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**Table 1: Applicability of Cases "J" (Moving/Motion) and "L" (Point Blank) on the To Hit Tables.**

Rules sections C6.1, C6.3

Situation: Attacker's Player Turn, as described in each situation.

|   | Situation 1:   | Situation 2*:  | Situation 3:  | Situation 4:   | Situation 5:  |
|---|--|--|---|--|---|
| Modifiers Applicable to an attack by the: | Defender <b>Stopped</b> ,<br>Attacker in <b>Motion</b> | Defender <b>Stopped</b> ,<br>Attacker is <b>Stopped</b><br>and is expending a<br><b>Start MP</b> | Defender <b>Stopped</b> ,<br>Attacker <b>Moved</b> but<br>is now <b>Stopped</b> | Defender in <b>Motion</b> ,<br>Attacker in <b>Motion</b> | Defender in <b>Motion</b> ,<br>Attacker <b>Moved</b> but<br>is now <b>Stopped</b> |
| Defender-Case L (Point Blank)             | NO   | NO   | YES   | NO   | NO  |
| Defender-Case J (Moving/Motion)           | YES  | NO   | YES   | YES  | YES   |
| Attacker-Case L (Point Blank)             | NO   | NO   | YES   | NO   | NO  |
| Attacker-Case J (Moving/Motion)           | NO   | NO   | NO  | YES  | YES   |

\*: The Defender has to wait for a MP expenditure to shoot, & has to wait until the Attacker spends a MP to start. At this point the Attacker's vehicle is no longer Stopped, and is now a Non-Stopped Vehicle but is not yet in Motion until he moves into a new hex per the Romanowski Q&A answers.

## Table 2: FG Leadership Direction for HT Passengers, Infantry and Vehicle Mounted FP.

Rules Sections: D6.64-.65; A7.531

Situation: A Carrier/Armored HT with Inherent Crew and/or Armor Leader, Passenger Squad and a Passenger Leader which are all CE. The Vehicle is Stopped and has remained in its present location during this player turn. The location also contains an Infantry Squad and Infantry Leader.

| Leader Type:        | Vehicle MG/ATR FP<br>(IFE, FT and<br>Ordinance FP NA) | Passenger FP | Infantry FP |
|---------------------|---|--------------|-------------|
| CE Armor Leader     | A   | B            | B           |
| CE Passenger Leader | C   | A            | A           |
| Infantry Leader     | C   | A            | A           |

**A:** May direct fire of ...

**B:** May Direct the Fire of only if part of the same hex FG including Vehicular MG/ATR FP (IFE, FT and Ordinance FP NA).

**C:** May Direct the Fire of only if part of the same hex FG including Passengers.

**Table 3: HT/Carrier Inherent Crew/Passenger IFT FP Capabilities after having been fired upon and causing a result on the IFT.**

Rules Sections: A7.82-.821, D5.33-.34, 6.1, 6.84

Situation: An HT and/or Carrier, carrying a Passenger(s), an Inherent Crew and/or Armor Leader. All are CE and are fired upon, causing an outcome on the IFT.\*1

OK=TC/MC passed, Break = Break result, Pin = Pin Result

| Case # | Inherent Crew/Armor Leader |           | Effects   |
|--------|----------------------------|-----------|-----------|
|        | Passenger                  | Leader    |           |
| 1      | OK                         | OK        | No Effect |
| 2      | Pin                        | OK        | A, B      |
| 3      | Break                      | OK        | A, B      |
| 4      | OK                         | Pin       | C, D      |
| 5      | Pin                        | Pin       | A, C      |
| 6      | Break                      | Pin       | A, C      |
| 7      | OK                         | Break     | E         |
| 8      | Pin                        | Break     | E         |
| 9      | Break                      | Break     | E         |
| 10     | OK                         | K/ or KIA | G         |
| 11     | Pin                        | K/ or KIA | G, H      |
| 12     | Break                      | K/ or KIA | G, F      |

- A:** Passenger must BU and cannot fire.
- B:** Inherent Crew/Armor Leader remains CE and may fire/direct fire normally.
- C:** Inherent Crew/Armor Leader remains CE but is Pinned and TH Case D [*Pinned firer +2*], 0 ROF, and/or 1/2 FP all apply.
- D:** Passenger remains CE and may fire normally.
- E:** The HT/Carrier is Stunned. The Inherent Crew/Armor Leader and Passengers must BU (*EXC: Carrier Crew/A.L.*). The vehicle automatically stops (no stop MP is spent).
- F:** In addition broken Passengers must rout beneath the vehicle (expending all its initial RtPh MF to do so).
- G:** The HT/Carrier is Recalled. The vehicle and Crew/Armor Leader must exit the board along a FBE. It may Stop and unload passengers ASAP. If Bugged or Immobilized, the vehicle is to be Abandoned.
- H:** In addition, the Passengers, once unloaded, remained Pinned in the hex unloaded into.

Notes:

\*1: For effects on a Crew/Passenger whose CE DRM is reduced due to Air Burst, fire from a higher elevation advantage > range, AP mines v. a hull AF of 0, or attacked through and unarmored target facing, see D5.31, 5.311.

**Table 4: Vehicular Smoke Dispenser/Grenade Usage Table**

Rules Sections D13+, F.10

Situation: Vehicular Smoke usage DR modifiers as stated below. Situations 1 and 2 are cumulative with situations 3, 4 and 5.

| Dispenser Type          | Situation 1:                                      | Situation 2:  | Situation 3:      | Situation 4: | Situation 5:    | Situation 6:                | If your DR is ≤ #, then Smoke counter placed:          |
|-------------------------|---|---|-------------------|--------------|-----------------|-----------------------------|--|
|                         | AFV has <b>Moved</b> and/or is in <b>Motion</b> . | Beginning of <b>Stopped</b> AFV's MP, prior to expending a <b>Start</b> MP. | CT BU AFV         | OT BU AFV    | CT or OT CE AFV | Armed but Unarmored Vehicle |  |
| <b>SD</b>               | 0   | 0   | +1                | +1           | 0               | NA                          | +2 [5/8"] White Dispersed Smoke in AFV's hex.          |
| <b>SN</b> <sup>*1</sup> | 0   | 0   | +1 (EXC. In CCPh) | NA           | NA              | NA                          | +2 [5/8"] White Dispersed Smoke in AFV's hex.          |
| <b>SM</b> <sup>*2</sup> | +2  | 0   | +1                | +1           | 0               | NA                          | +2 [5/8"] White Dispersed Smoke from 1-3 hexes of TCA. |
| <b>SP</b>               | 0   | 0   | NA                | NA           | 0               | NA                          | +2 [5/8"] White Dispersed Smoke in AFV's hex.          |
| <b>Smoke Grenade</b>    | 0   | 0   | NA                | dr ≤1        | dr ≤2           | dr ≤1                       | +2 [1/2"] Smoke counter in AFV's hex.                  |

Notes:

\*1: An AFV must be BU to use SN in CCPh but may be CE to use SN as Smoke in MP.

\*2: An AFV must also add Turret spinning Case A modifiers and LOS hindrance modifiers if applicable to its SM usage DR.

**Table 5: Motion, Bounding and Vehicular FT Firepower Multipliers.**

Rules Sections: A7.24, D2.42, 3.31, 3.32, 3.6

Situation: This table indicates the combined FP multiplier for a Vehicle's MG, IFE, FT, or Passengers depending on the situation described. It assumes NO concealment, Long Range Fire, PBF, or TPBF in these examples. The multipliers shown consider ONLY the combined effects of Bounding Fire and/or Bounding First Fire, Motion/Non Stopped Fire, Mounted Fire, and/or AFPh Fire.

|   | Situation 1:                  | Situation 2:   | Situation 3:   | Situation 4:                           | Situation 5:   |
|---|-------------------------------|--|--|--|--|
| FP Description                          | <b>Motion</b> Vehicle in DFPh | Beginning of <b>Stopped</b> Vehicle's MPh prior to expending a <b>Start</b> MP | <b>Stopped</b> Vehicle during MPh, after entering a new hex and expending a <b>Stop</b> MP | <b>Stopped</b> Vehicle during the AFPh | <b>Non-Stopped</b> Vehicle during MPh or <b>Motion</b> Vehicle during the AFPh |
| <b>MG, IFE, and/or CE HT Passengers</b> | 1/2                           | 1/2  | 1/2  | 1/2                                    | 1/4  |
| <b>Mounted Fire</b>                     | 1/4                           | 1/4  | 1/4  | 1/4                                    | 1/8  |
| <b>Vehicular FT</b>                     | 1/2                           | 1  | 1  | 1                                      | 1/2  |

## Table 6A: Defending Infantry unit's options vs. an AFV which enters its hex without declaring an OVR, or which uses VBM in its hex.

Rules Sections: A7.211-2.12, 8.311-.312, B23.41, C2.241, 2.5, 5.5, 5.6-.641, D2.32, 3.2, 5.311, 7.2-2.3, 8.2+, O6.62

Situation: Attacking AFV's MPH; Defending Infantry in Good Order (or Berserk) as AFV enters its hex without declaring an OVR, or which uses VBM in its hex.

| Case # | Defending Infantry Unit's Situation                                  | CT BU AFV enters/bypasses hex containing enemy Infantry units | CT CE AFV enters/bypasses hex containing enemy Infantry units | OT BU or OT CE AFV enters/bypasses hex containing enemy Infantry units |
|--------|--|---|---|--|
| 1      | Infantry units unmarked at Ground Level                              | B, C, D   | A, B, C, D  | A, B, C, D   |
| 2      | Full-Squad marked with Def. <i>First</i> Fire at Ground Level        | B, C, E   | A, B, C, E  | A, B, C, E   |
| 3      | Half-Squad/Crew marked with Def. <i>First</i> Fire at Ground Level   | C, E  | A, C, E   | A, C, E  |
| 4      | Infantry units marked with Def. <i>Final</i> Fire at Ground Level    | C, E  | A, C, E   | A, C, E  |
| 5      | Infantry units unmarked at Level 1 or 2                              | B, F  | A, B, C   | A <sup>OT</sup> , B, C   |
| 6      | Full-Squad marked with Def. <i>First</i> Fire at Level 1 or 2        | B, C  | A, B, C   | A <sup>OT</sup> , B, C   |
| 7      | Half-Squad/Crew marked with Def. <i>First</i> Fire at Level 1 or 2   | C   | A, C  | A <sup>OT</sup> , C  |
| 8      | Infantry units marked with Def. <i>Final</i> Fire at Level 1 or 2    | C   | A, C  | A <sup>OT</sup> , C  |
| 9      | Infantry units unmarked and <i>Concealed</i> at Ground Level         | B, C, D, G  | A, B, C, D, G   | A, B, C, D, G  |
| 10     | Gun Crew unmarked  | B, C, D, H  | A, B, C, D, H   | A, B, C, D, H  |
| 11     | Gun Crew marked with Def. <i>First</i> Fire                          | C, E, I   | A, C, E, I  | A, C, E, I   |
| 12     | Gun Crew marked with Def. <i>Final</i> Fire or <i>Intensive</i> Fire | C, E  | A, C, E   | A, C, E  |

**A:** Infantry MAY use TPBF (as *First*, *Subsequent First* or *FPF* whichever is applicable) vs CE crew (or vs. BU crew if OT). This TPBF may also be subject to x 1/2 if Pinned, SFF and/or FPF.

