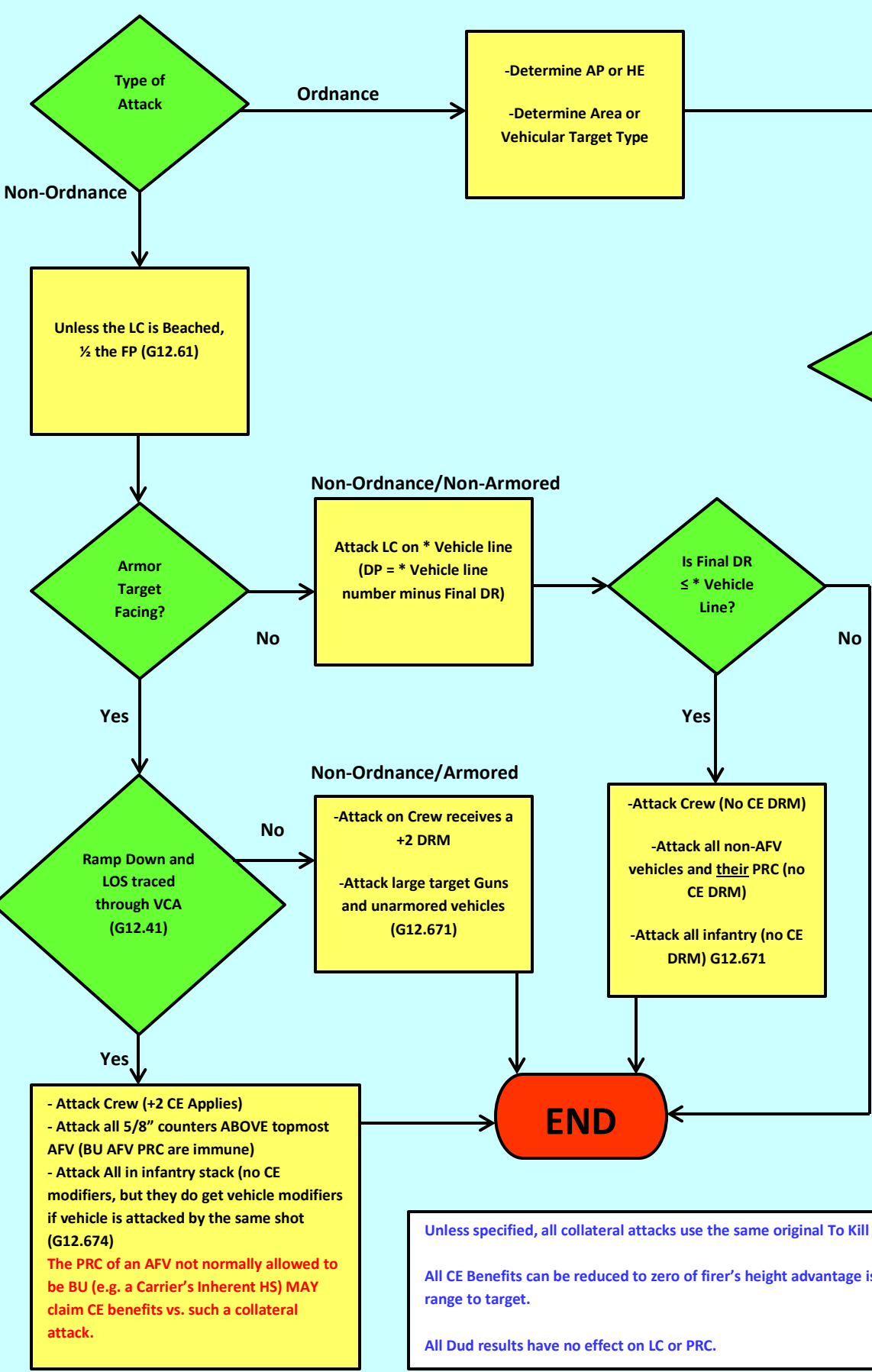
