# Highway to the Reich CHARTS AND TABLES

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### [5.61] FIRE VALUE MATRIX: Direct Fire

(Used by Infantry, Engineers, Armor, AT, Flak, Cavalry, and HQ)

FIRING UNIT'S EFFECTIVENESS RATING vs TARGET when target is...

| Strength of Firing Unit | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | na | na |
|---|---|---|---|---|---|---|---|---|---|---|
| | na | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | na |
| | na | na | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| | na | na | na | 1 | 2 | 3 | 4 | 5 | 6 | 7-9 |
| | **Armor with 8 or 9 Eff. Rating** | | | | | | | | | |
| | **Armor with 7 Eff. Rating; Entrenched Non-Armor** | | | | | | | | | |
| | **Armor with 6 or less Eff. Rating** | | | | | | | | | |
| | **Unentrenched Non-Armor** | | | | | | | | | |
| 1 | • | • | • | 1 | 1 | 2 | 2 | 3 | 4 | 5 |
| 2 | • | • | 1 | 1 | 2 | 2 | 3 | 4 | 5 | 5 |
| 3 | • | 1 | 1 | 2 | 3 | 3 | 4 | 5 | 5 | 6 |
| 4 | 1 | 1 | 2 | 2 | 3 | 4 | 5 | 5 | 6 | 7 |
| 5 | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 |
| 6 | 1 | 2 | 3 | 4 | 4 | 5 | 5 | 6 | 7 | 8 |
| 7 | 1 | 2 | 3 | 4 | 5 | 5 | 6 | 7 | 7 | 8 |
| 8 | 2 | 3 | 4 | 4 | 5 | 5 | 6 | 7 | 8 | 9 |
| 9 | 2 | 3 | 4 | 5 | 5 | 6 | 7 | 8 | 9 | 9 |

• = fire value ineffectual
na = not applicable
# = fire value

1. Fire is executed during the Player's Conditional and Free Fire Phase or when triggered as Opportunity Fire.
2. Only the two topmost units in a stack may fire and only at either of the two topmost units in a target stack. Units beneath the top two units in a stack cannot fire or be fired on.
3. Units that are Disrupted, Depleted, and in Travel Mode cannot fire and their Effectiveness Rating is zero.

### [5.62] FIRE VALUE MATRIX: Indirect Fire

(Used by Artillery and Heavy Weapons)

FIRING UNIT'S EFFECTIVENESS RATING vs TARGET when target is...

| Strength of Firing Unit | 3,4 | 5,6 | 7 | 8 | 9 | na | na | na | na | na |
|---|---|---|---|---|---|---|---|---|---|---|
| | na | na | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| | **Armor; Entrenched Non-Armor** | | | | | | | | | | |
| | **Unentrenched Non-Armor** | | | | | | | | | | |
| 1 | • | • | • | 1 | 1 | 2 | 2 | 3 | 4 | 5 | 6 |
| 2 | • | • | 1 | 1 | 2 | 2 | 3 | 4 | 5 | 6 | 7 |
| 3 | • | 1 | 1 | 2 | 2 | 3 | 4 | 5 | 6 | 6 | 7 |
| 4 | 1 | 1 | 2 | 2 | 3 | 4 | 5 | 6 | 6 | 7 | 7 |
| 5 | 1 | 2 | 2 | 3 | 3 | 4 | 5 | 6 | 7 | 7 | 8 |
| 6 | 1 | 2 | 3 | 4 | 4 | 5 | 6 | 7 | 8 | 8 | 9 |
| 7 | 1 | 2 | 3 | 4 | 5 | 5 | 6 | 7 | 8 | 9 | 9 |
| 8 | 2 | 3 | 4 | 5 | 6 | 6 | 7 | 8 | 9 | 9 | 9 |
| 9 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 9 | 9 | 9 |

• = fire value ineffectual
na = not applicable
# = fire value

1. Artillery may fire against an observed unit regardless of its own position in its stack or the position of the target in a stack. Heavy Weapons may fire from any position in a stack but only at the two topmost units in a stack.
2. Heavy Weapons units may execute Opportunity Fire but only against units they observe in hexes they contol.
3. Artillery-type units may execute Opportunity Fire only when Close Assaulted.