**A<sup>OT</sup>:** Same as A above except that D5.311 applies as well (i.e. A BU crew in an OT vehicle becomes Vulnerable, depending on Height Advantage).

**B:** Infantry MAY use LATW, FT, DC, MOL<sup>-1</sup> (if otherwise allowed) as DFF or SFF vs. AFV against target facing determined by D3.2 (if within hex)<sup>2</sup> or by D2.32 (if in bypass)<sup>3</sup>.

**C:** Infantry MAY NOT fire outside of the hex (until the AFV and/or crew are eliminated or until the AFV leaves the hex).

**D:** Unpinned Infantry MAY attempt CCRF as *First* Fire (which may require a PAATC) vs AFV (including A11.8 *Street Fighting* if applicable and allowed).

**E:** Unpinned Infantry MAY attempt CCRF as *Subsequent First* or *FPF* as appropriate (which may require a PAATC) vs. AFV (A11.8 *Street Fighting* is NOT allowed).

**F:** Infantry MAY hold fire and MAY fire outside of the hex as *First* Fire.

**G:** Infantry MUST voluntarily lose ? OR take a A12.41 PAATC (EXC. PAATC N/A if SMC, Fanatic, Japanese, unit in woods/road, or when AFV is in Bypass).

**H:** Crew MAY fire Gun as *First* Fire vs AFV against target facing determined by D3.2 (if within hex)<sup>2</sup> or by D2.32 (if in bypass)<sup>3</sup> and must include TH Case E.

**I:** Crew MAY fire Gun as *Intensive* Fire (unless Pinned or Gun is No IF type) vs AFV against target facing determined by D3.2 (if within hex)<sup>2</sup> or by D2.32 (if in bypass)<sup>3</sup> and must include TH Case E.

### Notes:

\*1: MOL may NOT be used by infantry marked with a Def. *First* or Def. *Final* fire marker.

\*2: D3.2 In-hex Target facing is determined by the colored dr of the TH DR, 1-2 = Rear, 3-4 = Side, 5-6 = Front Target Facing.

\*3: D2.32 Bypass Target facing is typically a side shot if a hull hit and may be either a side, front or rear turret hit depending on the TCA position.

## Table 6B: Defending Infantry unit's options vs. a AFV which enters its Location and declares an OVR.

Rules Sections: A7.211-2.12, 8.311-3.12, B23.41, C2.241, 2.5, 5.4, 5.5-51, 5.6-.641, D2.32, 3.2, 7.2-2.3, 8.2+, 06.62

Situation: During the AFV's MPH; Defending Infantry are in Good Order (or Berserk) as AFV enters their Location and declares an OVR. If the AFV is Immobilized /destroyed BEFORE the OVR, the OVR is still resolved at 1/2 FP. In ALL cases, Defending Infantry may NOT fire outside of the hex (until the AFV and/or Crew are eliminated, OR until the AFV leaves the hex).

| Case # | Defending Infantry Units Situation                                      | CT BU AFV enters Location containing enemy Infantry units and declares an OVR. |           | CE or BU OT AFV enters Location containing enemy Infantry units and declares an OVR. |                     |
|--------|---|--|-----------|--|---------------------|
|        |   | Before OVR   | After OVR | Before OVR   | After OVR           |
| 1      | Infantry units unmarked   | B  | C or G    | A or B   | A or C or G         |
| 2      | Full Squad marked with Def. <i>First Fire</i>                           | B  | D or G    | A or B   | A or D or G         |
| 3      | Half-Squad/Crew marked with Def. <i>First Fire</i>                      | -  | D         | A  | A or D              |
| 4      | Infantry units marked with Def. <i>Final Fire</i>                       | -  | F         | -  | F                   |
| 5      | Infantry units unmarked and concealed                                   | E and/or B   | C or G    | E and/or A or B  | A or C or G         |
| 6      | UnPinned/(Pinned) Gun Crew unmarked                                     | H / (J)  | I / (K)   | H or A / (J) or A  | I or A / (K) or (A) |
| 7      | UnPinned/(Pinned) Gun Crew marked with Def. <i>First Fire</i>           | M / (-)  | L / (L)   | M or A / (A)   | L or A / (L) or (A) |
| 8      | UnPinned/(Pinned) Gun Crew marked with Def. <i>Final/Intensive Fire</i> | M / (-)  | L / (L)   | M or A / (A)   | L or A / (L) or (A) |

**A:** Infantry MAY use TPBF (as *First*, *Subsequent First* or *FPF* whichever is applicable) vs. CE crew (or vs. BU crew if OT). This TPBF may also be x 1/2 if Pinned, SFF or FPF.

**B:** Infantry MAY use LATW, FT, DC, MOL<sup>\*1</sup> (if otherwise allowed) as DFF or SFF vs. AFV BEFORE the OVR against target facing determined by D3.2<sup>\*2</sup>.

**C:** Unpinned Infantry MAY attempt CCRF as *First Fire* (which may require a PAATC) vs. AFV AFTER the OVR (including A11.8 *Street Fighting* if applicable and allowed).

**D:** Unpinned Infantry MAY attempt CCRF as *Subsequent First* or *FPF* as appropriate (which may require a PAATC) vs. AFV AFTER OVR (A11.8 *Street Fighting* is N/A as SFF or FPF).

**E:** Infantry MUST voluntarily lose ? OR take A12.41 PAATC BEFORE OVR (PAATC N/A to SMC, *Fanatic*, *Japanese*, or unit in woods/road hex).

**F:** Infantry (even if Pinned) MUST perform D7.212/7.221, i.e. use either "D" or "G" (or "A" vs. CE or OT AFV).<sup>\*3</sup>

**G:** Infantry MAY use Non-CCRF (as *First*, *Subsequent First*, or *FPF* whichever is applicable) vs. rear target facing of AFV AFTER OVR.

**H:** Gun crew MUST use DFF as OVR Prevention vs AFV BEFORE OVR vs. target facing is determined by D3.2<sup>\*2</sup> including TH Case E but NOT TH Case F<sup>\*4</sup>. (The gun's CA changes to include the hexside of the entering AFV, therefore TH Case A may also apply).

**I:** If able to do so, Gun crew MAY fire as non-CCRF AFTER OVR vs. rear target facing of AFV (TH Cases E nor A do NOT apply per D7.22).

**J:** Same as "H" except TH Case D also applies and ROF is NA<sup>\*4</sup>.

**K:** Although Pinned, the Gun crew MAY perform "D" or "I" (including TH Case D) AFTER the OVR.

**L:** Gun crew MUST perform "I" unless Pinned, gun is NO IF type, gun is unable to change CA per D7.22, or is marked with a *No Fire* marker, in which case, MUST perform "D" or alternatively "A" (vs CE or OT AFV) even if Pinned AFTER OVR as FPF as if they were already marked with a *Final Fire* marker per D7.23.<sup>\*4</sup>

**M:** Same as "H" except that the Gun MUST *Intensive Fire* (applying TH Case F in this case)<sup>\*4</sup>. If Gun is No IF type, or if the AFV entered a hexside to which the Gun cannot change its CA due to already firing from a woods/bldg./rubble, or if marked with a *No Fire* marker, this step is NA (Case "A" may be used instead vs CE or OT AFV).

### Notes:

\*1: MOL may NOT be used by infantry marked with a Def. *First* or Def. *Final* fire marker.

\*2: D3.2 In-hex Target facing is determined by the colored dr of the TH DR, 1-2 = Rear, 3-4 = Side, 5-6 = Front Target Facing.

\*3: Use of options D, G or A under the situation in case F requires that the Defender's attack DR to act as an NMC v. that Infantry Defender.

\*4: The original TH DR also acts as a NMC vs the Gun's Manning Infantry. If the Manning Infantry is Pinned or Broken as a result of the NMC the TH attempt is voided (except for any malfunction result) and the OVR is then resolved.

**Table 7: Infantry Transfer/Recovery of SW/Guns by Phase.**

Rules Sections: A4.4-.51, G.5

| Phase           | Transfer of SW/Guns | Recovery of SW/Guns |
|-----------------|---------------------|---------------------|
| Any Rally Phase | <b>A, T</b>         | <b>B, E</b>         |
| Any Rout Phase  | <b>N/A</b>          | <b>F</b>            |
| Friendly MPh    | <b>T</b>            | <b>D, G</b>         |
| Friendly APh    | <b>C</b>            | <b>N/A</b>          |

In ALL cases, Recovery/Transfer is allowed only by Unpinned, Good Order, non-Bypassing units not in the same Location as a known armed enemy unit (EXC: cases E and F).

**A:** May transfer SW/Guns between different units in the same location as the SOLE action during Rally Phase.

**B:** May claim possession of an unpossessed SW/Gun at the start of Rally Phase as sole action of the Rally Phase by making a recovery dr < 6.\*<sup>1</sup>

**C:** May Transfer SW/Guns between different units in the same location at START of Advance Phase, and then may Advance *after* this.

**D:** May Recover an Unpossessed SW/Gun in the same location during the Movement Phase by expending one extra MF, surviving as a Good Order and unpinned, and by making a final recovery dr < 6.\*<sup>1</sup> (Limit of one attempt per unit per SW or Gun per MPh).

**E:** A SMC may recover a SW/Gun possessed by a friendly *Broken* unit and does so by making a final recovery dr < 6 in its Rally Phase as that SMC's SOLE action of the Rally Phase.

**F:** If a unit surrenders, is eliminated, or routs way and cannot carry its SW/Gun, a SMC can immediately Recover that *Broken* unit's SW/Gun as in case "E" regardless of phase.

**G:** A SMC may Recover a SW/Gun possessed by a friendly *Broken* unit in the same location and does so by making a Final Recovery dr < 6 in its Movement Phase without need of MF expenditure.

**T:** Transfer of SW/Guns may freely occur as a result of the creation of a sub-unit (e.g. HS/Hero) from a MMC.

Notes:

\*1: Recovery drm include: CX +1, Jungle/Kunai/Bamboo +2, Leadership drm is N/A.

