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**Table 1: Applicability of Cases "J" (Moving/Motion) and "L" (Point Blank) on the To Hit Tables.**

Rules sections C6.1, C6.3

Situation: Attacker's Player Turn, as described in each situation.

Modifiers Applicable to an attack by the:	Situation 1:	Situation 2*:	Situation 3:	Situation 4:	Situation 5:
	Defender <b>Stopped</b> ,  Attacker in <b>Motion</b>	Defender <b>Stopped</b> ,  Attacker is <b>Stopped</b> and is expending a <b>Start MP</b>	Defender <b>Stopped</b> ,  Attacker <b>Moved</b> but is now <b>Stopped</b>	Defender in <b>Motion</b> ,  Attacker in <b>Motion</b>	Defender in <b>Motion</b> ,  Attacker <b>Moved</b> but is now <b>Stopped</b>
Defender-Case L (Point Blank)	NO	NO	YES	NO	NO
Defender-Case J (Moving/Motion)	YES	NO	YES	YES	YES
Attacker-Case L (Point Blank)	NO	NO	YES	NO	NO
Attacker-Case J (Moving/Motion)	NO	NO	NO	YES	YES

\*: The Defender has to wait for a MP expenditure to shoot, & has to wait until the Attacker spends a MP to start. At this point the Attacker's vehicle is no longer Stopped, and is now a Non-Stopped Vehicle but is not yet in Motion until he moves into a new hex per the Romanowski Q&A answers.

**Table 2: Leadership Direction for FG consisting of Vehicular FP, HT/Carrier Passengers, and Infantry and leadership applicability for Rally/MC/TC.**

Rules Sections: A7.531, D3.4, 6.64-.651

Situation: A Carrier/Armored HT with Inherent Crew and/or Armor Leader, Passenger Squad and a Passenger Leader which are all CE. The Vehicle is Stopped and has remained in its present Location during this player turn. The location also contains an Infantry Squad and Infantry Leader (on foot).

Leader Type:	<b>Vehicle MG/ATR FP</b> (IFE, FT and Ordinance FP are NA)	<b>Passenger FP</b>	<b>Infantry FP</b>
<b>CE Armor Leader</b>	<b>A</b>	<b>B</b>	<b>C</b>
<b>CE Passenger Leader</b>	<b>D</b>	<b>A</b>	<b>E</b>
<b>Infantry Leader</b>	<b>F</b>	<b>F</b>	<b>A</b>

**A:** May direct fire of ...

**B:** A CE Armor Leader may Direct the Fire of the *Passengers* only if the Passenger FP is included in the same FG as the Vehicular MG/ATR FP (EXC: IFE, FT and Ordinance FP).

**C:** A CE Armor Leader may Direct the Fire of the *Infantry* only if the Infantry FP is included in the same FG as the Vehicular MG/ATR FP (EXC: IFE, FT and Ordinance FP). However, CE Armor Leader cannot direct the FP of the Infantry if the vehicle was in Motion this player turn.

**D:** A CE Passenger Leader may Direct the Fire of the *Vehicular* MG/ATR FP (EXC: IFE, FT and Ordinance FP) only if the Vehicular FP is included in the same FG as the Passenger FP.

**E:** A CE Passenger Leader may Direct the Fire of the *Infantry* only if the Infantry FP is included in the same FG as the Passenger FP. However, CE Passenger Leader cannot direct the FP of the Infantry if the vehicle was in Motion this player turn.

**F:** An Infantry Leader may not Direct the Fire of Passengers nor the Vehicle FP even if the Infantry FP is included in a FG with either.

Leader Type:	<b>Inherent Vehicle Crew</b>	<b>Passengers</b>	<b>Infantry</b>
<b>CE Armor Leader</b>	<b>A</b>	<b>B</b>	<b>B</b>
<b>CE Passenger Leader</b>	<b>C</b>	<b>A</b>	<b>D</b>
<b>Infantry Leader</b>	<b>E</b>	<b>F</b>	<b>A</b>

**A:** May affect the Rally/MC/TC DR of ...

**B:** A CE Armor Leader may not affect the Rally/MC/TC of Passengers nor that of Infantry.

**C:** A CE Passenger Leader may not affect the Rally/MC/TC of a Vehicular Crew.

**D:** A CE Passenger Leader may affect the Rally/MC/TC of Infantry, unless the vehicle was in Motion this player turn. In addition, a Passenger Leader may impart the leader MF bonus to Infantry if they all move as a stack throughout the MPh.

**E:** An Infantry Leader may not affect the Rally/MC/TC of a Vehicular Crew.

**F:** An Infantry Leader may affect the Rally/MC/TC of Passengers of a non-moving vehicle whether CE or BU.

**Table 3: HT/Carrier Inherent Crew/Passenger IFT FP Capabilities after having been fired upon and causing a result on the IFT.**

Rules Sections: A7.82-.821, D5.33-.34, 6.1, 6.84

Situation: An HT and/or Carrier, carrying a Passenger(s), an Inherent Crew and/or Armor Leader. All are CE and are fired upon, causing an outcome on the IFT.\*1

OK=TC/MC passed, Break = Break result, Pin = Pin Result

Case #	Passenger	Inherent Crew/Armor Leader	Effects
1	OK	OK	No Effect
2	Pin	OK	A, B
3	Break	OK	A, B
4	OK	Pin	C, D
5	Pin	Pin	A, C
6	Break	Pin	A, C
7	OK	Break	E
8	Pin	Break	E
9	Break	Break	E
10	OK	K/ or KIA	G
11	Pin	K/ or KIA	G, H
12	Break	K/ or KIA	G, F

**A:** Passenger must BU and cannot fire. A Broken Passenger does not have to Rout and may remain in vehicle regardless of enemy presence.

**B:** Inherent Crew/Armor Leader remains CE and may fire/direct fire normally.

**C:** Inherent Crew/Armor Leader remains CE but is Pinned and TH Case D [*Pinned firer +2*], 0 ROF, and/or 1/2 FP all apply.

**D:** Passenger remains CE and may fire normally.

**E:** The HT/Carrier is Stunned. The Inherent Crew/Armor Leader and Passengers must BU (*EXC: Carrier Crew/A.L.*). The vehicle automatically stops (no stop MP is spent). A Broken Passenger does not have to Rout and may remain in vehicle regardless of enemy presence.

**F:** In addition broken Passengers must rout beneath the vehicle (expending all its initial RtPh MF to do so).

**G:** The HT/Carrier is Recalled. The vehicle and Crew/Armor Leader must exit the board along a FBE. It may Stop and unload passengers ASAP. If Bugged or Immobilized, the vehicle is to be Abandoned.

**H:** In addition, the Passengers, once unloaded, remained Pinned in the hex unloaded into.

Notes:

\*1: For effects on a Crew/Passenger whose CE DRM is reduced due to Air Burst, fire from a higher elevation advantage > range, AP mines v. a hull AF of 0, or attacked through and unarmored target facing, see D5.31, 5.311.

### Table 4: Vehicular Smoke Dispenser/Grenade Usage Table

Rules Sections: A11.622, D13+, F.10

Situation: Vehicular Smoke usage DR modifiers as stated below. Situations 1 and 2 are cumulative with situations 3, 4 and 5.

Dispenser Type	Situation 1:	Situation 2:	Situation 3:	Situation 4:	Situation 5:	Situation 6:	
	AFV has <b>Moved</b> and/or is in <b>Motion</b> .	Beginning of <b>Stopped</b> AFV's MPh, prior to expending a <b>Start</b> MP.	CT BU AFV	OT BU AFV	CT or OT CE AFV	Armed but Unarmored Vehicle	
<b>SD</b>	0	0	+1	+1	0	NA	+2 [5/8"] White Dispersed Smoke in AFV's hex.
<b>SN</b> <sup>*1</sup>	0	0	+1 (EXC. In CCPh)	NA	NA	NA	+2 [5/8"] White Dispersed Smoke in AFV's hex. [EXC: CCPh]
<b>SM</b> <sup>*2</sup>	+2	0	+1	+1	0	NA	+2 [5/8"] White Dispersed Smoke from 1-3 hexes of TCA.
<b>SP</b>	0	0	NA	NA	0	NA	+2 [5/8"] White Dispersed Smoke in AFV's hex.
<b>Smoke Grenade</b>	0	0	NA	dr ≤1	dr ≤2	dr ≤1	+2 [1/2"] Smoke counter in AFV's hex.

Notes:

\*1: An AFV must be BU to use SN in any Phase. During the CCPh, SN attacks as HE all unarmored units in its Location with 16FP (if usage DR makes it available). SN does not attack unarmored units in the MPh.

\*2: An AFV must also add Turret spinning Case A modifiers and LOS hindrance modifiers if applicable to its SM usage DR.

NA = Not Allowed

**Table 5: Motion, Bounding and Vehicular FT Firepower Multipliers.**

Rules Sections: A7.24, D2.42, 3.31, 3.32, 3.6

Situation: This table indicates the combined FP multiplier for a Vehicle's MG, IFE, FT, or Passengers depending on the situation described. It assumes NO concealment, Long Range Fire, PBF, or TPBF in these examples. The multipliers shown consider ONLY the combined effects of Bounding Fire and/or Bounding First Fire, Motion/Non Stopped Fire, Mounted Fire, and/or AFPh Fire.

FP Description	Situation 1:	Situation 2:	Situation 3:	Situation 4:	Situation 5:
	<b>Motion</b> Vehicle in DFPh	Beginning of <b>Stopped</b> Vehicle's MPh prior to expending a <b>Start</b> MP	<b>Stopped</b> Vehicle during MPh, after entering a new hex and expending a <b>Stop</b> MP	<b>Stopped</b> Vehicle during the AFPh	<b>Non-Stopped</b> Vehicle during MPh or <b>Motion</b> Vehicle during the AFPh
<b>MG, IFE, and/or CE HT Passengers</b>	1/2	1/2	1/2	1/2	1/4
<b>Mounted Fire</b>	1/4	1/4	1/4	1/4	1/8
<b>Vehicular FT</b>	1/2	1	1	1	1/2

**Table 6a: Defending Infantry unit's options vs. an AFV which enters its hex without declaring an OVR, or which uses VBM in its hex.**

Rules Sections: A7.211-2.12, 8.311-.312, 9.223, 23.61, B23.41, C2.241, 2.5, 5.5-.641, D2.32, 3.2, 5.311, 7.2-2.3, 8.2+, O6.62

Situation: Attacking AFV's MPH; Defending Infantry in Good Order (or Berserk) as AFV enters its hex without declaring an OVR, or which uses VBM in its hex.

Case #	Defending Infantry Unit's Situation	CT BU AFV enters/bypasses hex containing enemy Infantry units	CT CE AFV enters/bypasses hex containing enemy Infantry units	OT BU or OT CE AFV enters/bypasses hex containing enemy Infantry units
1	Infantry units unmarked at Ground Level	B, C, D	A, B, C, D	A, B, C, D
2	Full-Squad marked with Def. <i>First</i> Fire at Ground Level	B, C, E	A, B, C, E	A, B, C, E
3	Half-Squad/Crew marked with Def. <i>First</i> Fire at Ground Level	C, E	A, C, E	A, C, E
4	Infantry units marked with Def. <i>Final</i> Fire at Ground Level	C, E	A, C, E	A, C, E
5	Infantry units unmarked at Level 1 or 2	B, F	A, B, C	A <sup>OT</sup> , B, C
6	Full-Squad marked with Def. <i>First</i> Fire at Level 1 or 2	B, C	A, B, C	A <sup>OT</sup> , B, C
7	Half-Squad/Crew marked with Def. <i>First</i> Fire at Level 1 or 2	C	A, C	A <sup>OT</sup> , C
8	Infantry units marked with Def. <i>Final</i> Fire at Level 1 or 2	C	A, C	A <sup>OT</sup> , C
9	Infantry units unmarked and <i>Concealed</i> at Ground Level	B, C, D, G	A, B, C, D, G	A, B, C, D, G
10	Gun Crew unmarked	B, C, D, H	A, B, C, D, H	A, B, C, D, H
11	Gun Crew marked with Def. <i>First</i> Fire	C, E, I	A, C, E, I	A, C, E, I
12	Gun Crew marked with Def. <i>Final</i> Fire or <i>Intensive</i> Fire	C, E	A, C, E	A, C, E

**A:** Infantry MAY use TPBF (as *First*, *Subsequent First* or *FPF* whichever is applicable) vs CE crew (or vs. BU crew if OT). This TPBF may also be subject to x 1/2 if Pinned, SFF and/or FPF.

**A<sup>OT</sup>:** Same as A above except that D5.311 applies as well (i.e. A BU crew in an OT vehicle becomes Vulnerable, depending on Height Advantage).

**B:** Infantry MAY use LATW, FT, thrown DC<sup>\*1</sup>, MOL<sup>\*2</sup> (if otherwise allowed) as DFF or SFF vs. AFV against target facing determined by D3.2 (if within hex)<sup>\*3</sup> or by D2.32 (if in bypass)<sup>\*4</sup>.

**C:** Infantry MAY NOT fire outside of the hex (until the AFV and/or crew are eliminated or until the AFV leaves the hex). Firelanes are cancelled if AFV is CE. If BU, Firelane is cancelled only if AFV stays in hex.

**D:** UnPinned Infantry MAY attempt CCRF as First Fire (which may require a PAATC) vs AFV (including A11.8 Street Fighting if applicable and allowed).

**E:** UnPinned Infantry MAY attempt CCRF as Subsequent First or FPF as appropriate (which may require a PAATC) vs. AFV (A11.8 Street Fighting is NOT allowed).

**F:** Infantry MAY hold fire and MAY fire outside of the hex as *First* Fire.

**G:** Infantry MUST voluntarily lose Concealment OR take a A12.41 PAATC to retain it (EXC: PAATC N/A if SMC, Fanatic, Japanese, unit in woods/road, or when AFV passes through hex via bypass. However, if AFV ends MPH in bypass of the Infantry's Location, the Infantry loses Concealment).

**H:** Crew MAY fire Gun as First Fire vs AFV against target facing determined by D3.2 (if within hex)<sup>\*3</sup> or by D2.32 (if in bypass)<sup>\*4</sup> and must include TH Case E.<sup>\*5</sup>

**I:** Crew MAY fire Gun as Intensive Fire (unless Pinned or Gun is No IF type) vs AFV against target facing determined by D3.2 (if within hex)<sup>\*3</sup> or by D2.32 (if in bypass)<sup>\*4</sup> and must include TH Case E.<sup>\*5</sup>

#### Notes:

\*1: If in bypass: By any DC enabled unit vs. target facing determined by D2.32. If in same Location: Only by a Japanese unit using target facing determined by D3.2. Both situations require a DC Position DR per C7.346.

\*2: MOL may NOT be used by infantry marked with a Def. *First* or Def. *Final* fire marker.

\*3: D3.2 In-hex Target facing is determined by the colored dr of the TH DR, 1-2 = Rear, 3-4 = Side, 5-6 = Front Target Facing.

\*4: D2.32 Bypass Target facing is typically a side shot if a hull hit and may be either a side, front or rear turret hit depending on the TCA position.

\*5: During Defensive *First* Fire the Gun's CA must change to include a hexside of the entering AFV (thereby making TH Case A applicable). However, this CA change is N/A if Crew is Pinned. CA change is not necessary during Defensive *Final* Fire, even vs. an AFV in Bypass.

## Table 6b: Defending Infantry unit's options vs. a AFV which enters its Location and declares an OVR.

Rules Sections: A7.211-2.12, 8.311-3.12, 23.61, B23.41, C2.241, 2.5, 5.4, 5.5-51, 5.6-.641, D2.32, 3.2, 7.2-2.3, 8.2+, 06.62

Situation: During the AFV's MPH; Defending Infantry are in Good Order (or Berserk) as AFV enters their Location and declares an OVR. If the AFV is Immobilized /destroyed BEFORE the OVR, the OVR is still resolved at 1/2 FP. In ALL cases, Defending Infantry may NOT fire outside of the hex (until the AFV and/or Crew are eliminated, OR until the AFV leaves the hex).

Case #	Defending Infantry Units Situation	CT BU AFV enters Location containing enemy Infantry units and declares an OVR.		CE or BU OT AFV enters Location containing enemy Infantry units and declares an OVR.	
		Before OVR	After OVR	Before OVR	After OVR
1	Infantry units unmarked	B	C or G	A or B	A or C or G
2	Full Squad marked with Def. <i>First</i> Fire	B	D or G	A or B	A or D or G
3	Half-Squad/Crew marked with Def. <i>First</i> Fire	-	D	A	A or D
4	Infantry units marked with Def. <i>Final</i> Fire	-	F	-	F
5	Infantry units unmarked and concealed	E and/or B	C or G	E and/or A or B	A or C or G
6	UnPinned/(Pinned) Gun Crew unmarked	H / (J)	I / (K)	H or A / (J) or A	I or A / (K) or (A)
7	UnPinned/(Pinned) Gun Crew marked with Def. <i>First</i> Fire	M / (-)	L / (L)	M or A / (A)	L or A / (L) or (A)
8	UnPinned/(Pinned) Gun Crew marked with Def. <i>Final/Intensive</i> Fire	M / (-)	L / (L)	M or A / (A)	L or A / (L) or (A)

**A:** Infantry MAY use TPBF (as *First*, *Subsequent First* or *FPF* whichever is applicable) vs. CE crew [before OVR] (or vs. BU crew if OT [after OVR]). This TPBF may also be x 1/2 if Pinned, SFF or FPF.

**B:** Infantry MAY use LATW, FT, thrown DC<sup>\*1</sup>, MOL<sup>\*2</sup> (if otherwise allowed) as DFF or SFF vs. AFV BEFORE the OVR against target facing determined by D3.2<sup>\*3</sup>.

**C:** UnPinned Infantry MAY attempt CCRF as *First* Fire (which may require a PAATC) vs. AFV AFTER the OVR (including A11.8 *Street Fighting* if applicable and allowed).

**D:** UnPinned Infantry MAY attempt CCRF as *Subsequent First* or *FPF* as appropriate (which may require a PAATC) vs. AFV AFTER OVR (A11.8 *Street Fighting* is N/A as SFF or FPF).

**E:** Infantry MUST voluntarily lose ? OR take A12.41 PAATC BEFORE OVR (PAATC N/A to SMC, Fanatic, Japanese, or unit in woods/road hex).

