

# The Battle for Normandy SUPPORT PLAYING AID

## **Offensive Artillery Support**

- Artillery must be in Combat Supply to fire (including Fixed Batteries)
- Attacking unit(s) must be in Combat Supply to receive it
- Artillery & Attacking unit(s) must be in same Division or Attached
- Limit 1 Artillery support unit per battalion sized unit attacking
- Allowed during Night turns and in Heavy Rain/Storm (if still within reduced Weather supply range)
- (Allies only) CSP cost = 1 if Normal Attack, or 3 if Major Attack

## **Defensive Artillery Support**

- No Combat Supply is needed
- Artillery must be in General Supply to Divisional HQ 'only' to fire (including Fixed Batteries)
- Defending unit(s) must be in General Supply to Divisional HQ 'only' to receive it
- Artillery & Defending unit(s) must be in same Division or Attached
- Limit 1 Artillery support unit per battalion sized unit defending
- Allowed during Night turns and in Heavy Rain/Storm (if still within reduced Weather supply range)
- (Allies only) CSP cost = 1

## **Artillery Fire (non-Supporting using Spotter)**

- Spotter and Artillery must be in supply (including Fixed Batteries)
- Spotter & Artillery must be in same Division or Attached
- Allowed during Heavy Rain/Storm (no spotter restrictions) and Night turns (spotter must be adjacent)
- (Allies only) CSP cost = 1

## **Offensive Naval Support**

- Attacking unit(s) must be in Combat Supply to receive it
- Limit 1 Naval support unit per battalion sized unit attacking
- NOT Allowed during Night turns and in Heavy Rain/Storm Weather
- (Allies only) CSP cost = 1 if Normal Attack, or 3 if Major Attack

*NOTE: Allied supply costs for Artillery, Naval and/or Air support are not cumulative.*

## **Defensive Naval Support**

- Same as Offensive Naval Support

## **Naval Fire (non-Supporting using Spotter)**

- General or Combat Supply is needed for Spotter
- NOT Allowed during Night turns and in Heavy Rain/Storm Weather
- (Allies only) CSP cost = 1

## **Offensive Ground Support**

- Attacking unit(s) must be in Combat Supply to receive it
- Limit 3 Ground Support points per Attacked Hex
- NOT Allowed during Night turns and in Heavy Rain/Storm Weather
- (Allies only) CSP cost = 1 if Normal Attack, or 3 if Major Attack

## **Defensive Ground Support**

- Same as Offensive Ground Support