Terrain Effects Chart

Feature	Movement MP Cost	Movement Notes:	Combat & Barrage Effect	Combat & Barrage Notes:	Barrage
Open	1		ne		
Orchard	1		ne		
Woods	2		Dx2		+1 DRM
Marsh	3	P for Armor	Dx2		+1 DRM
Dunes	1		ne		
City	1		Dx4		+2 DRM
Village	1		Dx3		+1 DRM
Major River/Sea	P		Ax1/4	No Overruns	
River	P		Ax1/2	No Overruns	
Canal	+1	P for Armor	ne	Ax1/2 in Overrun	
Highway	1/3		ot		
Road	1/2		ot		
Railroad	1		ot		
Full-Hex Bridge	ot		x1/4*	applies to A & D	-2 DRM
Hexside Bridge	ot		ot		
River Ferry	as printed**	P for Armor	ot		
other Ferry	+1	P for Armor	ot		
Field Works	ot		Dx2		
Fort	ot		Dx3		
Prohib. Hexside	P		Ax1/4	No Overruns	
Dutch Supply	ot		ot		
Piers, Buildings	ot		ot		
Airfield	ot		ot		

Other Markings (no Movement or Combat effects):

German Line of Communications

Victory Points **[2]**

End of Major River **·····**

Entry Zone

Notes:
* The x1/4 strength modifier for a Full-Hex Bridge means Dx1/4 when the defender is in the hex and Ax1/4 when the attacker is attacking from the hex.
** Add River Ferry cost to the MP cost of the destination hex.

ot means use Other Terrain in the hex or hexside.
ne means no effect.
P means terrain prohibits movement or combat.
A gives attacker combat multiplier.
D gives defender combat multiplier.

Sequence of Play

German Player Turn
- **Unit Reorganization** (1.10d & e)
- **Air Activities**
  Air Availability Determination - Roll to determine the number of German Air Barrages available using the German Air Support Table on the map.
- **Air Attacks**
  Execute any Air Barrage attacks. (1.9)
  Place all Air Barrages first, resolve AA fires (1.8), then resolve each barrage. (1.7a)
- **Seaplane, Paradrop, Air Landings**
  Resolve applicable AA fires after all have been placed. (1.8)
  Seaplane Landings only on turn 1. (2.4)
  Paradrop and Air Landings. (2.5, 2.6)
  Paradrops on turn 3 and beyond automatically Scatter. (2.5g)
- **AA Fired Recovery.** Recover or flip AA Fired marked units.
- **Movement**
- **Barrage**
- **Combat**
- **Exploitation**
- **Supply** (Turn 3 and after) (2.1a)
- **DG Removal** Remove DG markers from German units.
- **Air Supply Head Removal** (Night turns only) (2.7c)

Dutch Player Turn *(do not conduct on turn 15)*
- **Dutch Ship Withdrawal Rolls** (turn 3 and after) (3.3c)
- **Unit Reorganization** (1.10d)
- **Air Activities**
  Air Availability Determination - Roll to determine the number of Dutch Air Barrages available using the appropriate Air Support Tables on the map.
  British Air Barrages are only available on turn 7. (3.8c)
- **Air Attacks**
  Execute any Air Barrage attacks. (1.9)
  Place all Air Barrages first. resolve AA fires (1.8), then resolve each barrage. (1.7a)
- **AA Fired Recovery.** Recover or flip AA Fired marked units.
- **Movement**
- **Barrage**
- **Combat**
- **Exploitation**
- **Supply** (Turn 3 and after) (3.1b)
- **DG Removal** Remove DG markers from Allied units.