**F:** Infantry (even if Pinned and even if CCRF PAATC is failed) MUST perform CCRF/non-CCRF, i.e. use either "D" or "G" (or "A" vs. CE or OT AFV).<sup>\*4</sup>

**G:** Infantry MAY use Non-CCRF (as *First*, *Subsequent First*, or *FPF* whichever is applicable) vs. *rear* target facing of AFV AFTER OVR.<sup>\*6</sup>

**H:** Gun crew MUST use DFF as OVR Prevention vs AFV BEFORE OVR vs. target facing is determined by D3.2<sup>\*2</sup> including TH Case E but NOT TH Case F<sup>\*5</sup>. The Gun's CA must change to include a hexside of the entering AFV (making TH Case A applicable too). Therefore, this shot is N/A if Gun's CA cannot change.

**I:** If able to do so, Gun crew MAY fire as non-CCRF AFTER OVR vs. *rear* target facing of AFV. Gun's CA changes to coincide with AFV's VCA but neither TH Cases E nor A are applicable.

**J:** If Gun's CA includes a hexside of the entering AFV then Gun attacks AFV as in "H" except TH Case D also applies and ROF is NA<sup>\*5</sup>.

**K:** If Gun's CA coincides with the AFV's CA, then the Pinned Gun crew MAY perform "D" or "I" (including TH Case D) AFTER the OVR.

**L:** Gun crew MUST perform "I" unless Pinned, Gun is NO IF type, Gun is unable to change CA per D7.22, or is marked with a *No Fire* marker, in which case, MUST perform "D" or alternatively "A" (vs CE or OT AFV) even if Pinned AFTER OVR as FPF as if they were already marked with a *Final Fire* marker per D7.23.<sup>\*5</sup>

**M:** Same as "H" except that the Gun MUST *Intensive Fire* (applying TH Case F in this case)<sup>\*4</sup>. If Gun is No IF type, or if the AFV entered a hexside to which the Gun cannot change its CA, or if marked with a *No Fire* counter, then the Gun crew makes either a Case "A" type attack (if the OVRing AFV is CE or OT) or a FPF CCRF attack instead.

### Notes:

\*1: Only by a Japanese unit using target facing determined by D3.2 and a DC Position DR per C7.346.

\*2: MOL may NOT be used by infantry marked with a Def. *First* or Def. *Final* fire marker.

\*3: D3.2 In-hex Target facing is determined by the colored dr of the TH DR, 1-2 = Rear, 3-4 = Side, 5-6 = Front Target Facing.

\*4: Use of options D, G or A under the situation in case F requires that the Defender's attack DR to act as an NMC v. that Infantry Defender.

\*5: The original TH DR also acts as a NMC vs the Gun's Manning Infantry. If the Manning Infantry is Pinned or Broken as a result of the NMC the TH attempt is voided (except for any malfunction result) and the OVR is then resolved.

\*6: Thrown DC can only be used by a Japanese unit vs. rear target facing after OVR and requires a DC Position DR per C7.346.



**Table 7: Infantry Transfer/Recovery of SW/Guns by Phase.<sup>\*1</sup>**

Rules Sections: A4.4-.51, 10.4, G.5

Phase	Transfer <sup>*3</sup> of SW/Guns	Recovery <sup>*4</sup> of SW/Guns
Any Rally Phase	<b>A, T</b>	<b>B, E</b>
Any Rout Phase	<b>N/A</b>	<b>F</b>
Friendly MPh	<b>T, G</b>	<b>D</b>
Friendly APh	<b>C</b>	<b>N/A</b>
Enemy Defensive Fire	<b>N/A</b>	<b>F</b>

**A:** May transfer SW/Guns between different units in the same location as the SOLE action during Rally Phase.

**B:** May claim possession of an unpossessed SW/Gun at the start of Rally Phase as sole action of the Rally Phase by making a recovery  $dr \leq 5$ .<sup>\*2</sup>

**C:** May Transfer SW/Guns between different units in the same location at START of Advance Phase, and then may Advance *after* this.

**D:** May Recover an Unpossessed SW/Gun in the same location during the Movement Phase by expending one extra MF, surviving as a Good Order and unpinned, and by making a final recovery  $dr \leq 5$ .<sup>\*2</sup> (Limit of one attempt per unit per SW or Gun per MPh).

**E:** A SMC may recover a SW/Gun possessed by a friendly *Broken* unit and does so by making a final recovery  $dr \leq 5$  in its Rally Phase as that SMC's SOLE action of the Rally Phase.

**F:** If a unit surrenders, is eliminated, or routs way and cannot carry its SW/Gun, a SMC can immediately Recover that *Broken (or eliminated)* unit's SW/Gun as in case "E" regardless of phase. However, a broken unit must retain possession of any  $SW \leq$  its IPC limits if it possessed such when it broke.

**G:** A SMC may Transfer a SW/Gun possessed by a friendly *Broken* unit in the same location and does so by making a Final Recovery  $dr \leq 5$  in its Movement Phase without need of MF expenditure.

**T:** Transfer of SW/Guns may freely occur as a result of the creation of a sub-unit (e.g. HS/Hero) from a MMC.

Notes:

\*1: See A4.32, 4.431, D6.24, 15.46, 15.53 for the Recovery rules regarding Bypassing units, and/or PRC.

\*2: Recovery  $drm$  include: CX +1, +1 at night, Jungle/Kunai/Bamboo +2, Leadership  $drm$  is N/A.

\*3: In all Transfer cases, a SW/Gun cannot be Transferred in the same phase as it was Recovered.

\*4: In all Recovery cases, attempt is allowed only by an unpinned G.O. non-bypassing unit in the same Location as the SW/Gun but that is not in the same Location as a armed KEU [EXC; Wire, Panji, recovery of a SW/Gun IN a Depression by crest status units and vice versa].

**Table 8: Application of CA/NCA TEM modifiers (and other effects) upon fire v. occupants of a Pillbox (Bunker).**

Rules Sections: B30.1 - B30.8, A24.31 and C3.74, C8.31

Situation: Weapons listed attempting to affect the units inside of a pillbox (bunker).

Weapon	Fire from CA of pillbox	Fire from NCA <sup>*1</sup> of pillbox	From within same hex <sup>*2</sup> as pillbox
AP/APCR/APDS <sup>*3</sup>	0 TEM	0 TEM	0 TEM
BAZ/PIAT/HEAT <sup>*4</sup>	+CA TEM	+NCA TEM	+NCA TEM
Canister	+CA TEM & (½ FP)	No Effect	No Effect
CC	N/A	N/A	yes <sup>*5</sup>
DC (Placed or Thrown)	+CA TEM	+NCA TEM	+CA TEM per B30.31
FFE	N/A	N/A	+NCA TEM
FT	0 TEM	+NCA TEM	+NCA TEM
HE (Direct Fire)	+CA TEM	+NCA TEM	+NCA TEM
HE (Indirect Fire) or Aerial Fire	+NCA TEM	+NCA TEM	N/A
Overrun	N/A	N/A	No Effect
Small Arms/MG/IFE/ATR/PF	+CA TEM	No Effect	No Effect
WP NMC (Direct Fire) [includes BAZ'45 WP6 ammo]	WP NMC is N/A unless CH achieved <sup>*6</sup>	WP NMC is N/A from NCA	N/A unless fired by BAZ'45 WP6 <sup>*6, *10</sup>
WP NMC (Indirect Fire)	WP NMC is N/A <sup>*7</sup>	WP NMC is N/A <sup>*7</sup>	N/A
WP NMC (WP grenade)	WP NMC is N/A <sup>*8</sup>	WP NMC is N/A <sup>*8</sup>	yes, NCA TEM <sup>*9</sup>

Notes:

\*1: This column represents units firing from the NCA, but not from the same hex as the pillbox itself. CH NCA TEM is considered zero.

\*2: Units in pillbox hex are considered to be ADJACENT to, but in the NCA of the pillbox Location (B30.1).

\*3: Zero TH TEM applies provided that the basic TK# of the AP/APCR/APDS is > twice the CA/NCA TEM respectively that would normally apply. Otherwise, treat as HE (direct fire). HE Equivalency (C9.31) is utilized to determine FP.

\*4: HE Equivalency (C8.31) is utilized to determine FP. See WP NMC (Direct Fire) line for treatment of BAZ'45 WP6 ammo.

\*5: HtH CC, Melee and CC v. Vehicle are all N/A v. units in a pillbox.

\*6: Direct Fire WP NMC is N/A *unless* a CH is achieved v. the PB Location from the CA of the PB or from an ADJACENT (to the PB's) Location per \*10. If a CH occurs in this manner, use the CA TEM as a *positive* NMC modifier.

\*7: Indirect Fire WP NMC is N/A, *even if* a CH is achieved per B30.113 and B30.34.

\*8: WP grenades may be placed into the pillbox hex from the adjacent hex, but the NMC is N/A v. pillbox occupants since the WP grenade is NOT considered placed into the pillbox's Location.

\*9: NCA TEM is used as a negative modifier on the WP NMC caused by a WP grenade v. the pillbox occupants from within the same hex (EXC: A WP grenade CH considers the NCA TEM to be zero). WP NMC v. non-pillbox occupants in the hex is N/A per B30.34.

\*10: Normally WP Direct Fire is N/A within the same hex unless a BAZ'45 fires WP6. Therefore, a Direct Fire BAZ'45 WP CH v. the PB occupants would cause them to take a NMC with a zero NCA TEM modifier. In this case the firer would not be subject to a WP NMC from this BAZ'45 WP6 attack per B30.34.

Other pillbox (bunker) notes:

- The 1/2 FP Area fire penalty nor the Case K TH DRM v. Concealed/HIP units in a pillbox does not apply.
- Attacks v. a pillbox Location cannot affect other units in the pillbox hex (or vice-versa), (EXC: Area Target Type, Spraying Fire, Residual FP, Canister, OBA, Aerial Bomb).
- Target size modifiers do not apply to Guns inside of pillboxes, nor do other TEM modifiers combine with Pillbox TEM.
- TPBF and Target Selection Limits (A7.211-.212, A8.312) do NOT apply to units inside of pillboxes.
- Units in a pillbox cannot form Fire Groups, be Encircled, nor are they forced to Rout.
- Units in a pillbox cannot fire at Aerial targets or fire Mortars.
- Fire from units inside a pillbox against enemy units in it's own hex is limited to: WP grenade, thrown DC, CC, or in the enemy MPh with DFF/PBF should they cross one of the two CA hexsides (B30.2).
- Stacking: Only one pillbox per hex and only one Gun per pillbox.

**Table 9: TH Outcomes that cause a Critical Hit to occur.\*<sup>1</sup>**

Rules Sections: C.7, 1.53, 1.55, 1.82, 3.3-3.4, 3.6, 3.7-.76, 3.9, 5.72, 11.4, D.8

Situation: Original TH DR = 2. See left column for situation and cross reference target type in the columns shown to determine result.

Situation	Vehicle Target Type <sup>*2</sup>	Infantry Target Type <sup>*3</sup>	Area Target Type <sup>*4,*5</sup>
<b>DR =2, when an Original DR ≤ 1 was required to secure a hit.</b>	A) subsequent dr; 1 = CH (hull, unless HD, then turret CH), 2 = normal turret hit, 3 = normal hull hit (unless HD), 4-6 = miss (3-6 = miss if HD).	B) subsequent dr; 1 = CH, 2-3 = normal hit, 4-6 = miss.	C) subsequent dr; 1 = CH (hull, unless HD, then turret CH), 2 = normal turret hit, 3 = normal hull hit (unless HD), 4-6 = miss (3-6 = miss if HD). <sup>*6</sup>
<b>DR =2, when an Original DR of 2 was required to secure a hit.</b>	D) subsequent dr; 1 = CH (hull, unless HD, then turret CH), 2-6 = normal hull hit (if HD, then normal turret hit).	E) subsequent dr; 1 = CH, or if dr ≤ half the modified TH # ( <i>usually</i> ≤ 4) then CH, otherwise, normal hit.	F) subsequent dr; 1 = CH (hull, unless HD, then turret CH), 2-6 = normal hull hit (if HD, then normal turret hit). <sup>*6</sup>
<b>DR =2, when an Original DR ≥ 3 was necessary to secure a hit.</b>	G) Critical Hit [hull, (turret if HD)]	H) CH may be achieved if the Final TH DR < half the modified TH # <sup>*7</sup> , or via a subsequent dr ≤ half the modified TH # ( <i>usually</i> ≤ 4) , otherwise a normal hit.	I) Critical hit [hull, (turret if HD)] <sup>*6</sup>

Notes:

\*1: CH are N/A for MG (including 12.7mm [.50-cal] and aircraft MG, but not 15mm) nor during Bombardment nor on Deliberate Immobilization attempts. Multiple Hits are N/A for either an Improbable (C3.6) or a Critical Hit (C3.7).

\*2: If a CH is obtained v. a target utilizing the Vehicle Target Type, the vehicle always receives the CH and any other units (e.g. CE Crew/Riders) that are affected Collaterally are attacked normally.

\*3: Infantry Target Type (ITT) cannot be used to target an AFV.

\*4: Use Random Selection if more than one Location is in the hex, (e.g. multi-level building, or pillbox).

\*5: Area Target Type (ATT) cannot be used for AP/HEAT/HE Equivalency or within the firer's own hex or as Bounding First or Motion Fire. ATT hits v. Vehicles are resolved per C1.55. ATT consumes all of a Gun's ROF (EXC: Mortar) for that Fire Phase.

\*6: Disregard references to 'hull', 'turret' and 'HD' if a non-AFV is the target.

\*7: A CH is achieved using the ITT with an Original TH DR ≥ 3, if the Final TH DR is < half the modified TH # (*usually* <4) .

Other CH notes:

- A CH only applies to the target(s) in a Location determined by Random Selection. Other (non-selected) units are attacked normally (including units attacked Collaterally).

- Area/HE Indirect/Harassing/Barrage CH: Resolved with double the *full* FP of that caliber size. See also C.7.

- A non-WP CH v. a Gun automatically destroys that Gun and its manning Infantry.

- Terrain: A CH has no special effect v. terrain. Fire/Rubble/Shellholes are resolved as a non-CH.

**Table 10: Vehicle/Wreck In-hex (MP costs to enter -- leave the hex).**

Rules Sections: B3.42, 4.42, 5.42, 6.43, 13.41 and D2.14, 10.2

Situation: Vehicle types listed moving into the terrain type indicated with ONE other Vehicle/(non-burning) Wreck already in the hex and then moving out of this hex and into same terrain type. The extra MP cost for the Vehicle/Wreck itself is shown in [brackets], while the cost to exit the hex is shown after the '--'.

Vehicle Type <sup>*1</sup>	Open Ground	Road [in OG (w/o using Road Rate)]	Road [in OG (using Road Rate)]	Other <sup>*2</sup> Road using Road Rate
BU FT or BU HT	2[1] -- 1	2[1] -- 1	3[2] -- 1	5[4] -- 1
CE FT	2[1] -- 1	2[1] -- 1	2½[2] -- ½	4½[4] -- ½
CE HT	2[1] -- 1	2[1] -- 1	2½[2] -- ½	4½[4] -- ½
CE AC	4[1] -- 3	4[1] -- 3	2½[2] -- ½	4½[4] -- ½
BU AC	4[1] -- 3	4[1] -- 3	3[2] -- 1	5[4] -- 1
Truck	5[1] -- 4	5[1] -- 4	2½[2] -- ½	4½[4] -- ½

Notes:

\*1: FT = Fully-Tracked Vehicle, HT = Half-Tracked Vehicle, AC = Armored Car

\*2: Includes sunken road, elevated road, woods-road and non-one lane bridges in which all MP penalties for entering a hex with a wreck/vehicle are doubled.

Notes on additional MP affects caused by Vehicles/Wrecks:

- All MP penalties should be increased per Vehicle/Wreck in the hex. See examples below:

Example 1: A CE FT Vehicle entering an Road hex in OG containing two Wrecks and/or Vehicles using the Road Rate will pay 4½ MPs to enter and ½ MP to exit into another Road hex in OG.

Example 2: The same CE FT Vehicle entering a Woods-Road hex containing two Wrecks and/or Vehicles using the Road Rate will pay 8½ MPs to enter and ½ MP to exit into another Woods-Road hex.

- If a Wreck is also burning, the MP cost of Smoke cost needs to be applied as well.

- If moving uphill, the additional MP cost of moving to higher elevation also needs to be applied.

**Table 11: Hindrance Effects on Residual FP and Fire-Lane RFP attacks.**

Rules Sections: A8.2-.26, 9.22-9.3, B25.2

Situation: Hindrance types (what are referred to as "**hard**" and "**soft**" hindrance types) have different effects on the RFP left by standard RFP attacks then on MG Fire Lane RFP attacks. The table below attempts to summarize the major differences and how to apply each in the majority of situations.

	Effect of " <b>soft</b> " hindrances <i>between</i> firer and target.	Effect of " <b>hard</b> " hindrances <i>between</i> firer and target.	Effects <i>within</i> the target Location.
<b>Residual FP</b> <sup>*1</sup>	Reduce RFP by one column to the left for each positive DRM caused by conditions outside the target hex, (including Hexside TEM of target Location). <sup>*3</sup>		All non-hexside TEM/SMOKE/FFE-hindrance DRM of the target Location apply to the RFP attack, as does FFNAM and FFMO (if otherwise applicable), <u>even</u> v. Bypassing units.
<b>MG Fire-Lane Residual FP</b> <sup>*2</sup>	" <b>Soft</b> " hindrances do not add DRM to, or reduce the FP of, Firelane RFP attacks. They do serve to cancel FFMO however. <sup>*4</sup>	" <b>Hard</b> " hindrances apply as DRM to the Firelane RFP attack itself. <sup>*5</sup>	Applicable Hexside TEM, in-hex TEM and/or " <b>hard</b> " hindrances in the target location ALL apply to the Firelane RFP attack, <u>even</u> v. Bypassing units. FFNAM applies (if applicable). FFMO only applies if no hindrances exist within the hex and/or between the firer and the target Location.

Notes:

\*1: Residual FP is not gained for an attack made by: Intensive Fire, Snap Shot, Minefield, PF/PFk, OBA, AP (unless MG), ATR, APCR/APDS, a Dud, a malfunctioning weapon or one which elects to retain its ROF, nor by a unit that makes a Small-Arms attack Original 12 IFT DR while suffering from Ammunition Shortage. Attacks made *by* RFP itself [EXC: MG Firelane] are not subject to malfunction or Ammunition Shortage.

\*2: A MG Firelane must be made by Good Order, unpinned unit that does not Cower, has LOS to the target Location and is in the Normal Range (of the MG) and not using SFF/FPF. Firelane RFP is placed at the same level (B.5) via a hex-grain or an alternate hex-grain using FP column one to the left of the FP column normally used by that MG [EXC: PBF]. Firelane RFP attacks *themselves* are unaffected by CX, Leadership or Heroic DRM, and do not Cower (but may cause a malfunction).

