

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
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	3,3,2,2,1,1	Direct	Stars count as hits on armor, 3,2,1 all other units
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.
Rocket Artillery	0	3	3	4		In accordance to what the card says.
Self Propelled Artillery	0	3	3	4		In accordance to what the card says.
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.