**Table 8: Application of CA/NCA TEM modifiers (and other effects) upon fire v. occupants of a Pillbox (Bunker).**

Rules Sections: B30.1 - B30.8, A24.31 and C3.74, C8.31

Situation: Weapons listed attempting to affect the units inside of a pillbox (bunker).

| Weapon  | Fire from CA of pillbox                        | Fire from NCA <sup>*1</sup> of pillbox | From within same hex <sup>*2</sup> as pillbox     |
|---|--|--|---|
| AP/APCR/APDS <sup>*3</sup>                      | 0 TEM  | 0 TEM                                  | 0 TEM   |
| BAZ/PIAT/HEAT <sup>*4</sup>                     | +CA TEM  | +NCA TEM                               | +NCA TEM  |
| Canister  | +CA TEM & (½ FP)                               | No Effect                              | No Effect   |
| CC  | N/A  | N/A                                    | yes <sup>*5</sup>                                 |
| DC (Placed or Thrown)                           | +CA TEM  | +NCA TEM                               | +CA TEM per B30.31                                |
| FFE   | N/A  | N/A                                    | +NCA TEM  |
| FT  | 0 TEM  | +NCA TEM                               | +NCA TEM  |
| HE (Direct Fire)                                | +CA TEM  | +NCA TEM                               | +NCA TEM  |
| HE (Indirect Fire) or Aerial Fire               | +NCA TEM                                       | +NCA TEM                               | N/A   |
| Overrun   | N/A  | N/A                                    | No Effect   |
| Small Arms/MG/IFE/ATR/PF                        | +CA TEM  | No Effect                              | No Effect   |
| WP NMC (Direct Fire) [includes BAZ'45 WP6 ammo] | WP NMC is N/A unless CH achieved <sup>*6</sup> | WP NMC is N/A from NCA                 | N/A unless fired by BAZ'45 WP6 <sup>*6, *10</sup> |
| WP NMC (Indirect Fire)                          | WP NMC is N/A <sup>*7</sup>                    | WP NMC is N/A <sup>*7</sup>            | N/A   |
| WP NMC (smoke grenade)                          | WP NMC is N/A <sup>*8</sup>                    | WP NMC is N/A <sup>*8</sup>            | yes, NCA TEM <sup>*9</sup>                        |

**Notes:**

- \*1: This column represents units firing from the NCA, but not from the same hex as the pillbox itself. CH NCA TEM is considered zero.
- \*2: Units in pillbox hex are considered to be ADJACENT to, but in the NCA of the pillbox Location (B30.1).
- \*3: Zero TH TEM applies provided that the basic TK# of the AP/APCR/APDS is > twice the CA/NCA TEM respectively that would normally apply. Otherwise, treat as HE (direct fire). HE Equivalency (C9.31) is utilized to determine FP.
- \*4: HE Equivalency (C8.31) is utilized to determine FP. See WP NMC (Direct Fire) line for treatment of BAZ'45 WP6 ammo.
- \*5: HtH CC, Melee and CC v. Vehicle are all N/A v. units in a pillbox.
- \*6: Direct Fire WP NMC is N/A *unless* a CH is achieved v. the pillbox occupants from the CA or from an ADJACENT Location. If this is the case, use the CA TEM as a *positive* NMC modifier.
- \*7: Indirect Fire WP NMC is N/A, *even if* a CH is achieved per B30.113 and B30.34.
- \*8: WP grenades may be placed into the pillbox hex from the adjacent hex, but the NMC is N/A v. pillbox occupants since the WP grenade is NOT considered placed into the pillbox's Location.
- \*9: NCA TEM is used as a negative modifier on the WP NMC caused by a WP grenade from within the same hex (EXC: A WP grenade CH considers the NCA TEM to be zero).
- \*10: Normally WP direct fire is N/A within the same hex unless WP6 is fired by a BAZ'45. In this case, the firer would also be subject to a WP NMC from a BAZ'45 WP6 attack if WP6 was successfully fired.

**Other pillbox (bunker) notes:**

- The 1/2 FP Area fire penalty nor the Case K TH DRM v. Concealed/HIP units in a pillbox does not apply.
- Attacks v. a pillbox Location cannot affect other units in the pillbox hex (or vice-versa), (EXC: Area Target Type, Spraying Fire, Residual FP, Canister, OBA, Aerial Bomb).
- Target size modifiers do not apply to Guns inside of pillboxes, nor do other TEM modifiers combine with Pillbox TEM.
- TPBF and Target Selection Limits (A7.211-.212, A8.312) do NOT apply to units inside of pillboxes.
- Units in a pillbox cannot form Fire Groups, be Encircled, nor are they forced to Rout.
- Units in a pillbox cannot fire at Aerial targets or fire Mortars.
- Fire from units inside a pillbox against enemy units in it's own hex is limited to: WP grenade, thrown DC, CC, or in the enemy MPh w/ PBF should they cross one of the two CA hexsides (B30.2).

**Table 9: TH Outcomes that cause a Critical Hit to occur.<sup>\*1</sup>**

Rules Sections: C0.7, 1.53, 1.55, 1.8, 3.3-3.4, 3.6, 3.7-.76, 3.9, 5.72, 11.4, D0.8

Situation: Original TH DR = 2. See left column for situation and cross reference target type in the columns shown to determine result.

| Situation  | Vehicle Target Type <sup>*2</sup>  | Infantry Target Type <sup>*3</sup>  | Area Target Type <sup>*4,*5</sup>  |
|--|--|---|--|
| <b>DR =2, When an Original DR ≤ 1 was required to secure a hit.</b>  | A) subsequent dr; 1 = CH (hull, unless HD, then turret CH), 2 = normal turret hit, 3 = normal hull hit (unless HD), 4-6 = miss (3-6 = miss if HD). | B) subsequent dr; 1 = CH, 2-3 = normal hit, 4-6 = miss.   | C) subsequent dr; 1 = CH (hull, unless HD, then turret CH), 2 = normal turret hit, 3 = normal hull hit (unless HD), 4-6 = miss (3-6 = miss if HD). <sup>*6</sup> |
| <b>DR =2, When an Original DR = 2 was required to secure a hit.</b>  | D) subsequent dr; 1 = CH (hull, unless HD, then turret CH), 2-6 = normal hull hit (if HD, then normal turret hit).                                 | E) subsequent dr; 1 = CH, or if dr ≤ half the modified TH # then CH, otherwise, normal hit.   | F) subsequent dr; 1 = CH (hull, unless HD, then turret CH), 2-6 = normal hull hit (if HD, then normal turret hit). <sup>*6</sup>                                 |
| <b>DR =2, When an Original DR ≥ 3 was necessary to secure a hit.</b> | G) Critical Hit [hull, (turret if HD)]   | H) CH is achieved via a subsequent dr described in case E) above, or, if the Final TH DR < half the modified TH #, then CH, otherwise a normal hit. <sup>*7</sup> | I) Critical hit [hull, (turret if HD)] <sup>*6</sup>   |

Notes:

\*1: CH are N/A for MG (including 12.7mm [.50-cal] and aircraft MG, but not 15mm) and Deliberate Immobilization attempts.

\*2: If a CH is obtained v. a target utilizing the Vehicle Target Type, the vehicle always receives the CH and any other units (e.g. CE Crew/Riders) that are affected Collaterally are attacked normally.

\*3: Infantry Target Type (ITT) cannot be used to target an AFV.

\*4: Use Random Selection if more than one Location is in the hex, (e.g. multi-level building, or pillbox).

\*5: Area Target Type (ATT) cannot be used for AP/HEAT/HE Equivalency or within the firer's own hex or as Bounding First or Motion Fire. ATT hits v. Vehicles are resolved per C1.55. ATT consumes all of a Gun's ROF (EXC: Mortar) for that Fire Phase.

\*6: Disregard references to 'hull', 'turret' and 'HD' if a non-AFV is the target.

\*7: A CH may also be achieved in this manner on the ITT with an Original TH DR > 2, should the Final TH DR be < half the modified TH #.

Other CH notes:

- A CH only applies to the target(s) in a Location determined by Random Selection. Other (non-selected) units are attacked normally.

- Area/HE Indirect/Harassing/Barrage CH: Resolved with double the *full* FP of that caliber size. See also C0.7.

- A non-WP CH v. a Gun automatically destroys that Gun and its manning Infantry.

- Terrain: A CH has no special effect v. terrain. Fire/Rubble/Shellholes are resolved as a non-CH.

**Table 10: Vehicle/Wreck In-hex (MP costs to enter -- leave the hex).**

Rules Sections: B3.42, 4.42, 5.42, 6.43, 13.41 and D2.14, 10.2

Situation: Vehicle types listed moving into the terrain type indicated with ONE other Vehicle/(non-burning) Wreck already in the hex and then moving out of this hex and into same terrain type. The extra MP cost for the Vehicle/Wreck itself is shown in [brackets], while the cost to exit the hex is shown after the '--'.

| Vehicle Type <sup>*1</sup> | Open Ground | Road [in OG (w/o using Road Rate)] | Road [in OG (using Road Rate)] | Other <sup>*2</sup> Road using Road Rate |
|----------------------------|-------------|------------------------------------|--------------------------------|--|
| BU FT or BU HT             | 2[1] -- 1   | 2[1] -- 1                          | 3[2] -- 1                      | 5[4] -- 1                                |
| CE FT                      | 2[1] -- 1   | 2[1] -- 1                          | 2½[2] -- ½                     | 4½[4] -- ½                               |
| CE HT                      | 2[1] -- 1   | 2[1] -- 1                          | 2½[2] -- ½                     | 4½[4] -- ½                               |
| CE AC                      | 4[1] -- 3   | 4[1] -- 3                          | 2½[2] -- ½                     | 4½[4] -- ½                               |
| BU AC                      | 4[1] -- 3   | 4[1] -- 3                          | 3[2] -- 1                      | 5[4] -- 1                                |
| Truck                      | 5[1] -- 4   | 5[1] -- 4                          | 2½[2] -- ½                     | 4½[4] -- ½                               |

Notes:

\*1: FT = Fully-Tracked Vehicle, HT = Half-Tracked Vehicle, AC = Armored Car

\*2: Includes sunken road, elevated road, woods-road and non-one lane bridges in which all MP penalties for entering a hex with a wreck/vehicle are doubled.

Notes on additional MP affects caused by Vehicles/Wrecks:

- All MP penalties should be increased per Vehicle/Wreck in the hex. See examples below:

Example 1: A CE FT Vehicle entering an Road hex in OG containing two Wrecks and/or Vehicles using the Road Rate will pay 4½ MPs to enter and ½ MP to exit into another Road hex in OG.

Example 2: The same CE FT Vehicle entering a Woods-Road hex containing two Wrecks and/or Vehicles using the Road Rate will pay 8½ MPs to enter and ½ MP to exit into another Woods-Road hex.

- If a Wreck is Burning, the MP cost of Smoke cost needs to be applied as well.

- If moving uphill, the additional MP cost of moving to higher elevation also needs to be applied.

