

Demolition Charges (A23)

DC Firepower: 30FP Factors for Placed/Thrown; 36FP Factors for Set.

Modifications: Not subject to FP modification for PBF/TPBF, use in the AFPh, Area Fire (EXC: Concealment). TEM applies to resolution; LOS hindrances do not. If placing/throwing unit is CX, +1 penalty applies. Wall/hedge TEM is NA for DC attacks (EXC: if thrown across a wall/hedge hexside, TEM applies to both target and thrower's locations).

Usage: Non-elite Personnel (all Leader are Elite) suffer captured SW X# penalty (doubled if DC is captured). Squad attacking with DC may also use inherent FP, but only in same phase in which DC explodes. Berserk units may throw DCs but never place or set. Infantry on top of a Wire counter may not place/throw/set DC.

Set DC Clearance: May be Cleared (B24.75), not Recovered. Searching reveals & Random SW Destruction eliminates hidden Set DCs.

Breaches (B23.711, B23.9221): Unpinned, Good Order Infantry with a DC in a Rowhouse hex may try to breach the black bar to another Rowhouse hex. It costs 1 MF to place a DC during the MPH for this purpose. If successfully placed, the DC attack is resolved vs. the *hexside* (with normal TEM) during the AFPh. Any NMC or better result will Breach the wall (and using same DR will attack any units in the location behind the wall as Area Fire (12FP if unconcealed; 6FP if concealed) with full TEM. Place a Breach counter on the location. Thereafter, normal bldg-to-bldg LOS and movement options exist between the two location. A DC may be used in the same way to create a breach in a Fortified Building hexside.

Fortified Building Locations: A DC may be placed in a Fortified Building hex even if the placing unit may not be able to enter it, using the normal building entry costs.

Pillboxes: If placing/throwing unit occupies an adjacent hex in CA of pillbox or the pillbox itself, the attack is modified by CA Defense Modification. If placed/thrown from any other hex, it is modified by NCA Defense Modification. DC may not be Thrown into adjacent hex from inside a pillbox, but may be Thrown into its own hex, with both the +3 DRM for Thrown DC and NCA TEM of pillbox applying to the Thrower. A DC cannot be placed from inside to outside a pillbox. Any DC detonating inside (such as being thrown into) a pillbox is resolved as Set DC.

Wire: A Placed DC can remove a Wire counter with an Original KIA result on IFT. The Placing unit cannot be in the same location with the Wire to remove it (EXC: Japanese). The MF of placing the DC in a Wire Location is normal; there is no additional cost due to the wire. A Set DC will eliminate Wire with a Final KIA result.

Roadblock: DC KIA removes roadblock. A DC attack can affect a roadblock only if placed/thrown through the roadblock hexside into either hex formed by that hexside, or set in the roadblock counter's location.

Caves (Placing/Throwing): A DC may be placed into a cave by an unpinned, Good Order, non-Climbing Infantry that expends two MF (plus SMOKE MF, if any) while ADJ. A DC may be Thrown into a cave by an adjacent, unpinned, Good Order, non-Climbing Thrower not more than one level lower than cave, which has a LOS to the cave, and which make a Cave Thrown DC dr (see chart). When a placed/ thrown DC is detonated in a cave, it attacks only that cave/its contents and receive no DRM of any kind (EXC: A Placed DC receives a -4 DRM if no unconcealed Good Order Japanese MMC was in the cave when placed). An unpinned, Good Order Infantry unit at a higher elevation than the cave (but not in its CA) may attempt to place a DC into it by moving onto a Climb counter whose arrow touches a vertex of that cave's CA Hexside (or for a cave IN a Depression, touches a vertex of the hexside the Cave counter's arrow points directly away from). This type of climbing is allowed even along a non-cliff hexside (no Falling DR is made unless the unit is actually Climbing a cliff hexside and must change level). The Climbing unit may attempt to Place its DC only when it is one level above the cave, even though no LOS exists. No extra MF expenditure is required, but the attacker must make a Thrown DC dr (G11.833). If unsuccessful, dC is eliminated w/o detonating.

