The "Dutch Trucks" Play Aid

Other To Kill	
AP/APCR /APDS to Kill	
IFE/MG-15mm	★ Line IFT
ATR-28mm	7
37-57mm	8
65-77mm	9
85-95mm	10
100+mm	11
HEAT To Kill	11 (x2 if CH)
CCV DRM	-3

IFT Fire vs. Unarmored Targets ★ (no To Hit DR needed for MG attack)

	Back-blast ATR		MOL	[A-P Minefields]		C37	PF sN	C75	C105	DC	A-T Mine Set DC	
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**
Vehicle	3	4	5	6	7	8	9	10	11	12	13	**Vehicle**

FP or DR Modifiers:
x½: Area Fire (concealed target)
x½: Motion/Bounding (First) Fire *(FT NA)*
x½: From IN Deep or Shallow Stream
x½: By Fording Infantry
x½: Mounted Fire *(EXC: ht & Charge)*
x½: Firer pinned
x½: From marsh

x½: Long Range Fire
x½: AFPh Fire *(FT NA)*
x2: Critical Hit
x2: PBF vs adj hex ≤ 1 higher *(FT NA)*
x3: TPBF vs same Location
-1: Heavy Payload per 50mm/8 FP excess
-1: vs Motorcycle
-3: Set DC

+1: From Encirclement
+1: By unit on Wire
+1: By overstacked unit; per vehicle/squad
+1: By CX unit
+2: OVR vs Motion Vehicle
+x: TEM/LOS Hind. *(FT NA)*

HE/Flame to Kill vs. Unarmored Targets (no mortars)

Gun	20+	30+	40+	50+	70+	80+	100+	120+	150+	DC	FT	MOL	MOL-P
TK#	6	8	9	10	12	14	16	18	20	[★Vehicle: IFT]			9

Double if CH (EXC: DC, FT, MOL)

Unarmored Vehicle Destruction Table

Final DR	Bomb/ Ordnance/ Direct Fire	FT/ MOL	AP Mine/Non-Ordnance/ Indirect Fire/DC	AT Mine[1]	CC
≤ ½TK#/★ IFT# /1KIA/CCV:	Burn	Burn	Burn	Burn	Burn
< TK#/★ IFT#/1KIA/CCV:	Elim	Burn	Elim	Burn	Elim
= TK#/★ IFT#/1KIA/CCV:	Im	Elim	Im	Burn	Im

[1]>KIA = Elim (B28.52)

Defensive Rules

1. Non-Ordnance Direct Fire vs. Unarmored vehicles. Use ★ line of IFT; same DR affects other Personnel in same location, including Infantry and other vehicles/horses [EXC: Bypass vehicle out of firer LOS cannot be affected, nor can more vehicle/horse counters be affected than the highest KIA# of that column—so a 6/8/12FP attack could affect no more than 3 vehicles; a 2/4FP attack can affect up to 2 vehicles; a 1 FP attack can affect only 1 vehicle].
2. Hull Down. If HD, an unarmored vehicle is unaffected by Immob result.
3. Unlikely Kill. An original 2 IFT DR can possibly have an effect even if DRM raise Final DR above Kill Number. Make subsequent dr; on 1 it is burning wreck, on 2 it is eliminated; on 3 it is immobilized; on 4-6 no effect. Regardless of subsequent dr, if original 2 DR would have a better effect, use that DR instead.
4. Target Type. Vehicle target type is used, but Infantry Target Type can be selected for HE, AP, or HEAT vs. an unarmored target.
5. AP to Kill. Barrel length, range, and AF have no effect on the TK# of a hit vs. an unarmored vehicle.
6. Minefields. For A-P, use ★ Vehicle line of IFT (see B28.42 for passengers). For A-T, use 36+ column; elimination is automatic, but Burning Wreck occurs only on 1KIA or better.
7. Air Bursts. Unarmored vehicles are susceptible to –1 Air Burst DRM.

PRC

1. Survival. PRC of a non-burning wreck can check for survival and are not subject to further effects. However, vulnerable PRC of an uneliminated vehicle may be subject to Collateral Attack (D.8).
2. Sniper. Sniper dr of 1 breaks Inherent crew of unarmored/ partially armored vehicle; immobilizes unarmored vehicle; dr of 2 pins Inherent crew of unarmored/partially armored vehicle. Unarmored vehicle and PRC cannot be attacked by same Sniper dr; an attack vs. vehicle itself can only immobilize it.
3. Inherent/Temporary Driver. Unarmed vehicles manned only by Inherent Driver (represented by lower case cs#, used only for Passengers/Riders). Not subject to Stun/Recall; instead PTC/MC/K/KIA. Vehicle automatically stops if crew breaks (if Inherent Crew, rather than Driver, must rout from vehicle). Crew/Driver morale for unarmored vehicle = best unbroken 1st Line Infantry. A captured *unarmed* vehicle gets a free inherent driver (A21.21), unless captured by SMC, who would be removed (temporarily).
4. Passengers. Squad=10pp; HS/Crew=5pp; ≤ 4SMC=0pp. Passengers may remain in vehicle while broken or may rout beneath a Stopped vehicle, unless the inherent crew (if any) is eliminated, breaks, or abandons, in which case broken Passengers must rout beneath vehicle. Broken passengers may remain in vehicle even if enemy units are ADJACENT or in same hex or vehicle is moving towards an enemy unit (even to OVR).
5. Passenger Fire. FP halved for Mounted Fire. LMG, PIAT, Thrown DC and SCW/RCL Desperation Attacks are the only SW that can be fired by Passengers.
6. Vehicle TEM. An unarmored vehicle exerts no TEM for infantry in same hex until it becomes a wreck. It can be a LOS hindrance. Eliminated vehicles with no vehicle depiction on reverse side leave no wreck.