**Table 11: Hindrance Effects on Residual FP and Fire-Lane RFP attacks.**

Rules Sections: A8.2-.26, 9.22-9.3, B25.2

Situation: Hindrance types (what are referred to as "hard" and "soft" hindrance types) have different effects on the RFP left by standard RFP attacks then on MG Fire-Lane RFP attacks. The table below attempts to summarize the major differences and how to apply each in the majority of situations.

|   | <b>Effect of "soft" hindrances <i>between</i> firer and target.</b>   | <b>Effect of "hard" hindrances <i>between</i> firer and target.</b>             | <b>Effects <i>within</i> the target Location.</b>   |
|---|---|---|---|
| <b>MG Fire-Lane Residual FP</b> <sup>*1</sup> | "Soft" hindrances do not add DRM to, or reduce the FP of, Firelane RFP attacks. They do serve to cancel FFMO however. <sup>*3</sup>                               | "Hard" hindrances apply as DRM to the Firelane RFP attack itself. <sup>*4</sup> | Applicable Hexside TEM, in-hex TEM and/or "hard" hindrances in the target location ALL apply to the Firelane RFP attack, <u>even</u> v. Bypassing units. FFNAM applies (if applicable). FFMO only applies if no hindrances exist within the hex and/or between the firer and the target Location. |
| <b>Residual FP</b> <sup>*2</sup>              | Reduce RFP by one column to the left for each positive DRM caused by conditions outside the target hex, (including Hexside TEM of target Location). <sup>*5</sup> |   | All non-hexside TEM/SMOKE/FFE-hindrance DRM of the target Location apply to the RFP attack, as does FFNAM and FFMO (if otherwise applicable), <u>even</u> v. Bypassing units.   |

Notes:

\*1: A MG Firelane must be made by Good Order, Unpinned unit that does not Cower, has LOS to the target Location and is in the Normal Range (of the MG) and not using SFF/FPF. Firelane RFP is placed at same level (B.5) via a hex-grain or an alternate hex-grain using FP column one to the left of the FP column normally used by that MG [EXC: PBF]. Firelane RFP attacks *themselves* are unaffected by CX, Leadership or Heroic DRM, and do not Cower (but may cause a malfunction).

\*2: Residual FP is not gained for an attack made by: Intensive Fire, Snap Shot, Minefield, PF/PFk, OBA, AP (unless MG), ATR, APCR/APDS, a Dud, a malfunctioning weapon or one which elects to retain its ROF, nor by a unit that makes a Small-Arms attack Original 12 IFT DR while suffering from Ammunition Shortage. Attacks made *by* RFP itself [EXC: MG Firelane] are not subject to malfunction or Ammunition Shortage.

\*3: "Soft" hindrances include Brush, Heavy [or denser] dust, FFE, Grain, Hut, Kunai, Marsh, in-season paddy, SMOKE and/or Vineyard. LV/DLV are not considered "soft" hindrances and do not apply. Furthermore, a Firelane RFP attack in a hex which may be considered out of LOS to the firer due to "Soft" type hindrances may still occur. However, a firer making an attack in which he intends to place a Firelane RFP marker must have LOS to an enemy unit that it fires at during the *creation* of the Firelane RFP.

\*4: "Hard" hindrances include hexes containing an: AFV, Bridge, Crag, Debris, Graveyard, Olive Grove, Orchards, Palm-Tree, Seawall, Wreck, and/or Wooden Pier. Note that a Burning Wreck is considered a "hard" hindrance for Firelane purposes.

\*5: Examples include both "hard" and "soft" Hindrances, as well as CX, BU, Stun, positive Leadership modifiers and/or the Hexside TEM of the target location (EXC: Height Advantage, LV). Note that FFMO, FFNAM, Bore Sighting, and negative Leadership modifiers do *not* increase the RFP in a target hex [EXC: Airburst does so].

**Table 12: Effects on Malfunction, Disable and Low Ammunition number values on SWs, Guns and/or Vehicular MA due to various factors and combinations of these factors.\*1**

Rules Sections: A.11, 9.3, 19.131, 19.32, 21.11, 21.13, C5.62, 8.9, D3.7-.71 & "When Bad Things Happen to Good Weapons" by Perry Cocke from the General Magazine, Volume 30 - Number 5.

| <b>Support Weapons Only, No Ammunition Shortage</b> |         |          |          |     |     |
|---|---------|----------|----------|-----|-----|
| SW Starts as →                                      | B10     | B11      | B12      | X10 | X11 |
| Inexperienced Use Only                              | B9, X10 | B10, X11 | B11, X12 | X9  | X10 |
| Sustained Fire or Captured Use Only                 | B8, X10 | B9, X11  | B10, X12 | X8  | X9  |
| Inexperienced Use and (Captured or Sustained Fire)  | B7, X10 | B8, X11  | B9, X12  | X7  | X8  |
| Sustained Fire and Captured Use Only                | B6, X10 | B7, X11  | B8, X12  | X6  | X7  |
| Inexperienced Use and Captured and Sustained Fire   | B5, X10 | B6, X11  | B7, X12  | X5  | X6  |

| <b>Support Weapons Only, Ammunition Shortage in Effect<sup>3</sup></b> |         |          |          |     |     |
|--|---------|----------|----------|-----|-----|
| SW Starts as →   | B10     | B11      | B12      | X10 | X11 |
| Ammunition Shortage Only   | B9, X10 | B10, X11 | B11, X12 | X9  | X10 |
| A.S. + Inexperienced Use   | B8, X10 | B9, X11  | B10, X12 | X8  | X9  |
| A.S. + Sustained Fire or Captured Use Only                             | B7, X10 | B8, X11  | B9, X12  | X7  | X8  |
| A.S. + Inexperienced Use and (Captured or Sustained Fire)              | B6, X10 | B7, X11  | B8, X12  | X6  | X7  |
| A.S. + Sustained Fire and Captured Use Only                            | B5, X10 | B6, X11  | B7, X12  | X5  | X6  |
| A.S. + Inexperienced Use and Captured and Sustained Fire               | B4, X10 | B5, X11  | B6, X12  | X4  | X5  |

| <b>Vehicular MA or Gun, No Ammunition Shortage</b>   |                       |                       |                       |  |                           |                           |                         |         |          |
|--|-----------------------|-----------------------|-----------------------|--|---------------------------|---------------------------|-------------------------|---------|----------|
| Vehicular MA or Gun Starts as →                      |                       |                       |                       | No Low Ammo Counter Placed <sup>*2</sup> |                           |                           | Low Ammo Counter Placed |         |          |
|  | B10                   | B11                   | B12                   | B(9)                                     | B(10)                     | B(11)                     | B(9)                    | B(10)   | B(11)    |
| No other conditions                                  | B10, X <sup>n/a</sup> | B11, X <sup>n/a</sup> | B12, X <sup>n/a</sup> | LA9,B12,X <sup>n/a</sup>                 | LA10,B12,X <sup>n/a</sup> | LA11,B12,X <sup>n/a</sup> | B8, X9                  | B9, X10 | B10, X11 |
| Intensive Fire or Captured Use or Non-Qualified Crew | B8, X10               | B9, X11               | B10, X12              | LA9,B10,X12                              | LA10,B10,X12              | LA11,B10,X12              | B6, X9                  | B7, X10 | B8, X11  |
| Any two of the three conditions above                | B6, X10               | B7, X11               | B8, X12               | LA9,B8,X12                               | LA10,B8,X12               | LA11,B8,X12               | B4, X9                  | B5, X10 | B6, X11  |
| All three of the above conditions                    | B4, X10               | B5, X11               | B6, X12               | LA9,B6,X12                               | LA10,B6,X12               | LA11,B6,X12               | B2, X9                  | B3, X10 | B4, X11  |

| <b>Vehicular MA or Gun, Ammunition Shortage in Effect<sup>3</sup></b> |     |     |     |                            |                            |                                  |
|---|-----|-----|-----|----------------------------|----------------------------|----------------------------------|
| Vehicular MA or Gun Starts as →                                       |     |     |     | Low Ammo Counter Placed    |                            |                                  |
|   | B10 | B11 | B12 | B(9)                       | B(10)                      | B(11)                            |
| No other conditions   |     |     |     | Treat as B(9)              | Treat as B(10)             | Treat as B(11)                   |
| Intensive Fire or Captured Use or Non-Qualified Crew                  |     |     |     | above w/o Low Ammo Counter | above w/o Low Ammo Counter | above w/o Low Ammo Counter       |
| Any two of the three conditions above                                 |     |     |     |                            |                            |                                  |
| All three of the above conditions                                     |     |     |     |                            |                            | Treat these situations as above. |

**Notes:**

\*1: Vehicular MG/FT are exempt from the effects listed here. Effects of Extreme Winter (E3.741) are to be applied in addition to the information shown in these tables. Ammo Shortage precludes MG Fire Lanes and causes MMC unit Replacement on an IFT DR = 12 and causes Ammo Depletion #s to be one less.

\*2: Areas shown in yellow are situations when the B# is ≤ LA# in which case a TH DR = to the LA# will cause the placement of a LA Counter and a Malfunction to occur. When firing Special Ammo with a Depletion # (e.g. S9), a TH DR ≥ Depletion # and > LA# causes placement of a LA counter and depletion of that ammo type.

\*3: Ammo Shortage does not apply to captured SW/Guns.

**Table 13: Blind Hexes Created based on distances from the Target/Firer/Obstacle and the relative Levels between them.** \*1, \*2

Rules Sections: A6.4-.5, B10.23

Situation 1: The Firer is at the Level indicated, the Target is at Ground Level (i.e. Level 0), while the Obstacle is a Full Level 1 Obstacle (i.e. Woods or a multi-hex building w/o a stairwell marker). If the Level 1 Obstacle is a Crest Line, then the number of Blind Hexes produced is one less which is shown in [brackets].

|                                      | Range in hexes from Firer to (Full Level One) Obstacle |       |       |       |       |       |       |       |       |
|--------------------------------------|--|-------|-------|-------|-------|-------|-------|-------|-------|
|                                      | 1-4  | 5-9   | 10-14 | 15-19 | 20-24 | 25-29 | 30-34 | 35-39 | 40-44 |
| Firer @ L2, Target @ L0 <sup>3</sup> | 1 [0]  | 2 [1] | 3 [2] | 4 [3] | 5 [4] | 6 [5] | 7 [6] | 8 [7] | 9 [8] |
| Firer @ L3, Target @ L0 <sup>4</sup> | 1 [0]  | 1 [0] | 2 [1] | 3 [2] | 4 [3] | 5 [4] | 6 [5] | 7 [6] | 8 [7] |
| Firer @ L4, Target @ L0              | 1 [0]  | 1 [0] | 1 [0] | 2 [1] | 3 [2] | 4 [3] | 5 [4] | 6 [5] | 7 [6] |

Situation 2: The Firer is at the Level indicated, the Target is at Ground Level (i.e. Level 0), while the Obstacle is a Full Level 2 Obstacle (i.e. a multi-hex building with a stairwell marker). If the Level 2 Obstacle is a Crest Line, then the number of Blind Hexes produced is one less which is shown in [brackets].

|                                      | Range in hexes from Firer to (Full Level Two) Obstacle |       |       |       |       |       |       |       |        |
|--------------------------------------|--|-------|-------|-------|-------|-------|-------|-------|--------|
|                                      | 1-4  | 5-9   | 10-14 | 15-19 | 20-24 | 25-29 | 30-34 | 35-39 | 40-44  |
| Firer @ L3, Target @ L0 <sup>5</sup> | 2 [1]  | 3 [2] | 4 [3] | 5 [4] | 6 [5] | 7 [6] | 8 [7] | 9 [8] | 10 [9] |
| Firer @ L4, Target @ L0              | 1 [0]  | 2 [1] | 3 [2] | 4 [3] | 5 [4] | 6 [5] | 7 [6] | 8 [7] | 9 [8]  |

Notes:

\*1: The assumption made in all these examples is that the Firer is at the higher level while the Target is at the lower level. Of course since LOS is reciprocal these situations could be reversed.

