

Barrage Tables

Operational Combat Series: v.3.0 Charts & Tables

©2000 The Gamers, Inc. All Rights Reserved.

14.9 Flak Point Determination

- 1 Point per HQ
- 1 Point per air base level minus 1 (Level 1 = +0, Level 3 = +2)
- Ships use their printed flak rating
- 0 Points (but roll allowed) if the hex contains Units, SPs, Transport Points, Landing Craft, or an Air Strip, in any size, shape, or amount

Patrol Zone Flak Points:

- Compare Air to Air Ratings between the Escort Fighter (if any) and all the Active Enemy Fighters (which have a Patrol Zone in the hex).
- No Points per Patrol Zone Fighter, if the Escort > Patrol Zone. Flak Roll allowed at +0.
 - 1 Point per Patrol Zone Fighter, if the Escort ≤ Patrol Zone.
 - 2 Points per Patrol Zone Fighter, if there is no Escort Fighter.

14.9 Flak Table

Result	Roll Once Per Stack
No Effect	8 or less
Abort 1 Air Unit	9-10
Abort 2 Air Units ★	11-13
Abort 3 Air Unit ★	14+

Determine Flak Strength using 14.9. Max allowed for a hex is 5.

Abort: Abort the number of air unit(s) required back to base, they do not add to the Barrage. Randomly choose the air units to abort. If there is an abort result, make the roll below. Excess aborts are ignored.

Roll one die: On a 5 or 6, take one step loss from any randomly chosen aborting air unit. On any other roll, the air unit(s) abort without step loss.

+1 to the Loss Roll if the ★ result occurs

10.0 Barrage Table

Cost -->	Total Barrage Strength										
	1 or less	2	3-4	5-7	8-11	12-16	17-24	25-40	41-68	69-116	117+
	1T	1T	2T	2T	2T	3T	3T	4T	5T	8T	10T
2	-	-	-	-	-	-	-	-	-	-	DG
3	-	-	-	-	-	-	-	-	-	DG	[1/2]
4	-	-	-	-	-	-	-	-	DG	[1/2]	[1/2]
5	-	-	-	-	-	-	-	DG	DG	[1/2]	[1/2]
6	-	-	-	-	-	-	DG	DG	[1/2]	[1/2]	1/2
7	-	-	-	-	-	DG	DG	[1/2]	[1/2]	1/2	1
8	-	-	-	-	DG	DG	[1/2]	[1/2]	1/2	1	1
9	-	-	-	DG	DG	1/2	1/2	1/2	1	1	1
10	-	-	DG	DG	1/2	1/2	1/2	1	1	1	2
11	-	DG	DG	1/2	1/2	1/2	1	1	1	2	2
12	DG	1/2	1/2	1/2	1	1	1	1	2	2	3

Roll once for hex (or ship). Owner's choice of which unit(s) take the step loss(es) (targeted ship subject to any loss in that case).

Results:

- : No Effect
- #: Lose # steps and become disorganized.
- [1/2]: If in a level 3 Hedgehog (or more), or if No friendly unit adjacent to the target hex treat as DG, otherwise treat as regular 1/2. Against ships, always 1/2 result.
- 1/2: Roll one die, on a 4-6 lose one step and become disorganized, otherwise, become disorganized only.
- DG: Target is disorganized.

Ship to Shore Barrages:

- Reduce each result as below:
- DG remains DG.
 - 1/2 (either kind) becomes DG
 - 1 becomes 1/2, 2 becomes 1

Apply each *line* a maximum of once in a given barrage if one or more of its reasons apply. Use all lines which do apply.

1. Shift 1 column left if in a **Hedgehog** (any level, see also the [1/2] result).
2. Shift 1 column left if in a **Close or Very Close Terrain Hex**.
3. Shift 2 columns left if in an **Extremely Close Terrain Hex**.
4. Shift 2 columns left if **no correct spotter unit adjacent** to the target (always apply to S-types and Naval Shore Barrages).
5. If any unit or units in the target hex are in Strategic Move Mode, shift 3 columns right.
6. Shift 1 column right if all air units at or within 10 hexes of their base.
7. (optional 21.4) Shift 1 column left if any air unit at half range or more.

Density Modifiers

REs in Hex (don't round)	Shifts
1 or less	left 1
Greater than 1, up to 3	none
Greater than 3, up to 4	right 1
Greater than 4, up to 5	right 2
Greater than 5, up to 6	right 3
Greater than 6	right 4

Barrage vs Facility Table

Cost -->	Total Barrage & GS Strength					
	1-4	5-10	11-20	21-40	41-80	81+
	1T	1T	2T	4T	6T	8T
1	-	-	-	-	AB	1
2	-	-	-	AB	1	1rr
3	-	-	AB	1	1rr	1rr
4	-	AB	1	1rr	1rr	2rr
5	AB	1	1rr	2rr	2rr	2rr
6	1rr	1rr	1rr	2rr	2rr	2rr

-: No Effect

AB: No effect except the attacking player can attack inactive air units at an airbase.

1: Air Base reduced by one level

2: Air Base reduced by two levels

Note: Air Bases cannot be reduced below Level 1.

rr: Railroad Hex Interdicted

#: Increase in Hits applied to a port, the MAX NUMBER of hits is 4.

Current Hits on port ↕	0	1	2	3	4
% of Capacity ↕	100	80	60	40	20

Barrage vs Dump/Transport Point Table

Cost -->	Total Barrage & GS Strength							
	1	2-4	5-8	9-12	13-24	25-48	49-62	63+
	1T	1T	1T	2T	3T	4T	6T	8T
1	-	-	-	-	5%	5%	10%	10%
2	-	-	-	5%	5%	10%	10%	15%
3	-	-	5%	5%	10%	10%	15%	20%
4	-	5%	5%	10%	10%	15%	20%	25%
5	5%	5%	10%	10%	15%	20%	25%	30%
6	5%	10%	10%	15%	20%	25%	30%	30%

Result is applied to each target type separately. For example, a 25% result against a hex with 10 trucks, 4 wagons, and 15 Supply Points would generate a loss of 3 trucks, 1 wagon, and 4 SPs.

Apply each *line* a maximum of once in a given barrage if one or more of its reasons apply. Use all lines which apply. "Points" in hex is the Total of all Truck, Wagon, and Supply Points in hex.

1. Shift 1 column left if in a **Hedgehog** (any level).
2. Shift 2 columns left if in a **Close or Very Close Terrain Hex**
3. Shift 3 columns left if in an **Extremely Close Terrain Hex**
4. If at least 5, but less than 15 "Points" in hex, shift 1 column right.
5. If 15 or more "Points" in hex, shift 2 columns right.

Patrol Zone Effects (14.5)

- A) Patrol Zones increase the Flak Rating of their hexes.
- B) No air unit can enter interdiction in this zone.
- C) Only air units stopping in such a Zone are subject to "Interception", see 14.5a.