Table for Firing Ordnance – To Hit Modifiers

Firers Phase & Status	A Outside CA	B Fire in AFPh W/o entering new hex (C5.2)	C Bounding (First) Fire (C5.3)	C1 Bounding First Fire Restricted Aim 2.5-3 MP in LOS	C2 Bounding First Fire Limited Aim <=2 MP in LOS	C4 Motion/Non- Stopped Firer	MG	FT
PFPh – Stopped	T:[+1/+1] ST:[+2/+1/+1] NT:[+3/+1/+1]	N/A	N/A	N/A	N/A	N/A	Full FP	Full FP
PFPh – Motion	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
MPh – Stopped Area Target N/A (C3.33)	N/A Change CA by expending MP	+2 or from Woods/Bldg/Rubble: +3	Stabilised/Other: +1 T/ST: +2 NT: +3	+1	+2	N/A	½ FP	Full FP
MPh – Non-Stopped Bounding First Fire Area Target N/A (C3.33)	N/A Change CA by expending MP	+2 or from Woods/Bldg/Rubble: +3	Stabilised/Other: +1 T/ST: +2 NT: +3	+1	+2	Stabilised Gun: +1 or Non-Stabilised: Lower dr is doubled	1⁄4 FP	¹⁄2 FP
DFPh – Stopped (Started Player Turn Stopped)	T:[+1/+1/+1] ST:[+2/+1/+1] NT:[+3/+1/+1]	N/A	N/A	N/A	N/A	N/A	Full FP	Full FP
DFPh – Motion Area Target N/A (C3.33)	T:[+1/+1/+1] ST:[+2/+1/+1] NT:[+3/+1/+1]	+2 or from Woods/Bldg/Rubble: +3	Stabilised/Other: +1 T/ST: +2 NT: +3	N/A	N/A	Stabilised Gun: +1 or Non-Stabilised: Lower dr is doubled	½ FP	י∕2 FP
AFPh – Stopped Not Moved to a New Hex in MPh	T:[+1/+1] ST:[+2/+1/+1] NT:[+3/+1/+1]	+2 or from Woods/Bldg/Rubble: +3	N/A	N/A	N/A	N/A	¹ ⁄2 FP or Opportunity Fire: Full FP	Full FP
AFPh – Stopped Moved to a New Hex in MPh Bounding Fire	T:[+1/+1] ST:[+2/+1/+1] NT:[+3/+1/+1]	+2 or from Woods/Bldg/Rubble: +3	Stabilised/Other: +1 T/ST: +2 NT: +3	N/A	N/A	N/A	1⁄2 FP	Full FP
AFPh – Motion Moved to a New Hex in MPh Bounding Fire Area Target N/A (C3.33)	T:[+1/+1] ST:[+2/+1/+1] NT:[+3/+1/+1]	+2 or from Woods/Bldg/Rubble: +3	Stabilised/Other: +1 T/ST: +2 NT: +3	N/A	N/A	Stabilised Gun: +1 or Non-Stabilised: Lower dr is doubled	¼ FP	½ FP
AFPh – Motion Not Moved to a New Hex in MPh Area Target N/A (C3.33)	T:[+1/+1] ST:[+2/+1/+1] NT:[+3/+1/+1]	+2 or from Woods/Bldg/Rubble: +3	N/A	N/A	N/A	Stabilised Gun: +1 or Non-Stabilised: Lower dr is doubled	½ FP	½ FP
CCPh – Stopped	N/A	N/A	N/A	N/A	N/A	N/A	Full FP	N/A
CCPh - Motion	N/A	N/A	N/A	N/A	N/A	N/A	½ FP	N/A

Table of Firer Based To Hit Modifiers

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

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

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