







Infantry vs. Area Target Type

|  | Infantry Target Type (Direct)  | Area Target Type (Indirect or Direct)  |
|---|---|---|
| Targeting | <ul style="list-style-type: none"> only when firing HE (C3.32, EXC: AP or HEAT vs unarmored target) only against unarmoured target (C3.32) AFV in target Location immune to damage (but not Vulnerable PRC) (C3.32, EXC: damage resulting from damage to terrain B24.121) all other in-LOS unarmoured enemy units in that LOCATION can be hit (C3.32, EXC: exemptions per C3.4 Multiple Targets*) Can be used for attacking unarmoured vehicles (C3.32 example) | <ul style="list-style-type: none"> Must be used by Mortars (C3.33) Must used by Ordnance (EXC: LATW) attempts to fire SMOKE (C3.33) May be selected when firing HE (C3.33 EXC: AP/HEAT HE Equivalency) All units in target HEX are hit, including Friendly units (C3.33 EXC: exemptions per C3.4 Multiple Targets*) |
| Effects | <ul style="list-style-type: none"> All units that are hit are attacked with a single Effects DR (C3.32) | <ul style="list-style-type: none"> All units that are hit are attacked by single DR on the IFT and half the FP of the firing ordnance (C3.33) PRC/vulnerable units hit by WP take NMC (C3.33/A24.31) |
| Rate of Fire | <ul style="list-style-type: none"> Can fire multiple times | <ul style="list-style-type: none"> Consumes all ROF unless a mortar or Intensive Fire (C3.33) Can't be used if taking another direct shot first (C3.33) Can't be used: <ul style="list-style-type: none"> at 0 range with Bounding First Fire with Motion Fire |
| To Hit Restrictions | <ul style="list-style-type: none"> none | <ul style="list-style-type: none"> Can't use Case C (Bounding Fire) – can't fire when moving (C3.331) Can't use Case E (fire within own hex) (C3.331) Can't use Case G (deliberate immobilization) – can't attempt deliberate immob of unarmoured vehicle (C3.331) Can't use Case L (Point Blank) – can fire point blank but Case L does not apply (C3.331) TEM Case Q does not apply (C3.331) All other TH DRM apply normally (C3.331) |
| TEM | <ul style="list-style-type: none"> Applies to To Hit roll | <ul style="list-style-type: none"> TEM Case Q DOES NOT APPLY to the To Hit (C3.331) TEM (unless it provides Hull Down status) is applied to the IFT (C3.331) |
| Firepower | <ul style="list-style-type: none"> Hit at full strength, can be halved | <ul style="list-style-type: none"> Hit at half strength, halved again for |

| | | | | | | | | |
|---|---|---|----------|----|-------------|----|----------|----|
| | for marsh or fording infantry/cavalry | marsh or fording infantry/cavalry | | | | | | |
|  | Infantry Target Type (Direct)  | Area Target Type (Indirect or Direct)  | | | | | | |
| Hits vs. Unarmored Vehicles | <ul style="list-style-type: none">★ Vehicle line on IFT is used for unarmoured target hit by HE, Final DR:< Kill# = destroyed= Kill# = immobilized (EXC:HD)≤ half Kill#, burning wreck (A7.308) | <ul style="list-style-type: none">Hit on Area Table vs unarmored vehicles (EXC: Motorcycles) resolved in same manner as OBA (C1.55)★ Vehicle line on IFT is used for unarmoured target hit by HE, Final DR:< Kill# = destroyed= Kill# = immobilized (EXC:HD)≤ half Kill#, burning wreck (A7.308) | | | | | | |
| Hits vs. AFVs | <ul style="list-style-type: none">None (AFVs in target hex immune to damage)(C3.32) | <ul style="list-style-type: none">AFVs attacked on IFT (C1.55)KIA – destroys AFV with CS (EXC: final DR ≤1/2 of the Final DR that corresponds to a K# on that IFT column is burning wreck and kills PRC). Also – no more AFVs can be affected than the highest KIA# on the columnK# or 1>K# is Shock (turret hit) or Immobilization (hull hit)MC/PTC – NE on AFV, affects Vulnerable PRC normallyHit Location is determined by Original IFT DR (turret/hull)Vulnerability not increased for Partially Armored AFVsTEM applies to the IFTDRM for attack vs. AFV on IFT: <table><tr><td>All AF≤4</td><td>-1</td></tr><tr><td>Open-Topped</td><td>-1</td></tr><tr><td>All AF>8</td><td>+1</td></tr></table> | All AF≤4 | -1 | Open-Topped | -1 | All AF>8 | +1 |
| All AF≤4 | -1 | | | | | | | |
| Open-Topped | -1 | | | | | | | |
| All AF>8 | +1 | | | | | | | |

* **3.4 Multiple Target Exemptions:** not all units in the same hex necessarily are hit, if TH/Effects DRM are not applicable to them, are not in LOS of the firer (EX: in Bypass), are too close to be hit, are in a Location immune to being hit, are non-moving during the Defensive Fire Phase, etc. A Mortar hits all target-hex units even if out of Firer/Spotter LOS – if the shot that hit a non-hidden enemy target that currently had the highest net To Hit DRM (i.e. hardest to hit)