**BBB WW1 QR v1.1, 2/4/18**

**Spent Status** *(infantry and cavalry only)* Caused by: losing 1 (raw unit), 2 (trained unit ) or 3 (veteran unit ) stands. Effects: -2 on assaults and -2 on movement rolls. Cured by: recovering losses on the movement chart.

**Reduced Artillery** result *(artillery only)* Caused by: Firefights Effects: Fire factor halved. Cured by: On movement chart,"Recover 1" result for a reduced artillery unit can restore it to full strength.

**Second reduced artillery result:** unit destroyed.

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| --- | --- | --- | --- | --- |
| **Unit** | **0”** | **6”[[1]](#footnote-1)** | **12”** | **24”/IDF** |
| Infantry | 2 | 1 | 0.5 | - |
| Dismounted Cavalry | 2 | 1 | - | - |
| MGs | 4 | 2 | 1 | - |
| Vehicle MGs | 3 | 1 | 0.5 | - |
| Vehicle Gun | 4 | 4 | 2 | - |
| Field Artillery | 6 | 6 | 4 | 2 |
| Aircraft | 6 | - | - | - |

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| **Firefight: Column Shifts** |  | **SA** | **Field Arty** | **Hvy Arty** | **AT Gun** |  **Fire power halved if shooter is:** |
| Target is Limbered artillery or cavalry | **1R** | Target in Woods, Villages or Hasty entrenchment:: | 1L | 1L | - | NA | Disrupted |
| Target is crossing a bridge or in defile | 1R | Target in Towns or Entrenchments: | 2L | 2L | 1L | NA | Artillery unlimbered or pivoted or reduced |
| Target in column or hit by flanking fire (not IDF or aircraft) | **1R** | Target in a pillbox / bunker / fort | 3L | 3L | 2L | NA | Low on Ammo |
| Target is Tactically Inept (TI) | **1R** | Target is Armoured Car | 2L | 1L | - | 1L |  |
| Shooter Tactically Competent (TC) | 1R | Target Tank | 3L | 2L | 1L | 1L |  |
| Target is Tactically Competent (TC) | **1L** |  |  |  |  |  |  |
| Shooter is Tactically Inept (TI) | 1L |  |  |  |  |  |  |
| Aircraft vs a stand with an “Archie” rating | 1L |  |  |  |  |  |  |

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| **Roll On 2d6** |  | **0.25** | **0.5** | **1** | **2** | **4** | **6** |  | **9** | **12** | **16** | **20** | **25** |  | **30** | **36** | **42** | **49** | **50+** |  |
| **12** | **R** | **T** | **V** | **1** | **1** | **1** | **12** | **2** | **2** | **2** | **3** | **3** | **12** | **3** | **3** | **3** | **3** | **3** | **12** |
| **11** |  | **R** | **T** | **V** | **1** | **1** | **11** | **1** | **2** | **2** | **2** | **3** | **11** | **3** | **3** | **3** | **3** | **3** | **11** |
| **10** |  |  | **R** | **T** | **V** | **1** | **10** | **1** | **1** | **2** | **2** | **2** | **10** | **3** | **3** | **3** | **3** | **3** | **10** |
| **9** |  |  |  | **R** | **T** | **V** | **9** | **1** | **1** | **1** | **2** | **2** | **9** | **2** | **3** | **3** | **3** | **3** | **9** |
| **8** |  |  |  |  | **R** | **T** | **8** | **V** | **1** | **1** | **1** | **2** | **8** | **2** | **2** | **3** | **3** | **3** | **8** |
| **7** |  |  |  |  |  | **R** | **7** | **T** | **V** | **1** | **1** | **1** | **7** | **2** | **2** | **2** | **3** | **3** | **7** |
| **6** |  | **A 6 on 6 is a miss, A 9 on 9 is a kill** |  | **6** | **R** | **T** | **V** | **1** | **1** | **6** | **1** | **2** | **2** | **2** | **3** | **6** |
| **5** |  |  | **5** |  | **R** | **T** | **V** | **1** | **5** | **1** | **1** | **2** | **2** | **2** | **5** |
| **4** |  |  | **4** |  |  | **R** | **T** | **V** | **4** | **1** | **1** | **1** | **2** | **2** | **4** |
| **3** |  |  | **3** |  |  |  | **R** | **T** | **3** | **V** | **1** | **1** | **1** | **2** | **3** |
| **2** |  |  |  |  |  |  | **2** |  |  |  |  | **R** | **2** | **T** | **V** | **1** | **1** | **1** | **2** |
| **R: Artillery unit Silenced (may not fire); infantry or cavalry unit Disrupted; advancing unit Halted if Raw** |
| **T: Artillery unit Silenced (may not fire); infantry or cavalry unit Disrupted; advancing unit Halted if Trained or Raw** |
| **V: Artillery unit Silenced (may not fire); infantry or cavalry unit Disrupted; advancing unit Halted** |
| **1: Artillery unit Silenced and Reduced; infantry or cavalry unit loses 1 base, is Disrupted, and Halted** |
| **2: Artillery unit destroyed; infantry or cavalry unit loses 2 bases, is Disrupted, and Halted.** |
| **3: Artillery unit destroyed; infantry or cavalry unit loses 3 bases, is Disrupted, and Halted.** |

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| --- | --- | --- | --- |
| Assault Modifiers to the Assault |  |  | The Assault: Final Difference |
| Defender in cover (see Terrain Table) | -1 to -6 |  |  | +7 | Defender loses 2 bases and retires a full move disrupted, ignoring terrain penalties. Attacker MUST Exploit but is not Disrupted |
| Defender Outflanked | +2 |  |  | +4 to +6 | Defender loses 1 base and retires 9", ignoring terrain penalties. Attacker MAY Exploit OR occupy Defender's position. Both Disrupted. |
| Advantages | Attacker ”charged” | +1 |  |  |  |  |
| Numbers 3:2/2:1/3:1 | +1/2/3 |  |  | +1 to +3 | Defender retires 3". Attacker occupies Defender's position. Both Disrupted. |
| Aggressive | +1 |  |  | 0 | Both sides Disrupted and lose 1 base and immediately fight a new Assault. |
| Armoured Car vs target in open | +1 |  |  | -1 to -3 | Attacker retires 3". Both Disrupted. |
| Tank vs target in open | +3 |  |  | -4 to -6 | Attacker loses 1 base and retires 6". Both Disrupted. |
| Penalties | Disrupted | -1 |  |  | -7 or less | Attacker loses 2 bases and retires a full move Disrupted. Defender is NOT Disrupted. |
| Low on Ammunition | -1 |  |  |  |  |
| Fragile | -1 |  |  |  |
| Spent | -2 |  |  |  |

1. [↑](#footnote-ref-1)