

Tuning the Tables

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The 2nd edition of the ASLRB improves upon the 1st edition in many ways. I especially appreciate the revised and expanded tables on the chapter dividers. But who hasn't been tempted to try to make something good even better? This brief article summarizes my attempts to do so, the few tweaks that I've made to the tables—clarifications, additions, memory aids. Also included are a few tables I cobbled together myself.

For me, the most enlightening new table in the new dividers was the AFV Phase/Motion Fire Modifiers. That table clarifies much that had confused me about vehicle fire. I noticed, though, that there is some extra space to the right side of the table, and that no mention in the table had been made of Rider- or Passenger-fire. Considering that as an invitation, I added one column to the right side of the table.

	Rider/Pass ¹⁰	Justification
PFPPh—Stopped	1/2 FP	Mounted Fire [D6.1, D6.22]
PFPPh—Motion		NA [D2.4]
MPh—Stopped	1/4 FP	Mounted Fire + Bounding Fire [D6.1, D6.22, D3.31]
MPh—Non-Stopped	1/8 FP	Mounted Fire + Bounding Fire + Motion Fire [D6.1, D6.22, D3.31, D2.42]
DFPh—Stopped	1/2 FP ¹¹	Mounted Fire [D6.1, D6.22]
DFPh—Motion	1/4 FP ¹¹	Mounted Fire + Motion Fire [D6.1, D6.22, D2.42]
AFPh—Stopped	1/4 FP	Mounted Fire + AFPh Fire [D6.1, D6.22, D2.42, D6.63 Q&A An'96]
AFPh—Motion	1/8 FP	Mounted Fire + AFPh Fire + Motion Fire [D6.1, D6.22, D2.42]
CCPh—Stopped	Full FP ¹²	Close Combat Table [A11.5-.62]
CCPh—Motion	1/2 FP ¹²	Close Combat Table [A11.5-.62]

10: Double the indicated FP for armored halftrack Passengers, D6.63. [EXC: CCPh]
11: Cannot Subsequent First Fire/FPF, A8.3.
12: Riders: +1/-1 DRM, A11.611. Passengers: A11.52, A11.62.

On the To-Hit DRM table, I marked cases C, C¹, C², C⁴, I, J¹, J² and the four “Other” modifiers that apply only to Vehicles, making these rows with a “V”.

The C6.5 Acquisition Loss table I made more exhaustive by inserting in the 3rd bullet “(including CC) or Interdicts” before “a different target”; by appending to the 4th bullet “or is (un)limbered/dm-ed”; and by appending to the 5th bullet “uses Interdiction, or loses possession”.

I also felt some of the column headings on the AFV and Unarmored Vehicle Destruction tables could be clarified. The “Direct Fire” columns in these tables are really “VTT Direct Fire” columns. And the “Indirect Fire” columns should include “ATT Direct Fire” for AFVs and “ITT/ATT Direct Fire” for unarmored vehicles, per C3.32, C3.332, and C1.55.

The remainder of this article covers tables I created myself:

- The Ordnance Target Types table explains when the three different Target Types are used, what targets are affected, and how to resolve the attacks.
- The Guns-as-Targets table attempts to clarify the complicated subjects of Gunshields, Emplacement, Direct Hits, and Near Misses. (This table might still need some tweaking.)
- After that is a Critical Hit table.
- Following that is a Crew Survival table, which fits nicely under the Bog Removal table on the Chapter D divider. (Sadly, I'm forced to refer to it just about every time I move an AFV!)
- After that is a desert table: Hillocks. The bottom of the table contains a geographical diagram showing squads A through L sitting on, adjacent to, and between four hillocks. The shaded cells designate the hillocks. The right three columns of the table show to which units squads A, B and C have LOS. The “Yes”, “No” and “Doesn't Matter” entries tell whether the firing or target squads are Entrenched or Emplaced.
- And last is the Concealment Growth table.

