	2	3	4		In accordance to published rules
M-7 Priest	2	3	3	4		According to rules, I would allow 4 w/bombard
Long Tom	0	2	3	4		In accordance to published rules
Flak 88	0	2	3	4		
Nebelwerfer	0	2	3	4		Treat like standard artillery for move and battle
Special on Road	Move Btl	Mv no btl	Bombard	Bomb Roads		Special Notes
German 88mm	0	2	3	4		In accordance to what the card says.
Rocket Artillery	0	2	3	4		In accordance to what the card says.
	Move and	Move with no	Artillery	Bombard and	Direct Fire	To get roads bonus, unit must spend entire turn on road.
Version 3.1	Battle	Battle	Bombard	Roads	Has LOS	