Caves (Setting): A DC may be *set* in a cave even if a unit cannot enter it (G11.8332). Normal Set DC rules apply, but the unit must spend its entire MPH to Set the DC while ADJ to the cave. If the cave's CA Hexside is also a hill/cliff Crest Line hexside, the Setting unit must be declared to be occupying a specified vertex of the cave's CA Hexside at the same level as the cave (this may sometimes require Crest Status/Climbing; a unit Setting a DC while on a Crest counter cannot claim its entrenchment TEM and a unit on a Climb counter may Set a DC only vs. a cave. When set, the DC is put in the cave Location. If no unconcealed Good Order Japanese MMC is in the cave when the set DC dr is made, the DC receive an extra -4 DRM for IFT purposes.

Japanese A-T Set DC (G1.6121): During onboard setup of 1945 scenarios vs. non-Russians, Japanese player may set up to 25% (FRU) of OB-provided DCs unpossessed in paved/unpaved road locations (EXC: bridge). Treated as normal Set DC, but always use HIP (even if road location has no concealment terrain). Never revealed by enemy LOS, but eliminated by OBA as per A9.74 or when its location I searched. May be detonated only by one pre-designated Infantry unit (even a HIP T-H Hero); not a "?" loss activity. Can be detonated only a Defensive First Fire v. a vehicle entering location via road. Successful detonation results in Blazing Wreck. Accompanying Infantry using Armored Assault are attacked as by normal Set DC.

DC Hero (G1.424): A Japanese unit allowed to create a T-H Hero may, if possessing a DC, attempt during its own MPH to create a DC Hero. Must be w/in 8 MF of and LOS to any enemy unit/gun or enemy-controlled hex w/fortification counter. Creation successful on dr 1-5; dr 6 results in unit being pinned. A DC hero may not place/throw a DC, or make a CC attack. Instead, it must make a Banzai Charge against its designated target. When in that location/hex, during or at end of its MPH, provided it has survived all Defensive First Fire allowed by his immediately previous MF expenditure, it may detonate its DC. It is resolved as a Placed DC (EXC: by a unit on a Rice Paddy Bank Counter, versus targets beneath a Bank Counter, is resolved as a Thrown DC; same for unit above a Panji counter vs. target beneath Panji counter). DC Hero is then eliminated.

Other Japanese Usage: Any unbroken Japanese Infantry unit possessing a DC may, in lieu of normally Placing it, detonate it immediately during or at end of its own MPH as per DC Hero (and is eliminated). If it is above a Bank counter, detonation vs. any target beneath that counter is resolved as a Thrown DC; the same is true for Panjis (detonation may damage Panji; see G9.72).

DC Throwing Procedure	
Throw DC (PFPh, Defensive First Fire, DFPh, AFPh)	Unpinned, Good Order/Berserk unit (unmarked by First/Final fire counter) may throw DC into ADJ location in its LOS (including stairwell) or down to a ground-level, in-LOS location of adj hex (ex: down a cliff or from upper level building location). May not be thrown to a full-level higher location. May not throw in same location unless thrower is Japanese or target is vehicle in bypass.
Explode vs. Target (immediately)	30FP attack on IFT. +2 DRM (+3 if Thrown from nonstopped/Motion vehicle or by Cavalry). +1 DRM if thrown in AFPh (unless Opp. Firer). Original KIA destroys Cave; may cause Flame (see B25.13); and/or Rubble (see B24.11; can also rubble a sewer). May damage Panji (see G9.72).
Explode vs. Firer (immediately; separate die roll from Target)	30FP attack on IFT. +3 DRM (+4 if Thrown from nonstopped/Motion vehicle or by Cavalry). +1 DRM if thrown in AFPh (unless Opp. Firer). Firer not affected if thrown from elevation ≥ 2 levels higher than target. Original KIA may cause Flame (see B25.13); and/or Rubble (see B24.11; can also rubble a sewer). May damage Panji (see G9.72). DC thrown from AFV does not affect AFV but affects Vulnerable PRC.
Vs. AFV	First, make DC Position DR (C7.346). Vs. AFV in AFPh, +1 penalty applies to Position DR instead. Target facing of AFV based on hexside through which DC was thrown. If DC comes from w/in same hex, it attacks Rear Target Facing. Second, roll on HE & Flame To Kill Chart (C7.34).

