

IFT												
Backblast dr				PFk / C37 / C47				PF	Set DC			
ATR		MOL		[A-P Minefields]		sN	C75	C105	DC	A-T Mine		
★Vehicle	3	4	5	6	7	8	9	10	11	12	13	★Vehicle
mm	20	30	37	50	60	70	80	100	120	150	200+	mm
FP	1	2	4	6	8	12	16	20	24	30	36+	FP
≤0	1KIA	2KIA	2KIA	3KIA	3KIA	3KIA	4KIA	4KIA	5KIA	6KIA	7KIA	≤0
1	K/1	1KIA	1KIA	2KIA	2KIA	2KIA	3KIA	3KIA	4KIA	5KIA	6KIA	1
2	1MC	K/1	K/2	1KIA	1KIA	1KIA	2KIA	2KIA	3KIA	4KIA	5KIA	2
3	1MC	1MC	2MC	K/2	K/2	K/3	1KIA	1KIA	2KIA	3KIA	4KIA	3
4	NMC	1MC	1MC	2MC	2MC	3MC	K/3	K/4	1KIA	2KIA	3KIA	4
5	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA	2KIA	5
6		PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA	6
7			PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	7
8				PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	8
9					PTC	NMC	1MC	1MC	2MC	2MC	3MC	9
10						PTC	NMC	1MC	1MC	2MC	2MC	10
11							PTC	NMC	1MC	1MC	2MC	11
12								PTC	NMC	1MC	1MC	12
13									PTC	NMC	1MC	13
14										PTC	NMC	14
≥15											PTC	≥15

AMBUSH
< enemy dr by at least 3
(by at least 2 if non-illuminated ATTACKER at night)

drm Cause
+x Leadership of best Good Order, unpinned leader unless alone.
+1 CX, Broken, Pinned (each)
+1 Lax, Berserk, above Panji (each)
+1 BU, Stunned (each)
+1 ATTACKER in Jungle, Kunai, Bamboo
+2 Cavalry, vehicle, Pillbox
+2 Above Bank counter
-1 Stealthy
-2 Concealed

LEADER CREATION △

dr	leader	
≥7	None	dr follows Original 2 on
6	6+1	the <i>first</i> MMC Self-Rally
4,5	7-0	DR or any MMC CC DR
2,3	8-0	(NA to Finns/Japanese)
≤1	8-1	

drm Cause
-1 U.S., British, German
-1 vs AFV, or per odds column < 1-1
-1 Base unit had Morale Level ≥ 8
+1 Base unit had Morale Level ≤ 6
+1 Base unit was broken
+1 Russian, Italian, G.M.D. Chinese

CLOSE COMBAT TABLE

Odds Ratio:	<1-8	1-8	1-6	1-4	1-2	1-1	3-2	2-1	3-1	4-1	6-1	8-1	10-1	>10-1
Kill #:	0	1	2	3	4	5	6	7	8	9	10	11	12	13
HtH Kill #*:	2	3	4	5	6	7	8	9	10	11	12	13	14	15

†: NA by/vs vehicles/PRC/pillbox-occupants (G1.64, J2.31)
*: Applicable only to CC vs vehicles; DR ≤ CCV
*CCV Modifiers: Assault Engineers: +1, Inexperienced: -1, extra SMC: +1, halved FP: -1 (per each application)

CC DRM:
vs Concealed unit (A11.19) x½
by Guarding [EXC: vs Prisoners]/Motion/Pinned unit x½
Leadership [EXC: attacking alone or with berserks] (A11.141)..... +x
Heroic DRM (A15.24).....-1
by Ambush (NA during Melee) (vs Ambush: +1)...-1
vs CX/TI/Riders..... (by same: +1)...-1
vs broken unit (A11.16).....-2
Capture Attempt (A20.22).....(vs Inexperienced Personnel: -1)...+1
vs Withdrawing Infantry (A11.2).... (per Covering unit: +1)...-2
by Overstacked per excess squad-equiv./vehicle (A5.12).....+1
vs Overstacked Inf./Cav. per excess squad-equiv. (A5.131)....-1
vs Wire unit (B26.31) (by same: +1)...-1
vs Crest/unit [EXC: thru protected hexsides]. (by same: +2)...-2
Skier/Truck Passengers..... (by same: +2)...-2
vs boat/amphibious Passengers (E5.6) (by same: +2)...-2

by vehicular CMG on Narrow Street (B31.132).....+1
vs Bank unit (G8.212)/Panji unit (G9.21) (by same: +1)...-1
by armed & unpinned Japanese/Gurkha in HtH^A.....-1
by armed & unpinned Dare-Death vs Personnel (G18.62)^A-1
[^A: even if attacking with non-qualifying units]
*vs Motion/Non-Stopped vehicle (A11.51)+2
*vs unarmored vehicle (A11.51).....-3
*vs vehicle with no manned/usable MG/IFE≤15mm (A11.51)...-1
*per escorting unbroken, unpinned & armed Personnel HS/Crew (A11.51).....(squad: +2)...+1
*vs OT/partially armored AFV (A11.61).....-2
*vs CE CT or abandoned AFV (A11.61)-1
*vs Immobile AFV (A11.61).....-1
*with ATMM (C13.7)..... (Romanians: -2)...-3
*Original 2 DR (A11.501) [dr 1: Burn, 2: Elim, 3: Immob]