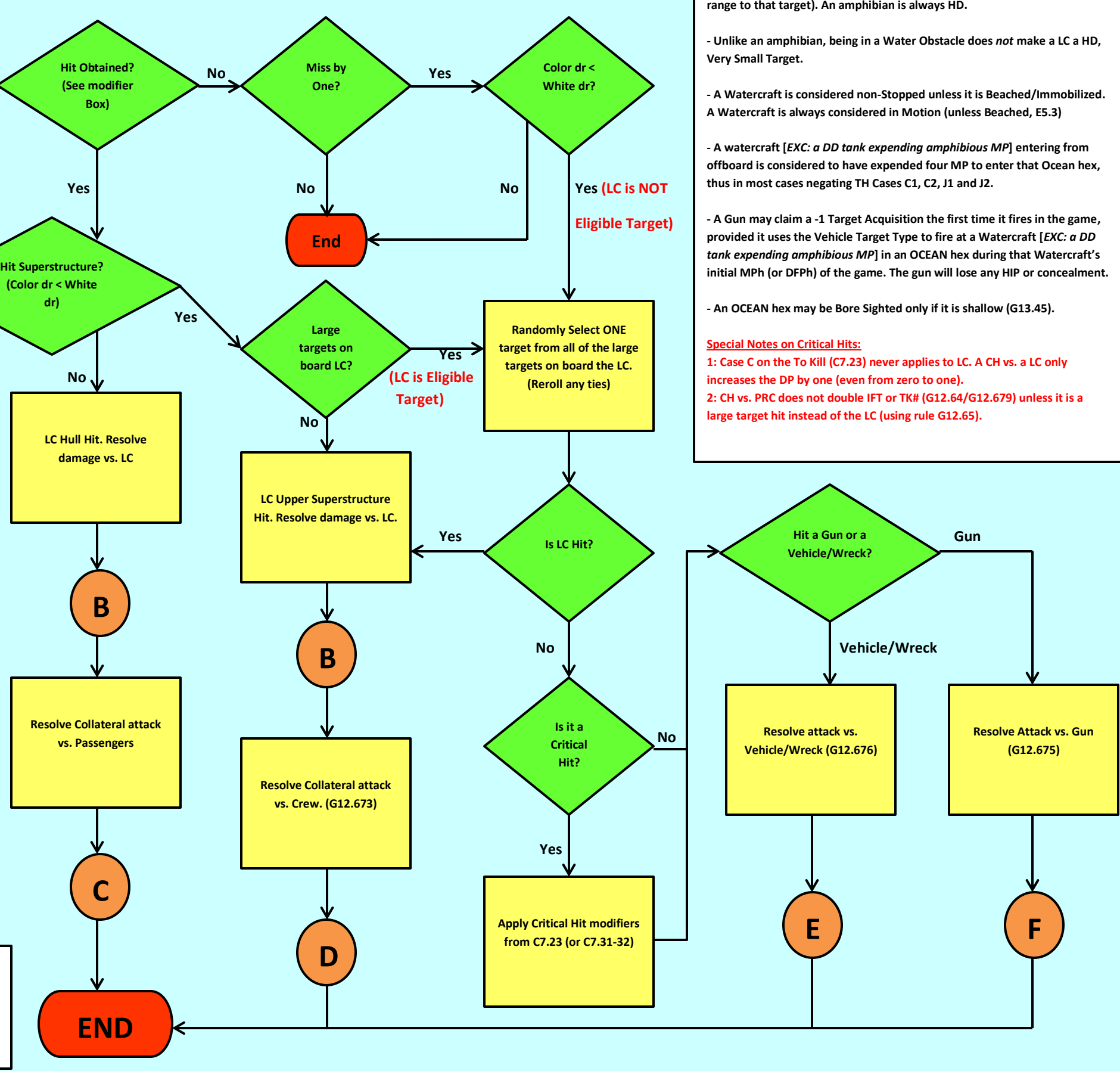