\*3: Examples include both "**hard**" and "**soft**" Hindrances, as well as CX, BU, Stun, positive Leadership modifiers and/or the Hexside TEM of the target location (EXC: Height Advantage, LV). Note that FFMO, FFNAM, Bore Sighting, and negative Leadership modifiers do *not* increase the RFP in a target hex [EXC: Airburst does so].

\*4: "**Soft**" hindrances include Brush, Heavy [or denser] dust, FFE, Grain, Hut, Kunai, Marsh, in-season paddy, SMOKE and/or Vineyard. LV/DLV are not considered "soft" hindrances and do not apply. Furthermore, a Firelane RFP attack in a hex which may be considered out of LOS to the firer due to "Soft" type hindrances may still occur. However, a firer making an attack in which he intends to place a Firelane RFP marker must have LOS to an enemy unit that it fires at during the *creation* of the Firelane RFP.

\*5: "**Hard**" hindrances include hexes containing an: AFV, Bridge, Crag, Debris, Graveyard, Olive Grove, Orchards, Palm-Tree, Seawall, Wreck, and/or Wooden Pier. Note that a Burning Wreck is considered a "**hard**" hindrance for Firelane purposes.

**Table 12a: Effects on Malfunction, Disablement, ROF, and TH DRMs on SWs, Guns and/or Vehicular MA due to Sustained Fire, Intensive Fire, Inexperienced Use, Non-Qualified Use, and/or as Captured Equipment.\*<sup>1</sup>**

Rules Sections: A.11, 9.3, 19.131, 19.2-.3, 19.32, 21.11, 21.13,22.3, 23.2, C2.1, C5.62, 5.8, G1.611

<u>Support Weapons</u>	----- Effects On -----		
	<b>B#/X#<sup>*5</sup></b>	<b>TH DRM</b>	<b>ROF</b>
Sustained Fire	-2	N/A	N/A
Captured <sup>*6</sup>	-2	+2	-1
Inexperienced <sup>*2</sup>	-1	NE	NE
Non-Qualified Use <sup>*3</sup> (FT/DC: see below)	-2	+2	-1
Japanese MMG/HMG/ATR (when used by a non-crew Japanese MMC) <sup>*4</sup>	-1	NE	-1
FT/DC (when used by a non-elite Personnel)	-2	NE	NE

<u>Vehicular MA or Guns<sup>*2</sup></u>	----- Effects On -----		
	<b>B#/X#<sup>*5</sup></b>	<b>TH DRM</b>	<b>ROF</b>
Intensive Fire	-2	+2	N/A
Non-Qualified Use <sup>*3</sup>	-2	+2	-1
Captured <sup>*6</sup>	-2	+2	-1

Notes:

\*1: All of these effects are cumulative. For a more detailed overview on B#/X# exclusively, including the effects of Ammo Shortage on both SW and Guns, see Table 12b.

\*2: **Inexperienced** = Green MMCs (unless stacked with an unbroken Leader), Conscript MMCs or Unarmed units. Note that Inexperienced Use has no adverse effect when firing a Gun; but see D3.45 for Inexperienced Crews.

\*3: **Non-Qualified** = Any non-Crew unit that fires an Ordnance weapon that normally requires a Crew to man it. Two or more SMC may fire a Crew served weapon as an MMC as may a single Heroic SMC. Note that it is relatively rare to have a **SW** which requires a Crew to man it. Examples include MOL-P (C13.5), ½" RCL (C12.2) and ½" INF SWs.

\*4: Japanese MMG/HMG/ATR are not considered Crewed weapons for Captured Use purposes per G1.611.

\*5: Any effect that causes the B# to drop, also causes the X# to become equal to the original B# for that shot per A.11; see Table12b.

\*6: Captured weapons must also use the **Red** TH numbers for any TH attempt.

**Table 12b: Effects on Malfunction, Disablement and Low Ammunition number values on SWs, Guns and/or Vehicular MA due to various factors and combinations of these factors.\*1**

Rules Sections: A.11, 9.3, 19.131, 19.2-.3, 19.32, 21.11, 21.13, C5.62, 5.8, 8.9, D3.7-71 & "When Bad Things Happen to Good Weapons" by Perry Cocke from the General Magazine, Volume 30 - Number 5.

<b>Support Weapons Only, No Ammunition Shortage</b>					
SW Starts as: →	<b>B10</b>	<b>B11</b>	<b>B12</b>	<b>X10</b>	<b>X11</b>
Inexp. Only	B9, X10	B10, X11	B11, X12	X9	X10
One of: Sus.Fire or Capt. or Non.Qual.	B8, X10	B9, X11	B10, X12	X8	X9
Inexp. and one of: [Sus.Fire / Capt. / Non.Qual.]	B7, X10	B8, X11	B9, X12	X7	X8
Any two of: [Sus.Fire / Capt. / Non.Qual.]	B6, X10	B7, X11	B8, X12	X6	X7
Inexp. and any two of: [Sus.Fire / Capt. / Non.Qual.]	B5, X10	B6, X11	B7, X12	X5	X6
All three of: [Sus.Fire / Capt. / Non.Qual.]	B4, X10	B5, X11	B6, X12	X4	X5
All four of: [Inexp. / Sus.Fire / Capt. / Non.Qual.]	B3, X10	B4, X11	B5, X12	X3	X4

<b>Support Weapons Only, Ammunition Shortage in Effect*3</b>					
SW Starts as: →	<b>B10</b>	<b>B11</b>	<b>B12</b>	<b>X10</b>	<b>X11</b>
A.S. Only	B9, X10	B10, X11	B11, X12	X9	X10
A.S. + Inexp. Only	B8, X10	B9, X11	B10, X12	X8	X9
A.S. + one of: Sus.Fire or Non.Qual.	B7, X10	B8, X11	B9, X12	X7	X8
A.S. + Inexp. and one of: [Sus.Fire or Non.Qual.]	B6, X10	B7, X11	B8, X12	X6	X7
A.S. + Any both of: [Sus.Fire and Non.Qual.]	B5, X10	B6, X11	B7, X12	X5	X6
A.S. + Inexp. and all three of: [Inexp. / Sus.Fire / Non.Qual.]	B4, X10	B5, X11	B6, X12	X4	X5

**Abbreviations:**  
 Inexperienced = **Inexp.**  
 Non-Qualified Use = **Non.Qual.**  
 Captured Use = **Capt.**  
 Sustained Fire = **Sus.Fire**  
 Ammunition Shortage = **A.S.**

<b>Vehicular MA or Gun, No Ammunition Shortage*4</b>									
Vehicular MA or Gun Starts as: →				No LA Counter Placed*2			LA Counter Placed		
	<b>B10</b>	<b>B11</b>	<b>B12</b>	<b>B⑨</b>	<b>B⑩</b>	<b>B⑪</b>	<b>B⑨</b>	<b>B⑩</b>	<b>B⑪</b>
No other conditions	B10, X <sup>n/a</sup>	B11, X <sup>n/a</sup>	B12, X <sup>n/a</sup>	LA9,B12,X <sup>n/a</sup>	LA10,B12,X <sup>n/a</sup>	LA11,B12,X <sup>n/a</sup>	B8, X9	B9, X10	B10, X11
Intensive Fire or Captured Use or Non-Qualified Use	B8, X10	B9, X11	B10, X12	LA9,B10,X12	LA10,B10,X12	LA11,B10,X12	B6, X9	B7, X10	B8, X11
Any two of the three conditions above	B6, X10	B7, X11	B8, X12	LA9,B8,X12	LA10,B8,X12	LA11,B8,X12	B4, X9	B5, X10	B6, X11
All three of the above conditions	B4, X10	B5, X11	B6, X12	LA9,B6,X12	LA10,B6,X12	LA11,B6,X12	B2, X9	B3, X10	B4, X11

<b>Vehicular MA or Gun, Ammunition Shortage in Effect*3, *4</b>									
Vehicular MA or Gun Starts as →							LA Counter Placed		
	<b>B10</b>	<b>B11</b>	<b>B12</b>				<b>B⑨</b>	<b>B⑩</b>	<b>B⑪</b>
No other conditions	LA9,B10,X <sup>n/a</sup>	LA10,B11,X <sup>n/a</sup>	LA11,B12,X <sup>n/a</sup>				Utilize B⑨ column above.	Utilize B⑩ column above.	Utilize B⑪ column above.
Intensive Fire or Non-Qualified Use	LA9,B8,X10	LA10,B9,X11	LA11,B10,X12						
Both Intensive Fire and Non-Qualified Use	LA9,B6,X10	LA10,B7,X11	LA11,B8,X12						

\*1: Vehicular MG/FT are exempt from the effects listed here. Effects of Extreme Winter (E3.741) are to be applied in addition to the information shown in these tables. Ammo Shortage precludes MG Fire Lanes and causes MMC unit Replacement on an IFT DR = 12 and causes Ammo Depletion #s to be one less.

\*2: Areas shown in yellow are situations when the B# is ≤ LA# in which case a TH DR ≥ to the LA# will cause the placement of a LA Counter and a Malfunction to occur. When firing Special Ammo with a Depletion # (e.g. S9), a TH DR ≥ Depletion # and ≥ LA# causes placement of a LA counter and depletion of that ammo type.

\*3: Ammo Shortage does not apply to Captured SW/Guns.

\*4: Inexperienced Use has no additional adverse effect when Firing a Gun; but see D3.45 for Inexperienced Crews.

**Table 13: Blind Hexes Created based on distances from the Target/Firer/Obstacle and the relative Levels between them.** <sup>\*1, \*2</sup>

Rules Sections: A6.4-.5, B10.23

Situation 1: The Firer is at the Level indicated, the Target is at Ground Level (i.e. Level 0), while the Obstacle is a Full Level1 Obstacle (i.e. Woods or a multi-hex building w/o a stairwell marker). If the Level 1 Obstacle is a Crest Line, then the number of Blind Hexes produced is one less which is shown in [brackets].

	Range in hexes from Firer to (Full Level One) Obstacle								
	1-4	5-9	10-14	15-19	20-24	25-29	30-34	35-39	40-44
Firer @ L2, Target @ L0 <sup>3</sup>	1 [0]	2 [1]	3 [2]	4 [3]	5 [4]	6 [5]	7 [6]	8 [7]	9 [8]
Firer @ L3, Target @ L0 <sup>4</sup>	1 [0]	1 [0]	2 [1]	3 [2]	4 [3]	5 [4]	6 [5]	7 [6]	8 [7]
Firer @ L4, Target @ L0	1 [0]	1 [0]	1 [0]	2 [1]	3 [2]	4 [3]	5 [4]	6 [5]	7 [6]

Situation 2: The Firer is at the Level indicated, the Target is at Ground Level (i.e. Level 0), while the Obstacle is a Full Level2 Obstacle (i.e. a multi-hex building with a stairwell marker). If the Level 2 Obstacle is a Crest Line, then the number of Blind Hexes produced is one less which is shown in [brackets].

	Range in hexes from Firer to (Full Level Two) Obstacle								
	1-4	5-9	10-14	15-19	20-24	25-29	30-34	35-39	40-44
Firer @ L3, Target @ L0 <sup>5</sup>	2 [1]	3 [2]	4 [3]	5 [4]	6 [5]	7 [6]	8 [7]	9 [8]	10 [9]
Firer @ L4, Target @ L0	1 [0]	2 [1]	3 [2]	4 [3]	5 [4]	6 [5]	7 [6]	8 [7]	9 [8]

**Notes:**

\*1: The assumption made in all these examples is that the Firer is at the higher level while the Target is at the lower level. Of course since LOS is reciprocal these situations could be reversed. This table does not take into account the special cases of Continuous Slopes (B.5) nor of the adjacency requirement of out-of-season orchards (B14.2) for hindrance purposes.

\*2: These examples are not all inclusive, but could be used for other situations as described in the footnotes below:

\*3: {Firer @ L2, Target @ L0, w/ L1 Obstacle} is equivalent to {Firer @ L3, Target @ L1, w/ L2 Obstacle} or to {Firer @ L4, Target @ L2, w/ L3 Obstacle}

\*4: {Firer @ L3, Target @ L0, w/ L1 Obstacle} is equivalent to {Firer @ L4, Target @ L1, w/ L2 Obstacle}

\*5: {Firer @ L3, Target @ L0, w/ L2 Obstacle} is equivalent to {Firer @ L4, Target @ L1, w/ L3 Obstacle}



**Table 14: IFT and CC affects on units Guarding Prisoners based on Unit Size.**

Rules Sections: A20.5-.52

Situation: Good Order Infantry unit Guarding Prisoners. Affects on IFT FP and CC FP based on the US of Prisoners compared to Guard.\*<sup>1</sup>

	<b>IFT FP (outside of hex)</b>	<b>CC FP while Guarding*</b>
<b>US of Guard <math>\geq</math> US of Prisoners</b>	Normal, may fire at other units outside of hex.	X 1/2 FP for CC attack v. non-prisoners, normal FP for CC defense
<b>US of Guard <math>&lt;</math> US of Prisoners<sup>*2</sup></b>	May <u>not</u> attack any other unit other than the Prisoners in CC.	

Notes:

\*1: CC attacks involving Prisoners are sequential (Prisoners first).

\*2: The US of Prisoners cannot exceed 5X the US of it's Guard.

**Table 15: Actions that opposing AFV or Known Infantry units may take after being marked with a CC/Melee counter following the first CCPh.\*<sup>1</sup>**

Rules sections: A11.15, 11.2, 11.62, 11.7, C5.3, 5.35, 5.5, D2.4, 2.42, 3.31, 3.32, 8.5

Situation: An AFV and opposing Known Infantry units remain in the same Location after the first CC Phase. What actions can each perform in the subsequent Friendly Phases indicated?

	<b>Situation 1:</b> Personnel v. <i>Mobile</i> but <b>Stopped</b> AFV	<b>Situation 2:</b> Personnel v. <i>Mobile</i> AFV in <b>Motion</b>	<b>Situation 3:</b> Personnel v. <i>Immobile</i> , <b>Stopped</b> AFV
<b>Friendly Prep Fire Phase</b>	Infantry may do nothing in PFPh (held in Melee). AFV may Fire TPBF MG and/or MA (Case E) within Location in PFPh.	Infantry may fire in PFPh v. AFV within Location.* <sup>2</sup> AFV may <u>not</u> Prep Fire, but may Bounding Fire in MPh (see below).	Infantry may do nothing in PFPh (held in Melee). AFV may Fire TPBF MG (Bow MG NA) and/or MA (Case E) within Location in PFPh.
<b>Friendly Movement Phase</b>	Infantry may do nothing in MPh, (held in Melee). AFV may Fire TPBF MG and/or MA (Case E) within Location with MP expenditure during MPh and then may leave Location.* <sup>4</sup>	Infantry may leave Location in MPh, (not held in Melee). AFV may Fire TPBF MG and/or MA (Case E) within Location with MP expenditure during MPh and then may leave Location.* <sup>5</sup>	Infantry may do nothing in MPh, (held in Melee). AFV may Fire TPBF MG (Bow MG NA) and/or MA (Case E) within Location during MPh with MP expenditure even though Immobile.* <sup>4</sup> (Note that the Immobile AFV would be better served by Prep firing as above).
<b>Friendly Defensive Fire Phase</b>	Infantry may do nothing in DFPh (held in Melee, unless Start MP expended). <sup>7</sup> AFV may Fire TPBF MG and/or MA (Case E) within Location in DFPh.	Infantry may fire in DFPh v. AFV within Location.* <sup>2</sup> AFV may Fire TPBF MG and/or MA (Case E) within Location in DFPh.* <sup>5</sup>	Infantry may do nothing in DFPh (held in Melee). AFV may Fire TPBF MG (Bow MG NA) and/or MA (Case E) within Location in DFPh.
<b>Close Combat Phase</b>	Infantry may make a Sequential CC attack.* <sup>3</sup> AFV may attack Infantry on CCT.* <sup>6</sup>	Infantry may make a Sequential CC attack.* <sup>3</sup> AFV may attack Infantry on CCT.* <sup>6</sup>	Infantry may make a Sequential CC attack.* <sup>3</sup> AFV may attack Infantry on CCT.* <sup>6</sup>

Notes:

\*1: Concealed (Unknown) Infantry units may leave the CC/Melee Location or choose to fire into the CC/Melee Location.

\*2: If applicable, may use TPBF v. an OT AFV or CE AFV, or may use an LATW v. the AFV. If the AFV expends a MP within the current Location, Infantry may also utilize CCRF if otherwise allowed during Defensive First Fire (otherwise, cannot affect the AFV in the FR PFPh or FR DFPh).

\*3: Infantry CC Attack v. AFV may include a +2 CC DRM v. a Moving AFV or a -1 CC DRM v. an Immobile AFV or a -2 DRM v. an OT AFV. Further, the presence of a BMG on an AFV will suffice to negate the -1 CC DRM for an AFV w/o a manned MG for an Infantry CC attack v. that AFV (unless that AFV is Immobile). Alternatively, the Infantry may attempt to Withdraw from Melee.

\*4: AFV must also apply BFF modifiers (i.e. Case C for MA, X ½ FP for MG) for TH and FP purposes.

\*5: AFV must also apply BFF modifiers as in note \*4 above and additionally, must apply Motion/Non-Stopped modifiers (e.g. Case C<sup>4</sup> for TH and another X ½ FP for MG) for TH and FP purposes.

\*6: AFV may use CMG (unless CMG: VCA only), AAMG (if CE or with Heroic Rider), IFE (if turreted and ≤ 15mm), RMG, Riders, CE Passengers in a HT, or Close Defense Weapon. All FP (other than Close Defense Weapon) is X 1/2 FP if the AFV is in Motion. This AFV FP is used as an odds ratio on the CCT [EXC: Close Defense Weapon].

\*7: If AFV expends a Start MP during its MPh, the Infantry is released from Melee and may perform Defensive First Fire actions as listed on rules tables 6A/B as appropriate.

**Table 16: Resolution of Common Collateral Attack (C.A.) Situations.\*7**

Rules Sections: C3.32, 7.7, 8.31, D.8, 5.31, 5.311, 5.5, 5.6, 6.62, 6.84, 6.9

Situation: This table indicates the Collateral Attack effects on the PRC of a CE AFV caused by fire from various ammo types resulting in various outcomes v. the AFV itself. In all cases, a successful TH DR is assumed.