Ordnance Target Types - C3.3

Target Type	Firer	Targets	Effects	Resolve
<i>Vehicle</i>	- No Mortars. - No SMOKE.	- A specific vehicle (but not a motorcycle). - Must be used if firing at AFVs (EXC: HE/SMOKE with ATT).	- No Residual FP. - Does not damage anything else in the hex (EXC: vehicle's PRC).	To Kill Table
<i>Infantry (Other)</i>	- No Mortars. - No SMOKE (EXC: LATW). - No MG.** - AP/HEAT [@] uses HE Equivalency.	All <i>unarmored</i> targets in target <i>Location</i> .†	- No AFVs are affected.^ - All other in-LOS units in that <i>Location</i> can be hit* by the single To Hit DR, but possibly with different DRM.	Single IFT Effects DR.*
<i>Area</i>	- No AP/HEAT (or HE Equivalency). - No LATW. - No MG. - Not as Bounding First Fire. - Not as Motion Fire.	- All targets in target <i>hex</i> .*†‡ - May not fire at own hex.	- Consumes ROF (EXC: Mortar). - All other in-LOS units in that <i>hex</i> can be hit* by the single To Hit DR, but possibly with different DRM.	Single IFT effects DR* with halved FP.

* - Some may be immune because of not moving during Defensive First Fire, being out-of-LOS, etc. [C3.4]

** - MG have no HE Equivalency (C8.31), so they cannot fire as ITT. (Use the IFT instead.)

† - Mortars may hit units outside LOS by hitting hardest-to-hit in-LOS unit. [C3.33]

‡ - includes unarmored vehicles, unmanned Guns, vulnerable PRC, buildings, bridges, AFVs (EXC: Infantry Target Type), and empty hex/Location.

@ - Infantry/Cavalry must be receiving a wall/building/rubble/pillbox TEM or manning a Gun to be fired on by HEAT. [C8.31].

^ - But Vulnerable PRC can be affected. [C3.32]

Guns as Targets – C11

Attack	ITT Ordnance	ATT Ordnance ^U	OBA ^U /DC	Small Arms/MG/ IFE/FT*/MOL*/OVR	CC
To Hit DRM	Target Size ^{PB} plus Emplacement ^E or TEM	Target Size ^{PB}	NA		If unit eliminated and colored dr = 1, make dr for each possessed weapon.
IFT Roll DRM	No TEM ^{CH, DH}	Emplacement ^E or TEM ^{CH, DH}		Emplacement ^E or TEM or Gunshield ^{GS, RD}	
Near Miss ^{NM} DRM	Gunshield ^{GS}			NA	If ≤ Black Kill #, eliminate Gun/SW.

^{CH} - *Critical Hits*^{RS} eliminate both the Gun and its manning Infantry. [C11.4]

^{DH} - *Direct Hit*: A “KIA” eliminates^{RS} both the Gun and its manning Infantry.^U A “K” causes^{RS} the Gun to Malfunction and CRs the manning Infantry (which then must take the dictated MC). AP/HEAT use HE Equivalency (C8.31) to determine the IFT column. All AP types eliminate the Gun and any manning Infantry on any “KIA” or “K” result.^{RS} [C11.4]

^E - A Gun receives *Emplacement* TEM (+2) if: it has not been hooked up, it has not been moved (or destroyed), it is not on a bridge/paved road/runway/Rooftop/Bamboo, it has not voluntarily forfeited WA, and it is manned by a Crew counter. [C11.2, 11.3]

^{GS} - *Gunshield* DRM = +2 (+1 against Indirect Fire).^{*} All AT and INF Guns have gunshields. Protects GO manning crew (only), from attacks solely through CA. If moving to a Gun, pushing it, or attacked from its own hex, no gunshield benefit applies.

Gunshield DRM is never cumulative with other positive TEM—the target chooses which applies [EXC: TEM that modified the To Hit DR]. It does not apply to Near Misses if Emplacement or other TEM modified the IFT DR. [C11.5]

^{NM} - *Near Miss*: any IFT Result less effective than a “KIA” or “K”.

