

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 |
| Mobile Artillery | 1 | 2 | 2 | 3,3,2,2,1,1 | Indirect | Ignore line of sight and terrain modifiers |
| Big Gun Battery | 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 |
| Home Rules Arty | Move Btl | Mv no btl | Figures | Combat | Fire | Special |
| Medium Artillery | 0 | 1 | 2 | 3,2,2,1 | Direct | Attack armor with one less die |
| Heavy Artillery | 0 | 1 | 2 | 3,3,2,2,1,1 | Indirect | Ignore line of sight and terrain modifiers |
| Rocket Artillery | 0 | 2 | 2 | 4,4,4,4 | Indirect | May only have one on the board per side |
| Self Propelled Artillery | 0 | 2 | 2 | 3,2,2,1 | Indirect | May not make armor overrun, attack armor -1 |
| German 88mm | 0 | 1 | 2 | 4,4,4,4 | Direct | Against armor otherwise 2,2,2,2 |
| Anti-Tank Artillery | 0 | 1 | 2 | 3,3,3 | Direct | Against armor otherwise 2,2,2 |
| Normal on Road | Move Btl | Mv no btl | Bombard | Bomb Roads | | Special Notes |
| Artillery | 0 | 2 | 3 | 4 | | In accordance to published rules |
| Mobile Artillery | 2 | 3 | 3 | 4 | | According to rules, I would allow 4 w/bombard |
| Big Gun Battery | 0 | 2 | 3 | 4 | | In accordance to published rules |
| | | | | | | |
| Special on Road | Move Btl | Mv no btl | Bombard | Bomb Roads | | Special Notes |
| Medium Artillery | 0 | 2 | 3 | 4 | | In accordance to what the card says. |
| Heavy Artillery | 0 | 2 | 3 | 4 | | In accordance to what the card says. |
| Rocket Artillery | 0 | 3 | 4* | 5* | | *I would think that since the unit moves faster, |
| Self Propelled Artillery | 0 | 3 | 4* | 5* | | That this would be appropriate |
| German 88mm | 0 | 2 | 3 | 4 | | In accordance to what the card says. |
| Anti-Tank Artillery | 0 | 2 | 3 | 4 | | In accordance to what the card says. |
| | Move and Battle | Move with no Battle | Artillery Bombard | Bombard and Roads | Direct Fire Has LOS | To get roads bonus, unit must spend entire turn on road. |