The "Dutch Trucks" Play Aid: Trucks & Unarmored Vehicles

Terrain	Truck MP Cost
Open Ground	4
Road	1/2
Woods/Pine Woods	All Bog R
Wall	NA
Hedge	NA
Brush	6
Orchard	4 R
Wooden Building	NA
Stone Building	NA
Marsh	NA
Grain	5
Hill	DOT H
Bocage	NA
Shellholes	4 & COT
Rubble	NA
Entrenchment [Trench]	4 & COT [NA]
Minefield	COT
Roadblock	NA
Pillbox	COT
Fire (Blaze)	NA
Wire	4 & COT Bog
Wreck	DOT +1/veh [+2 by road]
Bridge	NA R D
Runway	4 R
Sewer	NA
Hillside Wall/Hedge	NA
Gully	6 & COT BB
Stream	6 & COT BB

Terrain	Truck MP Cost
Water Obstacle	NA
Stream/Woods	M [10 if IN Stream]
Stream/Brush	16 [10 if IN Stream]
Stream/Orchard	14 [10 if IN Stream]
Crag	NA
Graveyard	NA [1 via g-y road]
Valley	DOT
Cliff	NA
Sunken Road	NA R D
Elevated Road	NA R D
GL Railroad	5 [5+COT crossing non-RR hexside]
Em Railroad	5 Z D [6+COT crossing non-RR hexside]
El Railroad	5 D Z [NA crossing non-RR hexside]
Su Railroad	5 S [NA crossing non-RR hexside]
Tower	NA
RB Debris	NA
RB Factory	NA
Culvert	NA
RB Storage Tank	VBM Only
RB Railway Embankment	1 + COT
Light Jungle	All Bog D R
Dense Jungle	NA
Bamboo	NA
Palms	4 R
Hut	NA [5 Bog for collapsed]

Terrain	Truck MP Cost
Kunai	6
Swamp	NA
Cactus Hedge	NA
Vineyard	6 Bog R
Cactus Patch	12 R
Olive Grove	8 R
Desert Open Ground	1 bb I R [reg OG costs if Board 25 hill hex]
Scrub	6 bb R
Hammada	6 I R
Deir	DOT bb I h
Wadi	6+COT bb R
Hillock	DOT bb I L
Sand	6+COT b R (Wet/Mud EC: 1 less)
Dune Crest	1 + COT
Sangar	COT (x2 if accessible trench present; F8.5)
Track	T
Broken Ground	2 b R
Slope Hexside	1+COT for Upslope
Barbed Wire Fence	Bog (+2 Bog DR)
Narrow Street	1/2 VBM Cost
Irrigation Ditch	3+COT Bog
Partial Orchard	As Orchard or Open Ground, as per hexside entered
Irrigation Ditch/ Partial Orchard	[No entry/exit via non-road hexside]
Stream/Partial Orchard	Via Stream: normal Stream cost Via Orchard: cumulative

Notes

Bog: Requires Bog DR to enter or change VCA within.
R: or per road cost if through Road/Runway, or track cost if through track, hexside.
D: MP penalties if changing VCA or hex contains wreck/vehicle are doubled.
DOT: Dependent on Other Terrain in Hex.
H: Add 4 MP for each full level higher elevation entered (EXC: via road add 2 MP).
COT: Cost of Terrain.
BB: Requires Bog DR to exit via non-depression hexside.
M: Minimum Move Required.
bb: May require Sand Bog DR if Accessible to Sand; F7.31.
I: Hammada Immobilization DR required unless on road or track; F3.31.
h: 1 MP + COT if leaving deir hex via Lip hexside; otherwise cost is COT (usually OG).
L: 1 MP + COT if entering a higher elevation; otherwise cost is COT (usually OG).
b: Requires Sand Bog DR to enter/change VCA within unless on road or track.
T: If crossing Track hexside, reduce *total* MP cost by 1 before adding any Weather/Towing/Convoy/SMOKE/Dust cost; F9.1.
Z: +1MP if entering a half-level higher elevation.
S: Sunken Lane rules apply (4.43).

Movement & "Offensive" Aspects

1. Target Selection Limits: NA if only known enemy unit in Location is unarmed/unarmored vehicle (A7.212). Thus, no "bypass sleaze."

2. Control/VP. Can only control a hex if armed. VP=1; 2 if possessing MA (plus possible crew VP).

3. Reverse Movement. Tripled for trucks.

4. Overruns. FP base is 1 for an unarmored vehicle (4 if it has a manned functioning MA that is not a MG, FT, MTR, ATR or IFE-capable); passengers can add one-fourth their fire-power value. MG/IFE are tripled & halved. An unarmored vehicle may be the target of an OVR.

This ASL play aid brought to you courtesy of Mark Pitcavage.

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