

TERRAIN - USE ONLY THE TARGET'S BEST MODIFIER

IMAGE	TERRAIN	INF FP	V/GUN FP	MORT FP	ART FP	AIR FP	SC FP	FLAME FP	INF. MP	VEH. MP	NOTES
	WOODEN BUILDING	-1	-1	-1	-1	-1	+1	0	2	N/A	<ul style="list-style-type: none"> Vehicle may start in woods or building and may turn or leave normally. Combat Example: If firer adjacent to a target in a stone building immediately behind a hedgerow, the net modifier would be +1 (-2 terrain, +3 adjacent)
	STONE BUILDING	-2	-2	-2	-2	-2	+2	0	2	N/A	
	WOODS	-1	-1	+1	+1	N/A	-1	0	2	N/A	
	HEDGEROW	-2	-2	0	0	0	-2	0	+1	*	* Carriers can't cross. Other Vehicles pay 1/2 of MP allowance to cross.
	FOXHOLES/TRENCH	-2	-2	-4	-4	-2	+2	0	1	1	<ul style="list-style-type: none"> A unit moving in and out of a Fortification may be considered moving in Open Ground (moving from one Trench hex to the next is not). No Mortar fire from Pillbox.
	WOODS & FOXHOLES	-2	-2	-2	-2	N/A	+2	0	2	N/A	<ul style="list-style-type: none"> Guns inside Pillbox have a casualty rating of 6/5. A Pillbox does not block LOS.
	PILLBOX	-3	-3	-6	-6	-3	+3	0	1	1	<ul style="list-style-type: none"> Gun in a Pillbox may become Used to change facing. SC against unit in fortification ignores exterior Terrain.
	FORTIFIED	-3	-3	-3	-3	-3	+3	0	2	N/A	<ul style="list-style-type: none"> This is still a building. Gun in a Fortified Building may become Used to change facing.
	WIRE	OTHER TERRAIN IN HEX							*	+4 REMOVE	<ul style="list-style-type: none"> * Infantry must stop when entering and leaving Wire. Infantry -1 FP when firing out of Wire hex.
	HIGHER ELEVATION	-1	-1*	0	0	0	0	0	+1	+2 ROAD +4 NO RD	<ul style="list-style-type: none"> FP modifier only has an impact if the target unit is in Open Ground or Fielanes (only the best terrain modifier is used).
	LOWER ELEVATION	+1	+1	0	0	0	0	0	0	0	<ul style="list-style-type: none"> * Vehicles and Guns firing at a higher elevation must take a Proficiency Check with a -1 to Proficiency.
	GULLY AND BALKA	EDGE ARTWORK IS A CRESTLINE AND MAY IMPACT FIRE WITH ELEVATION MODIFIERS. MAY BE CONSIDERED MOVING IN OPEN GROUND							1*	2*	<ul style="list-style-type: none"> Gullies and Balkas are -1 level terrain. * Leaving to a non-Gully hex is the cost to move to a higher elevation. * Balka: Gullies are Balkas only by SSR. Except at the dashed lines, Balkas can't be crossed by Vehicles and takes all MPs for Infantry.
	STREAM	MAY BE CONSIDERED MOVING IN OPEN GROUND							2	4	<ul style="list-style-type: none"> LOS only to adjacent hexes and to higher elevation. No Foxholes may be placed in a Stream hex. +1 FP to Mortar/Artillery attacks into if the stream hex also has Woods.
	WHEATFIELD	-1	-1	0	0	-1	-1	0	1.5	1	<ul style="list-style-type: none"> Use when target is in this Terrain. When firing thru, see Hindering Terrain (below).
	ORCHARD	0*	0*	0	0	0	0	0	1	1	<ul style="list-style-type: none"> * Orchard: Target is still considered in Beneficial Terrain.
	DIKE ROAD	-2*	-2*	TREAT AS OPEN GROUND				1*	1*	<ul style="list-style-type: none"> * Dike Road: use Road movement rate along Road. 	
	CARRIER	-2*/N/A	ATTACK CARRIER	-2*/N/A	ATT. VEHICLE NO ARMOR +1 OT -1 ARMOR >3	CLOSE ASSLT	ATT. VEH. NO ARMOR +2 OT	-	-	-	<ul style="list-style-type: none"> * -1 for Universal Carrier, 0 for Unarmored Vehicles. Dismount if Carrier has used ≤ 1/2 MPs. May use 2 MPs if Carrier has not moved. Unit must not move before mounting. After mounting Carrier may use 1/2 MPs unless mounting a Gun or 2 Infantry units. Carrier transporting a Gun: +1/2 MP per hex. -2 does not apply if adj. or if two hexes away & higher.
	ROAD	TREAT AS OPEN GROUND							2/3	1/2	<ul style="list-style-type: none"> If target is moving, treat as Moving in Open Ground unless it has a beneficial Terrain modifier.
	RIVER/CANAL	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	<ul style="list-style-type: none"> May enter only at bridge. Bridges function as a road in all respects.

