

Bloody 110 (TCS #21) update for 4.0 rules

American Special Rules

4) ignore

German Special Rules:

10) See TCS 18.7f for values of Nebelwerfer (5-hex radius, total firepower (doubled) of 40).

General Special Rules

5) Sorties: P-47 has Area:36 or 8+ P-fire. Use TCS 4.0 sortie successful table as usual.

7) Use standard TCS 4.0 rules for Tow-Only

Bloody 110 Terrain Effects Chart

	Foot	Vehicle/Halftrack	Truck
Open	1	2	4
Open w/ red x ¹	2	4	P
Woods	1	3	6
Forest	2	5	8
Primary Road ²	1/2	1/3	1/3
Secondary Road ²	1	1	2
Stream	+2	+5	P
Cleff River	P	P	P

(1) All vehicle and halftrack units roll when they enter: on a 5-6 the unit is destroyed. Any units being carried disembark in Move Mode.

(2) Negates other terrain in hex if entered via the same type of road hexside.