

BARRAGE :

2d6 + Fire value + Modifiers	Result
7 or less	no effect
8 - 10	units with morale 3 or less retreat 1 hex
11 - 12	one unit « d » (disorganized), and all units with morale 4 or less retreat 1 hex
13 or more	hit (1 loss), and all units with morale 4 or less retreat 1 hex.

Modifiers to Fire value :

- Low of Ammo = $\times 1/2$
- Firing unit disorganized = $\times 1/2$

Dice roll modifiers :

- terrain or Entrenchements (see terrain chart)
- against a Fort (not cumulative with terrain) : -2
- firing Fort against a fleet ; or firing fleet against Fort : +1