SITUATIONS - COMBINE THESE WITH THE BEST TERRAIN MODIFIER

	HINDERING TERRAIN	-	-	-	-	-	-	-	-	-	<ul style="list-style-type: none"> Use when firing thru this terrain, but does not impact Mortar or Artillery. Wheatfield: 1 Hindrance/two hexes (rounded up). Does not affect attacks against Vehicles. Orchards: 1 Hindrance/two hexes (rounded up). Impacts the entire hex. Dike Road: 1 Hindrance.
	CONCEAL	-1	-1	-1	-1	REMOVE	0	-1	N/A	N/A	<ul style="list-style-type: none"> Inf. loses if gain Suppression, adjacent to enemy Inf. or Gun not in Melee, in Open Ground and LOS of enemy, Close Assaults, or fires. Inf. may gain if out of enemy LOS at the end of its move.
	ADJACENT	+3	0	0	0	0	0	0	N/A	N/A	
	MOVING IN OPEN GROUND	1-4=+4 5-8=+2 >8=0	0	1-4=+4 5-8=+2 >8=0	+4	0	N/A	0	1	1	<ul style="list-style-type: none"> +4 FP at a range of 1-4, +2 FP at range of 5-8, etc. If Night: 1=+2, 2=+1, >2=0
	FINAL OP FIRE	-2	*	-2	N/A	N/A	N/A	-2*	N/A	N/A	<ul style="list-style-type: none"> * For Vehicles and Guns, there is no mod. to the Firepower roll, but there is an additional -1 to the Proficiency.
	SMOKE	-1*	0	-1*	0	N/A	0	0*	0	0	<ul style="list-style-type: none"> * No moving in Open Ground modifier, except versus Artillery. Fire that comes out of, crosses any part of, or is at a target in a Smoke / Dispersed Smoke hex is affected.
	DISPERSED SMOKE	0*	0 PROF CHK	0*	0	N/A	0	0*	0	0	<ul style="list-style-type: none"> Multiple Smoke hexes do not increase penalty. Smoke by itself does not allow a unit to gain Conceal. Veh/Guns: FP is not impacted but fire thru Smoke req. a Prof Check.

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INFANTRY PROFICIENT FIREPOWER:

- Assault Fire, Op Fire, & Final Op Fire use Prof. Firepower.
- Each of these increases the Proficient Firepower by 1 (but not greater than the Normal Firepower):
 - Op Firing at an Adjacent Unit
 - Op Firing while marked as Op Fire
 - Spending one (& only one) Command Point

SQUAD/WT ROLLS A 1 WHILE FIRING @ INFANTRY/GUN:

- If Normal Range, it always results in at least Suppression.
- If adjacent, the target is at least Reduced.
- Check for Combat Event (optional).

MISC. NOTES:

- A roll of a 10 on a fire attack is always no effect.
- Long Range Infantry Fire is $1\frac{1}{2}$ Firepower (Rounded Down).
- Vehicles, Guns, Air, & Art count 3 units against Operations Range.
- +4 Morale if Declared Retreat, but then must follow all Rout rules.
- -3 Morale attempting to leave Melee.
- Vehicles may be marked Op Fire if $\leq 1/3$ MP.
- **Rout:** Infantry & Guns next to an enemy unit, in the same hex as an enemy unit, or in Open Ground within 5 hexes (and LOS) of an enemy unit that is not in melee must take a Morale Check to see if they Rout.

ARTILLERY

- Must roll against its Proficiency to see if it is available.
- If used as Op Fire, Prof of the battery -2 (If American), -3 (If German/Commonwealth/Italian) -5 (If Russian). If the Artillery was marked Op Fire, there is a +1 to the Proficiency.
- Artillery vs Vehicles: Add 1 to the Firepower if the Vehicle is open topped or unarmored & subtract 1 from the Firepower if the Vehicle's lowest armor factor is 4 or greater.
- When resolving attacks by Artillery, a roll of a one at least suppresses Infantry and Guns or destroys an unconcealed Gun.

ADDITIONAL MOVEMENT INFORMATION:

- Squads = 5 MPs. WTs = 4 MPs.
- Vehicles turning one hexside: 1 Movement Point.
- If Night, every hex costs a min of $1\frac{1}{2}$ MPs for Infantry and 2 MPs for Vehicles. This is in addition to hexside costs.
- CP may be spent to give Infantry unit +1 MP that phase.