# Fire Attacks Versus Landing Craft Flowchart

## Attack Versus a Landing Craft



## Determining What Was Hit



### LC Modifiers for the To Hit DR

- An amphibian always presents a Very Small target size (+2 TH, G13.422. This can be reduced to zero by having an elevation advantage > the range to that target). An amphibian is always HD.

- Unlike an amphibian, being in a Water Obstacle does *not* make a LC a HD, Very Small Target.

- A Watercraft is considered non-Stopped unless it is Beached/Immobilized. A Watercraft is always considered in Motion (unless Beached, E5.3)

- A watercraft [EXC: a DD tank expending amphibious MP] entering from offboard is considered to have expended four MP to enter that Ocean hex, thus in most cases negating TH Cases C1, C2, J1 and J2.

- A Gun may claim a -1 Target Acquisition the first time it fires in the game, provided it uses the Vehicle Target Type to fire at a Watercraft [EXC: a DD tank expending amphibious MP] in an OCEAN hex during that Watercraft's initial MPH (or DFPh) of the game. The gun will lose any HIP or concealment.

- An OCEAN hex may be Bore Sighted only if it is shallow (G13.45).

### Special Notes on Critical Hits:

1: Case C on the To Kill (C7.23) never applies to LC. A CH vs. a LC only increases the DP by one (even from zero to one).

2: CH vs. PRC does not double IFT or TK# (G12.64/G12.679) unless it is a large target hit instead of the LC (using rule G12.65).

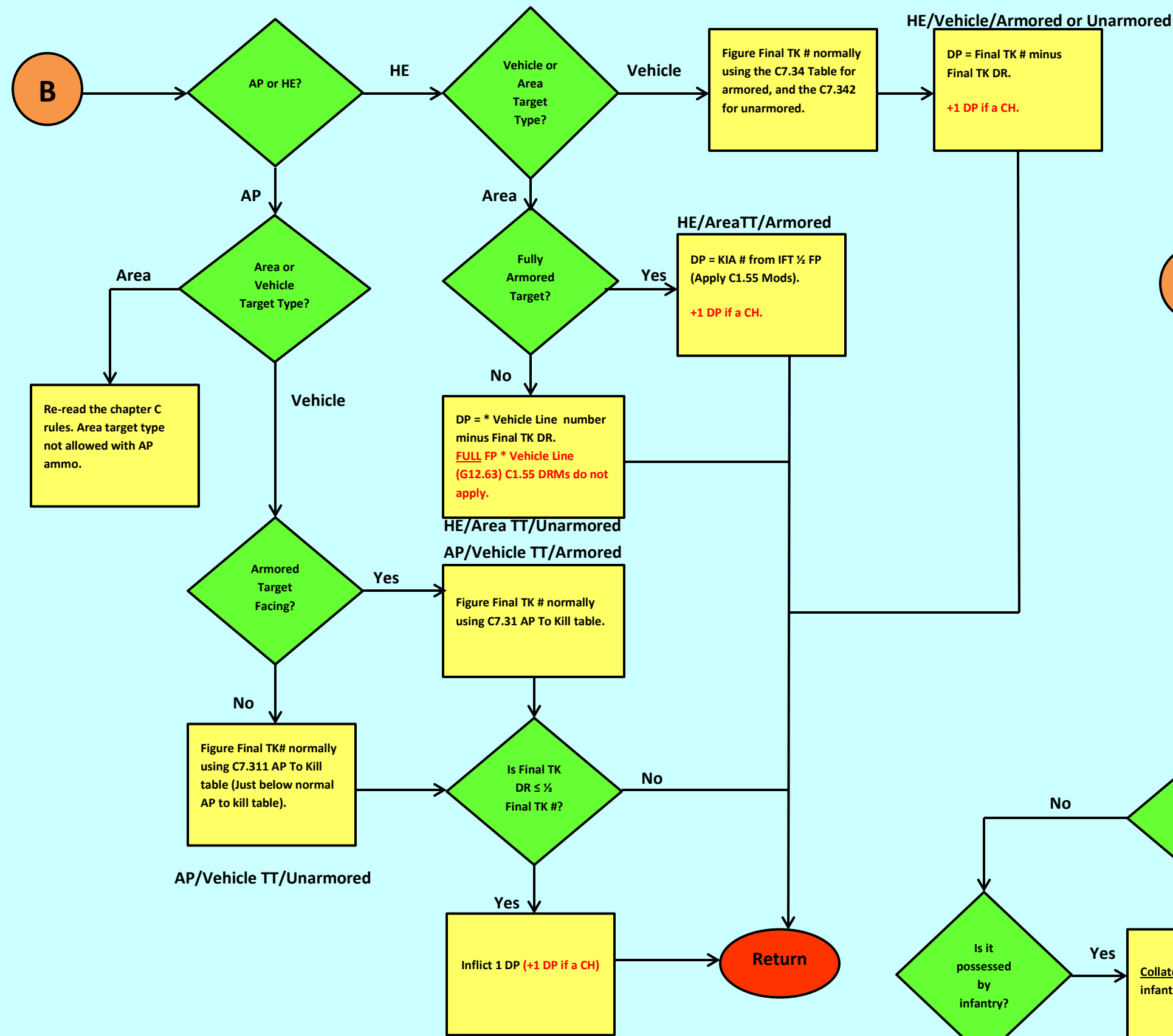
Unless specified, all collateral attacks use the same original To Kill DR.