\*2: These examples are not all inclusive, but could be used for other situations as described in the footnotes below:

\*3: {Firer @ L2, Target @ L0, w/ L1 Obstacle} is equivalent to {Firer @ L3, Target @ L1, w/ L2 Obstacle} or to {Firer @ L4, Target @ L2, w/ L3 Obstacle}

\*4: {Firer @ L3, Target @ L0, w/ L1 Obstacle} is equivalent to {Firer @ L4, Target @ L1, w/ L2 Obstacle}

\*5: {Firer @ L3, Target @ L0, w/ L2 Obstacle} is equivalent to {Firer @ L4, Target @ L1, w/ L3 Obstacle}

**Table 14: IFT and CC affects on units Guarding Prisoners based on Unit Size.**

Rules Sections: A20.5-.52

Situation: Good Order Infantry unit Guarding Prisoners. Affects on IFT FP and CC FP based on the US of Prisoners compared to Guard.<sup>\*1</sup>

|   | <b>IFT FP (outside of hex)</b>                                       | <b>CC FP while Guarding*</b>                                      |
|---|--|---|
| <b>US of Guard <math>\geq</math> US of Prisoners</b>              | Normal, may fire at other units outside of hex.                      | X 1/2 FP for CC attack v. non-prisoners, normal FP for CC defense |
| <b>US of Guard <math>&lt;</math> US of Prisoners<sup>*2</sup></b> | May <u>not</u> attack any other unit other than the Prisoners in CC. |   |

Notes:

\*1: CC attacks involving Prisoners are sequential (Prisoners first).

\*2: The US of a Guard cannot exceed 5X the US of it's prisoners.

**Table 15: Actions that opposing AFV or Known Infantry units may take after being marked with a CC/Melee counter following the first CcPh.<sup>\*1</sup>**

Rules sections: A11.15, 11.2, 11.62, 11.7, C5.3, 5.35, 5.5, D2.4, 2.42, 3.31, 3.32, 8.5

Situation: An AFV and opposing Known Infantry units remain in the same Location after the first CC Phase. What actions can each perform in the subsequent Friendly Phases indicated?

|                                      | <b>Situation 1:</b><br>Personnel v. <i>Mobile</i> but <b>Stopped</b> AFV  | <b>Situation 2:</b><br>Personnel v. <i>Mobile</i> AFV in <b>Motion</b>  | <b>Situation 3:</b><br>Personnel v. <i>Immobile</i> , <b>Stopped</b> AFV  |
|--------------------------------------|---|---|---|
| <b>Friendly Prep Fire Phase</b>      | Infantry may do nothing in PFPPh (held in Melee).<br>AFV may Fire TPBF MG and/or MA (Case E) within Location in PFPPh.  | Infantry may fire in PFPPh v. AFV within Location. <sup>*2</sup><br>AFV may <u>not</u> Prep Fire, but may Bounding Fire in MPPh (see below).  | Infantry may do nothing in PFPPh (held in Melee).<br>AFV may Fire TPBF MG (Bow MG NA) and/or MA (Case E) within Location in PFPPh.  |
| <b>Friendly Movement Phase</b>       | Infantry may do nothing in MPPh, (held in Melee).<br>AFV may Fire TPBF MG and/or MA (Case E) within Location with MP expenditure during MPPh and then may leave Location. <sup>*4</sup> | Infantry may leave Location in MPPh, (not held in Melee).<br>AFV may Fire TPBF MG and/or MA (Case E) within Location with MP expenditure during MPPh and then may leave Location. <sup>*5</sup> | Infantry may do nothing in MPPh, (held in Melee).<br>AFV may Fire TPBF MG (Bow MG NA) and/or MA (Case E) within Location during MPPh with MP expenditure even though Immobile. <sup>*4</sup> (Note that the Immobile AFV would be better served by Prep firing as above). |
| <b>Friendly Defensive Fire Phase</b> | Infantry may do nothing in DFPh (held in Melee, unless Start MP expended). <sup>*7</sup><br>AFV may Fire TPBF MG and/or MA (Case E) within Location in DFPh.                            | Infantry may fire in DFPh v. AFV within Location. <sup>*2</sup><br>AFV may Fire TPBF MG and/or MA (Case E) within Location in DFPh. <sup>*5</sup>   | Infantry may do nothing in DFPh (held in Melee).<br>AFV may Fire TPBF MG (Bow MG NA) and/or MA (Case E) within Location in DFPh.  |
| <b>Close Combat Phase</b>            | Infantry may make a Sequential CC attack. <sup>*3</sup><br>AFV may attack Infantry on CCT. <sup>*6</sup>  | Infantry may make a Sequential CC attack. <sup>*3</sup><br>AFV may attack Infantry on CCT. <sup>*6</sup>  | Infantry may make a Sequential CC attack. <sup>*3</sup><br>AFV may attack Infantry on CCT. <sup>*6</sup>  |

Notes:

\*1: Concealed (Unknown) Infantry units may leave the CC/Melee Location or choose to fire into the CC/Melee Location.

\*2: If applicable, may use TPBF v. an OT AFV or CE AFV, or may use an LATW v. the AFV. If the AFV expends a MP within the current Location, Infantry may also utilize CCRF if otherwise allowed during Defensive First Fire (otherwise, cannot affect the AFV in the FR PFPPh or FR DFPh).

\*3: Infantry CC Attack v. AFV may include a +2 CC DRM v. a Moving AFV or a -1 CC DRM v. an Immobile AFV or a -2 DRM v. an OT AFV. Further, the presence of a BMG on an AFV will suffice to negate the -1 CC DRM for an AFV w/o a manned MG for an Infantry CC attack v. that AFV (unless that AFV is Immobile). Alternatively, the Infantry may attempt to Withdraw from Melee.

\*4: AFV must also apply BFF modifiers (i.e. Case C for MA, X ½ FP for MG) for TH and FP purposes.

\*5: AFV must also apply BFF modifiers as in note \*4 above and additionally, must apply Motion/Non-Stopped modifiers (e.g. Case C<sup>4</sup> for TH and another X ½ FP for MG) for TH and FP purposes.

\*6: AFV may use CMG (unless CMG: VCA only), AAMG (if CE or with Heroic Rider), IFE (if turreted and ≤ 15mm), RMG, Riders, CE Passengers in a HT, or Close Defense Weapon. All FP (other than Close Defense Weapon) is X 1/2 FP if the AFV is in Motion. This AFV FP is used as an odds ratio on the CCT [EXC: Close Defense Weapon].

\*7: If AFV expends a Start MP during its MPPh, the Infantry is released from Melee and may perform Defensive First Fire actions as listed on rules tables 6A/B as appropriate.

**Table 16: Resolution of Common Collateral Attack (C.A.) Situations.\*7**

Rules Sections: C3.32, 7.7, 8.31, D.8, 5.31, 5.311, 5.5, 5.6, 6.62, 6.84, 6.9

Situation: This table indicates the Collateral Attack effects on the PRC of a CE AFV caused by fire from various ammo types resulting in various outcomes v. the AFV itself. In all cases, a successful TH DR is assumed.

| Situation                          | Vehicle Target Type - with AP <sup>*1</sup>  | Vehicle Target Type - with MG <sup>*2</sup>   | Vehicle Target Type - with HE  | Area Target Type - with HE <sup>*3</sup>  | Infantry Target Type - with HE <sup>*4</sup>  |
|------------------------------------|--|---|--|---|---|
| <b>If AFV is Destroyed</b>         | PRC roll for CS (EXC: Burning Wreck)   | PRC roll for CS (EXC: Burning Wreck)  | PRC roll for CS (EXC: Burning Wreck)   | PRC roll for CS (EXC: Burning Wreck)  |   |
| <b>If AFV becomes Immobilized</b>  | PRC attacked with HE Equivalency of AP ammo (Crew/A.L. and/or HT Passengers with CE DRM). <sup>*5</sup>  | N/A   | PRC attacked with full HE ammo IFT FP (Crew/A.L. and/or HT Passengers with CE DRM). <sup>*5</sup>  | PRC attacked with HE ammo IFT FP X ½ (Crew/A.L. and/or HT Passengers with CE DRM). <sup>*5</sup>  | Infantry Target Type (ITT) cannot be used to target an AFV or PRC directly. However, if an unarmored target (e.g. a MMC on foot beneath the AFV in the same Location) is hit using the ITT, then the PRC would also be hit with a General Collateral Attack with the full HE ammo IFT FP (Crew/A.L. and/or HT Passengers with CE DRM) while the AFV itself would be unaffected. |
| <b>If AFV Crew becomes Shocked</b> | CE Crew/A.L. must BU <sup>*6</sup> , Passengers must BU, Riders attacked with HE Equivalency of AP ammo. | N/A   | CE Crew/A.L. must BU <sup>*6</sup> , Passengers must BU, Riders attacked with full HE ammo IFT FP. | CE Crew/A.L. must BU <sup>*6</sup> , Passengers must BU, Riders attacked with HE ammo IFT FP X ½. |   |
| <b>If AFV Crew becomes Stunned</b> | N/A  | CE Crew/A.L. must BU <sup>*6</sup> , Passengers must BU, Riders attacked with full MG IFT FP. | N/A  | N/A   |   |
| <b>If AFV is unharmed</b>          | PRC attacked with HE Equivalency of AP ammo (Crew/A.L. and/or HT Passengers with CE DRM).                | PRC attacked with full MG IFT FP (Crew/A.L. and/or HT Passengers with CE DRM).                | PRC attacked with full HE ammo IFT FP (Crew/A.L. and/or HT Passengers with CE DRM).                | PRC attacked with HE ammo IFT FP X ½ (Crew/A.L. and/or HT Passengers with CE DRM).                |   |

**Notes:**

\*1: Includes AP, APCR, APDS and HEAT ammo (not MG).

\*2: Includes Aerial MG fire.

\*3: Includes OBA. AP/APCR/APDS/HEAT are N/A as Area Fire.

\*4: ITT can only be selected when firing HE (EXC: AP or HEAT v. an unarmored target) and only against an unarmored target.

\*5: If CE Crew/A.L. is not affected by, or passes any MC/TC result caused by the C.A., it must then undergo an Immobilization TC.

\*6: Carrier crews cannot BU.

\*7: This table is not meant to cover all C.A. situations, just the most common ones. See D.8 for C.A. situations not addressed here.