Situation	Vehicle Target Type - with AP <sup>*1</sup>	Vehicle Target Type - with MG <sup>*2</sup>	Vehicle Target Type - with HE	Area Target Type - with HE <sup>*3</sup>	Infantry Target Type - with HE <sup>*4</sup>
<b>If AFV is Destroyed</b>	PRC roll for CS (EXC: Burning Wreck)	PRC roll for CS (EXC: Burning Wreck)	PRC roll for CS (EXC: Burning Wreck)	PRC roll for CS (EXC: Burning Wreck)	<p>Infantry Target Type (ITT) cannot be used to target an AFV or PRC directly. However, if an unarmored target (e.g. a MMC on foot beneath the AFV in the same Location) is hit using the ITT, then the PRC would also be hit with a General Collateral Attack with the full HE ammo IFT FP (Crew/A.L. and/or HT Passengers with CE DRM) while the AFV itself would be unaffected.</p>
<b>If AFV becomes Immobilized</b>	PRC attacked with HE Equivalency of AP ammo (Crew/A.L. and/or HT Passengers with CE DRM). <sup>*5</sup>	N/A	PRC attacked with full HE ammo IFT FP (Crew/A.L. and/or HT Passengers with CE DRM). <sup>*5</sup>	PRC attacked with HE ammo IFT FP X ½ (Crew/A.L. and/or HT Passengers with CE DRM). <sup>*5</sup>	
<b>If AFV Crew becomes Shocked</b>	CE Crew/A.L. must BU <sup>*6</sup> , Passengers must BU, Riders attacked with HE Equivalency of AP ammo.	N/A	CE Crew/A.L. must BU <sup>*6</sup> , Passengers must BU, Riders attacked with full HE ammo IFT FP.	CE Crew/A.L. must BU <sup>*6</sup> , Passengers must BU, Riders attacked with HE ammo IFT FP X ½.	
<b>If AFV Crew becomes Stunned</b>	N/A	CE Crew/A.L. must BU <sup>*6</sup> , Passengers must BU, Riders attacked with full MG IFT FP.	N/A	N/A	
<b>If AFV is unharmed</b>	PRC attacked with HE Equivalency of AP ammo (Crew/A.L. and/or HT Passengers with CE DRM).	PRC attacked with full MG IFT FP (Crew/A.L. and/or HT Passengers with CE DRM).	PRC attacked with full HE ammo IFT FP (Crew/A.L. and/or HT Passengers with CE DRM).	PRC attacked with HE ammo IFT FP X ½ (Crew/A.L. and/or HT Passengers with CE DRM).	

**Notes:**

\*1: Includes AP, APCR, APDS and HEAT ammo (not MG).

\*2: Includes Aerial MG fire.

\*3: Includes OBA. AP/APCR/APDS/HEAT are N/A as Area Fire.

\*4: ITT can only be selected when firing HE (EXC: AP or HEAT v. an unarmored target) and only against an unarmored target.

\*5: If CE Crew/A.L. is not affected by, or passes any MC/TC result caused by the C.A., it must then undergo an Immobilization TC.

\*6: Carrier crews cannot BU.

\*7: This table is not meant to cover all C.A. situations, just the most common ones. See D.8 for C.A. situations not addressed here.

**Table 17: Final Flamethrower and MOL TK numbers v. an AFV for various situations.**

Rules Sections: A22.2, 22.34, 22.612, C.8, 7.21, 7.22, 13.5- .55, D2.12, 3.2

Situation: This table indicates the combined effects of Non-Stopped, Moving, Rear Armor, Elevation Advantage, OT and/or CE status on the TK number of a MOL or FT for various situations as shown.\*<sup>1</sup>

	Situation 1:	Situation 2:	Situation 3:	Situation 4:	Situation 5:	Situation 6:	Situation 7:	Situation 8:
	CT BU AFV	CT CE AFV	OT BU AFV	OT CE AFV	CT BU AFV	CT CE AFV	OT BU AFV	OT CE AFV
	During the PFPh, Defensive Final Fire Phase, or AFPh v. an AFV in <b>Motion</b> . Or, as Defensive First (or Final) Fire v. an AFV which has been in <b>Motion</b> during the MPPh (even if now <b>Stopped</b> ).				During the PFPh or AFPh v. an AFV which is <b>Stopped</b> . Or, as Defensive First (or Final) Fire v. an AFV which has not been in <b>Motion</b> during its MPPh (even if it has just expended a <b>Start</b> MP).			
MOL - Same hex, No Elevation Advantage	5	6	7	7	7	8	9	9
MOL - Same hex, ≥ 1 Level Elevation Advantage	6	7	9	9	8	9	11	11
MOL - Adjacent hex, No Elevation Advantage	4	5	6	6	6	7	8	8
MOL - Adjacent hex, ≥ 1 Level Elevation Advantage	5	6	7	7	7	8	9	9
MOL-Projector* <sup>2</sup>	6	6	7	7	6	6	7	7
FT - Normal Range (in same hex)* <sup>3</sup>	9	10	11	12	9	10	11	12
FT - Normal Range (not in same hex)* <sup>4</sup>	8	9	10	11	8	9	10	11
FT - Long Range* <sup>4</sup>	4	5	6	7	4	5	6	7

Notes:

\*1: The effects of Concealment/CX/SMOKE/Hindrance/TEM/AFPh/Armor Factor do not modify the Basic TK# of a MOL or FT attack v. an AFV, nor are they applied as DRM v. an AFV.

\*2: The effects of Moving/Motion are applied to the TH DR for a MOL-P which uses its own TH table as an LATW. Therefore, the TK #'s shown in situations 1-4 are identical to those in situations 5-8 (respectively) the TK#'s themselves are unaffected by Moving/Motion or Elevation Advantage status with a MOL-P. However, the MOL-P TK#'s shown in this row should be increased by 1 v. an AFV hit by the MOL-P in its rear target facing.

\*3: The FT TK#'s shown in this row have already been increased by 1 because a FT attack v. an AFV within its own hex is considered a rear hit (even v. bypassing vehicles).

\*4: The TK# in these rows should also be increased by 1 v. an AFV that is fired on by the FT in its rear target facing.

**Table 18: Sample WP Direct and Indirect TH numbers and corresponding WP MC examples for Ordnance and BAZ '45 (WP6).**

Rules Sections: A24.31, B9.34, 10.31, 13.3, 30.32, 30.34, 30.7, C.1, .4, 1.71, 2.271, 3.33-.332, 3.76, 4.44, 6.2, 6.7-8, 11.2, 13.46, D5.31-.5311, [ATT = Area Target Type].

Situation: This table indicates the combined TH modifiers for common WP Direct and Indirect Fire TH attempt situations and their corresponding WP NMC modifiers assuming a (non-critical) hit is attained. These examples are not all inclusive. There are many other common TH modifiers such as BU, Hindrances, TH Case A, Pinned Firer, CX, etc., but those included here are meant to be illustrative.

Target	Concealed 2	Target Size	TEM	Direct Fire - ATT, or Baz '45 Direct Fire				Indirect Fire - ATT			
				WP TH	DR	WP MC	DR	WP TH	DR	WP MC	DR
Personnel	N	N/A	none	0		0		0		0	
Personnel	N	N/A	Hedge/Wall	0		-1/-2		0		0/-1	
Personnel	N	N/A	Wood/Stone Bldg.	0		-2/-3		0		-2/-3	
Personnel	N	N/A	Woods	0		-1		0		+1	
Personnel	N	N/A	Height Advantage	0		-1		0		0	
Personnel	Y	N/A	none	+2		0		+2		0	
Personnel	Y	N/A	Hedge/Wall	+2		-1/-2		+2		0/-1	
Personnel	Y	N/A	Wood/Stone Bldg.	+2		-2/-3		+2		-2/-3	
Personnel	Y	N/A	Woods	+2		-1		+2		+1	
Personnel	Y	N/A	Height Advantage	+2		-1		+2		0	
Personnel	Y	N/A	Pillbox (from CA)	0		N/A <sup>*1</sup>		0		N/A <sup>*1</sup>	
Personnel	Y	N/A	Pillbox (from NCA)	0		N/A <sup>*2</sup>		0		N/A <sup>*2</sup>	
Emplaced Gun	N	Small	none	+1		-2		+1		-2	
Emplaced Gun	N	Small	Hedge/Wall	+1		-2		+1		-2	
Emplaced Gun	N	Small	Wood/Stone Bldg.	+1		-2/-3		+1		-2/-3	
Emplaced Gun	N	Small	Woods	+1		-2		+1		-1	
Emplaced Gun	N	Small	Height Advantage	+1		-2		+1		-2	
Emplaced Gun	Y	Small	none	+3		-2		+3		-2	
Emplaced Gun	Y	Small	Hedge/Wall	+3		-2		+3		-2	
Emplaced Gun	Y	Small	Wood/Stone Bldg.	+3		-2/-3		+3		-2/-3	
Emplaced Gun	Y	Small	Woods	+3		-2		+3		-1	
Emplaced Gun	Y	Small	Height Advantage	+3		-2		+3		-2	
Emplaced Gun	Y	Small	Pillbox (from CA)	0		N/A <sup>*1</sup>		0		N/A <sup>*1</sup>	
Emplaced Gun	Y	Small	Pillbox (from NCA)	0		N/A <sup>*2</sup>		0		N/A <sup>*2</sup>	
BU CT AFV	N	Small	any TEM	+1		N/A		+1		N/A	
CE CT or OT AFV <sup>*3</sup>	N	Small	none	+1		-2		+1		-2	
CE CT or OT AFV <sup>*3</sup>	N	Small	Hedge/Wall	+1		-2		+1		-2	
CE CT or OT AFV <sup>*3</sup>	N	Small	Wood/Stone Bldg. <sup>*4</sup>	+1		-2/-3		+1		-2/-3	
CE CT or OT AFV <sup>*3</sup>	N	Small	Woods	+1		-2		+1		-1 <sup>*5</sup>	
CE CT or OT AFV <sup>*3</sup>	N	Small	Height Advantage	+1		-2		+1		-2	

**Notes:**

\*1: WP MC from PB CA using *Direct* Fire is NA unless CH achieved. If using *Indirect Fire*, WP MC is N/A even with a CH. See Rules Table 8 for more details on Pillboxes.

\*2: WP MC N/A from PB NCA (unless from Baz'45 from within Pillbox hex). See Rules Table 8 for more details on Pillboxes.

\*3: PRC of an OT AFV is vulnerable to a WP NMC even if BU. +2 CE DRM included as reverse MC modifier (although not a TEM).

\*4: An OT AFV cannot enter a building Location per B23.41.

\*5: In this case an OT AFV is subject to Air Burst, and consequently (per D5.311), it is not subject to Stun/Recall but to PTC/MC/K/KIA results instead.

**Table 19: Flame/Blaze Spread situations.\*1**

Rules Sections: B25.14, 25.15-.151, 25.6, 25.62-.63, 25.651-.66.

Situation: This table illustrates the Spreading Fire rules for Terrain Blazes and Wreck Blazes (in various Locations) during the AFPh based on the Wind conditions. It also shows how fire spreads during the RPh when Gusts occur.

	No Wind	Mild Breeze	Heavy Wind	Gusts (RPh) <sup>*4</sup>
Terrain Blaze	May spread to Burnable Terrain in adjacent hexes via Spreading Fire DR (Wind Direction DRM does not apply).	May spread to Burnable Terrain in adjacent hexes via Spreading Fire DR (Wind Direction DRM applies).	Spreads automatically to Burnable Terrain in all 3 adjacent <i>downwind</i> hexes (none to <i>upwind</i> hexes).	All terrain Blazes spread to Burnable Terrain in adjacent hex in direction of the wind. <sup>*2</sup>
Wreck Blaze (in Burnable Terrain)	May spread to Burnable Terrain in Location via Spreading Fire DR (Wind Direction DRM does not apply).		Spreads automatically to Burnable Terrain in its' Location.	Spreads automatically to Burnable Terrain in its' Location. <sup>*3</sup>
Wreck Blaze [in Bypass of Burnable Terrain hex(es)]	May spread to Burnable Terrain in either of the two hexes it straddles via Spreading Fire DR (Wind Direction DRM does not apply).	May spread to Burnable Terrain in either of the two hexes it straddles via Spreading Fire DR (Wind Direction DRM applies).	Spreads automatically to the burnable terrain in the hex that the burning wreck is bypassing regardless of wind direction.	
Wreck Blaze (in non-Burnable Terrain)	----- Will not spread -----			Eligible to be selected as the Wreck Blaze that spreads one hex in the direction of the wind per footnote *3.

Notes:

- \*1: If a Burnable Terrain Location is adjacent to > 1 Blaze/Burning Wreck, it is subject to only the one Spreading Fire DR that affords the greatest chance of Spreading.
- \*2: In addition, at least one terrain Blaze currently in effect will spread 2 hexes away in the direction of the wind (as determined by RS). Determine the Blaze(s) that will spread to a second hex from among those with *non-burning* Burnable Terrain 2-hexes distant from the Blaze(s) in the direction of the wind.
- \*3: At least one Wreck Blaze currently in effect will spread 1 hex away in the direction of the wind (as determined by RS). Determine the Wreck Blaze(s) that will spread to an adjacent hex from among those with *non-burning* Burnable Terrain 1 hex distant from the Wreck Blaze(s) in the direction of the wind.
- \*4: A building location(s) [as determined by Random Selection] in which a Blaze exists will collapse into burning rubble on an Original Wind Change DR of 12.

**Table 20a: Common SR situations.**

Rules Sections: C1.2-.22, 1.3-.321, 1.33+, 1.4, 1.6-.61.

Situation: This table indicates the options available to an Observer based on LOS to SR and/or enemy units in/adjacent to the SR and/or depending on Radio Contact/Maintenance.

<b>SR</b>	Correct SR (have Radio Contact)	Convert SR to FFE:1 (have Radio Contact)	Voluntary <sup>*1</sup> loss of Contact	Involuntary <sup>*2</sup> loss of Contact
Base Level of SR is in LOS	May leave in place or Correct up to 18 hexes. <sup>*3, *4</sup>	May Convert to FFE:1 in place <sup>*7, *8</sup> or, May Correct and Convert to FFE:1 up to 18 hexes. <sup>*3, *4, *7, *8</sup>	Battery Access is lost. SR is removed. <sup>*9</sup>	SR remains in place indefinitely.
Only Blast Height of SR is in LOS				
SR is out of LOS (but on board)	May cancel the SR and place new AR, or, use Mandatory Correction. <sup>*5</sup>	Conversion to FFE:1 N/A.		
SR is off-board <sup>*6</sup>				

Notes:

\*1: *Voluntary* loss of Radio Contact is only applicable when the Observer Voluntarily Routs(A10.711) or when the Contact/Maintenance DR is not made while the SR/FFE's Blast Height is out of Observer's LOS.

\*2: *Involuntary* loss of Radio Contact is due to an unsuccessful Maintenance DR, or, when Observer becomes non-Good Order (other than through Voluntary Routing), or, when the Contact/Maintenance DR is not made while the SR/FFE's Blast Height is in the Observer's LOS.

\*3: AR must be placed in a hex that has a Location within Observer's LOS or AR is removed. If there are enemy units in/adjacent to the AR hex, and all are Unknown [per C1.6] to the Observer, an extra black chit draw is required to place AR [per C1.21].

\*4: If not accurate, maximum extent of error equals distance of correction divided by 3 (FRU). If SR is being converted to an FFE:1, the accuracy dr must apply a +1 drm if moved 7-12 hexes and a +2 drm if moved 13-18 hexes in addition to other Hindrances.

\*5: If correction is Mandatory, accuracy is not possible and the maximum extent of error is not limited to the distance of correction divided by 3 (FRU).

\*6: If SR lands offboard, use an extra board butted up against the playing area to mark that SR's position (to indicate its distance to/from the AR counter). It is considered out of LOS when offboard.

\*7: After Accuracy adjustments (if any), the SR converts to an FFE:1 if either of two conditions are met;

a) Observer has LOS to the base level of the SR hex (see footnote 8 as well), OR,

b) Observer has LOS to the SR blast height and to a Known (to Observer) [per C1.6] enemy unit in/adjacent to SR's hex. Otherwise, SR remains unconverted.

\*8: If Observer has LOS to the base level of the SR hex, and there are enemy units in/adjacent to the SR hex, and none of the enemy units are Known [per C1.6] to the Observer, then an extra black chit draw is required to place the FFE:1 [per C1.21].

\*9: Battery Access is lost and SR is removed if Observer deliberately does not roll for Contact/Maintenance while the SR/FFE's Blast Height is out of Observer's LOS.

**Table 20b: Common FFE:2 situations.**

Rules Sections: C1.2-.22, 1.3-.321, 1.33+, 1.4, 1.6-.61.

Situation: This table indicates the options available to an Observer based on LOS to FFE:2 and/or enemy units in/adjacent to the FFE:2 and/or depending on Radio Contact/Maintenance. If Radio Contact is Maintained, an FFE:2 may be Canceled regardless of Observer's LOS to FFE:2 hex.

<b>FFE:2</b>	Leave FFE:2 in place (have Radio Contact)	Correct FFE:2 (have Radio Contact)	Voluntary <sup>*1</sup> loss of Contact	Involuntary <sup>*2</sup> loss of Contact
Base Level of FFE:2 is in LOS	May resolve FFE:2 in place and flip to FFE:C.	May Correct FFE:2 up to 3 hexes. <sup>*5, *6, *7</sup>	FFE:2 is removed, Access lost.	Resolve FFE:2 in place, flip to FFE:C, remove at the end of next RPh.
Only Blast Height of FFE:2 is in LOS	May resolve FFE:2 in place per footnote <sup>*3</sup> and flip to FFE:C.			
Disregarding SMOKE, FFE:2 is out of LOS	Must Correct the FFE:2 up to 3 hexes or Cancel the Fire Mission. <sup>*4, *5, *6</sup>			

Notes:

\*1: *Voluntary* loss of Radio Contact is only applicable when the Observer Voluntarily Routs(A10.711) or when the Contact/Maintenance DR is not made while the SR/FFE's Blast Height is out of Observer's LOS.

\*2: *Involuntary* loss of Radio Contact is due to an unsuccessful Maintenance DR, or, when Observer becomes non-Good Order (other than through Voluntary Routing), or, when the Contact/Maintenance DR is not made while the SR/FFE's Blast Height is in the Observer's LOS.

\*3: Observer must have LOS (disregarding SMOKE) to the blast height of the FFE:2 hex and to a Location in/adjacent to the FFE:2 hex that does (or did) contain a Known (to Observer) [per C1.6] enemy unit during this FFE's Fire Mission in order to resolve the FFE:2 in place.

