

Barrage

Combat Result Table

Die	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1
1	A1r	Ar2	Ar	Ar	A1*/Dr	Dr2	Dr2	D1r
2	Ar2	Ar	Ar	A1*/Dr	Dr2	Dr2	D1r	D1r2
3	Ar	Ar	A1*/Dr	Dr2	Dr2	Ar*/D1r	D1r2	D2r2
4	A1*/Dr	A1*/Dr	Dr2	Dr2	Ar*/D1r	D1r2	D2r2	D2r2
5	Ar*/Dr	Ar*/Dr	Dr2	Ar*/D1r	D1r2	D1r2	D2r2	D3r2
6	D1r	Dr2	Ar*/D1r	D1r	D1r2	D2r2	D3r2	D3r2

A = Attacker
D = Defender

= No. of steps lost
r = Retreat and No. of hexes

* = Forced result if defender does not retreat.

Terrain Effect Chart

Terrain Type	Movement Cost	Combat Effect
Clear	1 MP	None
City	1 MP	Negates first loss & first retreat result
Town	1 MP	Negates first loss & first retreat result
Village	1 MP	Negates first retreat result
Autobahn	1 MP *	Negates all river effects
Road	1 MP *	Negates all river effects
Railway	Other terrain Negates river	Negates all river effects
Minor River	+1 MP**	Attack strength halved
Major River	Not allowed	Attack strength halved

Terrain Type	Movement Cost	Combat Effect
Water Hexside	Not allowed	Not allowed
Festung Line	Other terrain	Negates first loss & first retreat result
Defence Line	Other terrain	Negates all retreat results
Woods	Mech 2 MP Others 1 MP	1 shift down
Swamps	2 MP	1 shift down
Supply Source	Other terrain	None
Entry Point	Other terrain	None

* = ½ MP if using strategic movement

** = must stop moving after crossing unbridged river