

OAQ V1.1 (Ordnance Attacks QRC)

Attack type	General	Terrain	PFP	By Moving	DFF	SFF	FPF	DFPh	AFPh	CCPh
<i>Specific for All</i>		CEGRPSM							®	
FFE:1 / FFE:2 (C1.5) ⚡	Δ	•	•	na	⇒	na	na	•	na	⇒
FFE:C (C1.34) ⚡	Δ	•	na	na	⇒	na	na	na	na	⇒
Fighter (E7)	Δ	•	na	na	⊙ ↓ ★	na	na	⊙ ★	na	na Dogfight
Light AA (E7.51)	⊙ [EXC: IFE]	DF	na	•	na	na	na	•	na	na
Heavy AA (E7.52)	rnd CA change	DF	•	na	na	na	na	•	na	na
Smoke 5/8" (A24)	‡®		①	na	na	na	na	①	na	na
WP 5/8" (A24.3, C8.6) ⚡	‡®		①	na	①⇒	na	na	①	①	na
Cannister (C8.4)	TH NA, rng 2 or 3	HLR	•	⊙ / ∞	•	na	na	•	⊙	na
IR (E1.93)	CBAMTR only, ®		•	na	•	na	na	•	na	
sD (D13)			na	•	•	na	na	na	na	na
RCL (5/8") (C12) ⚡ (C12.4)	↑ ∇ ◀ Δ ⊕	BbcFpw	⊕ ⊕	na	⊕ ⊕	na	na	⊕ ⊕	⊕ ⊕ %	na
Gun (C2)	↑, Δ ❖	BbcDFpw	⊕ ⊕	na	⊕ ⊕	na	na	⊕ ⊕	⊕ ⊕ %	na
IF Gun ()	⊙ ⊕	BbcFpw								
Veh. FT (D1.8, A22.1) ⚡	#1 Δ 7 ⊙	L	•	⊙ ∞	•	na	na	•	⊙	na
IFE (C2.29)	↑ #16 ↔ ⊙®	BbcHLpRw	∅ ⊕	⊙ ∞	⊕	na	na	⊕	⊕ ⊙	na
Vehicular Gun (C2.03)	↑ ∇ ❖ Δ	DHLR	∅ ⊕ ⊕	∇, ⊙ ∞	⊕ ⊕	na	na	⊕ ⊕	% ⊕ ⊕ ⊙®	na
BMG / CMG (D1.8)	#8 / #12 ↔ Δ▪	HLR	∅	⊙ ∞ ◇	•	na	na	•	⊙ ◇	na
AAMG (D1.83)	CE, Hero, #8 ↔ Δ▪	CDLR	∅	⊙ ∞	•	na	na	•	⊙	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, CA change (non-vehicular NT Gun [EXC: 76-82 mm MTR] (if no ROF place IF)), unqualified use, captured use, firing H#[9] (German Ordnance Note B)}.

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 unless MA.
- ↔ May use Spraying Fire (A9.5). ↔ only if vehicle MA.
- ❖ Multiple Hits possible for 15mm - 40mm (C3.8)
- 😊 blue penalty does not apply if Opportunity Fire (A7.25).
- Δ Leadership DRM na [EXC: Δ Armor leader only].
- ∅ na if in Motion.
- Firegroup na.
- ⊙ Bounding [First] Fire Penalties (Cx.xx).
- ◇ CMG with Gyro is not halved vs. Acquired target (Dx.xx).
- ∞ Overrun Δ. RMG na. TPBF applies [EXC: FT] (D7.11).

- ↗ Halv FP vs targets 2 lvls higher (A22.32). Long Range = Normal range +1 hex.
- ∇ ATT is na. ∇ ATT is na if in Motion / Bouding First Firer.
- ◀ Subject to Backblast (C13.8) [EXC: Huts G5.62]. RCL also rear hex (C12.3).
- ⚡ May possibly cause Flame.
- # Normal range in hexes. Vehicular FT normal range is 2 if FP value is underscored.
- ⇒ Upon hex entry or changing Location within hex. This also applies during RPh / APh (OBA C1.51).
- ↓ Affect both moving and non-moving units in hex.

- ★ Fighter MGBomb TH roll applies vs all targets in hex even if using ITT / VTT (E7.41, E7.42). Napalm: ▪, -1 TH DRM, treat as 24FP FT (G17.41).
- ⊕ Bore sighting may apply (C6.4). *na if using* ⊕ or ↔.
- ⊕ Acquired Target DRM may apply (C6.5). *na if using* ⊕ or RCL vs. moving/Motion target.
- ‡ Looses any ⊕ but may use it for first TH [EXC: firing Smoke att Caves uses ITT, ⊕ and ROF].
- % na if moved to new location for non-vehicular Gun [C2.8].
- ⊙ Requires check.
- ① Smoke must be fired before Non-Smoke in same Phase. Dispersed unless fired in PFP (C8.5, C8.6)

Terrain Restrictions

B Mortar and AA fire is NA from in a Building; NA to 5/8" Guns [EXC: guns that are a small target; AT/INF gun that is not a large target; Mortar ≤ 82mm on Rooftop; ART/AT/INF Guns ≤ 76mm in Fortified buildings] (B23.423). b only IFP/ISW, LMG, LATW [EXC: 20mm ATR], T☼ may be used from on a Bank counter (G8.212). C only AA, SW MG, ATR, PIAT, IFP may fire through Cliff hexside to adj., higher level hex (B11.32). c only IFP, LMG, DC, LATW, FT, ISW may be fire from Crest status [EXC: from Wadi Crest they may only fire through the protected Crest front; vehicles are unrestricted] (B20.95, F5.41, F5.42). D Mortar and AA is NA from Dense Jungle / Bamboo [G2.2, G2.24]. E Mortars are the only 5/8" counter that may fire from Entrenchment [EXC: one Gun may set up in a Sangar] (B27.1, F8.3). F only IFP may be fired by Fording units & only as Area Fire & AFPh (B21.42). f FG restrictions for Dense Jungle / Bamboo / Kunai / Swamp (G.3). G One Gun per Cave. AA / Mortar from Cave is NA [EXC: IJA light Mortar] (G11.4, G11.83, G11.92, Manhandling G11.76). H Bow mounted use NA if HD [EXC: MA] (D4.223). L OVR NA in Lumberyard (B23.211). M only IFP, LATW, LMG, DC, FT, ISW may be used in a Marsh & is treated as Area Fire (B16.32). Guns are NA (C2.7). P no Vehicle / PRC / Animal may enter / fire from Pillbox (B30.111). p only IFP, ISW, LMG, LATW, FT may be used on a Panji counter. All attacks receive +1DRM (G9.21). R only IFP, LMG, DC, LATW, FT, ISW may be fire from Shallow / Deep Stream (B20.6). S NA in Sewer (B8.4). W DC use NA on Wire (B26.45). w Wading Infantry/Cavalry is treated as S + may not form multi-hex FG and IFP / LMG fires is halved as Area Fire (G13.421).