^O - If an AFV ends its turn in the *OVR* target Location, it may similarly roll a dr for non-portable (unlimbered/NM/RFNM)/abandoned weapons even if a KIA was not rolled during the OVR. (EXC: unless the weapon is in an entrenchment/pillbox). A fully tracked AFV may OVR a Location devoid of personnel and automatically destroy any Gun/SW not in an entrenchment/pillbox.

^{PB} - Unless the Gun is in a *Pillbox* or *Cave*. [C11.2, B30.2, G11.83]

RD - Any KIA result leads to *Random SW Destruction* (A9.74). A dr is made for each SW/Gun for each possessing unit directly killed (CR elimination doesn't count) by the KIA, with a -1 drm for fully tracked AFV OVR.^O If dr = KIA, the SW/Gun is eliminated. If dr = K/#, the SW/Gun Malfunctions (or is eliminated if already Malfunctioned).

^{RS} - Assuming any required RS selects the manning Infantry (only the manning Infantry is included in any RS; Guns are not units). If RS doesn't select the manning Infantry, on a “KIA”, the manning Infantry is broken; on a “K”, take possible Gunshield^{GS} DRM into account to see what the IFT result is against the manning Infantry.

^U - Indirect fire may also destroy *unpossessed* weapons if their occupied terrain is hit with a KIA.RD

* - No TEM/Emplacement/Gunshield applies for *FT*. No Gunshield DRM applies for *MOL*. [C11.2, A22.2, C11.5, C11.51]

Critical Hits – C3.7

	VTT†	ITT	ATT	HE FFE	WP FFE
CH	Original 2 TH DR.*	Final TH DR < ½ Modified TH # - or - Original 2 TH DR followed by dr ≤ max(1, ½ Modified TH #).	Original 2 TH DR.*	Original 2 DR.	Separate Original 2 DR. ⁴
Improbable Hit	If Original 2 TH DR would miss, a hit may still occur for an Original 2 DR. Subsequent dr: 1-CH; 2-turret/normal hit; 3-hull^/normal hit; 4 to 6-miss. [C3.6]			NA	
Resolution	TK Process. ⁷	IFT Process.		Use Original 2 DR on the IFT.	NMC for each vulnerable unit/PRC.
Non-Armored Target	Double Basic TK #.	- Double the Full HE FP (or HE Equivalency). ¹ - Positive TEM apply as negative DRMs. ² - Air Burst, FFNAM and FFMO apply normally.			TEM apply as positive DRM to the NMC. ⁵ [A24.31]
Armored Target		NA	- Double the Full HE FP (or HE Equivalency). ¹ - No TEM apply. ³		
Gun	CHs always destroy a Gun and its manning Infantry, if the Gun’s crew is selected by RS. ⁸ [C11.4]				NA
Terrain	Treat as a non-CH attack. [C3.73]				
Multiple Targets	Use RS to determine which occupied Location, then RS to determine the affected unit. All other units are attacked normally. ⁶ [C3.74]				

† - MG < 15 mm (including all Aircraft MG) have no CH possibility. (Note: .50 caliber = 12.7mm.) [C3.7]

* - A Deliberate Immobilization shot (C5.72) is never a CH. Also, if an Original 2 TH DR is required for a hit, then a CH only occurs on a subsequent dr of 1; a normal (hull) hit (or turret hit if Hull Down) occurs on a dr of 2 to 6. [C3.7]

^ - If vehicle is Hull Down, this is a miss. [C3.6]

¹ - No halving or other FP modifications apply, such as Barrage, Harassing Fire, ATT, etc. (EXC: Heavy Payloads, C.7). If FP is one or more whole multiples of 8 FP above 36 FP, add a -1 DRM per whole multiple. [C3.71]

² - EXC: lower building level TEM vs Indirect Fire – B23.32. Note: SMOKE and Hindrance are not TEM.

³ - For Air Bursts vs OT AFVs, see D5.311.

⁴ - This DR is made for each hex in the FFE-friendly PFPh/DFPh, and for each moving stack otherwise. For WP Grenades, a CH occurs if the colored dr of the MC DR is a 6. [C1.71, C1.51]

⁵ - Air Bursts are positive DRM with Indirect Fire.

