



Allied Air Allocation Chart

MOVEMENT INTERDICTION AIR POINTS

0 	1	2	3	4	5	6	7	8	9
	10	11	12	13	14	15	16	17	18

The maximum number of air points that may be allocated to Movement Interdiction is 18 (see 15.5).

GROUND SUPPORT AIR POINTS

0 	1	2	3	4	5	6	7	8	9
	10	11	12	13	14	15	16	17	18

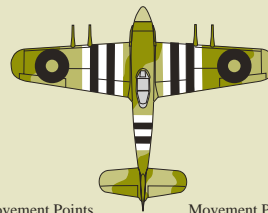
The maximum number of air points that may be allocated to Ground Support is 18, divided between U.S. and British forces (see 15.7). At the start of the Allied Air Interdiction Phase, half (rounded down) of unused Ground Support Air Points may be transferred to Movement Interdiction.

Allied Air Interdiction Table

Die	Number of Air Points Assigned to Interdiction									
	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18
1	•/2	•/3	0 /3	1/4	1/5	1/6	2 /7	2 /7	2 /8	2 /8
2	•	•/2	0 /3	0 /4	1/5	1/6	1/6	2 /7	2 /8	2 /8
3	•	•/2	•/3	0 /3	1/4	1/5	1/6	1/6	2 /7	2 /8
4	•	•	•/2	0 /3	0 /4	1/5	1/5	1/6	2 /7	2 /7
5	•	•	•/2	•/3	0 /3	1/4	1/5	1/5	1/6	2 /7
6	•	•	•	•/2	0 /3	0 /4	1/5	1/5	1/6	1/6
7	•	•	•	•/2	•/3	0 /3	1/4	1/5	1/5	1/6
8	•	•	•	•	•/2	0 /3	0 /4	1/4	1/5	1/5

Explanation of Results

The die roll result represents the level of General Air Interdiction imposed on German units during the German Player's Movement Phase. The number, in **bold**, to the left of the slash is the number of Movement Points subtracted from all non-mech units. The number to the right of the slash is the number of Movement Points subtracted from all mech units (see 15.51). On a **bold 0** result, primary roads are treated as secondary roads during German Strategic Movement. On a **bold 1 or 2** result, Primary roads are treated as secondary roads and secondary roads cost 1 during German Strategic Movement (see 15.53). In addition, any **bold** numbered result increases the cost of movement for German non-mech units from 1 to 1½ into a bocage hex.



Movement Points subtracted from all non-mech units
and
A numbered result will affect German Strategic Movement on roads (see below)

1/5

Movement Points subtracted from all mech units
and
The value used to check for Disorganization if a unit exceeds its interdiction MA (15.52)

Die Roll Modifiers

- +1 if the weather is Scattered
- +2 if the weather is Rain

Allied Air Availability Table

Die	Current Cloud Condition			
	Clear/Scattered	Light Overcast	Heavy Overcast	Hvy Overcast with Rain
1	8	4	0	No
2	9	5	0	Air Points
3	10	6	0	Available
4	12	7	2	
5	14	8	2	
6	16	9	3	
7	18	10	4	
8	20	12	5	
9	22	14	6	
10+	24	16	8	

Explanation of Results
Total number of air units available to the Allies for the Game Turn.

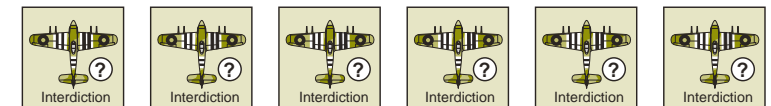
The Allied player rolls one die, adds the Die Roll Modifiers and cross references this number under the current cloud condition. The result is the number of air points (units) the Allied player receives for the game turn.

Die Roll Modifiers

- # Air die roll modifier indicated on the Game Turn Record Track.
- 1 If Light Overcast has rain.

SUPPLY INTERDICTION DISPLAY

Depending on the weather, the Allied player may use up to 6 Air Points for Supply Interdiction. The combined Interdiction Values of all the air units placed is the number of German supply points destroyed this turn. The German player subtracts from that amount the number of Supply Points he receives that turn (15.4).



Heavy Overcast

Light Overcast

◀ less 1 if rain

Clear/Scattered

◀ less 1 if Scattered

THE

KILLING + GROUND

The Battle for Normandy, July-August, 1944