

AIR ATTACK / AIR INTERDICTION TABLE (4.6, 4.5)

Clear Weather

Die-roll	Air Attack					Air Interdiction
	Clear	Rough	Woods	Castle, IP, Westwall	City, Town, Village	City, Town, Castle, Village
-6	Step	Step	Step	Step	Step	INT 5 Turns
-5	Step	Step	Step	Step	Step	INT 5 Turns
-4	Step	Step	Step	Step	Step	INT 4 Turns
-3	Step	Step	Step	Step	Step	INT 4 Turns
-2	Step	Step	Step	DIS	Step	INT 3 Turns
-1	Step	DIS	DIS	DIS	DIS	INT 3 Turns
0	DIS	DIS	DIS	DIS	DIS	INT 2 Turns
1	DIS	DIS	DIS	DIS	DIS	INT 2 Turns
2	DIS	DIS	DIS	NE	DIS	INT 1 Turn
3	DIS	DIS	NE	NE	DIS	INT 1 Turn
4	DIS	DIS	NE	NE	DIS	NE
5	DIS	NE	NE	NE	NE	NE
6+	NE	NE	NE	NE	NE	NE

Overcast Weather

Die-roll	Air Attack					Air Interdiction
	Clear	Rough	Woods	Castle, IP, Westwall	City, Town, Village	City, Town, Castle, Village
-6	Step	Step	Step	Step	Step	INT 5 Turns
-5	Step	Step	Step	Step	Step	INT 4 Turns
-4	Step	Step	Step	Step	Step	INT 4 Turns
-3	Step	Step	Step	DIS	Step	INT 3 Turns
-2	Step	DIS	DIS	DIS	DIS	INT 3 Turns
-1	DIS	DIS	DIS	DIS	DIS	INT 2 Turns
0	DIS	DIS	DIS	DIS	DIS	INT 2 Turns
1	DIS	DIS	DIS	NE	DIS	INT 1 Turn
2	DIS	DIS	NE	NE	DIS	INT 1 Turn
3	DIS	DIS	NE	NE	DIS	NE
4	DIS	NE	NE	NE	NE	NE
5	NE	NE	NE	NE	NE	NE
6+	NE	NE	NE	NE	NE	NE

Bad / Snow Weather

Die-roll	Air Attack					Air Interdiction
	Clear	Rough	Woods	Castle, IP, Westwall	City, Town, Village	City, Town, Castle, Village
-6	Step	Step	Step	Step	Step	INT 4 Turns
-5	Step	Step	Step	DIS	Step	INT 3 Turns
-4	Step	DIS	DIS	DIS	DIS	INT 3 Turns
-3	DIS	DIS	DIS	DIS	DIS	INT 2 Turns
-2	DIS	DIS	DIS	DIS	DIS	INT 2 Turns
-1	DIS	DIS	DIS	NE	DIS	INT 1 Turn
0	DIS	DIS	NE	NE	DIS	INT 1 Turn
1	DIS	DIS	NE	NE	DIS	NE
2	DIS	NE	NE	NE	NE	NE
3	NE	NE	NE	NE	NE	NE
4	NE	NE	NE	NE	NE	NE
5+	NE	NE	NE	NE	NE	NE

Modifications/Results

Note: No Air attacks in Forest hexes unless a Town is also present.

- 4** Super-Heavy Bomber Interdiction (Lancaster)
- 3** Heavy-Bomber Interdiction (B-17, B-24)
- 2** Medium Bomber Interdiction (A-16, B-25, B-26)
- 2** Any unit (or KG/TF) in strategic movement in the target hex.
- 1** Motorized, Non-Flak/AAA unit(s) in target hex.
- +1** Only non-motorized units in the target hex.
- +2** Each deployed Flak/AAA Regiment adjacent to the target hex.
- +3** Each deployed Flak/AAA unit in the target hex.

NE = No Effect

DIS = All occupying units disrupted (4.6.3).

Step = DIS plus one randomly chosen unit loses 1 step.

INT = No supply trace. May only use regular or road movement +1MP.



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THE LAST GAMBLE
The Ardennes Offensive, December 1944

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