

## Indirect Artillery Fire and Attacks by Aircraft

- I.10 When an infantry unit (on foot or in vehicles), cavalry unit, or deployed gun has been targeted by indirect artillery fire (IDF) by guns of over 80mm, or has been fired at or bombed by aircraft, it must test to determine if it is 'suppressed'. Note that AFVs and troops in prepared defensive positions (such as trenches, bunkers etc) do not have to take this morale test.
- I.11 To decide what the reaction of the unit is to this fire, or bombing, throw a D6 and add (+) or subtract (-) any relevant modifiers. The resulting number dictates how the unit must react. **Table 3** gives dice modifiers and reactions.
- I.12 If IDF or air attack causes casualties to an infantry or cavalry unit that bring total losses to 50% or 20 figures, then it must first take a morale test under **rule 1.4**. If the unit passes (i.e. a result of 4 or more) it must then take the IDF / air attack test (**rule 1.11**). If the unit fails, carry out the reactions specified in **Table 1** and ignore the IDF / air attack test.

TABLE 3:  
INDIRECT  
ARTILLERY FIRE  
(IDF) AND  
ATTACKS BY  
AIRCRAFT

Dice Score Modifiers		
-1	If the unit is classed as poor.	
+1	If the unit is classed as elite.	
+1	If the element is infantry, or gunners, occupying hard cover.	
Results and Reactions		
4 or more	NO EFFECT	
3 or less	SUPPRESSED	The unit may not move or fire during this turn. Infantry, cavalry and gunners in the open lay down and are treated as if in soft cover. Any figures being carried in soft-skin vehicles debuss and lay down beside their transport.



In situations when units are partly in and out of prepared positions only those with a majority of figures in the open need to test. Left: no test is required for this infantry company,

## Infantry and Cavalry in the Open

- I.13 A morale test is necessary if any unsupported infantry or cavalry unit (i.e. with no friendly AFVs within 12") is in the open and an enemy AFV has moved to within 12" of its position. Throw a D6 and add (+) or subtract (-) any relevant modifiers. The resulting number will decide whether or not the infantry have to move away from the enemy AFV. **Table 4** gives dice modifiers and reactions.