

Table for Firing Ordnance – To Hit Modifiers

[illegible]

Table of Firer Based To Hit Modifiers

C3 LATW in AFPh (C5.34)	C3 Backblast weapon from Rubble/G Level Bldg w/o Desperation (Exc. Opportunity Fire/from Hut) (C5.34)	D Pinned Firer Case F is N/A (C5.4)	E Fire within Hex Cases J3,J4,L,M are N/A	F Intensive Fire Cases B,D are N/A AFPh, Pin, Stun use N/A (C5.6)	G Deliberate Immobilisation Hull hit <= 6 hexes Case N is N/A (C5.7)	H Captured Red TH (C5.8)	H Non- Qualified Red TH (C5.8)	I Buttoned Up (C5.9)
+2	+2	+2	+2 or from woods/bldg/ rubble: +4	+2	+5	+2	+2	+1

Overstacked Firer (A5.12)	Mounted Fire (D6.1)	Encircled (A7.7)	CX (A4.51)	Stunned Firer (D5.34)	Spotted Fire (C9.31)	Bypass TCA Change to/through side Target Facing (D2.321)	Armour Leader (D3.44)	Inexperienced Crew (D3.45)	Area Fire
+1 per vehicle/squad (FRU)	+2	+1	+1	+1	+2	+1	+/-n	+1	+2

Table of Target Based To Hit Modifiers

J Moving/ Motion Vehicle (C6.1)	J Dashing Infantry (A4.63) Cases J3,J4 are N/A	J1 Defensive First Fire vs Moving Vehicle <=3 MP in LOS	J2 Defensive First Fire vs Moving Vehicle <=1 MP in LOS Case J1 is N/A	J3 FFNAM Case J is N/A (C6.13)	J4 FFMO Case J is N/A (C6.14)	K Concealed/ Area Fire (C6.2)	L Point Blank 1 hex range Non- Stopped/Motion target/firer N/A (C6.3)	L Point Blank 2 hex range Non- Stopped/Motion target/firer N/A (C6.3)	M Bore Sighted Case N is N/A (C6.4)
+2	+2	+1	+2	-1	-1	+2	-2	-1	-2

N Acquired N/A to Case G (C6.5)	O Hazardous Movement J,J1,J2,J3,J4 are N/A (C6.6)	P Target Size (C6.7)	Q TEM N/A to Area Fire (C6.8)	R LOS Hinderance (C6.9)	Vs Overstacked (A5.131)	Vs Motorcyclist (A13.5)	Vs Cavalry (A13.5)
-1 or -2	-2	v. small: +2 small: +1 normal: 0 large: -1 v. large: -2	+n	+n	-1 per overstacked squad	-1	-2

Terms

Moving Target (C.8)

- It began a Player Turn in Motion.
- It uses Vehicular Bypass Movement in the MPh..
- It moved to a new hex in the MPh.
- It is marked with a Motion Status counter.

Even if the vehicle later stops if any one of the above were true during the Player Turn it IS still a Moving Target.

Non-Stopped (C.8)

- A Moving, Mobile Vehicle that has NOT expended MP to STOP since it last expended MP to START

Motion

- An ATTACKING Mobile Vehicle that has expended ALL of its MP in the MPh without expending MP to STOP.
- A DEFENDING Mobile Vehicle that has passed a Motion Status attempt during the MPh.

Bounding Fire

- Fire by a Vehicle in the AFPh after movement to a new hex during the MPh.

Bounding First Fire

- Fire by a Vehicle in its own MPh.