\*4: If correction is Mandatory, accuracy is not possible and the maximum extent of error is not limited to the distance of correction divided by 3 (FRU).

\*5: AR counter for Correction must be placed in a hex that has a Location within Observer's LOS, otherwise, either of two actions will occur at the *opponent's* option;

- a) the FFE:2 is removed and the Fire Mission is Canceled, or,
- b) the FFE:2 is resolved in place and flipped to an FFE:C.

\*6: If Observer has LOS to a Location in the AR hex, and there are enemy units in/adjacent to the AR hex, and none of the enemy units are Known [per C1.6] to the Observer, then an extra black chit draw is required to place the FFE:2 in the AR hex [per C1.21] (which, if successful and applicable, is followed by an Accuracy dr).

\*7: If not Accurate, maximum extent of error is one hex.



**Table 20c: Common FFE:C situations.**

Rules Sections: C1.2-.22, 1.3-.321, 1.33+, 1.4, 1.6-.61.

Situation: This table indicates the options available to an Observer based on LOS to FFE:C and/or enemy units in/adjacent to the FFE:C and/or depending on Radio Contact/Maintenance. If Radio Contact is Maintained and a new Battery Access is gained, an AR request may also be placed [per C1.3] in addition to the FFE:C options listed here.

FFE:C	Convert to FFE:1 in place (have Radio Contact and have gained Battery Access)	Convert to SR in place (have Radio Contact and have gained Battery Access)	Convert FFE:C to SR and Correct SR (have Radio Contact and have gained Battery Access)	Voluntary <sup>*1</sup> loss of Contact	Involuntary <sup>*2</sup> loss of Contact
Disregarding SMOKE, Base Level of FFE:C is in LOS	May replace FFE:C with FFE:1 and resolve in place. <sup>*3</sup>	May replace FFE:C with SR in place.	May place SR in FFE:C hex and Correct up to 18 hexes. <sup>*5, *6</sup>	FFE:C counter is removed. OBA actions for this module and for this turn are completed.	
Disregarding SMOKE, Only Blast Height of FFE:C is in LOS	May replace FFE:C with FFE:1 and resolve in place per footnote <sup>*4</sup> .				
Disregarding SMOKE, FFE:C is out of LOS	May not convert FFE:C to FFE:1. May only place new AR request [per C1.31].	May not convert FFE:C to SR. May only place new AR request [per C1.31].			

**Notes:**

\*1: *Voluntary* loss of Radio Contact is only applicable when the Observer Voluntarily Routs(A10.711) or when the Contact/Maintenance DR is not made while the SR/FFE's Blast Height is out of Observer's LOS.

\*2: *Involuntary* loss of Radio Contact is due to an unsuccessful Maintenance DR, or, when Observer becomes non-Good Order (other than through Voluntary Rout), or, when the Contact/Maintenance DR is not made while the SR/FFE's Blast Height is in the Observer's LOS.

\*3: If there are enemy units in/adjacent to the FFE:C hex, and none of the enemy units are Known [per C1.6] to the Observer, then an extra black chit draw is required to convert the FFE:C to an FFE:1 [per C1.21].

\*4: Observer must also have LOS to a Location in/adjacent to the FFE:2 hex that contains a Known (to Observer) [per C1.6] enemy unit in order to convert the FFE:C to an FFE:1. If not, he may convert to an SR in place, or, he may convert to an SR and then correct that SR, or may place an new AR [per C1.3].

\*5: AR must be placed in a hex that has a Location within Observer's LOS or AR is removed. If there are enemy units in/adjacent to the AR hex, and all are Unknown [per C1.6] to the Observer, an extra black chit draw is required to place AR [per C1.21].

\*6: If not accurate, maximum extent of error equals distance of correction divided by 3 (FRU).

**Table 21: 5/8" Gun Set-up and Firing restrictions based on terrain type**

Rules Sections: B17.4, 18.41, 18.43, 23.211, 23.41, 23.742, 23.85, 23.93, 24.1, 27.1, 27.51, 30.111, 30.2, 30.45, 34.4-41, C2.7, 11.2, 12.23, F8.3, G2.2-212, 2.24, 3.4, G5.41, 5.51, O1.2, 1.8, 5.2, 5.45, 5.6, 6.2, 9.2, V7.7.

Situation: Can I set up in and/or Fire my 5/8" Gun in/from that Location?

		AA	ART	AT	INF	RCL	MTR	Vehicular	
Buildings	Ground Level Building (Non-Fortified, Non-Factory) <sup>*3</sup>	yes, if <i>Small</i>		yes, if not <i>Large</i>		yes, if <i>Small</i> , but may not fire from <sup>*1, *2</sup>		yes, if CT F.T. <sup>*V</sup>	
	Ground Level Building (Fortified, Non-Factory) <sup>*3, *4</sup>	yes, any target size				yes, any target size, but may not fire from <sup>*1, *2</sup>		yes, if CT F.T. <sup>*V</sup>	
	Upper Level Building (Non-Fortified)	no							
	Upper Level Building (Fortified)	no	yes <sup>*5</sup>	yes <sup>*5</sup>	yes <sup>*5</sup>	no			
	Factory (Vehicular Sized Entrance) <sup>*3</sup>	yes, if <i>Small</i>		yes, if not <i>Large</i>		yes, if <i>Small</i> , but may not fire from <sup>*1, *2</sup>		yes <sup>*V</sup>	
	RB Factory (Non-Rooftop, Non-Veh. Sized Entrance) <sup>*3</sup>	yes, any target size				yes, any target size, but may not fire from <sup>*1, *2</sup>		yes, if CT F.T. <sup>*V</sup>	
	RB Cellars	no							
	Rooftop	no					yes <sup>*6</sup>	no	
PTO	Bamboo	yes <sup>*B, *D</sup>	yes <sup>*B</sup>				yes, but may not fire from <sup>*B, *D</sup>	yes, if F.T. <sup>*DJ</sup>	
	Light Jungle	yes						yes <sup>*V</sup>	
	Dense Jungle	yes <sup>*D</sup>	yes				yes, but may not fire from <sup>*D</sup>	yes, if F.T. <sup>*DJ</sup>	
	Hut <sup>*3</sup>	yes, if <i>Small</i>		yes, if not <i>Large</i>		yes, if <i>Small</i> , but may not fire from <sup>*1, *2</sup>		yes <sup>*V, *H</sup>	
	Collapsed Hut	yes						yes <sup>*V</sup>	
Other	Crag	no					yes <sup>*F</sup>	no	
	Foxhole	no					yes <sup>*F</sup>	no	
	Graveyard	no					yes <sup>*F</sup>	yes, if F.T.	
	Graveyard-Road	yes							
	Lumberyard <sup>*L</sup>	yes, if <i>Small</i>		yes, if not <i>Large</i>		yes, if <i>Small</i> , but may not fire from <sup>*1</sup>	yes, if <i>Small</i>	Bypass only	
	Pillbox/Bunker	yes, any target size can set up in <sup>*P</sup>						no	
	RB Debris	yes						yes, if F.T.	
	Rubble	yes, if <i>Small</i>		yes, if not <i>Large</i>		yes, if <i>Small</i> , but may not fire from <sup>*1</sup>	yes, if <i>Small</i>	yes, if F.T.	
	Sangar	yes, any target size				yes, any target size, but may not fire from <sup>*1</sup>		yes, any target size	no
	Storage Tank	no						Bypass only	
	Tower	no						no <sup>*W</sup>	
	Trench/AT Ditch	yes <sup>*T</sup>				yes, any target size, but may not fire from <sup>*1</sup>		yes <sup>*T, *F</sup>	yes <sup>*T</sup>
	Woods	yes						yes <sup>*V</sup>	

Notes: (F.T. = Fully-Trackd)

\*1: RCL may set up in, but can't fire from this terrain type, [EXC: US 57mm RCL (C12.23)].

\*2: MTR may set up in, but may not fire from this terrain type (EXC: MTR may fire from a Building/Factory if Roofless).

\*3: Direct Fire allowed from Building Locations. If Roofless, MTR may use Indirect Fire. Aerial fire is N/A in either case.

\*4: Non-Vehicular Guns may not be moved from a Fortified Locations.

\*5: If Gun is ≤76mm, and building is Stone.

\*6: dm MTRs ≤82mm may be fired from and portaged to/from Rooftop Locations, but may not be Emplaced on Rooftop.

\*B: A Non-Vehicular Gun may set up HIP in Bamboo, but may not be Emplaced.

\*D: MTR Indirect Fire and Aerial Fire are N/A from Dense Jungle or Bamboo.

\*DJ: Fully-Trackd AFV and Dozers may set up in or enter Dense Jungle/Bamboo w/o Road or TB (EXC: Tankettes/Carriers).

\*F: MTR may fire from Foxhole/Trench/AT Ditch/Crag/Graveyard and must be dm to be placed in/moved from same.

\*H: Any AFV may set up in a Hut but if the Vehicle changes *any* CA it Collapses it along with the mandatory PTC effects on all units per G5.5.

\*L: Aerial and MTR fire both allowed from Lumberyards.

\*P: Any non-vehicular Gun can set up in a P.Box. MTR, RCL, and Aerial Fire N/A from P.Box. No Gun can leave a P.Box unless dm.

\*T: Any Gun may set up in a Trench but may not leave it [EXC: dm MTR]. Vehicles in Trench are HD and may not change VCA or expend a Start MP.

\*V: Any type of Vehicular Gun may also set up in Bypass of this terrain type. Also, a F.T. AFV must be BU and CT to *enter* a building, but may be CE at set up.

\*W: A Vehicle may not set up in a Tower Location but may enter such via VBM, A BU CT F.T. AFV may enter a Tower Obstacle per B34.41/B23.41.

**Table 22: AT/INF Guns as target examples.**

Rules Sections: A9.74, 22.2, 22.611, C11.1-6, F7.4 [ITT = Infantry Target Type, ATT = Area Target Type, NE = No Effect].

Situation A: Assume an Emplaced AT or INF Gun in OG manned by it's crew. It is hit by fire emanating from the Gun's CA (i.e. the gunshield DRM may affect the result).<sup>\*1</sup>

Type of Hit Achieved v. Gun/Crew	----- Original Effects DR -----										
	2	3	4	5	6	7	8	9	10	11	12
24FP - HE ITT (Direct Fire) <sup>*2</sup>	Direct Hit Elim.	Direct Hit Elim.	Direct Hit Elim.	Direct Hit Malf-CR	Near Miss 2MC (1MC)	Near Miss 2MC (NMC)	Near Miss 1MC (PTC)	Near Miss 1MC (NE)	Near Miss NMC (NE)	Near Miss PTC (NE)	NE
8FP - HEAT ITT (Direct Fire) <sup>*2</sup>	Direct Hit Elim.	Direct Hit Malf-CR	Near Miss 1MC (NMC)	Near Miss 1MC (PTC)	Near Miss NMC (NE)	Near Miss PTC (NE)	NE	NE	NE	NE	NE
2FP - AP ITT (Direct Fire) <sup>*3</sup>	Direct Hit Elim.	Near Miss NMC (PTC)	Near Miss PTC (NE)	NE	NE	NE	NE	NE	NE	NE	NE
8FP - HE ATT (Direct Fire) <sup>*4</sup>	Near Miss 1MC (1MC)	Near Miss 1MC (NMC)	Near Miss NMC (PTC)	Near Miss PTC (NE)	NE	NE	NE	NE	NE	NE	NE
8FP - HE ATT (Indirect Fire) <sup>*5</sup>	Near Miss 2MC (1MC)	Near Miss 1MC (1MC)	Near Miss 1MC (NMC)	Near Miss NMC (PTC)	Near Miss PTC (NE)	NE	NE	NE	NE	NE	NE

Situation B: Same as above, but no TH DR is required for these non-ordnance attacks.

Type of Attack v. Gun/Crew	----- Original Effects DR -----										
	2	3	4	5	6	7	8	9	10	11	12
24FP - OBA HE (Indirect Fire) <sup>*6</sup>	Direct Hit Elim.	Direct Hit Malf-CR	Near Miss 3MC (1MC)	Near Miss 2MC (1MC)	Near Miss 2MC (NMC)	Near Miss 1MC (PTC)	Near Miss 1MC (NE)	Near Miss NMC (NE)	Near Miss PTC (NE)	NE	NE
30FP - Placed DC <sup>*7</sup>	Direct Hit Elim.	Direct Hit Elim.	Direct Hit Malf-CR	Near Miss 2MC (NMC)	Near Miss 2MC (PTC)	Near Miss 1MC (NE)	Near Miss 1MC (NE)	Near Miss NMC (NE)	Near Miss PTC (NE)	NE	NE
24FP - MG/IFE/Small Arms/OVR <sup>*8</sup>	1KIA, Elim per A9.74	K/4	4MC	3MC	2MC	2MC	1MC	1MC	NMC	PTC	NE
12FP - FT <sup>*9</sup>	1KIA, Elim per A9.74	K/3	3MC	2MC	2MC	1MC	1MC	NMC	PTC	NE	NE
8FP FG - including a MOL <sup>*10</sup>	2MC	2MC	1MC	1MC	NMC	PTC	NE	NE	NE	NE	NE
8FP FG - including a MOL <sup>*10</sup> (v. non-emplaced Gun)	1KIA, Elim per A9.74	K/2	2MC	2MC	1MC	1MC	NMC	PTC	NE	NE	NE

**Notes:**

The second outcome listed in parenthesis [example; 1MC (PTC)] is the result when the FP is x½ for Sand applied for a Near Miss per F7.4.

\*1: A (non-WP) CH v. a Gun always destroys it and it's manning Infantry per C11.4 and/or C11.52.

\*2: The Original Effects DR is not affected by the +2 gunshield DRM unless a Near Miss result is obtained.

\*3: As in footnote 2, except a K/ result yields an Elimination result v. the Gun/Crew when a hit is achieved by AP/APCR/APDS/ATR ammo.

\*4: 8FP as from 80-99mm HE direct fire ordnance on the ATT. The +2 TEM DRM for Emplacement applies on the original effects DR after a hit is achieved to determine whether or not a Direct Hit was achieved. If a Direct Hit was not achieved, then the +2 gunshield DRM is applied to the Near Miss result.

\*5: 8FP as from 80-99mm HE indirect fire ordnance on the ATT. Otherwise, similar to \*4, but the gunshield DRM is only +1 v. Indirect Fire.

\*6: As in footnote 4, the +2 TEM DRM for Emplacement applies on the original FFE effects DR to determine whether or not a Direct Hit was achieved. If a Direct Hit was not achieved, then the +1 gunshield DRM (for Indirect Fire) is applied to the Near Miss result.

\*7: As in footnote 4, the +2 TEM DRM for Emplacement applies on the original effects DR once a DC is placed to determine whether or not a Direct Hit was achieved. If a Direct Hit was not achieved, then the +2 gunshield DRM is applied to the Near Miss result (assuming the DC was placed from the CA of the AT/INF Gun).

\*8: If KIA was due to a Fully Tracked AFV OVR attack, a -1 drm applies to the SW/Gun destruction dr. See A9.74 if OVRing FT AFV ends its MPH in the same Location.

\*9: Neither Emplacement nor gunshield DRMs apply v. FT attack.

\*10: Emplacement DRM affects a FG attack which includes a MOL, but the gunshield DRM does not.

**Table 23: Flame/Rubble/Shellhole Placement Table for various IFT attacks.\*<sup>1</sup>**

Rules Sections: A22.35, 22.6111, 23.41, 24.32, B2.1, 23.32, 23.41, 23.74, 23.86, 24.11-121, 24.6, 25.12-13, 25.5, 25.66, C0.7, 3.73, O5.46.

Situation: This table describes the most common situations which may cause **Flame**, **Rubble** or **Shellhole** counter placement.\*<sup>2</sup>  
**Rubble** creation takes precedence over **Flame** creation per (B24.6).

----- **Shellhole** Placement -----      ----- **Rubble** Placement -----

Weapon Type	Concentrated FFE/Aerial Bomb/Rocket ≥ 150mm	FFE/HE ( ≥ 70mm), DC* <sup>12</sup> or HEAT	CT BU FT AFV enters Building Location
Terrain Type	OG, Orchard, Palm Tree, Brush, Grain or Kunai	vs. Building Location* <sup>7</sup>	vs. Ground Level Building Location
IFT Result Required	Original KIA result on IFT.	Original KIA result on applicable IFT column (Building TEM does <u>not</u> apply for <b>Rubble</b> creation purposes).	N/A
Special Conditions?	N/A for Harrassing Fire FFE	<b>Rubble</b> creation takes precedence over <b>Flame</b> creation. If <b>Rubble</b> does not occur, <b>Flame</b> placement may still take place.	
Subsequent dr?	Place <b>Shellhole</b> , no subsequent DR/dr required* <sup>6</sup>	if (dr [+1 drm if stone bldg.]) ≤ KIA #, then place <b>Rubble</b> * <sup>8</sup> , * <sup>11</sup>	if (cdr [+ dr mods* <sup>9</sup> ] ≤ 0, (of the Bog Check DR), then Building is <b>Rubbled</b> * <sup>10</sup> , * <sup>11</sup>

----- **Flame** Placement -----

Weapon Type	WP (5/8" SMOKE or 1/2" Grenade)	Flamethrower	HE (including DC and FFE) or HEAT* <sup>5</sup> (any Caliber)
Terrain Type	Burnable Terrain* <sup>7</sup>		
IFT Result Required	none	Original K/ or KIA result on applicable IFT column	Original KIA result on applicable IFT column
Special Conditions?	EC must be Dry or Very Dry	FT attack must be v. Unarmored target	none
Subsequent DR?	If (subsequent DR + DR mod* <sup>3</sup> ) ≥ Kindling # of terrain type, then place <b>Flame</b> * <sup>4</sup>	If (DR + applicable EC) ≥ Kindling # of terrain type, then place <b>Flame</b>	

**Notes:**

\*1: A CH has no special effect v. Terrain. **Flame**, **Rubble** and **Shellhole** creation are handled as a non-CH. A Gun using the ATT (or OBA using Barrage or Harassing Fire) uses the IFT column corresponding to the normal (i.e., reduced) IFT FP for that type of attack for **Rubble/Flame** creation purposes. Heavy Payload DRM apply to **Flame/Rubble** creation, but not CH Heavy Payload.

