

Light Anti-Tank Weapons (C13)												
Type	BAZ (C13.4)			PF (C13.3)			PFK ¹⁰ (C13.3)	PSK (C13.48)	PIAT (C13.6)	MOL (C13.5)	ATR (C13.2) ¹⁵	
	'43	'44	'45	10/43+	6/44+	'45					Reg	20L
Range												
0	11	11	11	10	10	10	10	11	11	10	10	10 (8)
1	9	9	10	8	8	8	8	9	9	9	10	10 (8)
2	8	8	9	NA	6	6	NA	8	7	8	10	10 (8)
3	7	7	8	NA	NA	4	NA	7	5	6	10	10 (8)
4	4	4	6	NA	NA	NA	NA	4	NA	4	10	10 (8)
5	NA	NA	4	NA	NA	NA	NA	NA	NA	NA	10	10 (8)
6	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	10	10 (8)
7-12	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	9	9 (7)
TK	13	16	16	31	31	31	22	26	15	6 ¹	5/6 ^{3,4}	6 ⁴
HE equiv	8 ⁶	8 ⁶	8 ⁶	16 ^{2,6,7}	16 ^{2,6,7}	16 ^{2,6,7}	12 ^{2,6,7}	12 ⁶	8 ⁶	4	0 ² (1 IFT)	1 ² (or 1 IFT)
Backblast	Y	Y	Y	Y	Y	Y	Y	Y	N	N	N	N
Leader	Y	Y	Y	Y ¹¹	Y ¹¹	Y ¹¹	Y ¹¹	Y	Y	N	Y	Y
Notes	—	—	12	5	5	5	5	—	14	13	8	8,9

Notes:

- +1 if target OT, -1 rear Target Facing hit.
- Cannot leave Residual FP (for ATR, not even if part of Firegroup).
- TK # = 6 for Russian, Finnish, Japanese ATR.
- Don't forget Case D TK# Change based on range.
- Original TH DR 12 (≥ 11 for Inexperienced Infantry) results in Casualty Reduction for firer.
- HEAT may only be fired at vehicle/Gun or at Inf/Cav receiving a wall/roadblock/bldg/rubble/pillbox TEM.
- Barring Random Selection ties, only 1 Inf/Cav unit is affected if fired at a non-vehicle. Firer may choose unit to be affected if Known and manning a SW/Gun.
- ATR can be used vs. Guns w/gunshields as per C11.52 (HE Equivalency) without using AP To Kill Table.
- Can use Infantry Target Type and AP HE Equivalency.
- Available 8/43+, by SSR only.
- A leader stacked with a PF firer may apply leadership DRM to the TH DR of one PF, but this would constitute his sole fire direction for that phase.
- Has option of firing WP; normal ammo depletion rules apply (C8.9).
- Not HEAT; may be fired from bldg/pillbox/rooftop. In PFP and DFP must fire before any other weapon than SMOKE; this restriction does not apply in enemy MPH. May not fire at target at a different elevation than firer if elevation difference exceeds range. No Bore Sighting, Acquisition, Intensive/Sustained Fire, Deliberate Immobilization. Achieves Critical Hit on Original 2 TH DR (C3.7, C13.56 vs. Inf/Gun). A Hit causes 4-FP collateral attack on an AFV's vulnerable PRC. AFV hits are as by a MOL (A22.612). Can cause Flame (C13.57); creates a white Dispersed Smoke counter. Original TH DR 12 eliminates Projector and creates Flame in location if terrain is Burnable.
- Cannot be fired at a target ≥ 1 level lower in same or adjacent hex.
- ATR use Black TH # unless captured. Given numbers for ATR are for Vehicle Target Types; Infantry Target Type in ().

ATR To Kill DR DRM			
Range	0-1	2-6	7-12
DRM	+2	+1	0

LATW TH Modifiers	
Moving Target (Case J)	+2
DFF ≤ 3 MP in LOS (Case J¹)	+3
DFF ≤ 1 MP in LOS (Case J²)	+4
Target Size	+/- x
Desperation (Case C³; avoid backblast)	+2
Pinned (Case D)	+2
TEM/Hind	+x
Leadership (if app.)	+/- x
Firing in AFPh	+2
Del. Imm. (Case G)	+5
Point Blank (Case L; ATR only) 1 hex/ 2 hex range	-2/-1
Under an Area Fire Penalty (EX: LATW in stream)	+2
Others: CX +1, Encircled +1, by/vs Overstacked +1/-1 per squad overstacked, Captured/non-qualified Infantry +2/+2 (and Red TH #s), Motion/Non-Stopped Firer (firing from vehicle) C/C ¹ /C ² & lower dr x 2, FFNAM/FFMO -1/-1, Concealed Target +2, Hazardous Movement -2, vs Motorcyclist -1, vs Cavalry -2, vs Wading vehicle -2.	

