

**Close Combat vs. a Vehicle in the CC Phase.**

Involves Infantry Advancing into a hex containing  $\geq 1$  vehicle (or already in a hex containing  $\geq$  vehicle). **This includes hexes with abandoned vehicles (treated as belonging to last owner).**

1. **PAATC:** In order to *advance* into a Location w/known enemy AFV, must make TC. NA for SMC or Fanatic/Berserk. Must make 1TC for Inexp. Infantry, non-Elite GMD Chinese & Italians, and Allied/Axis Minors. Leadership applicable (leader himself need not advance). **Failure causes unit to be pinned.**
2. **Ambush:** Check for Ambush (NA Melee) if either side has concealed unit or if CC takes place in Bldg/Woods/Jungle/Bamboo/Kunai/RB Rubble. *Remember +2 drm for vehicle, +1 BU/Stunned.*
3. **Street Fighting:** Infantry advancing into a vehicle road location ADJACENT to bldg hexes on both sides of road qualify for Street Fighting Ambush  $-1/+1$  DRM (not cumulative w/normal Ambush DRM), unless actual Ambush occurs, even if vehicle is accompanied by escorting Personnel. Following CC attack, units are returned to their starting Locations, unless they choose to remain (EXC. Broken, pinned, on top of wire may not return). *Any vehicle in stationary bypass is also subject to street fighting from any infantry in bypassed obstacle.* Normal PAATC still apply.
4. **Procedure:** Close Combat vs. a Vehicle is sequential, not simultaneous. If one side has Ambush, it goes first, with **all** of its attacks, followed by survivors of other side. Otherwise, if both sides have Vehicles in a hex, ATTACKER goes first, then DEFENDER, then repeat. Otherwise, non-Vehicular side makes first attack, then survivors of Vehicular side make attack, then repeat.
5. **To Resolve Attacks by Infantry:** For attacks vs. a vehicle, **the CCV of a Squad is 5, TH-Hero 5, Crew 4, HS 3, SMC 2.** (*Mods: Assault Engineers +1, Inexperienced -1, extra SMC +1, halved FP -1/application*). **All applicable DRM for CC can apply; see Close Combat Table. CC DR that = CCV immobilizes vehicle; CC DR < CCV eliminates vehicle; CC DR  $\leq$  half of CCV creates burning wreck.** Inf vs. inf CC attacks are resolved normally. PRC are eliminated w/no chance

6. **Check for unusual results:** *Original 2 DR* may kill vehicle even if modified DR would not. Make subsequent dr. A 1 results in Burning Wreck. A 2 eliminates the vehicle. A 3 immobilizes it. Attacking unit may also Withdraw. *Original 12 DR* vs an AFV results in "Crew Small Arms" fire. If vehicle is crewed, non-abandoned, and not under Shock/Stun result, attacking unit suffers Casualty Reduction.
7. **To Resolve Attacks by Vehicles:** Vehicle attacks vs. Infantry (Shocked/Stunned Vehicles cannot attack). Vehicle totals attack numbers, forms odds ratio, uses black CC numbers. **Vehicle may include manned AAMG, CMG, IFE of turreted MA  $\leq 15mm$ , RMG, and CE halftrack Passengers.** BMG NA but does negate "no usable MG" DRM. May total for one number or may divide up into separate attacks. CCV cannot be reduced below 1 (anything that would do so applies as DRM instead). An original 12 DR may allow Infiltration (A11.22).
8. **Close Defense Weapon System (sN):** July 1944+. If AFV is BU, can make 16FP attack on IFT, but only after it or escorts have been attacked (EXC: can fire w/o being attacked if it is the Ambusher). Attacks all unarmored units in location. If Original IFT DR > Usage Number, no effect. TEM/SMOKE/Hindrance NA.
9. **Aftermath:** Vehicles/PRC (EXC. PRC of immobile vehicles) cannot be held in Melee, but non-Motion vehicles do hold Known enemy Infantry in Melee. Cav/Cyclist/Skiers not held in Melee.

**ATMM, C13.7, G1.4231, SSR RB13**

Available to: 1944-45 Germans, RB Elite German Inf, TH-Heroes.

dr	Result	drm	Condition
1-3	Succeeds, -3 CC DRM	+2	SMC (not TH-Hero)
4-5	No ATMM	+1	HS/Crew
6	No ATMM, unit Pinned	+1	CX
RB Elite Inf succeed only on dr 1; no drm apply. CCV lowered by 1 for Pinned units; na TH-Hero.			
		+1	Pre-44 TH-Hero
		+1	Vs. non-armored vehicle

Close Combat vs. a Vehicle Cheat Sheet (Front)

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**Close Combat vs. a Vehicle in the Movement Phase.**

Involves Vehicles moving into (CC Reaction Fire) or ADJACENT to (Street Fighting) a hex containing qualified units.