\*2: This chart does not incorporate the rules for Bombardment (C1.823), HE effects on Minefields (B28.62), Set DC v. Bridge (A23.71), DC/FFE or fully-tracked vehicle effects on Wire (B26.51-.53), **Flames** caused by MOL (A22.61111) or MOL-Proj (C13.57-.59), various types of Breach (B9.541, B23.711, B23.9221, O5.33), or the unique **Flame** and Collapse rules for Huts (G5.5, 5.6-5.7). See B25.66 when a burning building Location collapses into burning **Rubble** on a wind change DR of 12. See B24.6 when combinations of various **Flame/Blaze/Rubble** situations occur.

\*3: Normal EC modifiers do not apply, but use -1 DRM if EC are Dry or -2 DRM if placed in a building.

\*4: The **Flame** placement DR for a WP takes place during the *MPH* of the placing player (even if placed during that MPH).

\*5: N/A if Collateral Attack, Vehicle Target Type or for an attack which first caused **Rubble** as described above.

\*6: Also removes Entrenchment counters (but not necessarily their contents which might survive due to TEM).

\*7: Vs. a non-factory multi-level building, the **Level** affected for **Rubble/Flame** placement caused by an OBA/ATT attack is determined by R.S. [EXC: only those levels in the LOS of the firer can be eligible for R.S. if that ATT attack was made by non-mortar ordnance]. All unarmored units (including SW) in a **Rubbled** Building Location in this manner are eliminated.

\*8: If **Rubble** is placed above ground level, the entire building hex *may* collapse if (subsequent dr [+1 for each non-rooftop level above the one which was **Rubbled**]) ≥ 6.

\*9: dr modifiers are -1 if wooden and/or -1 if single story house. If cdr (of Bog Check DR) = 6, AFV falls into Cellar (B23.41) (if non-factory building location).

\*10: Unarmored occupants of building Location **Rubbled** in this manner are unaffected (unless at upper level).

\*11: Whenever an upper level (non-factory) Building Location is **Rubbled**, **Rubble may** fall into an adjacent hex. Make a Subsequent DR: if (cdr [+1 for each non-rooftop level above Ground Level which was **Rubbled**]) ≥ 7, then Falling **Rubble** occurs (where the wdr = direction of the Falling **Rubble** (if applicable). Falling **Rubble** always falls to Ground Level and transforms non-Water Obstacle terrain into **Rubble** (which may cause more Falling **Rubble**). Falling **Rubble** eliminates any non-armored units, OT AFVs, Fortifications/TB and Stuns any CE CT AFV in that hex. Any surviving AFV must immediately check for Bog.

\*12: A Set DC result of KIA causes **Rubble** with no need for a KIA # dr.

**Table 24a: Boat Rules Summary (Manhandling, Portage, Passengers, Beaching and Loading/Unloading, and Drift).**

Rules Sections: B21.121, D6.1, E5.1 - 5.6

	Boat Type	MP <sup>*1</sup>	PP <sup>*2</sup> Carrying Capacity	PP <sup>*1, *2</sup> Paddling Minimum	PP Manhandling Minimum	M#	Other
Pneumatic Boats:	Assault Boats	2/4 <sup>*3</sup>	14	5/0 <sup>*3</sup>	5	10	May be Towed <sup>*4</sup>
	Large Raft	2	24	8	8	9	May carry 5/8" Ordnance <sup>*5</sup>
	Small Raft (3B)	2	14	5	5	12	under certain circumstances, may separate or combine <sup>*6</sup>
	Small Raft (2B)		7	3	3		
	Small Raft (1B)		3	1	1		

\*1: Must be paddled by Personnel  $\geq 1/3$  of PP carrying capability. SMCs may be counted towards this PP paddling minimum amount for Pneumatic Boats only. An Assault Boat with 2MP is considered to be paddled (i.e. no inherent driver nor motorized).

\*2:  $SMC \leq 4$  is 0 PP for Passenger *capacity* purposes, but each SMC counts as 1PP towards the minimum PP requirements for *Paddling* per footnote \*1. SW must be dm if possible while being transported on a Boat.

\*3: A *German* Assault Boat has an inherent driver and does not require Passengers to move in the water. Otherwise, 5PP worth of Personnel are required to paddle it per footnote \*1.

\*4: Up to 4 Assault Boats may be Towed per E5.2/C10 as if M# =10.

\*5: A Large Raft may transport one piece of 5/8" Ordnance with M#  $\geq 10$  at a Passenger PP cost of 10PP. See E5.122 for Gun Loading/Unloading procedure.

\*6: A Small Raft three-boat counter may separate into a two-boat & a one-boat counter, or may recombine in reverse. See E5.121 for more details.

#### Infantry Manhandling Boats . . .

- are handled in a similar fashion during the MPh as described in the Gun Manhandling process in C10.3
- must amount to  $\geq 1/3$  of the Boat's PP to attempt Manhandling. Excess Personnel above the minimum may be used for the additional Personnel modifiers.
- do not become TI and may carry up to their normal IPC in SW while Manhandling.
- may not move the *Boat* during the APH. However, if already Beached, the Boat may be Loaded onto [EXC: Guns] and placed in the water hex during the APH.
- A Large Raft may not be Manhandled via Infantry Bypass Movement nor be Manhandled into/out of a building [EXC: Vehicular sized entrance].

#### Beaching/unBeaching

- Beaching occurs freely during the Boat's MPh or APH if it is declared as the Boat enters a land/water hex containing a non-cliff shore hexside/pontoon bridge (B6.41-.45). Otherwise, must spend 1MF/1MP (if from land/water).
- A Beached Boat is symbolized by straddling the Boat counter across the water-land hexside on which it is Beached.
- A Beached Boat can be freely unBeached at anytime during the MPh or APH by moving it from it's straddled position to the water hex itself.
- A Beached Boat is still considered a Vehicle but is not considered in Motion.
- Location: A Beached Boat (and it's Passengers) is/are at the elevation of the water, but are not considered *in* the water but, is/are in the water hex for LOS purposes [EXC: OVR]. Similarly, an unBeached Boat is considered both in the water hex for LOS purposes and in the water for Fire v. Boat/Passenger purposes.

#### Loading/Unloading

- All Boat Passengers have four MF during any MPh that they load, ride, or unload from a Boat. Each remaining MF can be used to power 1/4 of the Boat's MP allotment (FRD). Conversely, each MP used by the Boat lowers the remaining amount of MF (from 4) available for the Infantry Passengers proportionately (FRD).
- A Boat must be Beached to Load or Unload Passengers. Passengers can Load/Unload to/from a Boat during the MPh or APH across the Beached hexside.
- Loading onto a Beached Boat cost Infantry 1MF plus any additional cost of crossing the Beached hexside (if any). Once Loaded, entry of the water hex is free.
- Unloading from a Beached Boat costs Passengers 0MF plus the cost of the hex entered (usually 2MF for moving to a higher elevation) and any additional cost of crossing the Beached hexside (if any).

#### Drift

- A Boat Drifts 1 hex in each FR APH during Moderate current or in *each* APH during Heavy current. If there is a choice of hex for Drifting use R.S. (unless motorized). However, Drift is N/A during the player turn in which a Boat was unbeached. Also, a Beached Boat does not Drift, nor does a Boat Drift into or out of a Marsh hex.
- See E5.23 for Drifting/Beaching rules for an Abandoned Boat.

## Table 24b: Boat Rules Summary (Movement in Water, Fire from Boat, Fire vs. Boat/Passengers, and Other).

Rules Sections: B21.121, D6.1, E5.1 - 5.6

### Boat Movement in water

- MPH: A Boat, if sufficiently manned (or containing an inherent driver) may move the number of water hexes up to their MP allotment. May unBeach freely. May Beach freely if declared upon hex entry.
- APH: Boats Drift in Heavy or Moderate Current per B21.121 (but not during the player turn in which a Boat was unbeached). May unBeach freely. May Beach freely if declared upon hex entry.
- MP costs for Starting, Stopping, VCA change, Overstacking and Reverse Movement are all N/A. Moving beneath pontoon bridges is N/A (although pontoon bridges enable Beaching). Boats may also move through enemy units in a water obstacle hex and A8.312 is N/A. A Boat in the water is considered a Vehicle and is also considered in Motion. Boats may not be Towed by other Boats or Amphibious vehicles, nor may they be moved by Fording/Swimming Infantry.
- **Untrained:** Each attempt to paddle a Boat in the MPH makes a dr. If dr=6; movement is N/A but may still be Beached/UnBeached or Loaded/UnLoaded and is still considered in Motion. If dr=5; Boat's MPs are halved. If dr≤4; no effect.

### Fire from a Boat

- Only Small Arms and LMG Fire is allowed from a Boat and is halved as Mounted Fire if Beached, or quartered (Mounted and Bounding Fire) if Unbeached.
- Fire in the AFPH is also subject to another 1/2 multiplier to the above.
- Unbeached Passengers may not Prep or Opportunity Fire.
- Boat Passengers may not form a FG with any unit not in their own Boat counter, even if in the same hex.

Fire vs. a Boat/Passengers		Small Arms/ MG/OBA	ATT	If Final IFT DR < ★ vehicle kill #	If Final IFT DR = ★ vehicle kill #	Ordnance <sup>*11</sup>
In Water	Assault Boats	1/2FP, using ★ vehicle line	1/4FP, using ★ vehicle line	A number of Boat counters sink equal to highest KIA# in that IFT column <sup>*8, *9, *10</sup>	One ( <i>unless R.S. results in a tie</i> ) Boat counter suffers CR among it's Passengers <sup>*8</sup>	Apply HD status <sup>*12</sup> , +2 Motion, and +2 size modifier. If Hit on VTT or ITT it sinks. <sup>*8, *9, *10</sup>
	Large Raft				three-boat counter is Reduced and MMC(s) Passenger automatically suffers CR <sup>*7</sup>	Same TH mods as above but if hit, a three-boat counter is Reduced and MMC(s) Passenger automatically suffers CR <sup>*7</sup>
	two/one-boat Small Raft					
	three-boat Small Raft				One ( <i>unless R.S. results in a tie</i> ) Boat counter suffers CR among it's Passengers <sup>*8</sup>	HD, Motion and Size TH modifiers are all N/A. If Hit on VTT or ITT it sinks. <sup>*8, *9, *10</sup>
Beached	Assault Boats	Full FP, using ★ vehicle line.	1/2FP, using ★ vehicle line.	A number of Boat counters sink equal to highest KIA# in that IFT column <sup>*8, *9, *10</sup>	three-boat counter is Reduced and MMC(s) Passenger automatically suffers CR <sup>*7</sup>	Same TH mods as above but if hit, a three-boat counter is Reduced and MMC(s) Passenger automatically suffers CR <sup>*7</sup>
	Large Raft					
	two/one-boat Small Raft				One ( <i>unless R.S. results in a tie</i> ) Boat counter suffers CR among it's Passengers <sup>*8</sup>	HD, Motion and Size TH modifiers are all N/A. If Hit on VTT or ITT it sinks. <sup>*8, *9, *10</sup>
	three-boat Small Raft					

\*7: Three-Boat Small Raft is Reduced to a Two-Boat Small Raft. Additionally, each SMC/SW makes a survival dr per E5.121. LLMC/MC are N/A.

\*8: Defensive First Fire can only affect the Boat that is moving at the time.

\*9: If a Boat is sunk (not just Reduced) while Beached (and/or in Shallow water defined as Fordable), the Passengers are not necessarily eliminated and will instead undergo an IFT attack using same DR that sank the Boat modified by -2 for Hazardous Movement. Additionally, if the Boat was sunk in Shallow water, the former Passengers become Fording Infantry. Otherwise, all Passengers of a sunk Boat are eliminated. In any case, all SW/Guns are lost when a Boat sinks.

\*10: Surviving former Passengers of a sunk Boat that was Beached (and/or sunk in shallow water defined as Fordable) may remain in that water hex as if in OG but are subject to Hazardous Movement per E5.531.

\*11: Affects only one Boat (EXC: ATT). Vehicle Overstacking (A5.132) applies. HEAT and ATR fired as Ordnance cannot be used v. a Boat that is Beached or in water.

\*12: HD status N/A if attacker is an aircraft or if the firer's elevation advantage is > than the range (D16.3).

### Other

- All Boat Passengers may use Cloaking until landed but are not considered concealed for any purpose. CR/Wounds are applied in the Cloaking box.
- FFMO/FFNAM DRMs do not apply vs. Boats/Passengers. Boat *Passengers* never take a MC or TC for any reason.
- Sniper attacks that would normally cause a break result will cause CR instead vs. Boat Passengers and Pin results are ignored.

**Table 25: Applicability of Cases E, F, G, J, L, M, N, Conditional ROF, Critical Hits, Multiple Hits, Spraying Fire and Sustained Fire on various SW, Guns and Vehicular MA.\*1**

Rules Sections: A8.4, 9.3, 9.5, C2.29, 2.5, 3.7, 3.8, 5.5, 5.6, 5.7, 6.1, 6.3, 6.4, 6.44, 6.5, 13

From the C5/C6 TH Tables:

Weapon Type	Case E, within hex (C5.5)	Case F, Intensive Fire (C5.6)	Case G, Deliberate Immobilization (C5.7)	Case J, Moving/Motion (C6.1)*4	Case L, Point Blank (C6.3)*4	Case M, Bore Sighting (C6.4)	Case N, Acquisition (C6.5)
MG (as SW)	N/A	N/A	No	Yes*6	Yes	Yes*7	No*9
MG (Vehicular, <u>not</u> MA)	N/A	N/A	N/A	N/A	N/A	N/A	
MG (as Vehicular MA)	Yes*2	Yes*3	No	Yes*6	Yes	Yes*8	
LATW (as SW)	N/A	N/A	Yes*5	Yes*6	No [EXC: ATR]	No*7	
LATW (as Vehicular MA)	Yes*2	Yes*3	Yes*5	Yes*6	No [EXC: ATR]	No*8	
IFE (as non-Vehicular Gun)	N/A	No*3	N/A	N/A	N/A	Yes*8	
IFE (as Vehicular MA)	N/A	No*3	N/A	N/A	N/A	Yes*8	

Applicability of other conditions:

Weapon Type	Conditional ROF (C2.5)	Critical Hits (C3.7)	Multiple Hits (C3.8)	Spraying Fire (A9.5)	Sustained Fire (A9.3)
MG (as SW)	N/A	No*11	No*12	Yes	Yes
MG (Vehicular, <u>not</u> MA)	N/A	No*11		N/A	N/A
MG (as Vehicular MA)	No	No*11		Yes	Yes*13
LATW (as SW)	N/A	Yes		N/A	N/A
LATW (as Vehicular MA)	N/A	Yes		N/A	N/A
IFE (as non-Vehicular Gun)	Yes*10	N/A		Yes	Yes
IFE (as Vehicular MA)	N/A	N/A		Yes	Yes*13

Definitions:

**Guns:** For firing purposes, any weapon on a 5/8" Counter firing as Ordnance.

**SW:** any weapon on a 1/2" Counter.

**Ordnance:** Any weapon that needs to score a hit on a TH table.

**LATW:** ATMM, ATR, BAZ, MOL-P, PIAT, PF/PFK, PSK (*not a MG*).

\*1: In all cases it is assumed the condition is not prevented from occurring due to other reasons (e.g. If the P.B. TH modifier does not apply because the vehicular target is Moving, then this table indicating 'yes' does not override that rule, it simply means that the P.B. TH modifier applies if otherwise allowed).

\*2: Applies to Guns for TH purposes. TH DRM doubled if in Woods/Building/Rubble.

\*3: Intensive Fire applicable to Guns for TH purposes. Intensive Fire cannot be used in the AFPh [EXC: by a Gun Crew marked with Opportunity Fire] nor by Gun Crews which are Pinned/Shocked/Stunned nor by "No IF" Guns. IFE uses Sustained Fire instead.

\*4: The Point Blank TH modifier is N/A to non-ATR LATW if firing as Ordnance with its' own TH table. See Rules Table 1 for more details concerning the applicability of Cases J/L in combination.

\*5: Available to Ordnance whose Basic TK# is > then the target's *lowest hull* AF and is ≤ 6 hexes away. D.I. is N/A for MG and IFE. CHs are N/A. Acquisition can be *gained/retained* but not *used* on D.I. attempts.

\*6: Applicable if firing as Ordnance at Dashing target or Vehicle that has entered a new hex and/or used VBM.

\*7: MMG/HMG and 1/2" MTRs are the only SWs eligible for Bore Sighting.

\*8: All Guns and Vehicular MA and SA are eligible for Boresighting [EXC: FT or LATW].

\*9: Acquisition available to Guns and Vehicular MA and SA of ≥20mm [EXC: not FT or LATW]. Acquisition can be *gained/retained* but cannot be *used* on D.I. attempts.

\*10: Conditional ROF only applicable to non-Vehicular NT Guns [EXC: 76-82mm MTR].

\*11: MG, including all 12.7mm [.50-cal] and aircraft MG (but not 15mm) TH attacks have no CH possibility.

\*12: 15mm ≤ **Guns** ≤ 40mm are eligible for Multiple Hits [EXC: those already entitled to ≥2 TK DRs per the vehicular/ordnance notes]. IFE, LATW, MG, (including all 12.7mm [.50-cal] and aircraft MG) are ineligible for Multiple Hits. Multiple Hits are N/A for either an Improbable (C3.6) or a Critical Hit (C3.7).

\*13: May Final fire using Sustained Fire at adjacent (or same) hex targets as Area Fire if the MG and/or IFE is the Vehicle's MA.

**Table 26a: Effects of No Quarter** (Disruption, Encirclement, Surrender & HOB)<sup>\*1</sup>

Rules Sections: A7.7, 10.52-.53, 10.8, 12.153, 15.5, 19.12, 20.21, 20.3, & "The Case for Prisoners" by Scott Drane from the WCW ASL Junk:19 Newsletter.

	Can't be Disrupted <sup>*2</sup>	Can't be Encircled <sup>*3</sup>	Don't Surrender in RtPh nor due to A15.5 HOB Surrender <sup>*6</sup> result
Berserk	N/A	✓	N/A
Commisars	✓		✓
Fanatic Units	✓		✓
Gurkhas	✓		✓
Heroic	N/A	✓	N/A
Japanese	✓		✓
Partisans	✓		✓
PRC <sup>*4</sup>	✓	✓	N/A
SS (when opposed by Russians)	✓		✓
<b>Units subject to No Quarter</b>			✓
US Marines	✓		
Non 6+1 leader <sup>*5</sup>	✓		

\*1: Mopping up (A12.153) is not allowed by the side that has invoked No Quarter.

\*2: Disrupted units: No Self Rally, may not Low Crawl, do not prevent movement through (but do prevent Rout toward). May not withdraw from Melee and (unless captured) are eliminated at the end of a CCPh if in Melee.