SEARCHING

Requires ≥ 1 Infantry/Cavalry MMC. NA if using Assault Movement/HW/Column or if above a Wire, Bank or Panji counter. Searching units spend 1 MF and become TI.
dr = number of Accessible hexes which *cannot* be searched. Each searched Bamboo hex increases this number by 1.
drm Cause
-1 Per Stealthy Searching unit
-1 Per HS equivalent > one HS Searching
+x Leadership factor of best participating leader
+1 Per Lax or CX Searching unit (per each condition)
+2 vs Japanese [EXC: vs building/rubble only] (G1.63)
Reveals everything in the searched hexes, except friendly units, minefield *strength*, tunnels, *number of* trip flares, Cave-Complex. Eliminates A-T Set DC (G1.6121). Can set off trip flare (E1.95)

SEARCH CASUALTIES

If ≥ 1 Searched/Mopped-Up Loaction contains an armed Good Order DEFENDING unit/minefield/Residual FP/HE FFE Blast Area, Booby Trap, or if Searching across Panji hexside.
Searching unit suffers Casualty Reduction if dr ≤ 1
drm Cause
-1 Per Stealthy Concealed DEFENDING unit [EXC: T-H Hero]
-1 Per HS equivalent > one Concealed DEFENDING HS
+x Leadership factor of best Concealed DEFENDING leader if not alone
+1 Per Lax Concealed DEFENDING unit

HEAT OF BATTLE △

DR follows any Original 2 MC/Rally DR
(NA to Banzai, Berserk, Climbing, Crew, Hero, Human Wave, Panji MC, Parachute, PRC, Self-Rally, Swimming, Unarmed, Wading Infantry/Cavalry)

DR	Result	DRM Cause
≤6	Hero Creation	-1 Elite, British, Finnish (each)
5-8	Battle Hardening	+1 Broken, Inexperienced (each)
9-11	Berserk +	+1 French, Partisan
≥12	Surrender*	+2 Russian, Allied Minor
		+3 Italian, Axis Minor
		+4 Japanese

+ Non-elite Italian/Axis Minors Surrender on a Final DR ≥ 10
[EXC: Hungarians vs Romanians].
Treat as Battle Hardening if: no Known enemy units in LOS (A15.44), Japanese in Pillbox (G1.62), in a Cave (G11.97), its closest Known enemy unit is in Ocean (G13.491) or Assaulting/Evacuating side in a Beach Location/on a Pier (G14.32).
* **Treat as Berserk + if:** Japanese, Gurkha, Partisan, Fanatic, Commisar, SS vs Russians or subject to No Quarter (A15.5).
Treat as Battle Hardening if: Japanese in Pillbox (G1.62), in a Cave (G11.97) or Assaulting/Evacuating side in a Beach Location/on a Pier (G14.32).



