

<b>C5 Firer-Based Hit Determination (Mortars) DRM:</b>	
<b>A</b>	T: +1/+1/+1 Firer outside CA (per hexspine changed) ST: +2/+1/+1 (x2 if firer in woods/bldg/rubble) (NA to BFF) NT: +3/+1/+1
<b>B</b>	+2 Fire in AFPH w/o entering hex that player turn
<b>C</b>	Case B plus Bounding Firer [Stabilized Gun: +1] [T/ST: +2] [NT: +3]
<b>D</b>	+2 Pinned Firer/Spotter (Multiple ROF NA) (C5.4)
<b>F</b>	+2 Intensive Fire (B# -2; Case B, AFPh, stunned firer are NA; NA for SW)
<b>H</b>	+2 Captured/Non-qualified Inf. (B# -2, red TH #) (+4 if both apply)
<b>I</b>	+1 BU AFV (MA only; RST/1MT must be BU to fire MA)
<b>Other Firer Based DRM:</b>	
+1	per vehicle/squad Overstacked
+1	Bypass TCA Change to/through side Target Facing (D2.321)
+TH	Case A, unless Bypass TCA equals side Target Facing
+1	Stun (per each Stun result)
+1	Firer in Ocean during Heavy Surf if attack is on IFT
+x	Leadership
+2	Spotted Fire (C9.31)
+1	CX (A4.51)
+1	Encircled (A7.7)
<b>C6 Target-Based Hit Determination DRM</b>	
<b>J</b>	+2 Moving/Motion Vehicle or Dashing Infantry
<b>J<sup>1</sup></b>	Case J +1 DFF vs. Moving Vehicle (≤ 3 MP in Firer's LOS)
<b>J<sup>2</sup></b>	Case J +2 DFF vs. Moving Vehicle (≤ 1 MP in Firer's LOS)
<b>J<sup>3</sup></b>	-1 FFNAM (Case J is NA)
<b>J<sup>4</sup></b>	-1 FFMO (Case J is NA)
<b>K</b>	+2 vs. Concealed Target (or Area Fire; C.4)
<b>M</b>	-2 Bore Sighted Location (Case N, E is NA)
<b>N</b>	Per Acquisition Counter Acquired Target (NA to Case G)
<b>O</b>	-2 Hazardous Movement
<b>P</b>	Per target counter Target size modifier (-2 to +2)
<b>R</b>	Per hindrance LOS/LV Hindrance
<b>Other Target Based DRM:</b>	
-1	per overstacked squadvs. Overstacked Personnel
-1	vs. Motorcyclist
-2	vs. Cavalry
+2	vs. Wading Vehicle (G13.422)
+1	Target in Ocean during Heavy Surf if attack is on IFT

<b>C3.9 Vehicular Hit Location</b>	
<b>Turret</b>	TH DR colored dr < white dr
<b>Hull</b>	TH DR colored dr ≥ white dr

**ROF (C2.5, C9.31) :** 1) Non-Vehicular NT Gun (EXC: 76-82mm Mortar) reduces ROF (for next shot in same phase) by 1 for CA change. 2) Spotted Mortar Fire reduces ROF by 1.

<b>C3 MORTAR TO HIT TABLE (Area Target Type with * Gun Modification)</b>										
Range	0-6	7-12	13-18	19-24	25-30	31-36	37-42	43-48	49-54	>54
<b>TH#</b>	7	7	7	7	6	6	5	5	4	4

<b>C4Gun &amp; Ammo Basic To Hit Number Modifications:</b>										
SMOKE	+2	+2	0	0	0	0	0	0	0	0
≤ 57mm	0	0	-1	-1	-2	-2	-3	-3	-4	-4
≤ 40mm	0	0	-1	-1	-1	-1	-1	-1	-1	-1

FP/DR	1/20	2/30	4/37	6/50	8/60	12/70	16/80	20/100	24/120	30/150	36+/200+	FP/DR
≤ 0	1KIA	2KIA	2KIA	3KIA	3KIA	3KIA	4KIA	4KIA	5KIA	6KIA	7KIA	≤ 0
1	K/1	1KIA	1KIA	2KIA	2KIA	2KIA	3KIA	3KIA	4KIA	5KIA	6KIA	1
2	1MC	K/1	K/2	1KIA	1KIA	1KIA	2KIA	2KIA	3KIA	4KIA	5KIA	2
3	1MC	1MC	2MC	K/2	K/2	K/3	1KIA	1KIA	2KIA	3KIA	4KIA	3
4	NMC	1MC	1MC	2MC	2MC	3MC	K/3	K/4	1KIA	2KIA	3KIA	4
5	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA	2KIA	5
6	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA	6
7	—	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	7
8	—	—	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	8
9	—	—	—	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	9
10	—	—	—	—	—	PTC	NMC	1MC	1MC	2MC	2MC	10
11	—	—	—	—	—	—	PTC	NMC	1MC	1MC	2MC	11
12	—	—	—	—	—	—	—	PTC	NMC	1MC	1MC	12
13	—	—	—	—	—	—	—	—	PTC	NMC	1MC	13
14	—	—	—	—	—	—	—	—	—	PTC	NMC	14
≥ 15	—	—	—	—	—	—	—	—	—	—	PTC	≥ 15
Vehicle	3	4	5	6	7	8	9	10	11	12	13	Vehicle