Dutch Air Support Table

Die	Available
1	C-V
2	T-V
3-4	C-V, C-X
5-6	T-V, C-X, C-V, D-XXI

British Air Support Table
Use **ONLY** on Turn 7

Die	Available
1	1xBlenheim
2	2xBlenheim
3-6	3xBlenheim

German Air Support Table

Two Dice	Available
2	1xJu-87
3	1xJu-87, 1xHe-111
4	2xJu-87, 1xJu-88, 1xHe111
5	2xJu-87, 1xJu-88, 1xHe111
6	3xJu-87, 2xJu-88, 2xHe111
7	3xJu-87, 2xJu-88, 2xHe111
8	3xJu-87, 3xJu-88, 2xHe111
9	4xJu-87, 3xJu-88, 2xHe111
10	4xJu-87, 4xJu-88, 2xHe111
11	6xJu-87, 5xJu-88, 3xHe111
12	6xJu-87, 6xJu-88, 3xHe111

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Combat Results Table

Odds

Two Dice	1:3	1:2	1:1	2:1	3:1	4:1	5:1+	
2	A3r1	A2r1	A2r1	A2	A2	A1	A1D1	2
3	A2r1	A2r1	A2	A2	A1D1	A1D1	A1D1	3
4	A2r1	A2	A2D1	A1D1	A1D1	A1D1	D1	4
5	A2	A2	A1D1	A1D1	A1D1	D1	D2r1	5
6	A2	A1	A1D1	A1D1	D1	D2r1	D2r1	6
7-8	A1	A1	A1D1	A1D2	D2r1	D2r1	D2r2	7-8
9	A1	A1D1	A1D2r1	D2r1	D2r1	D2r2	D2r2	9
10-11	A1	A1D2r1	A1D2r1	D2r1	D2r2	D2r2	D3r3	10-11
12	A1D1	A1D2r1	D2r2	D2r2	D2r2	D3r3	D3r4	12
13	A1D2r1	A1D2r1	D3r2	D3r3	D3r3	D3r4	D4r4	13
14	D3r2	D3r3	D3r3	D3r4	D3r4	D4r4	D4r5	14

Notes:

A = Attacker Result
D = Defender Result
# = Step Loss
r# = Retreat Hexes

Assault Units: Double their combat strength when attacking in **overrun** combat. Also, give them a +2 die roll modifier on the Combat Results Table if **all** attacking German units in an overrun combat are Assault Units. Neither of these effects apply to regular combats or any defense.

Ignore retreat results against units in City hexes.

Air Landing Table

Modified Roll	Result
1 or less	Destroy one Ju-52 Point Place Wreck in airfield Scatter as per 1.8d
2	Destroy one Ju-52 Point, land at the airfield
3 or more	Landing occurs without loss

Modifiers:
-1 Landing into an EZOC (friendly units do not negate this).
-1 Landing into an airfield with a Wreck Marker in it.
-2 Landing at an airfield handling more than Normal Capacity this turn.
-2 Landing in a hex with a Standing Barrage in it (Units are attacked by the barrage after they land, normally, as well).
-1 Landing in a Highway/Road or Dunes hex.
-2 Landing in an Open hex.

Landings are not allowed into Orchard, Marsh, Woods, City, Village, or any Prohibited movement hex.

Paradrop Terrain Losses

Do not apply to Village or Stadium jumping units.

1) City Hex. Eliminate two steps (One "step" in the case of an Air Supply Head).

2) Village or Woods Hex. Eliminate one step.

3) All-Sea/Water (includes Bridge hexes) or Enemy Occupied Hex. Abort and return the units undropped to the German player for later entry.

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Barrage Rolls

Modified Roll	Result
Less than or equal to Barrage Rating	DG
Greater than Barrage Rating	No Effect

Roll for each unit separately.

For each unit getting a DG, roll one die:
1-4 No effect (DG remains)
5-6 Take one step loss from the unit

AA Rolls

Roll	Result
Less than or equal to AA Rating	Scatter & Loss Roll (below) *Air Barrages Abort
Greater than AA Rating	No Effect

Roll for each unit separately. Max 4 AA.
Loss Roll:
1-2 No effect
3-4 Ju-52 Point Destroyed
5-6 Ju-52 Destroyed & Unit Step Loss