\*3: Encircled units: Must pay double MF cost to leave Encircled Location. Morale level drops by 1 [EXC: Japanese, Berserk, Heroic]. +1 IFT or TH to fire.

\*4: PRC can never be Disrupted, but can be Encircled if Vulnerable and if residing on an Immobile AFV.

\*5: The only time a non 6+1 leader can be Disrupted is due to an HOB Surrender result.

\*6: Personnel immune to Surrender/Disruptions results due to HOB DR, become Berserk (or Battle Harden instead based on LOS to enemy unit) rather than Surrender/Disrupt.



**Table 26b: Effects of No Quarter** (Surrendering & Routing)

Rules Sections: A7.7, 10.52-.53, 10.8, 12.153, 15.5, 19.12, 20.21, 20.3, & "The Case for Prisoners" by Scott Drane from the WCW ASL Junk publication #19.

Situation # <sup>*1</sup>	Is unable to Rout away without being subject to Interdiction or using Low Crawl?	Is Disrupted?	Is Encircled?	Is Japanese, Partisan, Gurkha, a Commisar, Fanatic, or SS opposed by Russians?	During the Rout Phase; Broken Infantry unit(s) is(are) ADJACENT to a Known Good Order armed enemy Infantry/Calvary unit.		During the Rout Phase; Broken Infantry unit(s) is(are) ADJACENT to a Known armed enemy unit which is either in Melee/Berserk/Vehicular. <sup>*4, *5</sup>
					No Quarter <i>not</i> Invoked	No Quarter in Effect <sup>*3</sup>	No Quarter in effect or not (either way).
1	✓		✓	✓	Must Rout via Low Crawl or by taking Interdiction		Must Rout via Low Crawl or by taking Interdiction
2	✓	✓	✓		Surrenders <sup>*2</sup>	Must Rout by taking Interdiction	Must Rout by taking Interdiction
3	✓					Must Rout via Low Crawl or by taking Interdiction	Must Rout via Low Crawl or by taking Interdiction
4	✓	✓				Must Rout by taking Interdiction	Must Rout by taking Interdiction
5	✓			✓	Must Rout via Low Crawl or by taking Interdiction		Must Rout via Low Crawl or by taking Interdiction
6	✓		✓		Surrenders <sup>*2</sup>	Must Rout via Low Crawl or by taking Interdiction	
7		✓				Must Rout normally or by taking Interdiction	Must Rout normally or by taking Interdiction
8			✓			Must Rout normally or via Low Crawl or by taking Interdiction	Must Rout normally or via Low Crawl or by taking Interdiction
9				✓	Must Rout normally or via Low Crawl or by taking Interdiction		
10			✓	✓			
11		✓	✓		Surrenders <sup>*2</sup>	Must Rout normally or by taking Interdiction	Must Rout normally or by taking Interdiction
12					Must Rout normally or via Low Crawl or by taking Interdiction		Must Rout normally or via Low Crawl or by taking Interdiction

\*1: Situation combinations which are not possible (e.g. a Japanese, Partisan, Gurkha, Commisar, Fanatic, or SS opposed by Russians unit which is also Disrupted) are not shown.

\*2: Stacks of Surrendering Broken units must be accepted or rejected as one. An Unbroken Guard squad can Deploy into HS automatically regardless of nationality or leader presence. See Rules Table 14 for IFT and CC affects on units Guarding Prisoners based on Unit Size.

\*3: No Quarter N/A in North African Scenarios per F.5.

\*4: No Quarter is not invoked if eliminated for failure to Rout in any of these situations.

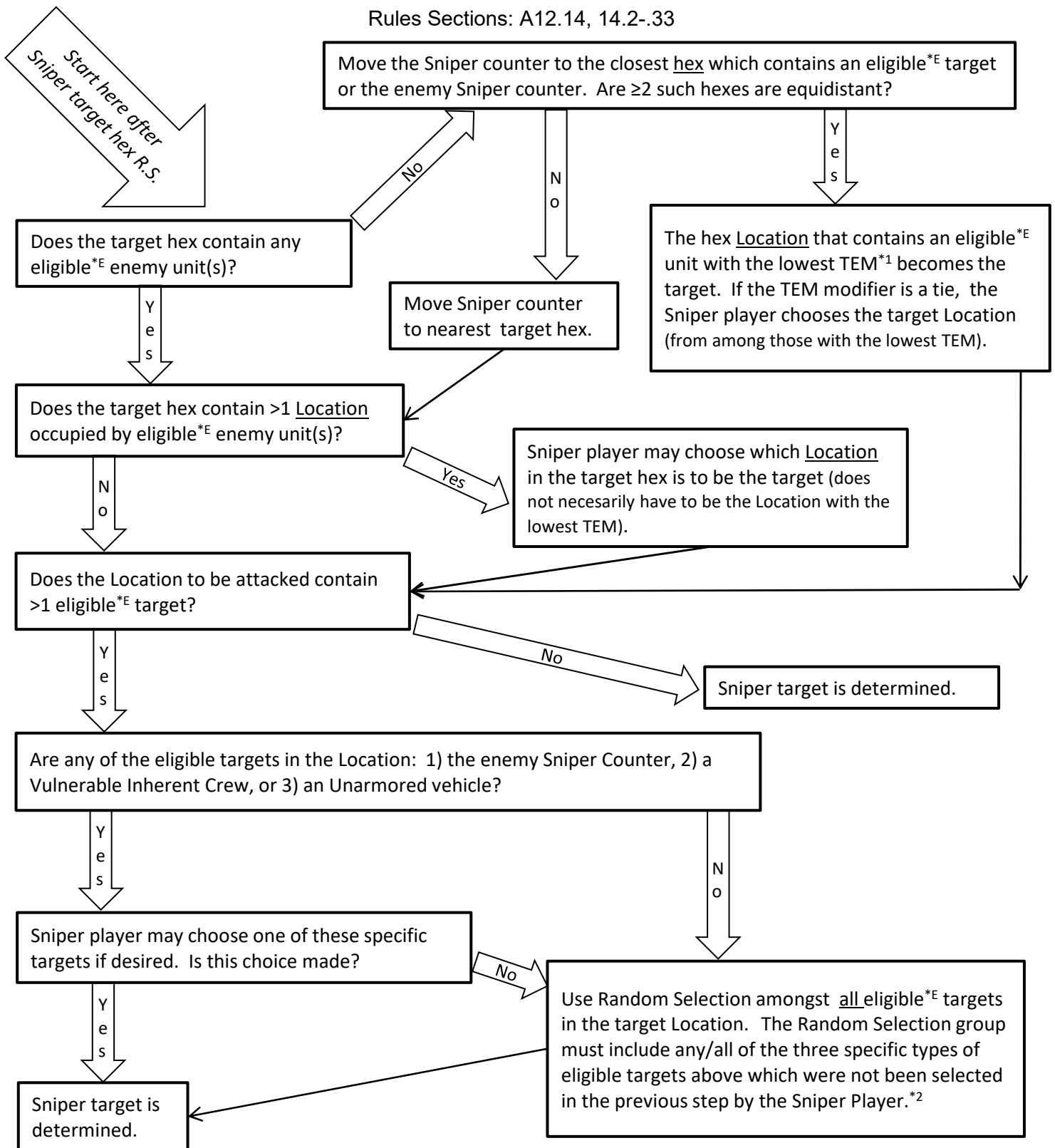
\*5: A Broken unit may end it's RtPh ADJACENT to an enemy unit which is also Broken or unarmed, but may not Rout toward/ADJACENT to a Known armed Broken enemy unit.

Routing via Low Crawl: The Rout must be toward the nearest Woods/Building Location that is within 6MF. Cannot be used to enter a Marsh or Water Obstacle or Stream (unless Dry) or to exit the Location of an enemy occupied Location [EXC: at Night (E1.54)].

Routing via Interdiction: The Rout must be toward the nearest Woods/Building Location that is within 6MF. May only be Intedicted once per hex. Routing unit is subject to Pinning via the Interdiction MC and if Pinned while still ADJACENT to a Known, Unbroken and armed enemy unit it is eliminated.

**Table 27: Sniper Target Selection Flowchart (outcomes)**

Rules Sections: A12.14, 14.2-.33



\*E: All targets are Eligible Sniper Targets except: an AFV with no Vulnerable<sup>V</sup> PRC, units in Interior Building Locations or Subterranean Units [EXC: Caves], Prisoners, Hidden, Friendly or Aerial units. A **Concealed** stack (including dummies) is considered a *single* eligible unit [EXC: unless the concealed unit(s) are in of the ineligible categories named above]. If the concealed stack is designated as the target and there are ≥2 eligible units in the concealed stack, use Random Selection to determine the unit to be attacked amongst the concealed units.

\*V: PRC are Vulnerable if they: are CE and/or they occupy a Partially Armored (non-OT) AFV or an Unarmored Vehicle. However, an Unarmored Vehicle with no PRC can be considered an ineligible target at the Sniper player's option.

\*1: in-hex TEM and SMOKE are applicable. CE, Crest status, Height Advantage and Factory +1 and Hexside TEM do not count for this purpose. Hidden unit(s) may *only* be revealed prior to the Target Hex DR (A14.2) in order to be considered eligible Sniper Targets. Hidden Fortifications may be revealed *after* the Target Hex DR by non-Sniper player (if desired) to affect this outcome.

\*2: If R.S. results in multiple targets, only one (Sniper player's choice) is attacked by the initial Sniper attack dr, the others so chosen are subject to a new Sniper attack dr.

**Table 28: Backblast/Desperation Penalties Applicability and Avoidance<sup>\*k</sup>**

Rules Sections: B18.43, 23.211, C.4, C5.34, 5.4, 6.2, 12.3-.4, 13.4, 13.8-.81, G5.1, 5.51, 6.62

Situation: Infantry firing a weapon<sup>\*1</sup> potentially affected by Backblast/Desperation penalties such that either the Case C3 +2 TH modifier or the Desperation 1FP<sup>\*2</sup> IFT attack may apply from various terrain types.

Firing from this Terrain	Is the Desperation 1FP penalty applicable?	Is the Desperation 1FP penalty avoidable by using the Case C3 +2 TH option?	Are both avoidable if declaring Opportunity Fire in the PFPh <sup>*3</sup> ?
Inside Vehicle <sup>*R</sup>	yes	no	no
Pillbox	yes	no	no
Cave	yes	no	no
Sewer	yes	no	no
Building (ground level)	yes	yes	yes
Building (higher level)	yes	no	no
Building (Rooftop)	no	n/a	n/a
Lumberyard	yes	yes	yes
Factory	no	n/a	n/a
Rubble	yes	yes	yes
Hut	no <sup>*4</sup>	n/a	n/a
Collapsed Hut	no	n/a	n/a
Graveyard	no	n/a	n/a
Other <sup>*5</sup>	no	n/a	n/a

**Notes:**

\*1: PF/PFk, BAZ, PSK, and RCL are all affected by Backblast/Desperation penalties (PIATs and Mol-P are not). These weapons may not fire at a target  $\geq 2$  levels higher in an adjacent hex nor directly above them in the same hex. For the special Backblast effects caused by a RCL, see C12.3-.4.

\*2: The Desperation penalty is an attack on the 1FP column of the IFT using the cdr of the TH DR. No drm apply. This affects all occupants of the Location from which the fire originated.

\*3: May declare Opportunity Fire in PFPh and remain UnPinned to fire w/o these penalties in the AFPh.

\*4: Must place a Flame in the Hut Location.

\*5: 'Other' terrain includes open ground, orchard/palm trees, woods/jungle, grain/kunai, brush/bamboo, shellhole, crag, entrenched, wreck, gully, bridge and/or in Crest status. All of these terrain types allow the firing of these weapons without applying either the Desperation or the C3 +2 TH penalties.

\*R: Riders cannot fire SW, but Passengers may fire SCW/RCL with Desperation penalty.

\*k: Units in these terrain types; Marsh/Swamp, Shallow Stream, Deep Stream and units above a Bank counter may fire these weapons without applying either the Desperation or the C3 +2 TH penalties but must use Case K +2 (Area Fire) to do so.

**Table 29a: Can I Change CA and/or Fire that Gun During the **Prep Fire** Phase?**

Rules Sections: A8.4, 8.41, B9.53, 23.1, 23.211, C2.24-241, 2.3, 2.5, 3.21-22, 5.1-12, 5.6, 5.63, 5.64, C10.25, D3.51, G2.1, 3.4, 5.41, 5.5-51, O1.8

Situation: This table indicates the ability of various 5/8" Guns to change CA and/or to fire during the **Prep Fire** Phase (or with Bounding First Firing Vehicles) under different circumstances and from different terrain types (if otherwise allowed)\*.

Circumstances:			Gun fires within initial CA		Gun changes CA to fire	
Gun Type	Turret Type	Terrain Type	Retains ROF	Does <u>not</u> retain ROF	Retains ROF	Does <u>not</u> retain ROF
Non-Vehicular	Turreted	Common <sup>*C</sup>	1, 2	3, 4	5, 2	3, 4
		Woods <sup>*W</sup> /Building <sup>*B</sup> /Rubble	1, 6	3, 6a	5b, 6	3, 6a
		Bamboo/Behind Bocage	1, 7	3, 7	7	7
	Non-Turreted	Common <sup>*C</sup>	1, 2	3, 4	5a, 2a	3, 4
		Woods <sup>*W</sup> /Building <sup>*B</sup> /Rubble	1, 6	3, 6a	5c, 6	3, 6a
		Bamboo/Behind Bocage	1, 7	3, 7	7	7
Vehicular	Turreted	Common <sup>*C</sup>	1, 2	3, 4	5, 2	3, 4
		Woods <sup>*W</sup> /Building <sup>*B</sup> /Rubble	1, 6	3, 6a	5b, 6	3, 6a
		Bamboo/Behind Bocage	1, 2	3, 4	5, 2	3, 4
	Non-Turreted	Common <sup>*C</sup>	1, 2	3, 4	5, 2	3, 4
		Woods <sup>*W</sup> /Building <sup>*B</sup> /Rubble	1, 6	3, 6a	5b, 6	3, 6a
		Bamboo/Behind Bocage	1, 2	3, 4	5, 2	3, 4

**Notes:**

\*: Examples of 'if otherwise allowed' include: MTRs which can't fire from non-roofless buildings nor from Dense Jungle/Bamboo, or RCLs (EXC: US 57mm RCL) which cannot fire from Buildings/Rubble/Entrenchments, and RFNM Guns which cannot change CA at all, etc. Intensive Fire cannot be used during the AFPh except by an Opportunity Firer (C5.6).

\*B: Includes Lumberyards and (non-Collapsed) Huts.

\*C: 'Common' terrain represents terrain types that don't impose any additional CA change or firing restrictions on Guns. Examples include Open Ground, Grain/Kunai, Brush, Orchard/Palm Tree, Debris, Graveyard-road, Collapsed Hut, etc.

\*W: Includes Jungle and Dense Jungle.

1: Gun may continue to fire within current CA (A8.41, C2.24).

2: UnPinned Gun Crew (or Vehicular Gun) may change Gun's CA to fire at another target, applying TH case A DRM (C5.1-11). However, a Vehicular Gun may do so only if the preceding shot was taken at a Known enemy unit; otherwise no further change in TCA is allowed during that phase (D3.51).

2a: Same as 2, but ROF drops by one for that shot (EXC: 76-82mm MTRs), (C2.5). If Gun has no ROF to lower, Gun is marked with an Intensive Fire counter even if it did not use Intensive Fire (C2.5).

3: UnPinned Gun Crew (or Vehicular Gun) may Intensive Fire Gun within current CA applying TH case F DRM (C5.6).

4: UnPinned Gun Crew (or Vehicular Gun) may change Gun's CA to fire at another target as Intensive Fire, applying both TH case A and TH case F DRMs (C5.1, 5.6). However, a Vehicular Gun may do so only if the preceding shot was taken at a Known enemy unit; otherwise no further change in TCA is allowed during that phase (D3.51).

5: Initial shot following CA change applies TH case A DRM. Subsequent shots within that CA need not apply TH case A DRM (C5.12).

5a: Same as 5, but ROF drops by one for the shot immediately following the CA change (EXC: 76-82mm MTRs). If Gun has no ROF to lower, Gun is marked with an Intensive Fire counter even if it did not use Intensive Fire (C2.5).

5b: Same as 5, but TH case A DRM is doubled (C2.5, 5.11).

5c: Same as 5 & 5a, but TH case A DRM is doubled (C2.5, 5.11).

6: Gun may not change CA after firing from this terrain type [EXC: UnPinned MTRs, BFFs & Vehicles in a woods-road hex may change CA to fire again using TH case A (X2) for initial shot following CA change, (C5.11). However, a Vehicular Gun may do so only if the preceding shot was taken at a Known enemy unit; otherwise no further change in TCA is allowed during that phase (D3.51)].

6a: Same as 6 other than the EXC cases in 6 must use TH case F along with TH case A (x2) DRMs (C5.11, 5.6).

7: A non-vehicular Direct Fire Gun (*i.e. not a MTR*) may not both change CA and fire through a Bocage/Bamboo hexside in the same fire phase (B9.53, G3.4).

**Table 29b: Can I Change CA and/or Fire that Gun During the Defensive First/Subsequent First/Final Fire Phase?**

Rules Sections: A8.4, 8.41, B9.53, 23.1, 23.211, C2.24-241, 2.3, 2.5, 3.21-22, 5.1-12, 5.6, 5.63, 5.64, C10.25, D3.51, G2.1, 3.4, 5.41, 5.5-51, O1.8

Situation: This table indicates the ability of various 5/8" Guns to change CA and/or to fire during the **Defensive First/Subsequent First/Final Fire** Phase under different circumstances and from different terrain types (if otherwise allowed)\*. Defensive First Fire and Subsequent First Fire occur *during* the MPH while Final Fire takes place *after* the MPH is over. This rules table does **not** address the OVR Prevention (C5.64) rules which are covered in Rules Table 6B nor IFE capabilities.