**Table 17: Final Flamethrower and MOL TK numbers v. an AFV for various situations.**

Rules Sections: A22.2, 22.34, 22.612, C.8, 7.21, 7.22, 13.5- .55, D2.12, 3.2

Situation: This table indicates the combined effects of Non-Stopped, Moving, Rear Armor, Elevation Advantage, OT and/or CE status on the TK number of a MOL or FT for various situations as shown.<sup>\*1</sup>

|   | Situation 1:   | Situation 2: | Situation 3: | Situation 4: | Situation 5:   | Situation 6: | Situation 7: | Situation 8: |
|---|--|--------------|--------------|--------------|--|--------------|--------------|--------------|
|   | CT BU AFV  | CT CE AFV    | OT BU AFV    | OT CE AFV    | CT BU AFV  | CT CE AFV    | OT BU AFV    | OT CE AFV    |
|   | During the PFPPh, Defensive Final Fire Phase, or AFPPh v. an AFV in <b>Motion</b> . Or, as Defensive First (or Final) Fire v. an AFV which has been in <b>Motion</b> during the MPH (even if now <b>Stopped</b> ). |              |              |              | During the PFPPh or AFPPh v. an AFV which is <b>Stopped</b> . Or, as Defensive First (or Final) Fire v. an AFV which has not been in <b>Motion</b> during its MPH (even if it has just expended a <b>Start MP</b> ). |              |              |              |
| MOL - Same hex, No Elevation Advantage            | 5  | 6            | 7            | 7            | 7  | 8            | 9            | 9            |
| MOL - Same hex, ≥ 1 Level Elevation Advantage     | 6  | 7            | 9            | 9            | 8  | 9            | 11           | 11           |
| MOL - Adjacent hex, No Elevation Advantage        | 4  | 5            | 6            | 6            | 6  | 7            | 8            | 8            |
| MOL - Adjacent hex, ≥ 1 Level Elevation Advantage | 5  | 6            | 7            | 7            | 7  | 8            | 9            | 9            |
| MOL-Projector <sup>*2</sup>                       | 6  | 6            | 7            | 7            | 6  | 6            | 7            | 7            |
| FT - Normal Range (in same hex) <sup>*3</sup>     | 9  | 10           | 11           | 12           | 9  | 10           | 11           | 12           |
| FT - Normal Range (not in same hex) <sup>*4</sup> | 8  | 9            | 10           | 11           | 8  | 9            | 10           | 11           |
| FT - Long Range <sup>*4</sup>                     | 4  | 5            | 6            | 7            | 4  | 5            | 6            | 7            |

Notes:

\*1: The effects of Concealment/CX/SMOKE/Hindrance/TEM/AFPPh/Armor Factor do not modify the Basic TK# of a MOL or FT attack v. an AFV, nor are they applied as DRM v. an AFV.

\*2: The effects of Moving/Motion are applied to the TH DR for a MOL-P which uses its own TH table as an LATW. Therefore, the TK #'s shown in situations 1-4 are identical to those in situations 5-8 (respectively) the TK#'s themselves are unaffected by Moving/Motion or Elevation Advantage status with a MOL-P. However, the MOL-P TK#'s shown in this row should be increased by 1 v. an AFV hit by the MOL-P in its rear target facing.

\*3: The FT TK#'s shown in this row have already been increased by 1 because a FT attack v. an AFV within its own hex is considered a rear hit (even v. bypassing vehicles).

\*4: The TK# in these rows should also be increased by 1 v. an AFV that is fired on by the FT in its rear target facing.

**Table 18: Sample WP Direct and Indirect TH numbers and corresponding WP MC examples for Ordnance and BAZ '45 (WP6).**

Rules Sections: A24.31, B9.34, 10.31, 13.3, 30.32, 30.34, 30.7, C.1, .4, 1.71, 2.271, 3.33-332, 3.76, 4.44, 6.2, 6.7-8, 11.2, 13.46, D5.31-5311, [ATT = Area Target Type].

Situation: This table indicates the combined TH modifiers for common WP Direct and Indirect Fire TH attempt situations and their corresponding WP NMC modifiers assuming a (non-critical) hit is attained. These examples are not all inclusive. There are many other common TH modifiers such as BU, Hindrances, TH Case A, Pinned Firer, CX, etc., but those included here are meant to be illustrative.

| Target                        | Concealed <sup>2</sup> | Target Size | TEM                            | Direct Fire - ATT, or Baz '45 Direct Fire |                      | Indirect Fire - ATT  |                      |
|-------------------------------|------------------------|-------------|--------------------------------|---|----------------------|----------------------|----------------------|
|                               |                        |             |                                | WP TH DR<br>Modifier                      | WP MC DR<br>Modifier | WP TH DR<br>Modifier | WP MC DR<br>Modifier |
| Personnel                     | N                      | N/A         | none                           | 0   | 0                    | 0                    | 0                    |
| Personnel                     | N                      | N/A         | Hedge/Wall                     | 0   | -1/-2                | 0                    | 0/-1                 |
| Personnel                     | N                      | N/A         | Wood/Stone Bldg.               | 0   | -2/-3                | 0                    | -2/-3                |
| Personnel                     | N                      | N/A         | Woods                          | 0   | -1                   | 0                    | +1                   |
| Personnel                     | N                      | N/A         | Height Advantage               | 0   | -1                   | 0                    | 0                    |
| Personnel                     | Y                      | N/A         | none                           | +2  | 0                    | +2                   | 0                    |
| Personnel                     | Y                      | N/A         | Hedge/Wall                     | +2  | -1/-2                | +2                   | 0/-1                 |
| Personnel                     | Y                      | N/A         | Wood/Stone Bldg.               | +2  | -2/-3                | +2                   | -2/-3                |
| Personnel                     | Y                      | N/A         | Woods                          | +2  | -1                   | +2                   | +1                   |
| Personnel                     | Y                      | N/A         | Height Advantage               | +2  | -1                   | +2                   | 0                    |
| Personnel                     | Y                      | N/A         | Pillbox (from CA)              | 0   | N/A <sup>*1</sup>    | 0                    | N/A <sup>*1</sup>    |
| Personnel                     | Y                      | N/A         | Pillbox (from NCA)             | 0   | N/A <sup>*2</sup>    | 0                    | N/A <sup>*2</sup>    |
| Emplaced Gun                  | N                      | Small       | none                           | +1  | -2                   | +1                   | -2                   |
| Emplaced Gun                  | N                      | Small       | Hedge/Wall                     | +1  | -2                   | +1                   | -2                   |
| Emplaced Gun                  | N                      | Small       | Wood/Stone Bldg.               | +1  | -2/-3                | +1                   | -2/-3                |
| Emplaced Gun                  | N                      | Small       | Woods                          | +1  | -2                   | +1                   | -1                   |
| Emplaced Gun                  | N                      | Small       | Height Advantage               | +1  | -2                   | +1                   | -2                   |
| Emplaced Gun                  | Y                      | Small       | none                           | +3  | -2                   | +3                   | -2                   |
| Emplaced Gun                  | Y                      | Small       | Hedge/Wall                     | +3  | -2                   | +3                   | -2                   |
| Emplaced Gun                  | Y                      | Small       | Wood/Stone Bldg.               | +3  | -2/-3                | +3                   | -2/-3                |
| Emplaced Gun                  | Y                      | Small       | Woods                          | +3  | -2                   | +3                   | -1                   |
| Emplaced Gun                  | Y                      | Small       | Height Advantage               | +3  | -2                   | +3                   | -2                   |
| Emplaced Gun                  | Y                      | Small       | Pillbox (from CA)              | 0   | N/A <sup>*1</sup>    | 0                    | N/A <sup>*1</sup>    |
| Emplaced Gun                  | Y                      | Small       | Pillbox (from NCA)             | 0   | N/A <sup>*2</sup>    | 0                    | N/A <sup>*2</sup>    |
| BU CT AFV                     | N                      | Small       | any TEM                        | +1  | N/A                  | +1                   | N/A                  |
| CE CT or OT AFV <sup>*3</sup> | N                      | Small       | none                           | +1  | -2                   | +1                   | -2                   |
| CE CT or OT AFV <sup>*3</sup> | N                      | Small       | Hedge/Wall                     | +1  | -2                   | +1                   | -2                   |
| CE CT or OT AFV <sup>*3</sup> | N                      | Small       | Wood/Stone Bldg. <sup>*4</sup> | +1  | -2/-3                | +1                   | -2/-3                |
| CE CT or OT AFV <sup>*3</sup> | N                      | Small       | Woods                          | +1  | -2                   | +1                   | -1 <sup>*5</sup>     |
| CE CT or OT AFV <sup>*3</sup> | N                      | Small       | Height Advantage               | +1  | -2                   | +1                   | -2                   |

**Notes:**

- \*1: WP MC N/A unless CH achieved. See Rules Table 8 for more details on Pillboxes.
- \*2: WP MC N/A unless from Baz'45 from within Pillbox hex. See Rules Table 8 for more details on Pillboxes.
- \*3: PRC of an OT AFV is vulnerable to a WP NMC even if BU. +2 CE DRM included as reverse MC modifier (although not a TEM).
- \*4: An OT AFV cannot enter a building Location per B23.41.
- \*5: In this case an OT AFV is subject to Air Burst, and consequently (per D5.311), it is not subject to Stun/Recall but to PTC/MC/K/KIA results instead.

**Table 19: Flame/Blaze Spread situations.\*1**

Rules Sections: B25.14, 25.15-.151, 25.6, 25.62-.63, 25.651-.66.

Situation: This table illustrates the Spreading Fire rules for Terrain Blazes and Wreck Blazes (in various Locations) during the AFPh based on the Wind conditions. It also shows how fire spreads during the RPh when Gusts occur.

|   | No Wind   | Mild Breeze  | Heavy Wind   | Gusts (RPh) <sup>*4</sup>   |
|---|---|--|--|---|
| Terrain Blaze                                       | May spread to Burnable Terrain in adjacent hexes via Spreading Fire DR (Wind Direction DRM does not apply).                       | May spread to Burnable Terrain in adjacent hexes via Spreading Fire DR (Wind Direction DRM applies).                       | Spreads automatically to Burnable Terrain in all 3 adjacent <i>downwind</i> hexes (none to <i>upwind</i> hexes).           | All terrain Blazes spread to Burnable Terrain in adjacent hex in direction of the wind. <sup>*2</sup>         |
| Wreck Blaze (in Burnable Terrain)                   | May spread to Burnable Terrain in Location via Spreading Fire DR (Wind Direction DRM does not apply).                             |  | Spreads automatically to Burnable Terrain in its' Location.  | Spreads automatically to Burnable Terrain in its' Location. <sup>*3</sup>                                     |
| Wreck Blaze [in Bypass of Burnable Terrain hex(es)] | May spread to Burnable Terrain in either of the two hexes it straddles via Spreading Fire DR (Wind Direction DRM does not apply). | May spread to Burnable Terrain in either of the two hexes it straddles via Spreading Fire DR (Wind Direction DRM applies). | Spreads automatically to the burnable terrain in the hex that the burning wreck is bypassing regardless of wind direction. | Eligible to be selected as the Wreck Blaze that spreads one hex in the direction of the wind per footnote *3. |
| Wreck Blaze (in non-Burnable Terrain)               | ----- Will not spread -----   |  |  |   |

**Notes:**

- \*1: If a Burnable Terrain Location is adjacent to > 1 Blaze/Burning Wreck, it is subject to only the one Spreading Fire DR that affords the greatest chance of Spreading.
- \*2: In addition, at least one terrain Blaze currently in effect will spread 2 hexes away in the direction of the wind (as determined by RS). Determine the Blaze(s) that will spread to a second hex from among those with *non-burning* Burnable Terrain 2-hexes distant from the Blaze(s) in the direction of the wind.
- \*3: At least one Wreck Blaze currently in effect will spread 1 hex away in the direction of the wind (as determined by RS). Determine the Wreck Blaze(s) that will spread to an adjacent hex from among those with *non-burning* Burnable Terrain 1 hex distant from the Wreck Blaze(s) in the direction of the wind.
- \*4: A building location(s) [as determined by Random Selection] in which a Blaze exists will collapse into burning rubble on an Original Wind Change DR of 12.