DC Placing Procedure	
Place DC (MPh)	Unpinned unit may place DC on ADJ location in its LOS (EXC: Cave; G11.8331) in MPh by carrying unit pending extra MPh = amount required to enter target location (w/o bypass). Considered movement expended in placing unit's hex, not target unit's hex. If enemy AFV occupies target hex, PAATC is required. To affect AFV, must predesignate it as target.
Survive Fire (MPh)	Placing unit must survive all DFF, SFF, and FPF unbroken and unpinned (berserk ok). If broken/pinned/elim, DC is not placed and stays with placing unit (or in its hex if unit is elim). Afterwards, if it has sufficient MP, can even move away or subsequently suffer adverse results.
Explode (AFPh)	30FP attack on IFT. Original KIA destroys Cave; may cause Flame (see B25.13); and/or Rubble (see B24.11; can also rubble a sewer). May damage Panji (see G9.72).
Vs. AFV (AFPh)	First, make DC Position DR (C7.346). Target facing of AFV based on hexside through which DC was placed (even if AFV changes CA after placement but prior to detonation). If DC comes from w/in same hex, it attacks Rear Target Facing. Second, roll on HE & Flame To Kill Chart (C7.34).

C7.346 DC Placement vs. AFV DR (DR also serves as hit location DR)	
≤ 5	Use Aerial AF
6-8	Use AF
9-11	Specific Collateral Attack only (Requires new effects DR)
≥ 12	Area Fire Attack vs. non-armored units only
DRM:	
+2	Motion/Non-Stopped AFV or concealed Target
+2	Thrown DC (+3 if Thrown from Non-Stopped/Motion vehicle)
+1	CX
+1	Placed/Thrown through hull front Target Facing
+1	AFV target is CE
+1	Thrown in AFPh (not Opportunity Fire)
-1	Placed/Thrown through hull rear Target Facing
-2	Immobile/OT AFV target (each)
-2	Vehicle target is in Bypass in same hex
-1	C7.22 Elevation Advantage (-2 for OT)

DC Setting Procedure	
Set DC Prior to Play (SSR Only)	No penalty or restriction. Must assign to a setting unit. SSR may allow hidden DC.
Set DC During Play (MPh)	Infantry unit may set in its location by spending all MF (using Hazardous Movement) and making $dr \leq US\#$ (leadership drm allowed). Must survive all defensive fire w/o pinning or breaking.
Detonate Set DC (any friendly fire phase)	Setting unit (or derivative HS) may detonate, if Good Order, w/in 2-6 hexes of DC, in LOS of DC, and if it passes a NTC.
Resolve Explosion—Malfunction	Malfunctions only on DR of 12, but +1 DRM to DR (for malfunction purposes only) for each enemy Infantry unit currently in Location.
Resolve Explosion—Detonation	Resolved on 36FP column (18FP vs concealed units), with -3 DRM and NO TEM (including vs. vulnerable PRC, but +2 CE DRM applies). Final KIA will destroy any bridge or affected building level in hex. See A23.71 for multihex bridges. Original KIA destroys Cave; may cause Flame (see B25.13); and/or Rubble (see B24.11). May damage Panji (see G9.72).

Thrown-DC (vs CAVES) dr	
≤ 3	Successfully Thrown ¹
≥ 4	Unsuccessful ²
drm	
+1	Cave's level > that of Thrower
+1	Thrower in moving/Motion vehicle
-1	Thrower ADJ to cave
-1	Thrower is Heroic/Fanatic
Notes	
1. DC attacks cave/contents, with no DRM of any kind.	
2. DC falls unpossessed to Base Level of Entrance Hex and attacks that cave, its contents and Entrance Hex (and Thrower's Location, if not in that Entrance Hex) with all DRM (including +4 Cave TEM). Attack vs. cave/contents NA if DC and cave now at different levels; attack vs. other cave/contents in Entrance Hex NA.	

DC vs. Gun Destruction Table (C11.6)	
\leq Final KIA	Gun & Crew Elim
= Final K	Gun Malf; Crew suffers CR
Final DR is prior to applying Gunshield DRM (C11.4).	

Aerial Armor Factor & DC To Kill	
AFV's Worst AF	0 1 2 3 4 6 8 11
Aerial AF	0 0 1 2 3 3 4 4
DC To Kill # = 16 (use IFT for unarmored vehicles).	