### [5.63] FIRE RESULTS TABLE

Fire Value vs. Target when target is...

| Dice Roll | 4 | 5 | 6 | 7 | 8 | 9 | na | na | na |
|---|---|---|---|---|---|---|---|---|---|
| | 3 | 4 | 5 | 6 | 7 | 8 | 9 | na | na |
| | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | na |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| | **Dispersed in City, Rough, or Entrenched** | | | | | | | | |
| | **Dispersed in Forest, Town or Broken** | | | | | | | | |
| | **Dispersed in Other Terrain** | | | | | | | | |
| | **Undispersed in Any Terrain** | | | | | | | | |
| 2 | 1 | 1 | 1 | 1 | 2 | 2 | 3 | 3 | 3 |
| 3 | D | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 |
| 4 | • | D | D | 1 | 1 | 1 | 1 | 2 | 2 |
| 5 | • | • | D | D | 1 | 1 | 1 | 1 | 2 |
| 6 | • | • | • | D | D | 1 | 1 | 1 | 1 |
| 7 | • | • | • | • | • | • | • | D | 1 |
| 8 | • | • | • | • | • | D | D | 1 | 1 |
| 9 | • | • | • | • | D | D | 1 | 1 | 2 |
| 10 | • | • | • | D | D | 1 | 1 | 2 | 2 |
| 11 | • | • | D | D | 1 | 1 | 2 | 2 | 3 |
| 12 | • | D | D | 1 | 1 | 2 | 2 | 3 | 3 |

• = No Effect
D = Disperse
# = Target loses indicated number of strength points
na = not applicable

1. Fire Value is derived from either 5.61 or 5.62 depending on the type of the firing unit.
2. Fire Value must "read" as a numerical result on the appropriate Fire Value Matrix or the attack is ineffectual. (I.e., you cannot fire at a dispersed target in a city with 3 or less Fire Value.)
3. A result of D on an already dispersed unit results in no effect; a D result on a non-dispersed unit calls for the unit's dispersal (if possible) or the loss of one Strength Point.
4. If a number loss results, a unit must lose the stated number of Strength Points and, if undispersed, must disperse or lose an additional point.

### [8.72] CLOSE ACTION VALUE TABLE

**Morale Differential**
(Attacker minus Defender)

**When Defender is in...**

| Rough, City, Entrenchment | Forest, Town | Open, Mixed, Woods, Broken | Effectiveness Differential (Attacker minus Defender) | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | -9 to -7 | -6 to -4 | -3 to -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| | | 4 | 2 | 3 | 4 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 8 | 9 | 9 | 9 |
| | | 3 | 1 | 2 | 3 | 4 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 8 | 9 | 9 |
| | 4 | 2 | D | 1 | 2 | 3 | 4 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 8 | 9 |
| | 3 | 1 | D | D | 1 | 2 | 3 | 4 | 5 | 5 | 6 | 6 | 7 | 7 | 8 | 8 |
| 4 | 2 | 0 | D | D | D | 1 | 2 | 3 | 4 | 5 | 5 | 6 | 6 | 7 | 7 | 8 |
| 3 | 1 | -1 | D | D | D | D | 1 | 2 | 3 | 4 | 5 | 5 | 6 | 6 | 7 | 7 |
| 2 | 0 | -2 | D | D | D | D | D | 1 | 2 | 3 | 4 | 5 | 5 | 6 | 6 | 7 |
| 1 | -1 | -3 | D | D | D | D | D | D | 1 | 2 | 3 | 4 | 5 | 5 | 6 | 6 |
| 0 | -2 | -4 | D | D | D | D | D | D | D | 1 | 2 | 3 | 4 | 5 | 5 | 6 |
| -1 | -3 | | D | D | D | D | D | D | D | D | 1 | 2 | 3 | 4 | 5 | 5 |
| -2 | -4 | | D | D | D | D | D | D | D | D | D | 1 | 2 | 3 | 4 | 5 |
| -3 | | | D | D | D | D | D | D | D | D | D | D | 1 | 2 | 3 | 4 |
| -4 | | | D | D | D | D | D | D | D | D | D | D | D | 1 | 2 | 3 |

1. A unit's current morale is defined as its printed Morale Rating less one point for each Strength Point it has lost (may be a negative number).
2. Current morale is modified by terrain (see Case 10.4), engineers (see Case 18.41), and leaders (see Case 19.11). Also, a currently disrupted defender loses 3 morale points.
3. Units involved in a Close Action while in Travel Mode have the following values: 0 Effectiveness Rating; Current Strength; Current Morale. Units involved in a Close Action while Disrupted have the following values: 0 Effectiveness Rating; 0 Strength ; *3 less than* Current Morale. Units involved in a Close Action while Depleted have the following values: 0 Effectiveness Rating; 0 Stregth; Current Morale.
4. When executing a Close Action against a defender who occupies a Hilltop hex, shift *left* one column on the Effectiveness Differential line (attacks at less than -9 are treated as -9).

D = Attacker disrupted; cease Close Action
# = Close Action Value; index on 8.73
Attacks at 0-any value are treated as 1-3; attacks at any value-0 are treated as 4-1.