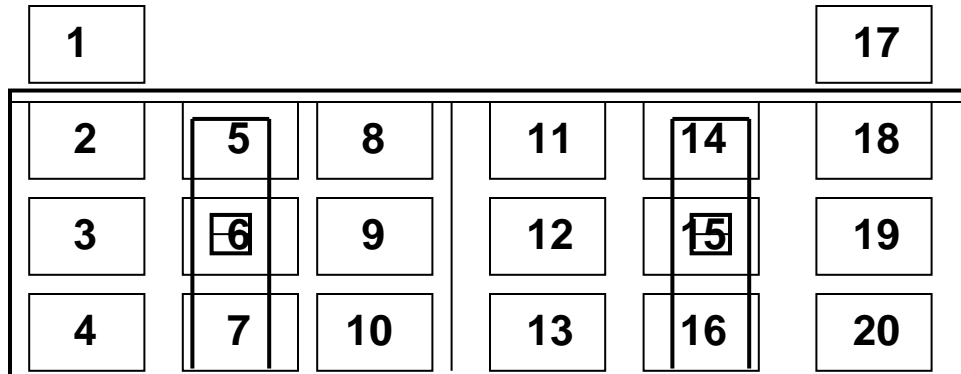


Bunker Chart (for Battleground)

This chart is designed for use with the Meuse Crossing scenario and other situations where direct fire is being directed at a bunker. The to-hit rolls are resolved normally. For each hit, roll for location just as for a vehicular target. Armor values can be assigned to the bunker, along with a minimum shell size necessary to check for penetration. The French bunkers along this section of the Meuse were stoutly constructed with reinforced concrete. A shell size of at least 105mm is required to roll for penetration. The armor value of the bunkers is 40, except for the apertures, which have a value of two. Guns targeting a bunker may acquire the target. Bunkers may have size ratings as vehicles, the bunkers along this section of the Meuse are all considered medium size. Add three to the effects roll for hits less than 37mm.

Hit Location



Locations 6 and 15 are the apertures. Locations 1 and 17 may be used for scenario specific items, such as observation ports, ventilation shafts, etc. For the Meuse scenario, locations 1 and 17 are no effect. The effects are given below.

Aperture hits

When a hit occurs on an aperture, roll a d6 to determine if the shell is deflected. On a 4 to 6 the shell deflects and there is no possibility of penetration. On a 1 to 3 roll for penetration. Subtract one from the die roll if the hit is from short range, subtract two if the hit is from point blank range.

Location	Non-penetrating	Penetrating, AP	Penetrating, HE
1	No effect.	No effect.	No effect.
2	No effect.	d2 rolls on the C column.	d4 rolls on the B column.
3	No effect.	d2 rolls on the C column.	d4 rolls on the B column.
4	No effect.	d2 rolls on the C column.	d4 rolls on the B column.
5	No effect.	d3 rolls on the B column.	d6 rolls on the A column.
6	Crew -1 action.	d3 rolls on the A column.	d6 rolls on the A column, -2.
7	No effect.	d3 rolls on the B column.	d6 rolls on the A column.
8	No effect.	d2 rolls on the C column.	d4 rolls on the B column.
9	No effect.	d3 rolls on the C column.	d4 rolls on the B column.
10	No effect.	d2 rolls on the C column.	d4 rolls on the B column.
11	No effect.	d2 rolls on the C column.	d4 rolls on the B column.
12	No effect.	d4 rolls on the C column.	d4 rolls on the B column.
13	No effect.	d2 rolls on the C column.	d4 rolls on the B column.
14	No effect.	d4 rolls on the B column.	d6 rolls on the A column.
15	Crew -1 action.	d3 rolls on the A column.	d6 rolls on the A column, -2.
16	No effect.	d3 rolls on the B column.	d6 rolls on the A column.
17	No effect.	No effect.	No effect.
18	No effect.	d2 rolls on the C column.	d4 rolls on the B column.
19	No effect.	d2 rolls on the C column.	d4 rolls on the B column.
20	No effect.	d2 rolls on the C column.	d4 rolls on the B column.