

Cassino

Charts & Tables

Opportunity/Support Fire Table

dice roll	Equivalent Company Steps								
	½ - 1	2 - 3	4 - 6	7 - 10	11-15	16-21	22-28	29-36	37-45
2	-	-	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-	-	P
5	-	-	-	-	-	-	-	P	P
6	-	-	-	-	-	-	P	P	P
7	-	-	-	-	-	P	P	P	P
8	-	-	-	-	P	P	P	P	1
9	-	-	-	P	P	P	P	1	1
10	-	-	P	P	P	P	1	1	1
11	-	P	P	P	P	1	1	1	1
12	P	P	P	P	1	1	1	1	1

(for every partial increment of 10 above 45, use the 37-45 column & add 1 to the DR, e.g. 52: +1, 56: +2)

Opportunity/Support Fire Range Effects

firing unit type	(distance in hexes - firing unit to target)								
	1	2	3	4	5	6-8	9-10	11-12	13+
ENG	x3	x2	x2	x1	x1	x1	x½	x½	x½
MG	x3	x3	x2	x2	x1	x1	x1	x½	x½
INF	x2	x2	x2	x2	x2	x1	x1	x1	x½
TANK	x2	x1	x1	x1	x1	x1	x1	x½	x½

Bombardment Results Table

DIE	Number of Air and/or Artillery Points or Number of Firing HQ Units (Mortar Bombardment)									
	1	2	3	4	5	6	7	8	9	10+
1	P	P	P	1	1	P1	P1	2	2	(3)
2	(r1)	P	P	P	1	1	P1	P1	(2)	(2)
3	-	(r1)	P	P	P	1	1	(P1)	(P1)	(2)
4	-	-	(r1)	P	P	P	(1)	(1)	(P1)	(P1)
5	-	-	-	(r1)	P	(P)	(P)	(1)	(1)	(P1)
6	-	-	-	-	(r1)	(P)	(P)	(P)	(1)	(1)

Bombardment by more than 10 Air/Artillery Points or HQ units (in mortar Bombardment) are resolved on the 10+ column.

EXPLANATION OF RESULTS

For All Combat Results Tables

P = Pin;

1,2,3 = Affected unit must lose the indicated number of Steps (owner's choice)

r1,r2,r3= Affected unit must be retreated the indicated number of hexes away from its initial hex (by opponent);

() = Parenthesized results
Indicate collateral damage (Artillery/Air Bombardment die rolls only, ignore for Mortar & secondary damage die rolls)

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Terrain Effects Chart		
Terrain Type	Movement Point Cost	Combat Effect
Road	1	Other terrain in hex
Trail	2	Other terrain in hex
Crest Hexside	Depends on elevation (see Case 5.23)	Defender tripled
Building	3	Defender doubled
Contour hexside	+2 to cross each 50 meters	None
Ruins	Infantry: twice normal Terrain cost Armor: prohibited	Defender doubled
Roadblock	(same as Ruins)	None
River	Prohibited, except at Bridges	Close Assault from/to A River hex is Prohibited
Clear terrain at an elevation of:		
0 to 199 meters	2	None
200 to 299 meters	3	None
300 to 399 meters	4	Defender doubled
400 to 449 meters	5	Defender doubled
450 meters or more	5	Defender tripled
Terrain Movement Point costs are cumulative. Terrain Combat Effects are cumulative; However, the defender may never be more than tripled. Terrain bonuses are applied prior to Pin effects to a defending unit's Defense Strength		

Close Assault Combat Results Table

DIE	Combat Ratio (Attacker Strength to Defender Strength)							
	1-3	1-2	1-1	3-2	2-1	3-1	4-1	5-1
1	2r1/-	1/-	1/-	1/-	1/-	1/-	1/-	1/r1
2	2/-	1r2/-	1r1/-	1/-	-/1	1/1r1	-/1r1	-/1r1
3	1r2/-	1r1/-	1/-	1/1	1/1r1	-/1r1	-/1r1	2/2r1
4	1r1/-	1/-	1/1	-/1	-/1r1	-/1r1	2/2r1	-/2r1
5	1/-	1/1	-/1	1/1r1	-/1r1	2/2r1	-/2r1	-/2r2
6	1/1	-/1	1/1r1	-/1r1	2/2r1	-/2r1	-/2r2	-/2r3

Results to the left of slash refer to Attacker; those to right of slash apply to Defender. Combat at a ratio of less than 1-3 is resolved on the 1-3 column; combat at a ratio of greater than 5-1 is resolved on the 5-1 column.

EXPLANATION OF RESULTS

For All Combat Results Tables

P = Pin;

1,2,3 = Affected unit must lose the indicated number of Steps (owner's choice)

r1,r2,r3 = Affected unit must be retreated the indicated number of hexes away from its initial hex (by opponent);

() = Parenthesized results

Indicate collateral damage (Artillery/Air Bombardment die rolls only, ignore for Mortar & secondary damage die rolls)