

ISAQ (IFP & SW Attacks QRC)

Attacker / SW type	General	Terrain	PFPPh	By Moving	DFF	SFF	FPF	DFPh	AFFh	CCPh
Specific for All	IF	bCcFfMpRSw							½®	
Truck Passenger (D6)	¤⊕½ (D6.1)	LP	•	∞/⊗/⊕T	•	½	½	•	½⊕	•
HT Passenger (D6)	⊖ (D6.63)	LP	•	∞/⊗/⊕T	•	½	½	•	½⊕	•
Rider (D6)	¤⊕½ (D6.22)	LP	•	∞/⊗	•	½	½	•	½⊕	±1 DRM
Cavalry (A13)	½® (MOL, ⊕T)		•	∞	•	½	½	•	½	½ is NA
Berserk (A15.4)	never ⊖	na	na	•	½	½	•	½	•	
Inherent FP (A1.21)		CcpR	•	na	•	½	½	•	½®	•
LMG (A9)	⊖↔■	CcpR	•	na	⊥	½	½	•	½®⊕	na
MMG / HMG (A9)	⊖↔◊■	BODG	⊕	na	⊕⊥	½⊕	½	⊕	½®⊕%⊕	na
Light Mortar (C9.2)	ATT⊗†	BODG	⊕⊕	na	⊕⊕	na	na	⊕⊕	%⊕⊕⊕	na
FT (A22) ♀	¤⊖Δ⊗⊖	cpR	•	na	•	na	na	•	•	na
DC (A23) ♀	⊗Δ⊗⊖⊖	cW	T⊗	●P/●S/Jap	T⊗	na	na	•	T⊗	na
½" WP (A24.3) ♀	⊗Δ⊗(US,Brit,Jap)		na	⊖	na	na	na	na	na	na
PF / Pfk (C13.31)	⊗C→⊖(Ge)	cpR	◎	na	◎	na	na	◎	◎+2⊕	na
PSK / BAZ (C13.4-.5)	⊗C→⊖		•	na	•	•	na	•	+2⊕	na
PIAT (C13.6)	⊗⊖⊖	CcpR	•	na	•	•	na	•	+2⊕	na
MOL-P (O10) ♀	⊗Δ		•	na	•	•	na	•	+2⊕	na
MOL (A22.6) ♀	⊗⊖(A22.611)	cpR	◎	na	⊖	⊖	⊖	⊖	⊖	na
ATR (C13.2)	⊗⊖	CcpR	•	na	⊖	½	½	•	+2⊕	na RCL (½") (C12) ♀ (C12.4) ⊖Δ C→⊖⊕na⊕ nana⊕⊕%⊕ na

† Aquisition is lost if: owner {not GO, Fire IFP, fire IFE/Cannister, interdict with IFP, moves [EXC: Gyro], (un)limber Gun, change CA w/o firing at ⊕target, interdict other target}, Wpn malfunctions.
 ® ROF na if {AFPh, cowering, Pinned, Non-MTR fire Smoke/Area-Target Type, Firing IR}, ROF -1 if {IFE, Light AA Fire, Spotted Fire, unqualified use, captured use}.

Red = na or penalty. Purple = restricted. Blue = Area Fire / Area Target Type / Case B / halved FP for other reason. Green = overrides restriction in box on same line..

- Normal attack.
- Critical Hit on TH DR's na.
- ⊖ Attack doesn't leave Residual Firepower.
- ◊ Mandatory Fire Direction if range ≥ 17 hexes (A9.4).
- ↔ May use Spraying Fire (A9.5).
- ⊥ May place Firelane.
- ⊖ blue penalty does not apply if Opportunity Fire (A7.25).
- ⊖ May use LMG, PIAT, Thrown DC only (D6.1) or SCW / RCL with desperation penalty (C13.8).
- ⊖ May not use any [for MOL: other] SW.
- ⊖ Use is na by PINned unit.
- ¤ FG restrictions applies (FT A22.31, PRC D6.64).
- Δ Leadership DRM na.
- ∞ Cavalry Charge. TPBF applies (A13.6).
- ∞ Overrun. TPBF applies (D7).
- ⊖ Bounding First Fire PRC (D3.3).
- Use: P = placed, S = set, T = thrown.
- ⊖ Add -1 per FT carried on IFT DR vs owner.

- ⊖ Half FP vs targets 2 lvls higher (A22.32).
- Cannot fire at targets 2 lvls higher in adjacent hex or directly above in same hex (C13.8).
- ⊖ Cannot fire at targets lower in same or adj. hex (C13.61).
- ⊗ No long range.
- ⊖ May not use Area Target Type.
- ⊖ Captured Use penalty for non-elite use.
- ⊖ Captured Use penalty for Squad / Half-Squad use.
- ⊖ Subject to Backblast (C13.8) [EXC: Huts G6.62]. RCL also rear hex (C12.3).
- ⊖ May possibly cause Flame.
- ⊖ May possibly cause Rubbling () .
- ⊕ Target acquisition may be used. It is na if also using ⊕ or if RCL vs. Motion / moving target.
- ⊕ Bore sighting may apply (C6.4) MG ⊕ vs. Infantry only as DFF (C6.44).
- ⊖ na if moved to new location [EXC: german dm MMG/HMG & US RCL7 with Case C] (A4.41, C12.22).

- ◎ Requires check.
- +2 +2 on To Hit (or ½ to IFT) applies.
- ½ Area Fire applies.
- Terrain Restrictions - see next side.**

AmmoHE
 Eqv.PF16Pfk12PSK12
 Baz8PIAT8H#[9]12HE
 ATHE< 1AP< 371AP
 (372Ονλύψις. Ινφ την
 Βιλδινγ, Πιλλιβούζ,
 Ρυββίλε ορ βεηνδ
 Ωαλλ.