IFT(M)QRDC 3.6
[IFT (Mini) Quick Reference Data Card]
Design: Ole Bøe

FIRER-BASED HIT DETERMINATION DRM	
S A	Firer outside CA per hexside change:..... [T: +1/+1/+1] [ST: +2/+1/+1] [NT: +3/+1/+1] [NA to Bounding First Fire/Pinned Infantry (A7.81)] (x2 if firer is in woods/building/rubble).....
L B	Fire in AFPh without entering a hex in that Player Turn.....(+3 if firer is in woods/building/rubble).....+2
C	Bounding Firer.....Case B <i>plus</i> [MA AAMG: 0] [Stabilized Gun: +1] [T/ST: +2] [NT/PRC: +3]
C¹	Bounding First Firer, Restricted Aim (2.5-3 MP in LOS of target).....Case C +1
C²	Bounding First Firer, Limited Aim (≤ 2 MP in LOS of target).....Case C +2
C³	Firing LATW in AFPh/Backblast weapon from rubble/ground level building (each).....+2
C⁴	Motion/Non-Stopped Firer.....[Stabilized Gun: C/C ¹ /C ² +1] [Other: C/C ¹ /C ² & lower dr x2]
D	Pinned Firer/Spotter (Multiple ROF/Case F NA).....+2
S E	Fire within hex (Case J ³⁴ , L, M are NA; col. dr = Target Facing unless VBM).....(x2 if in woods/building/rubble).....+2
S F	Intensive Fire (B# -2; no Residual FP; NA if case B, D or Stun are applicable).....+2
G	Deliberate Immobilization (MG, Case N is NA; Basic TK# > target's lowest Hull AF; Rng ≤ 6; Hull Hit required).....+5
H	Captured/Non-qualified Infantry (each) (B# -2; red TH#; lowered ROF).....+2
L I	Buttoned Up AFV (MA/SA only; RST/1MT must be BU to fire MA).....+1
	CX (A4.51).....+1
	Overstacked (A5.12).....+1 per vehicle/squad-equivalent overstack
	Leadership (A7.51) (NA for Gun unless veh. Gun directed by Armor Leader; D3.4).....+x
	Encircled (A7.7).....+1
	Hero (A15.23) (NA when firing two-man SW or Gun).....-1
	Infantry on Wire (B26.31).....+1
L	Spotted Fire (C9.31) (Δ for leader in Spotter Location).....+2
L	Bypass TCA Change to/through side Target Facing (D2.321).....+1
L	Bypass TCA equals side Target Facing unless case N applies (D2.321).....Case A
L	Stun (D5.34).....[per each stun result (G12.111, G14.33, KGP SSR 12)]...+1
	Firer in Ocean during Heavy Surf if the attack is resolved on the IFT (G13.445).....+1

[illegible]

APCR/APDS TO KILL TABLE												△
Armored Target:					40LL		57LL					
Gun Size:	37L	28LL 45L	45LL 47L	50 76L	50L	D57L 76LL	85L	75L 76L	76L	88L	D76LL	90L
Basic TK#	10	12	13	14	17	18	19	20	22	23	25	27
NOTES:	Russian	U.S.										
Range	0-1	2	3-6	7-12	13-18	19-24	25-30	31-36	37-42	43-48	49+	
TK# Change:												
APCR ≤ 57 mm	+3	+2	+1	0	-2	-4	-6	NA	NA	NA	NA	
APCR ≥ 65 mm	+3	+2	+1	0	-1	-3	-4	-5	-6	-7	NA	
APDS (D)	+1	0	0	0	0	0	-1	-2	-3	-4	NA	
Unarmored Target: Use AP To Kill Table												

HE & FLAME TO KILL TABLE													
Gun Size:	20+	30+	40+	50+	70+	80+	100+	120+	150+	DC	FT	MOL	MOL-projector
Armored Target Basic TK#	3	4	5	6	7	8	10	12	16	16	8 ²	6 ³	6 ⁴
Unarmored Target Final TK# ¹	6	8	9	10	12	14	16	18	20	[★Veh. line on IFT]			9

Case D NA [EXC: FT] 1: Doubled if Critical Hit [EXC: DC, FT, MOL] 2, 3, 4: Only TK# Modifiers are +1 if Rear Target Facing &:
 2: Half if Long Range; +1 if CE; +2 if OT 3: +1 if CE CT; +2 if OT; +1/+2 Elevation adv. (CT.72); -2 vs Moving Target 4: Double if CH; +1 if OT

Final Effects DR	Bomb/ Dir. Fire ^C	DC ^D	FT/MOL	MG ^F	Indirect Fire ^E	A-P Mines ^G	A-T Mines ^G	CC
^A ≤ Half Final TK#/K/1K1A/CCV	Burn	Burn	Burn	Burn	Burn	Im	Burn	Burn
^A < Final TK#/K/1K1A/CCV	Elim	Elim	Burn	Elim	Elim	Im	Elim	Elim
= Final TK#/K/1K1A/CCV	Im ^H /Sh ^T	Im ^H /Sh ^T	Elim ^A	Stun	Im ^H /Sh ^T	Im	Elim	Im
HE 1 > Final TK#/K	Im ^H /Sh ^T	Im ^H /Sh ^T			Im ^H /Sh ^T			
Non-HE ^B 1 > Final TK#	P.Sh							
A-T Mine > Final 1K1A							Im	
A: -1 DRM to Final TK DR for Burning Wreck determination only, if AFV has Red CS#			C: Includes Aerial Fire			F: Includes 12.7 / 15 mm and Aerial Fire		
B: Includes HEAT			D: Requires Position DR (C7.346)			G: If AFV's lowest hull AF is 0, treat it as an unarmored vehicle		
			E: Use Original IFT DR for Hit Location (C1.55)			K/1K1A: is the DR required for K/1K1A results on the IFT		
						H/T, H/T: Hull/Turret Hit		