This ASL Play Aid is brought to you by Mark Pitcavage.

It was inspired by an earlier LATW play aid designed by Jeff Newell.

For other ASL play aids, see <http://www.desperationmorale.com>

LATW USAGE

- **ATR, BAZ, PSK, PIAT:** Any unbroken Infantry unit, including SMC; counts as use of a SW. For BAZ/PSK, requires 2 SMC to fire at full effect; one Hero may fire w/+1 TH drm. SMC may use PIAT/ATR w/no penalty. Only 20L ATR has a ROF.
- **PF/Pfk:** Any unbroken German Infantry unit. Inherent capability—must make dr to use; see chart. **Original 6 dr pins firer (even Heroic, Berserk) or breaks firer already pinned (Casualty Reduction if Heroic, Berserk).** Total # PF/Pfk available depends on date: pre-1944 = # of squads in OB; 1944 = 1 1/2x # of squads in OB; 1945 = 2x # of squads in OB. NA as Subsequent First Fire or Final Protective Fire. Attempts to fire PF/Pfk counts as use of a SW; thus a squad may attempt to fire a second PF if it has not yet fired its inherent FP (but would thus lose its inherent FP because it fired two SW). If a dr results in availability, PF/Pfk **must** be fired.
- **MOL-Projector:** Any Russian crew (or two Russian SMC); a Russian non-heroic leader may use with non-qualified-use penalties. Russian heroes use with +1 TH DRM. For others, captured/non-qualified modifiers apply.

PF/Pfk Availability	Final dr
≤ 3	Successful
4-5	No effect
6	Pinned

PF/Pfk Availability	dr Modifiers
+1	Date is 8/43-9/43 (Pfk only)
-1	Date is 1945
+1	Target not AFV
+1	CX firer
+1	Firer is HS/Crew
+2	Firer is SMC

Final Effects DR	Direct Fire	FT/MOL	MG
A ≤ Half TK#	Burn	Burn	Burn
A < TK#	Elim	Burn	Elim
=TK#	Im ^H /Sh ^T	Elim	Stun
Non-HE/HEAT 1 > Final TK#	P. Sh.	NA	NA

A = -1 DRM to Final To Kill DR, for Burning Wreck determination (only) IF AFV has **Red CS#**.
H = Hull T = Turret

FTs vs. AFVs	FT vs. AFV Stats	TK# DRM
<ul style="list-style-type: none"> • FT do not need to make a To Hit DR, just a To Kill DR. • Armor Factors NA to FT TK DR. • “?”/CX/SMOKE/Hindrance/TEM/AFPh-Use do NOT modify Basic TK#. 	AFV CE	+1
	AFV OT (cumulative w/above)	+2
	Range	TK #
	1 hex	8
	2 hex	4

MGs vs. AFVs

- MGs (not AFV MGs) may attack AFVs on the Ordnance To Hit Table using the Black To Hit #s (regardless of nationality).
- Must fire alone (not part of FG) & must pre-designate AFV as target.
- Target must be within Normal Range, without any form of halved FP penalty.
- Deliberate Immobilization NA.
- Critical Hits (C3.7) & Multiple Hits (C3.8) not possible.

MG vs. AFV Stats	Range	DRM
MG To Hit Range DRM	0-12	+0
	13-16	-2
MG To Kill Range DRM	0-1	+2
	2-6	+1
MG AFV TK #	4	
.50 Cal AFV TK #	5	

Miscellaneous LATW Rules:

- Non-Mortar SW vs. AFV: Acquisition, Bore-sighting NA.
 - Case E Fire w/in Hex penalties NA for SW.
 - Multiple Hits (C3.8) not possible.
 - CH possible for LATW on Original TH DR 2.
- Other SW vs. AFV**
- MOL: See A22.6, C7.344.
 - DC: See C7.346.

Backblast/Desperation Penalty (C13.8):

Units wishing to fire a PF/Pfk/PSK/BAZ from inside a vehicle, rubble, pillbox, cave, sewer, or building (EXC: factory, rooftop) hex must take a Desperation Penalty due to the backblast of the weapon.

All occupants in firing Location undergo attack on the **1 FP column** of the IFT **using only the colored dr of that TH DR. No DRM apply.** If unpinned firing unit is in ground-level rubble or ground floor of a bldg (ONLY), unit may avoid penalty by 1) using Opportunity Fire, or 2) applying the Case C3 +2 To Hit DRM.