**FP or DR Modifiers:**  
x½: Area Fire x2: Critical Hit  
-1: Heavy Payload per 50mm/8 FP excess  
+x: TEM/LOS Hind.  
-1: Airburst

<b>C1.55 Indirect Fire vs. AFV IFT DRM</b>	
DRM	Cause
-1	All AF ≤ 4
-1	OT AFV
+1	All AF ≥ 8

<b>C7.7 AFV Indirect Fire Destruction Table</b>	
Use Original IFT DR for Hit Location (C1.55)	
Final Effects DR	Result
^≤ Half K/1KIA	Burn
^<K/1KIA	Elim
=K/1KIA	IM <sup>H</sup> /SH <sup>T</sup>
1 > K	IM <sup>H</sup> /SH <sup>T</sup>
A: -1 DRM to Final TK DR for Burning Wreck determination (only) if AFV has <b>Red CS#</b> . <b>IM</b> : Immobilization <b>SH</b> : Shock.	
<b>H</b> : Hull Hit <b>T</b> : Turret Hit	
<b>K</b> : DR required for K result on IFT	
<b>1KIA</b> : DR required for 1KIA on IFT	

**C3.7 Critical Hits (Area Target Type):** Original Dr of 2. Double Full FP and reverse TEM (unless originally negative). Versus AFV, no TEM of any kind.

This play aid was created by Mark Pitcavage. You can find more Advanced Squad Leader play aids available for download at <http://www.sff.net/people/pitman/asl/asl.htm>.

## ADVANCED SQUAD LEADER MORTAR PLAY AID

### Special Mortar Rules

- **Light Mortars:** ≤ 60mm; such mortars are SW. Do not require crews to fire with full efficiency. Leadership can apply. Two SMC can fire w/no detriment; 1 SMC can fire with no ROF.
- **Medium Mortars:** 76-82mm. Can be dismantled (A9.8) and portaged as a 5pp SW.
- **Area Target Type (C3.33):** Must be used at all times by mortars. All (including friendly) units in target hex can be hit (even by WP). Does not lose ROF for Area Target/SMOKE. A mortar can hit target hex units out of its firer's/spotter's LOS if the shot hit the non-hidden enemy target that currently was the hardest for it to hit. All units are attacked on IFT using a single DR and half FP of ordnance. **TEM applies to IFT DR, not TH DR.**
- **Firing Limitations:** Cannot be used in firer's own hex, as Bounding First Fire, or Motion Fire. No mortar which moved during movement phase may fire during Advancing Fire Phase (A4.41). Vulnerable PRC are attacked Collaterally.
- **Terrain Restrictions:** Fire NA from Bldgs unless Rooftop (B23.423) or Roofless Factory (O5.45); Caves (except Japanese light mortar; G11.83); Crag; Dense Jungle; Bamboo.
- **Miscellaneous Terrain:** Mortars may fire from fox-holes, trenches; may fire from graveyards (but not man-handled into one—only assembled in one from dismantled state)
- **Spotters (C9.3):** One Good Order Personnel unit in same/adjacent hex (regardless of vertical distance/LOS) can be a Spotter for a mortar (or multiple mortars if they all fire on same hex). Spotting is equivalent of using a SW; must be predesignated by owning player during his PFPh/DFPh (if hidden, must be recorded as spotter). As long as Spotter is Good Order, mortar(s) can fire on any target in Spotter's LOS. A Pinned Spotter in effect pins the mortar crew for Spotted attacks. A new Spotter may not be designated until original Spotter is eliminated/broken/captured, and not until start of owner's MPH following the loss. **Spotted fire is subject to +2 DRM and ROF -1.**

### Particular Mortar Rules

- **U.S. M2 60mm Mortar:** For every 3 M2 mortars the U.S. player receives in his OB, he may exchange them for a radio (or field phone) and a 4 FP OBA battery that can fire only HE (and WP in 1945)/IR. This battery receives a -2 Radio Contact Maintenance DRM (C1.22) and uses standard U.S. Battery Access draw pile. As OBA, has max range of 40 hexes from center of friendly board edge.
- **US M2 4.2-in. (107mm) Mortar:** Has Area Target FP of 12, rather than 8.
- **Japanese Type 89 Heavy Grenade Launcher (50mm):** This mortar has HE, Smoke, and WP. ROF is 2 and Range is 1-16, but 1) when firing HE at range of ≤ hexes, ROF is lowered to 1 for that shot and Air Bursts are NA; 2) when firing WP, range is only 1-5, ROF is 1 for that shot, Air Bursts are NA, and the SMOKE is considered Dispersed even when fired in the PFPh; and 3) Smoke can fire only at a range of 3-10 hexes.
- **Chinese Type 27 Grenade Launcher:** Air Bursts NA. Because it is 40mm, it has a chance of Multiple Hits (C3.8) on a non-CH original *doubles* TH DR. Firer is entitled to 2 DR on IFT table and may choose one to use.
- **Chinese Type 89 Heavy Grenade Launcher (50mm):** As per Japanese version above (note Depletion Numbers are less, though).
- **Chinese M2 60mm Mortar:** May exchange 3 such mortars as per U.S. version above.
- **Chinese M2 4.2-in. (107mm) Mortar:** As U.S. version above.
- **Free French M2 60mm Mortar:** May exchange 3 such mortars as per U.S. version above.
- **Belgian DBT (50mm):** Air Bursts NA.