**Table 20a: Common SR situations.**

Rules Sections: C1.2-.22, 1.3-.321, 1.33+, 1.4, 1.6-.61.

Situation: This table indicates the options available to an Observer based on LOS to SR and/or enemy units in/adjacent to the SR and/or depending on Radio Contact/Maintenance.

| <b>SR</b>                         | Correct SR (have Radio Contact)   | Convert SR to FFE:1 (have Radio Contact)   | Voluntary <sup>*1</sup> loss of Contact | Involuntary <sup>*2</sup> loss of Contact |
|-----------------------------------|---|--|---|---|
| Base Level of SR is in LOS        | May leave in place or Correct up to 18 hexes. <sup>*3, *4</sup>                 | May Convert to FFE:1 in place <sup>*7, *8</sup> or, May Correct and Convert to FFE:1 up to 18 hexes. <sup>*3, *4, *7, *8</sup> | SR remains in place.                    | SR remains in place.                      |
| Only Blast Height of SR is in LOS |   |  |   |   |
| SR is out of LOS (but on board)   | May cancel the SR and place new AR, or, use Mandatory Correction. <sup>*5</sup> | Conversion to FFE:1 N/A.   | Battery Access is lost.                 |   |
| SR is off-board <sup>*6</sup>     |   |  |   |   |

Notes:

\*1: *Voluntary* loss of Radio Contact is due to failure to roll for Contact/Maintenance only when SR is out of Observer's LOS or when Observer voluntarily routs (A10.711).

\*2: *Involuntary* loss of Radio Contact is due to an unsuccessful Maintenance DR, or, when Observer becomes non-Good Order (other than through voluntary rout), or, when failing to roll for Contact/Maintenance when SR is in Observer's LOS.

\*3: AR must be placed in a hex that has a Location within Observer's LOS or AR is removed. If there are enemy units in/adjacent to the AR hex, and all are Unknown [per C1.6] to the Observer, an extra black chit draw is required to place AR [per C1.21].

\*4: If not accurate, maximum extent of error equals distance of correction divided by 3 (FRU). If SR is being converted to an FFE:1, the accuracy dr must apply a +1 drm if moved 7-12 hexes and a +2 drm if moved 13-18 hexes in addition to other Hindrances.

\*5: If correction is Mandatory, accuracy is not possible and the maximum extent of error is not limited to the distance of correction divided by 3 (FRU).

\*6: If SR lands offboard, use an extra board butted up against the playing area to mark that SR's position (to indicate its distance to/from the AR counter). It is considered out of LOS when offboard.

\*7: After Accuracy adjustments (if any), the SR converts to an FFE:1 if either of two conditions are met;

a) Observer has LOS to the base level of the SR hex (see footnote 8 as well), OR,

b) Observer has LOS to the SR blast height and to a Known (to Observer) [per C1.6] enemy unit in/adjacent to SR's hex. Otherwise, SR remains unconverted.

\*8: If Observer has LOS to the base level of the SR hex, and there are enemy units in/adjacent to the SR hex, and none of the enemy units are Known [per C1.6] to the Observer, then an extra black chit draw is required to place the FFE:1 [per C1.21].

**Table 20b: Common FFE:2 situations.**

Rules Sections: C1.2-.22, 1.3-.321, 1.33+, 1.4, 1.6-.61.

Situation: This table indicates the options available to an Observer based on LOS to FFE:2 and/or enemy units in/adjacent to the FFE:2 and/or depending on Radio Contact/Maintenance. If Radio Contact is Maintained, an FFE:2 may be Canceled regardless of Observer's LOS to FFE:2 hex.

| <b>FFE:2</b>                             | Leave FFE:2 in place (have Radio Contact)  | Correct FFE:2 (have Radio Contact)                     | Voluntary <sup>*1</sup> loss of Contact | Involuntary <sup>*2</sup> loss of Contact                             |
|--|--|--|---|---|
| Base Level of FFE:2 is in LOS            | May resolve FFE:2 in place and flip to FFEC.   | May Correct FFE:2 up to 3 hexes. <sup>*5, *6, *7</sup> | FFE:2 is removed, Access lost.          | Resolve FFE:2 in place, flip to FFE:C, remove at the end of next RPh. |
| Only Blast Height of FFE:2 is in LOS     | May resolve FFE:2 in place per footnote *3 and flip to FFE:C.                          |  |   |   |
| FFE:2 is out of LOS (disregarding SMOKE) | Must Correct the FFE:2 up to 3 hexes or Cancel the Fire Mission. <sup>*4, *5, *6</sup> |  |   |   |

Notes:

\*1: *Voluntary* loss of Radio Contact is due to failure to roll for Contact/Maintenance only when FFE:2 is out of Observer's LOS or when Observer voluntarily routs (A10.711).

\*2: *Involuntary* loss of Radio Contact is due to an unsuccessful Maintenance DR, or, when Observer becomes non-Good Order (other than through voluntary rout), or, when failing to roll for Contact/Maintenance when FFE:2 is in Observer's LOS.

\*3: Observer must have LOS (disregarding SMOKE) to the blast height of the FFE:2 hex and to a Location in/adjacent to the FFE:2 hex that does (or did) contain a Known (to Observer) [per C1.6] enemy unit during this FFE's Fire Mission in order to resolve the FFE:2 in place.

\*4: If correction is Mandatory, accuracy is not possible and the maximum extent of error is not limited to the distance of correction divided by 3 (FRU).

\*5: AR counter for Correction must be placed in a hex that has a Location within Observer's LOS, otherwise, either of two actions will occur at the *opponent's* option;

- a) the FFE:2 is removed and the Fire Mission is Canceled, or,
- b) the FFE:2 is resolved in place and flipped to an FFE:C.

\*6: If Observer has LOS to a Location in the AR hex, and there are enemy units in/adjacent to the AR hex, and none of the enemy units are Known [per C1.6] to the Observer, then an extra black chit draw is required to place the FFE:2 in the AR hex [per C1.21] (which, if successful and applicable, is followed by an Accuracy dr).

\*7: If not Accurate, maximum extent of error is one hex.

**Table 20c: Common FFE:C situations.**

Rules Sections: C1.2-.22, 1.3-.321, 1.33+, 1.4, 1.6-.61.

Situation: This table indicates the options available to an Observer based on LOS to FFE:C and/or enemy units in/adjacent to the FFE:C and/or depending on Radio Contact/Maintenance. If Radio Contact is Maintained and a new Battery Access is gained, an AR request may also be placed [per C1.3] in addition to the FFE:C options listed here.

| <b>FFE:C</b>                             | Convert to FFE:1 in place (have Radio Contact and have gained Battery Access) | Convert to SR in place (have Radio Contact and have gained Battery Access) | Convert FFE:C to SR and Correct SR (have Radio Contact and have gained Battery Access) | Voluntary <sup>*1</sup> loss of Contact  | Involuntary <sup>*2</sup> loss of Contact |
|--|---|--|--|--|---|
| Base Level of FFE:C is in LOS            | May replace FFE:C with FFE:1 and resolve in place. <sup>*3</sup>              | May replace FFE:C with SR in place.  | May place SR in FFE:C hex and Correct up to 18 hexes. <sup>*5, *6</sup>                | FFE:C counter is removed. OBA actions for this module and for this turn are completed. |   |
| Only Blast Height of FFE:C is in LOS     | May replace FFE:C with FFE:1 and resolve in place per footnote *4.            |  |  |  |   |
| FFE:C is out of LOS (disregarding SMOKE) | May not convert FFE:C to FFE:1. May only place new AR request [per C1.31].    | May not convert FFE:C to SR. May only place new AR request [per C1.31].    |  |  |   |

Notes:

\*1: Voluntary loss of Radio Contact is due to failure to roll for Contact/Maintenance only when FFE:C is out of Observer's LOS or when Observer voluntarily routs (A10.711).

\*2: Involuntary loss of Radio Contact is due to an unsuccessful Maintenance DR, or, when Observer becomes non-Good Order (other than through voluntary rout), or, when failing to roll for Contact/Maintenance when FFE:C is in Observer's LOS.

\*3: If there are enemy units in/adjacent to the FFE:C hex, and none of the enemy units are Known [per C1.6] to the Observer, then an extra black chit draw is required to convert the FFE:C to an FFE:1 [per C1.21].

\*4: Observer must also have LOS to a Location in/adjacent to the FFE:2 hex that contains a Known (to Observer) [per C1.6] enemy unit in order to convert the FFE:C to an FFE:1. If not, he may convert to an SR in place, or, he may convert to an SR and then correct that SR, or may place an new AR [per C1.3].

\*5: AR must be placed in a hex that has a Location within Observer's LOS or AR is removed. If there are enemy units in/adjacent to the AR hex, and all are Unknown [per C1.6] to the Observer, an extra black chit draw is required to place AR [per C1.21].

\*6: If not accurate, maximum extent of error equals distance of correction divided by 3 (FRU).

**Table 21: 5/8" Gun Set-up restrictions (in buildings).**

Rules Sections: B23.41, 23.742, 23.85, 23.93, C2.7, 11.2, 12.23, O5.6.

Situation: Can I set-up my 5/8" Gun in that Building Location?

|   | AA                               | ART   | AT                                   | INF | RCL <sup>*1</sup>                | MTR <sup>*2</sup>                        |
|---|----------------------------------|---|--------------------------------------|-----|----------------------------------|--|
| Ground Level Building (non-Fortified)           | yes, if <i>Small</i> Target Size |   | yes, if not <i>Large</i> Target Size |     | yes, if <i>Small</i> Target Size |  |
| Ground Level Building (Fortified) <sup>*3</sup> | yes, any Target Size             |   |                                      |     |                                  |  |
| Upper Level Building (Fortified)                | N/A                              | yes, if $\leq 76\text{mm}$ , and building must be Stone |                                      |     | N/A                              | N/A                                      |
| Rooftop   | N/A                              | N/A   | N/A                                  | N/A | N/A                              | yes, if $\leq 82\text{mm}$ <sup>*4</sup> |
| RB Factory                                      | yes, any Target Size             |   |                                      |     |                                  |  |

Notes:

\*1: Can set-up in, but can't fire from, EXC: US 57mm RCL (C12.23).

\*2: MTR may not fire from ground level building location unless roofless.

\*3: Includes Cellar Locations (which are Fortified). May not fire at Aerial targets or move out of Fortified Location.

\*4: dm MTRs  $\leq 82\text{mm}$  may be portaged to/from Rooftop locations. May not be Emplaced on Rooftop.