⁶ - A CH against a vehicle is applied to the vehicle; any other units affected collaterally (including Vulnerable, same-vehicle PRC) are attacked normally. [C3.74]

⁷ - A CH vs a HD vehicle always occurs against the turret. [C3.9]

⁸ - The Gun (which is not a unit) does not participate in the RS; only its manning Infantry does.

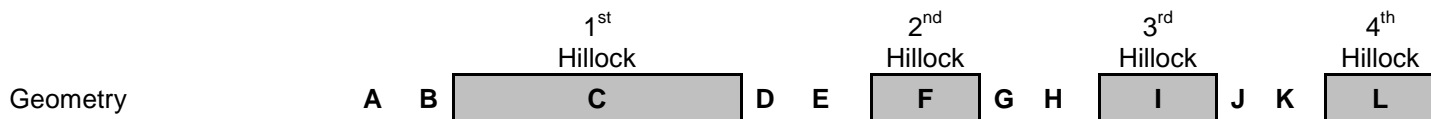
Multiple Hits – C3.8

- A non-CH, non-Improbable hit Original *doubles* TH DR hit.
- VTT or ITT only.
- 15 mm ≤ Caliber ≤ 40 mm.
- NA for IFE, LATW or MG (including 12.7 mm (.50 cal) and aircraft MG).
- Roll twice on either the IFT or TK Table (as appropriate). Firer chooses which single result applies.
- First To Kill DR determines the hit location (turret/hull) of the 2nd To Kill DR (C3.9).
- A TH DR that Malfunctions a Gun or depletes ammunition still gets 2 rolls (of the same ammo type).

D5.6-7, D6.9 CREW SURVIVAL

DR ≤ CS# (each unit rolls separately)

- NA if in-CC/Burning Wreck - No Collateral Attack
- Residual FP attacks only if not cause/result of veh dest
- Hazardous Movement +1 DRM Shock/Stun/Broken
- lower case: Passengers/Riders only (Crew eliminated)
- red: -1 DRM applies to Burning Wreck determination



F6 Hillocks		Fire's ID	A	B		C
		Firer's Location relative to 1st Hillock	Not Adjacent	Adjacent		On
Target's ID	Target's Location	Is unit Emplaced or Entrenched?	Irrelevant	No	Yes	Irrelevant
C	On 1st Hillock	No	O	O	O	O
		Yes	O	O	O	O
D	Behind & Adjacent to 1st Hillock	No	O*	O*	X	O
		Yes	X	X	X	O
E	Behind 1st Hillock	No	X	O	X	O
		Yes	X	O	X	O
F	On 2nd Hillock	No	O	O	O	O
		Yes	O	O	O	O
G	Behind & Adjacent to 2nd Hillock	No	X	O*	X	O
		Yes	X	X	X	O
H	Behind 2nd Hillock	No	X	X	X	O
		Yes	X	X	X	O
I	On 3rd Hillock	No	X	O	X	O
		Yes	X	O	X	O
J	Behind & Adjacent to 3rd Hillock	No	X	X	X	O*
		Yes	X	X	X	X
K	Behind 3rd Hillock	No	X	X	X	X
		Yes	X	X	X	X
L	On 4th Hillock	No	X	X	X	O
		Yes	X	X	X	O

* - Hillock TEM applies to this shot.

Key: X - LOS blocked O - LOS open

Concealment Gain			
In LOS?	Range to nearest GO enemy	In Concealment Terrain	Not in Concealment Terrain
Yes	≤ 16	No	No
	> 16	dr*	
No	≤ 16	Yes	dr
	> 16		Yes

* - "No" if a Vehicle/Horse/Bicycle/Manning a Gun.

Concealment-Gain dr	
Unit:	if dr ≤
SMC	4
HS/Crew	3
Squad	2
5/8" < Large	1
5/8" ≥ Large	0

drm: Leadership; +1 if Lax;
 -(Hex TEM + Hindrance);
 -1 if Stealthy; -2 if Japanese