Circumstances:			Gun fires within initial CA		Gun changes CA to fire	
Gun Type	Turret Type	Terrain Type	Retains ROF	Does <u>not</u> retain ROF	Retains ROF	Does <u>not</u> retain ROF
Non-Vehicular	Turreted	Common <sup>*C</sup>	1, 2	3, 4	5, 2	3, 4
		Woods <sup>*W</sup> /Building <sup>*B</sup> /Rubble	1, 6	3, 6a	5b, 6	3, 6a
		Bamboo/Behind Bocage	1, 7	3, 7	7	7
	Non-Turreted	Common <sup>*C</sup>	1, 2	3, 4	5a, 2a	3, 4
		Woods <sup>*W</sup> /Building <sup>*B</sup> /Rubble	1, 6	3, 6a	5c, 6	3, 6a
		Bamboo/Behind Bocage	1, 7	3, 7	7	7
Vehicular	Turreted	Common <sup>*C</sup>	1, 2	3, 4	5, 2	3, 4
		Woods <sup>*W</sup> /Building <sup>*B</sup> /Rubble	1, 6	3, 6a	5b, 6	3, 6a
		Bamboo/Behind Bocage	1, 2	3, 4	5, 2	3, 4
	Non-Turreted	Common <sup>*C</sup>	1, 2	3, 4	5, 2	3, 4
		Woods <sup>*W</sup> /Building <sup>*B</sup> /Rubble	1, 6	3, 6a	5b, 6	3, 6a
		Bamboo/Behind Bocage	1, 2	3, 4	5, 2	3, 4

**Notes:**

\*: Examples of 'if otherwise allowed' include: MTRs which can't fire from non-roofless buildings nor from Dense Jungle/Bamboo, or RCLs (EXC: US 57mm RCL) which cannot fire from Buildings/Rubble/Entrenchments, and RFNM Guns which cannot change CA at all, etc. Intensive Fire cannot be used during the AFPh except by an Opportunity Firer (C5.6).

\*B: Includes Lumberyards and (non-Collapsed) Huts.

\*C: 'Common' terrain represents terrain types that don't impose any additional CA change or firing restrictions on Guns. Examples include Open Ground, Grain/Kunai, Brush, Orchard/Palm Tree, Debris, Graveyard-road, Collapsed Hut, etc.

\*W: Includes Jungle and Dense Jungle.

1: Gun may continue to fire within current CA (A8.41, C2.24).

2: UnPinned Gun Crew (or Vehicular Gun) may change Gun's CA to fire at another target, applying TH case A DRM (C5.1-11). However, a Vehicular Gun may do so only if the preceding shot was taken at a Known enemy unit; otherwise no further change in TCA is allowed during that phase (D3.51).

2a: Same as 2, but ROF drops by one for that shot (EXC: 76-82mm MTRs), (C2.5). If Gun has no ROF to lower, Gun is marked with an Intensive Fire counter even if it did not use Intensive Fire (C2.5).

3: **First & Final Fire:** UnPinned Gun Crew (or Vehicular Gun) may Intensive Fire Gun within current CA applying TH case F DRM (C5.6). **Final Fire:** Intensive Fire only allowed vs. adjacent/same hex targets (A8.41).

4: **First & Final Fire:** UnPinned Gun Crew (or Vehicular Gun) may change Gun's CA to fire at another target as Intensive Fire, applying both TH case A and TH case F DRMs (C5.1, 5.6). However, a Vehicular Gun may do so only if the preceding shot was taken at a Known enemy unit; otherwise no further change in TCA is allowed during that phase (D3.51). **Final Fire:** Intensive Fire only allowed vs. adjacent/same hex targets (A8.41).

5: Initial shot following CA change applies TH case A DRM. Subsequent shots within that CA need not apply TH case A DRM (C5.12).

5a: Same as 5, but ROF drops by one for the shot immediately following the CA change (EXC: 76-82mm MTRs). If Gun has no ROF to lower, Gun is marked with an Intensive Fire counter even if it did not use Intensive Fire (C2.5).

5b: Same as 5, but TH case A DRM is doubled (C2.5, 5.11).

5c: Same as 5 & 5a, but TH case A DRM is doubled (C2.5, 5.11).

6: **First & Final Fire:** Gun may not change CA after firing from this terrain type [EXC: UnPinned MTRs and Vehicles in a woods-road hex may change CA to fire again using TH case A (X2) for initial shot following CA change, (C5.11). However, a Vehicular Gun may do so only if the preceding shot was taken at a Known enemy unit; otherwise no further change in TCA is allowed during that phase (D3.51)]. **Final Fire:** Intensive Fire only allowed vs. adjacent/same hex targets (A8.41).

6a: Same as 6 other than the EXC cases in 6 must use TH case F along with TH case A (x2) DRMs (C5.11, 5.6).

7: A non-vehicular Direct Fire Gun (*i.e. not a MTR*) may not both change CA and fire through a Bocage/Bamboo hexside in the same fire phase (B9.53, G3.4) counting **Defensive First Fire** and **Final Fire** as one phase (B9.53).

### Table 30a: Clearance Rules (other than with a Dozer)

Rules Sections: A20.5, B24.7-24.8, 25.151, 25.5, 26.51-.53, 28.61-.8, 29.5, 31.1411, E3.751, G2.7, 9.71, O1.5, 3.2, T4.22, 5.2

Situation: This table describes the procedures for the Clearance of various items by Infantry<sup>1</sup> as Tasks without the use of Dozers. [The rules for Clearance with Dozers are specialized and are described on Rules Table 30b].

Clearance Objective	Friendly Player Turn Procedure <sup>*F</sup>	Clearance allowed in Enemy Player Turn? <sup>*D</sup>	Hazardous Movement?	-1 per Sapper HS; -1 per Hero?	Potential Outcome(s) <sup>*O</sup>	Other ways (non-Dozer) Clearance can occur?
Fallen Rubble <sup>*R/</sup> (Palm) Debris	During MPh; spend all MF to enter (or to remain in) Rubble/Debris hex and declare TI status	no	yes	no	Final Clearance DR ≤2 allows the placement of a TB across the Rubble/Debris hex.	none
Roadblock <sup>*B/</sup> Drift	During MPh; Declare TI status from either hex containing RB/Drift hexside	yes	yes	no	Final Clearance DR ≤2 removes Roadblock/Drift. Separate stacks make separate Clearance DRs.	A Roadblock/Drift is removed by any HE attack (including DC) that results in a Final KIA against the Roadblock/Drift per B29.5.
Wire/Panji <sup>*P</sup>	During MPh; Declare TI status from beneath the Wire counter (before moving)	yes	no	yes	Final Clearance DR ≤2 removes Wire.	Wire also removed by: (1) a Placed or Set DC KIA per B26.51, (2) an FFE KIA per B26.52, or (3) a Fully-Tracked Vehicle Bog check cdr =1 per B26.53.
Mines	During MPh; Declare TI status in Minefield Location <sup>*M</sup>	no	no	yes	Final Clearance DR ≤2 allows the placement of a TB across the Minefield hex. An Original Clearance DR =12 (11 if Inexperienced) causes C.R. v. Clearing units.	Mines also potentially removed by: (1) A Fully-Tracked Vehicle moving through Minefield (not via bypass) <sup>*TB</sup> , (2) an FFE or Aerial Bomb KIA or K/ result per B28.62, or (3) with Flail Tanks per B28.7.
Flame	During MPh; Declare TI status in Flame <sup>*FL</sup> Location	yes	yes	no	Final Clearance DR ≤2 removes Flame. A Final Clearance DR between 3 and 6 Hampers Flame in the next AFPh. <sup>*H</sup>	Flames are also extinguished if the Final Spread DR is ≤2 during the AFPh per B25.151.
Set DC	During MPh; Declare TI status in Set DC's Location	yes	no	yes	Final Clearance DR ≤2 removes DC. DC is not recoverable.	Set DCs are also removed via Random SW destruction per A9.74 via a KIA result on the IFT.
Jungle/Bamboo <sup>*JB</sup>	During MPh; One MMC can declare TI status per Jungle/Bamboo Location	yes	yes	no	Final Clearance DR ≤2 places a Path counter across the Jungle/Bamboo hex.	none

#### Notes:

\*B: In a Narrow Street, Clearance of a RB can be made from four ground level locations that straddle the RB hexside per B31.1411.

\*D: When allowed during the Enemy player turn, Infantry units must declare a Clearance attempt during the DFPh before firing and become TI.

\*F: Clearing Infantry units must not have fired in the preceeding PFPh and must declare a Clearance attempt during their MPh.

\*FL: More than one Flame in the same Location can be targeted for extinguishing each player turn, but each Flame counter utilizes its own Clearance DR. +EC DRM (if not in Building) is also applicable to the Clearance DR.

\*H: Place a Pin counter on the Hampered Flame counter to indicate that it can't change to a Blaze in the next AFPh.

\*I: All of these Clearance attempts receive DRMs for: +x Labor Status, +y leadership of one participating leader, and -1 for each participating HS (beyond the first and this DRM N/A for Jungle/Bamboo Clearance). Prisoners can also be made to clear terrain as Tasks by their Good Order Guard per A20.5.

\*JB: Other restrictions and Clearance DRMs apply. See G2.7 for details.

\*M: Must be beneath Wire counter (if applicable). Additionally, Infantry may enter a Known Minefield hex free of attack via a Partial TB by expending All MF to enter and declaring TI status for Clearance.

\*O: In all cases the clearing Infantry units must remain G.O. and UnPinned until the Clearance DR attempt(s) at the end of the CCPh.

\*P: Panji Clearance procedures are similar to that of Wire. See G9.71 for details.

\*R: On the RB map, the only printed Rubble that is considered Fallen is that which lies in a road or Gully Location. On the Tarawa map, printed Rubble is not considered Fallen and therefore cannot be Cleared.

\*TB: Infantry utilize a Trail Break to avoid Minefield attack by expending twice their normal MF cost and are subject to a special -1 Defensive First Fire DRM due to their restricted movement (in addition to FFNAM/FFMO) per B13.4212.

**Table 30b: Clearance with Bulldozers** (Rules Sections; B9.541, 23.21, 24.7-76, 26.53, G2.211, 3.1, 13.624, 15.1-27)

Terrain Type <sup>*P, *C</sup>	Process	Outcome	Clearance DRMs
Wire	- B.D. cannot assist with standard wire removal clearance attempts but can remove wire as a FT AFV with a Bog check cdr =1 per B26.53. - Alternatively, a B.D. may declare a dozing/clearance attempt during the MPh, become TI, and automatically removes the wire (unless it Bogs).	Wire cleared per the methods described.	Bog Check DRMs only.
Rubble	B.D. expends entire MP allotment to enter (or remain in) Rubble Location w/o checking for Bog. Becomes TI. Roll for Clearance in friendly CCPh.	Final DR ≤ 2; places TB across Rubble.	-5 for first B.D. and -1 for each additional B.D. (plus other Clearance DRMs per B24.7).
Flame (Blazes cannot be effected by Clearance attempts)	- B.D. expends entire MP allotment to enter (or remain in) Flame Location. Becomes TI. Roll for Clearance in friendly CCPh. - May also become TI if in Flame Location during the DFPh of the enemy's player turn in order to roll for Clearance in the enemy CCPh.	Final DR ≤ 2; Flame extinguished. Final DR >2 but ≤6; Hampers Flame.	
Roadblock	- B.D. expends entire MP allotment to enter (or remain in) Roadblock Location. Becomes TI. Roll for Clearance in friendly CCPh. - May also become TI if in Roadblock Location during the DFPh of the enemy's player turn in order to roll for Clearance in the enemy CCPh.	Final DR ≤ 2; removes Roadblock.	
Low Seawall	- B.D. expends entire MP allotment to enter (or remain in) Seawall hex. Becomes TI. Roll for Breach/Clearance in friendly CCPh. - May also become TI if in Seawall hex during the DFPh of the enemy's player turn in order to roll for Breach/Clearance in the enemy CCPh.	Final DR ≤ 2; Breaches Seawall.	Dozer DRMs only (-5 for first B.D. and -1 for each additional B.D.).
Pillbox(Bombproof)/Entrenchment/Tunnel(Passage)	During FR MPh, B.D. enters (or remains in) "target" Location and Stops. Becomes TI. Must remain Mobile and out of Melee end of CCPh. Roll for Clearance in Friendly CCPh.	Final DR ≤ 2; "Target" is eliminated and all contents as well (EXC: if a usable tunnel exists).	-5 for B.D., -1 per 25% (FRD) of MPs spent in Delay after Stopping, +TEM (excluding Shellhole, Bridge, Fortification and/or Artificial Terrain (B.9), plus other Clearance DRMs per G15.21.
Single Story House	B.D. expends entire MP allotment to enter (or change VCA in) Building Location. Bog occurs only on an Original DR of 12. This DR also serves as a Clearance/Rubbling attempt DR. A B.D. is immune to dropping into a Cellar while attempting to Rubble a single story house.	If Final DR ≤ 2 and B.D. remains Mobile; single story house is Rubbled w/o affecting building occupants.	The only applicable Clearance DRM are: -5 for B.D., Labor Status, and +3 if Single Story House is stone.
Dense Jungle/Bamboo	B.D. expends entire MP allotment to enter (or change VCA in) Dense Jungle/Bamboo Location. In either case, the extra +2 Bog DRM for Dense Jungle/Bamboo does not apply if dozing declared.	Full TB placed per B13.421 once Dozer leaves Location showing vehicle's path of movement.	Bog Check DRMs only.
Bocage/Rice Paddy <sup>*RP</sup>	B.D. expends entire MP allotment to cross Bocage hexside (may not use Reverse movement or be carrying passengers but is not subject to Unberbelly Hits in the process).	Breach across Bocage hexside placed if Dozer doesn't Bog in the process. Thereafter, the Breach allows movement across Bocage hexside as OG but does not affect other Bocage rules otherwise.	Bog Check DRMs only.

**Other Armored Bulldozer Rules:**

OT Fully-Tracked and Unarmed AFV, must always be BU. May not use ½ MP road rate. MPs =8, LGP, CVPs =4, Weight = 10 tons. Includes inherent driver, therefore no CS#. May carry 1SMC and 2PP as a Rider. Target size = 0, but +2 HH TH DRM applies vs. a Direct Fire front hull Hit (EXC: from ≥1 full level higher). DRM of +2 applies vs. non-ordnance IFT Direct Fire from VCA (EXC: FT, DC, or MOL or from ≥1 full level higher). A Mobile (non-TI) B.D. may conduct an OVR with 2FP and is considered 'dozing' while doing so.

**\*C:** See G15.22 for dozer clearance rules for Caves. **\*P:** See G9.73-9.731 for dozer clearance details for Panjis. **\*RP:** See G8.8 for dozer Breach details for Drained/In-Season Rice Paddies.

**Table 31: Resolution of Common Area Target Type (ATT) Situations.\*1**

Rules Sections: A7.23, 7.308, 7.4, 24.31, B9.3, 9.31, 9.34, 10.31, 13.3, 20.92, 23.32, 23.741, C0.1, 0.3, 0.4, 1.52, 1.55, 1.56, 3.33, 3.331, 3.332, 3.4, 3.53, 3.9, 6.2, 6.521, 6.8, 8.52, 11.4, 11.5, D0.8, 4.2, 4.22, 5.31, F4.5, 6.5, 7.513.

Situation: This table describes the most common circumstances in which ATT is used and how to apply the TEM Effects/DRMs against various target types for non-CHs. For ATT CH resolution, see Rules Table 9. For Rubble/Flame Creation determination, see Rules Table 23.

		----- Target Location has units in LOS of Firer -----						Target Location is void of units in LOS of Firer*3		
		Effects on units in target hex and <u>in LOS</u>			Effects on units in target hex but <u>out of LOS</u>			Effects on units in target hex but <u>out of LOS</u>		
Gun Type?	Ammo Type	Personnel	AFV	Unarmored Vehicle	Personnel	AFV	Unarmored Vehicle	Personnel	AFV	Unarmored Vehicle
Non-Mortar (Direct Fire)	HE	A	A*2, C, D	A*2, C, E	F	F	F	F	F	F
	Smoke	H	H*4	H*4	H	H	H	H	H	H
	WP	H, I	H*4, I	H*4, I	H, I	H, I	H, I	H, I	H, I	H, I
Mortar (Indirect Fire)	HE	A, B	A*2, B, D	A*2, B, E	A, B, G	A*2, B, D, G	A*2, B, E, G	F	F	F
	Smoke	H	H	H	H	H	H	H	H	H
	WP	H, J	H*4, J	H*4, J	H, J	H, J	H, J	H, J	H, J	H, J

Notes:

**A:** TEM DRMs are not applied to the ATT TH DR, but if a hit is obtained, the TEM DRMs are applied to the IFT Effects DR.

**B:** Vs. Indirect Fire;

- TEM types such as HA, Crest, Dier, Hillock, and Dune Crest are n/a.
- TEM types such as Gunshield, Wall, Hedge, and Bocage are lowered by 1
- Woods TEM is considered -1 due to Air Bursts and is cumulative with other applicable TEM and/or CE DRMs
- TEM vs. lower levels of a non-interior Building provides an additional +1 DRM for each (non-rooftop) level of the building above it
- TEM vs. a Roofless Factory Hex receives a +2 TEM (+1 for Factory and +1 for debris) whether Fortified or not per O5.45

**C:** TEM that provides the Vehicle with HD status is utilized per C3.9 on the Direct Fire ATT TH attempt. Other (non-HD enabling) TEM DRMs are still applied to the IFT Effects DR.

**D:** If a hit is obtained, the Effects DR is made on the IFT per C1..55.

**E:** If a hit is obtained, the Effects DR is made on the ★ Vehicle line of the IFT.

**F:** Units out of LOS of the Firer are Immune to both HE Direct Fire and HE Indirect Fire ATT attacks.

**G:** These units are considered hit only if the Indirect Fire ATT shot achieved a hit vs. the the *non-hidden* enemy target that was hardest to hit in the target hex.

**H:** SMOKE is always placed at lowest (usually ground) level in any target hex which is hit on the ATT, even if the only visible part of that hex is the upper level of a building, (EXC: Interior Building hexes).

**I:** Personnel and/or PRC take a WP NMC with the TEM applied as a negative DRM and the CE DRM is potentially applicable as if it were a TEM. [EXC: PRC on an unarmored vehicle do not benefit from TEM afforded by Hedge/Wall/Bocage per B9.3]. See Rules Table 18 for additional examples of the applicability of TEM and CE status due to WP.

**J:** Personnel and/or PRC take an NMC with the TEM applied as a negative DRM as in 'I' except that the TEM DRMs may be affected as per note 'B'.

\*1: Use of ATT is n/a for either LATW or for AP/HEAT HE Equivalency. HE IFT FP is halved as Area Fire (EXC: CH) and consumes a Non-MTR Gun's ROF.

\*2: Vulnerable PRC are affected Collaterally. See Rules Table 16 for details.

\*3: Case K applies to either the Direct or Indirect ATT TH DR when firing SMOKE if the target hex contains ≥ one non-hidden enemy ground unit but none of those units are Known to the Firer/Spotter.

\*4: When firing SMOKE vs a vehicular target, HD status is n/a.