1. **PAATC:** In order to conduct any CC attack against AFV, must make TC. NA for SMC or Fanatic/Berserk. Must make 1TC for Inexp. Infantry, non-Elite GMD Chinese & Italians, and Allied/Axis Minors. Leadership applicable (leader himself need not advance). Failure causes unit to be pinned. **No pinned unit can attack** (EXC. FPF CC Reaction Fire). Concealed units in hexes entered by vehicle must take PAATC or be revealed and pinned (may take *combined* PAATC using lowest current morale level, modified by best leader); this exempts them from a later PAATC to attack vehicle. Dummy stacks use “7” printed on counter.
2. **Street Fighting:** Infantry in a bldg hex may conduct CC Reaction Fire (D7.21-7.211, see below) against an ADJACENT vehicle on a road hex if there is another bldg hex on other side of road, and moreover, qualify for Street Fighting Ambush -1/+1 DRM (not cumulative w/normal Ambush DRM), even if vehicle is accompanied by escorting Personnel. Street Fighting may not be attempted by unit that is, or possesses a SW/Gun that is already marked with First/Final/Intensive/No Fire counter. Mines/FFE/Residual Firepower can attack—see D7.211. Following CC attack, units are involuntarily returned to their starting Locations (EXC. Broken, pinned, on top of wire may not return). **Any vehicle using VBM is also subject to street fighting from any (qualified) infantry in bypassed obstacle.** Normal PAATC still apply.
3. **CC Reaction Fire:** Used against vehicle in own hex; Ambush NA (EXC: Street Fighting Ambush). Units may use CC Reaction Fire if unbroken/unpinned/Armed/not in melee; may use Reaction Fire as often as may use First/Final Fire. **Units marked with First/Final Fire counter (inc. SW) have CCV reduced by one.** Fire vs. an OVRing vehicle is resolved immediately **AFTER** resolution of OVR. Fire vs. non-OVRing vehicle entering hex is as normal (and before Bounding Fire attacks).
4. **Others in Hex:** Attacker Personnel Escort are not affected by CC Reaction Fire (EXC. PRC). Escort and PRC may not engage

in CC; nor with Bounding FF until after Defender CC action.

5. **Procedure:** See Steps 4-8 on reverse.
6. **FPF CC Reaction Fire:** Each Defender unit (even if pinned) otherwise eligible to use CC Reaction Fire, but marked with Final Fire when OVR, *must* attempt a CC attack vs. that vehicle (EXC. May use FPF Non-CC Reaction Fire if eligible) following OVR. Must take PAATC, but must still attack if pin results. CC Reaction Fire attack DR acts as NMC.
7. **Non-CC Reaction Fire:** Applicable for TBF/ordnance/FT/Thrown-DC. See D7.22 & D7.221, D7.23.
8. **Aftermath:** After attack, mark with CC counter, to prohibit non-CC Reaction Fire attacks, and First or Final Fire counter as appropriate. Surviving units are eligible to attack in CCPh if able.

Odds	Kill	Common CC vs. Vehicle DRM		CCV Values	
<1-8	0	By Ambush (vs Ambush +1)	-1	<b>Squad</b>	5
1-8	1	By Guarding/Motion/Pinned unit	x 1/2	<b>Crew</b>	4
1-6	2	By vehicle on Narrow Street	+1	<b>HS</b>	3
1-4	3	With ATMM	-3	<b>SMC</b>	2
1-2	4	Vs. Motion/Non-stopped vehicle	+2	Ass. Eng. +1;	
1-1	5	Vs. OT/partially armored AFV	-2	Inexp. -1; Extra	
3-2	6	Vs. CE CT or abandoned AFV	-1	SMC +1; 1/2	
2-1	7	Vs. Vehicle with no usable MG	-1	FP -1/appl.	
3-1	8	Vs. unarmored Vehicle	-3	<b>Personnel Es-</b>	
4-1	9	Per escorting Personnel HS/Crew	+1	<b>sort:</b> Any un-	
6-1	10	Per escorting Personnel Squad	+2	broken, un-	
8-1	11	Vs. Immobile AFV	-1	pinned armed	
10-1	12	Leadership (if not alone)	+x	Personnel	
>10-1	13	Heroic DRM	-1	MMC in the	

Personnel Es-  
sort: Any un-  
broken, un-  
pinned armed  
Personnel  
MMC in the  
same Location  
as a vehicle (not  
in act of With-  
drawal & not  
BU in half-  
track).

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