**Table 22: AT/INF Guns as target examples.**

Rules Sections: A9.74, 22.2, 22.611, C11.1-6, [ITT = Infantry Target Type, ATT = Area Target Type].

Situation A: Assume an Emplaced AT or INF Gun in OG manned by it's crew. It is hit by fire emanating from the Gun's CA (i.e. the gunshield DRM may affect the result).<sup>\*1</sup>

| Type of Hit Achieved v. Gun/Crew           | ----- Original Effects DR ----- |                       |                     |                       |                  |                  |                  |                  |                  |                  |    |
|--|---------------------------------|-----------------------|---------------------|-----------------------|------------------|------------------|------------------|------------------|------------------|------------------|----|
|  | 2                               | 3                     | 4                   | 5                     | 6                | 7                | 8                | 9                | 10               | 11               | 12 |
| 24FP - HE ITT (Direct Fire) <sup>*2</sup>  | Direct Hit<br>Elim.             | Direct Hit<br>Elim.   | Direct Hit<br>Elim. | Direct Hit<br>Malf-CR | Near Miss<br>2MC | Near Miss<br>2MC | Near Miss<br>1MC | Near Miss<br>1MC | Near Miss<br>NMC | Near Miss<br>PTC | NE |
| 8FP - HEAT ITT (Direct Fire) <sup>*2</sup> | Direct Hit<br>Elim.             | Direct Hit<br>Malf-CR | Near Miss<br>1MC    | Near Miss<br>1MC      | Near Miss<br>NMC | Near Miss<br>PTC | NE               | NE               | NE               | NE               | NE |
| 2FP - AP ITT (Direct Fire) <sup>*3</sup>   | Direct Hit<br>Elim.             | Near Miss<br>NMC      | Near Miss<br>PTC    | NE                    | NE               | NE               | NE               | NE               | NE               | NE               | NE |
| 8FP - HE ATT (Direct Fire) <sup>*4</sup>   | Near Miss<br>1MC                | Near Miss<br>1MC      | Near Miss<br>NMC    | Near Miss<br>PTC      | NE               | NE               | NE               | NE               | NE               | NE               | NE |
| 8FP - HE ATT (Indirect Fire) <sup>*5</sup> | Near Miss<br>2MC                | Near Miss<br>1MC      | Near Miss<br>1MC    | Near Miss<br>NMC      | Near Miss<br>PTC | NE               | NE               | NE               | NE               | NE               | NE |

Situation B: Same as above, but no TH DR is required for these non-ordnance attacks.

| Type of Attack v. Gun/Crew                                       | ----- Original Effects DR ----- |                       |                       |                  |                  |                  |                  |                  |                  |     |    |
|--|---------------------------------|-----------------------|-----------------------|------------------|------------------|------------------|------------------|------------------|------------------|-----|----|
|  | 2                               | 3                     | 4                     | 5                | 6                | 7                | 8                | 9                | 10               | 11  | 12 |
| 24FP - OBA HE (Indirect Fire) <sup>*6</sup>                      | Direct Hit<br>Elim.             | Direct Hit<br>Malf-CR | Near Miss<br>3MC      | Near Miss<br>2MC | Near Miss<br>2MC | Near Miss<br>1MC | Near Miss<br>1MC | Near Miss<br>NMC | Near Miss<br>PTC | NE  | NE |
| 30FP - Placed DC <sup>*7</sup>                                   | Direct Hit<br>Elim.             | Direct Hit<br>Elim.   | Direct Hit<br>Malf-CR | Near Miss<br>2MC | Near Miss<br>2MC | Near Miss<br>1MC | Near Miss<br>1MC | Near Miss<br>NMC | Near Miss<br>PTC | NE  | NE |
| 24FP - MG/IFE/Small Arms/OVR <sup>*8</sup>                       | 1KIA, Elim<br>per A9.74         | K/4                   | 4MC                   | 3MC              | 2MC              | 2MC              | 1MC              | 1MC              | NMC              | PTC | NE |
| 12FP - FT <sup>*9</sup>  | 1KIA, Elim<br>per A9.74         | K/3                   | 3MC                   | 2MC              | 2MC              | 1MC              | 1MC              | NMC              | PTC              | NE  | NE |
| 8FP FG - including a MOL <sup>*10</sup>                          | 2MC                             | 2MC                   | 1MC                   | 1MC              | NMC              | PTC              | NE               | NE               | NE               | NE  | NE |
| 8FP FG - including a MOL <sup>*10</sup><br>(v. non-emplaced Gun) | 1KIA, Elim<br>per A9.74         | K/2                   | 2MC                   | 2MC              | 1MC              | 1MC              | NMC              | PTC              | NE               | NE  | NE |

**Notes:**

\*1: A (non-WP) CH v. a Gun always destroys it and it's manning Infantry per C11.4 and/or C11.52.

\*2: The Original Effects DR is not affected by the +2 gunshield DRM unless a Near Miss result is obtained.

\*3: As in footnote 2, except a K/ result yields an Elimination result v. the Gun/Crew when a hit is achieved by AP/APCR/APDS/ATR ammo.

\*4: 8FP as from 80-99mm HE direct fire ordnance on the ATT. The +2 TEM DRM for Emplacement applies on the original effects DR after a hit is achieved to determine whether or not a Direct Hit was achieved. If a Direct Hit was not achieved, then the +2 gunshield DRM is applied to the Near Miss result.

\*5: 8FP as from 80-99mm HE indirect fire ordnance on the ATT. Otherwise, similar to \*4, but the gunshield DRM is only +1 v. Indirect Fire.

\*6: As in footnote 4, the +2 TEM DRM for Emplacement applies on the original FFE effects DR to determine whether or not a Direct Hit was achieved. If a Direct Hit was not achieved, then the +1 gunshield DRM (for Indirect Fire) is applied to the Near Miss result.

\*7: As in footnote 4, the +2 TEM DRM for Emplacement applies on the original effects DR once a DC is placed to determine whether or not a Direct Hit was achieved. If a Direct Hit was not achieved, then the +2 gunshield DRM is applied to the Near Miss result (assuming the DC was placed from the CA of the AT/INF Gun).

\*8: If KIA was due to a Fully Tracked AFV OVR attack, a -1 drm applies to the SW/Gun destruction dr. See A9.74 if OVRing FT AFV ends its MPH in the same Location.

\*9: Neither Emplacement nor gunshield DRMs apply v. FT attack.

\*10: Emplacement DRM affects a FG attack which includes a MOL, but the gunshield DRM does not.

**Table 23: Flame/Rubble/Shellhole Placement Table for various IFT attacks. \*1**

Rules Sections: A22.35, 22.6111, 23.41, 24.32, B2.1, 23.41, 24.11-.13, 24.6, 25.12, 25.5, C3.73.

Situation: This table describes the most common situations which may cause **Flame**, Rubble or **Shellhole** counter placement. \*2

----- **Flame** Placement -----

|                     |   |   |   |
|---------------------|---|---|---|
| Weapon Type         | WP<br>(5/8" SMOKE or 1/2" Grenade)  | Flamethrower  | HE or HEAT*5<br>(any Caliber)   |
| Terrain Type        | Burnable Terrain  |   |   |
| IFT Result Required | none  | Original K/ or KIA result on IFT  | Original KIA result on IFT  |
| Special Conditions? | EC must be Dry or Very Dry  | FT attack must be v. Unarmored target   | none  |
| Subsequent DR?      | If (DR + DR mod*3) ≥ Kindling # of terrain type, then place <b>flame</b> *4 | If (DR + applicable EC) ≥ Kindling # of terrain type, then place <b>flame</b> | If (DR + applicable EC) ≥ Kindling # of terrain type, then place <b>flame</b> |

----- **Shellholes** ----- Rubble Placement -----

|                     |   |   |  |
|---------------------|---|---|--|
| Weapon Type         | FFE/Aerial Bomb/Rocket ≥ 150mm                          | FFE/HE (≥ 70mm), DC or HEAT   | CT BU FT AFV enters Building Location  |
| Terrain Type        | OG, Orchard, Palm Tree, Brush, Grain or Kunai.          | v. Building Location*7  | v. Ground Level Building Location  |
| IFT Result Required | Original KIA result on IFT                              |   | N/A  |
| Special Conditions? | none  | Rubble creation takes precedence over flame creation above (B24.6)        |  |
| Subsequent dr?      | Place <b>Shellhole</b> , no subsequent DR/dr required*6 | if (dr [+1 drm if stone bldg.]) ≤ KIA #, then place <b>Rubble</b> *8, *11 | if (cdr [+ dr mods*9]) ≤ 0, (of the Bog Check DR), then Building is <b>Rubbed</b> *10, *11 |

Notes:

- \*1: A Critical Hit has no special effect v. Terrain. **Flame**, Rubble and **Shellhole** creation are handled as a non-CH.
- \*2: This chart does not incorporate the rules for Bombardment (C1.823), HE effects on Minefields (B28.62), Set DC v. Bridge (A23.71), DC/FFE or fully-tracked vehicle effects on Wire (B26.51-.53), Flames caused by MOL (A22.61111) or MOL-Proj (C13.57-.59), various types of Breach (B9.541, B23.711, B23.9221, O5.33), or the unique flame and collapse rules for Huts (G5.5, 5.6-5.7). See B25.66 when a burning building Location collapses into burning rubble on a wind change DR of 12. See B24.6 when combinations of various **flame/Blaze/Rubble** situations occur.
- \*3: Normal EC modifiers do not apply, but use -1 DRM if EC are Dry or -2 DRM if placed in a building.
- \*4: The flame placement DR for WP takes place in the *MPh* of the placing player (even if placed during that MPh).
- \*5: N/A if Collateral Attack, Vehicle Target Type or for an attack which first caused Rubble as described above.
- \*6: Also removes entrenchment counters (but not necessarily their contents which might survive due to TEM).
- \*7: The level affected by an OBA/Area Target Type attack v. a multi-level building is determined by Random Selection. All unarmored units (including SW) in a rubble Building Location in this manner are eliminated.
- \*8: If Rubble is placed above ground level, the entire building hex *may* collapse if (subsequent dr [+1 for each non-rooftop level above the one which was rubble]) ≥ 6.
- \*9: dr modifiers are -1 if wooden and/or -1 if single story house. If cdr (of Bog Check DR) = 6, AFV falls into Cellar (B23.41) (if non-factory building location).
- \*10: Unarmored occupants of building Rubbled in this manner are unaffected (unless at upper level).
- \*11: Whenever an upper Building Location is Rubbled, Rubble *may* fall into an adjacent hex. Make a Subsequent DR: if (cdr [+1 for each non-rooftop level above Ground Level which was rubble]) ≥ 7, then Falling Rubble occurs (where the wdr = direction of the Falling Rubble (if applicable). Falling Rubble always falls to Ground Level and transforms non-Water Obstacle terrain into Rubble (which may cause more Falling Rubble). Falling Rubble eliminates any non-armored units, OT AFVs, Fortifications/TB and Stuns any CE CT AFV in that hex. Any surviving AFV must immediately check for Bog.