GUN/VEHICLE CHECK PROFICIENCY

Must check Proficiency before firing in the following cases. There is only one check, but modifiers are cumulative to the Prof Rating.

- If firing at a target greater than 5 hexes away (**USE ONE**):
 - +0 > 5 hexes, -1 > 10 hexes, -2 > 20 hexes, -3 > 30 hexes
- If target marked "Move": -1, or firer using Op Fire: -2, or Final Op Fire: -3 (**USE ONE**)
- If firer marked as Op Fire: +1
- If firing after turning within its hex: -1 or after moving to a new hex: -4 (**USE ONE**)
- If impacted by Smoke: Non-Dispersed: -1 Dispersed: +0
- If firing at a target at a higher elevation: -1
- Per Hindrance: -1
- If target Vehicle is directly behind a Wall or Dike Road: -2
- If it is Night: -1/hex of range (max -4)

SATW VALUES (FIREPOWER/RANGE) CHART

	1942	1943	1944	1945	Firing from Bldg/Pillbox	Against Gun/WT Use Lower Gun Cas Rating
Bazooka	9/4	9/4	11/4	11/4	-2 to SATW Morale (Check)	+1 to Firepower
Panzerfaust	N/A	(Aug) 22/1	22/2	22/3	-2 to SATW Morale (Check)	-
Panzerschreck	N/A	(Aug) 18/4	18/4	18/4	-2 to SATW Morale (Check)	+1 to Firepower
Russian ATR	4/10	4/10	4/10	4/10	-	-
Cmwealth. PIAT	N/A	(April) 10/3	10/3	10/3	-	+1 to Firepower
Italian ATR	5/12	5/12	5/12	5/12	-	-

(Example: The Panzerfaust was not available until August 1943, and had a Firepower of 22 and a Range of 1 that year.)

FLANK, MELEE:

- -1 FP if change facing to fire. WTs can't change their facing to Final Op Fire.
- +1 FP if enter Melee thru or fire through target's Flank

GUN/VEHICLE FIRE VS INFANTRY/GUNS

- When the Prof Check has been passed or does not need to be made, roll against the Infantry FP using modifiers from table.
- For Canister (Range 3):
 - Conceal counters are removed prior to attack.
 - +4 FP at moving Infantry in Open Ground or Firelane (the modifier for moving in Open Ground may also apply).

GUN/VEHICLE FIRE VS VEHICLES

- When Proficiency does not need to be checked, the hit and kill are resolved in one roll. The number needed for a hit and kill is the Firepower minus the target's armor.
- A roll of a 10 when firing at a vehicle is always no effect.
- Only the following (cumulative) modifiers are used:
 - +1 to Firepower when adjacent
 - +1 to Firepower if firing at rear
 - +1 to Firepower if target is at a lower elevation than firer
 - -1 to Firepower when over 20 hexes
 - -1 to Firepower when over 30 hexes
 - -1 to Firepower if target is at a higher elevation than firer

INFANTRY VS GUNS

- In Melee, Guns are treated like WT's in ALL respects.

INFANTRY VS VEHICLES CLOSE ASSAULT

- Unit must survive all fire in the hex with the Vehicle. +1 MP to enter Vehicle hex.
- Regardless of the outcome, the unit is returned to the hex from which it entered the Vehicle's hex.
- \leq Melee Firepower = Vehicle destroyed.
- -1 to Firepower if the Vehicle is NOT open topped.
- May not enter a hex with both enemy Infantry & a Vehicle.

INFANTRY VS VEHICLES SATW (SEE CHART BELOW)

- SATW Check Modifiers to the Morale:
 - - Squad's SATW Number
 - -2 if using Op Fire
 - +1 if the firer was marked as Op Fire
 - -1 if Assault Fire
 - -1 for non-dispersed Smoke
 - -1 per Hindrance
 - -2 if a Bazooka, Panzerschreck, or Panzerfaust is firing from a building or Pillbox (difficult to use from backblast)
 - -1 for each hex (every 5 hexes if ATR) of Range (e.g.: at Range 3, -3 unless it is an ATR, then it is only -1)
- If SATW Check is successful, apply the modifiers from GUN/VEHICLE FIRE VS VEHICLES to SATW Firepower.

COMMAND POINT USES

- Re-roll Infantry MC.
- The player moving second may perform one action.
- For an Infantry unit to conduct Final Op Fire.
- Re-roll a Melee (not Close Assault) combat roll.
- Increase Infantry Prof FP by one (\leq Normal FP).
- Increase an unmounted infantry unit's MPs by +1.