All CE Benefits can be reduced to zero if firer's height advantage is > range to target.

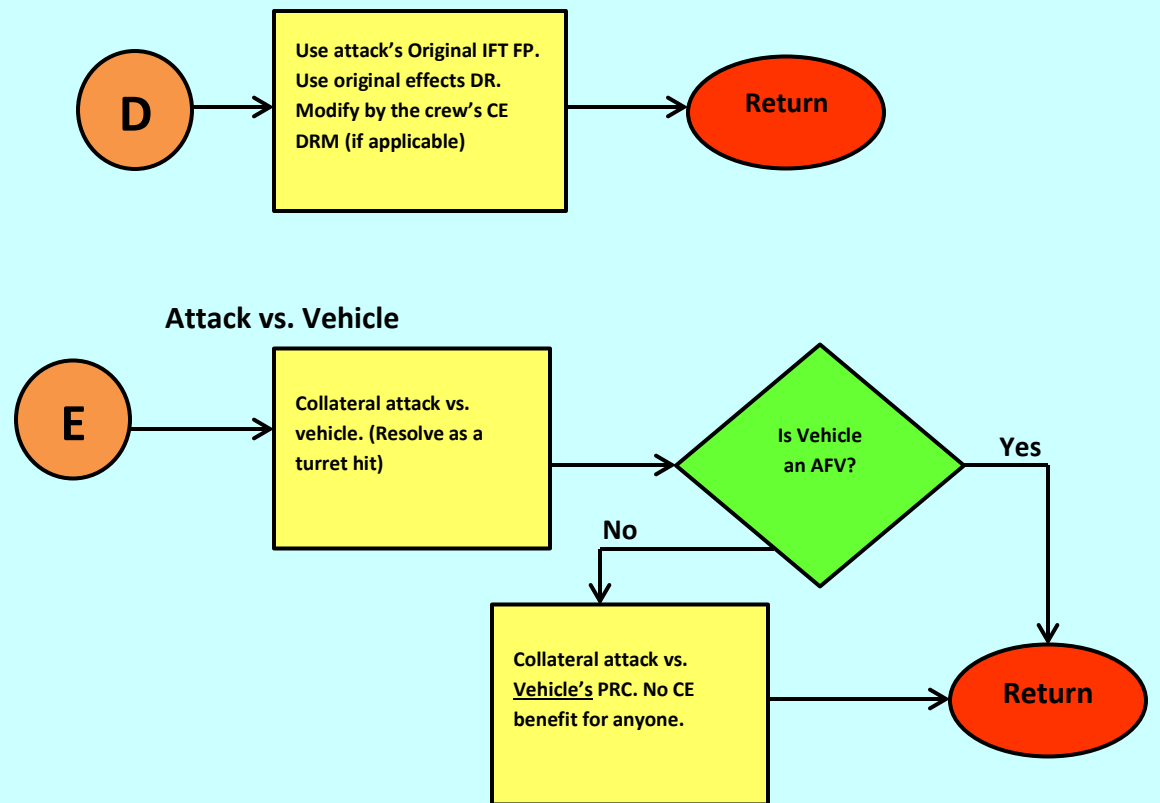
All Dud results have no effect on LC or PRC.

Fire Attacks Versus Landing Craft Flowchart, Continued

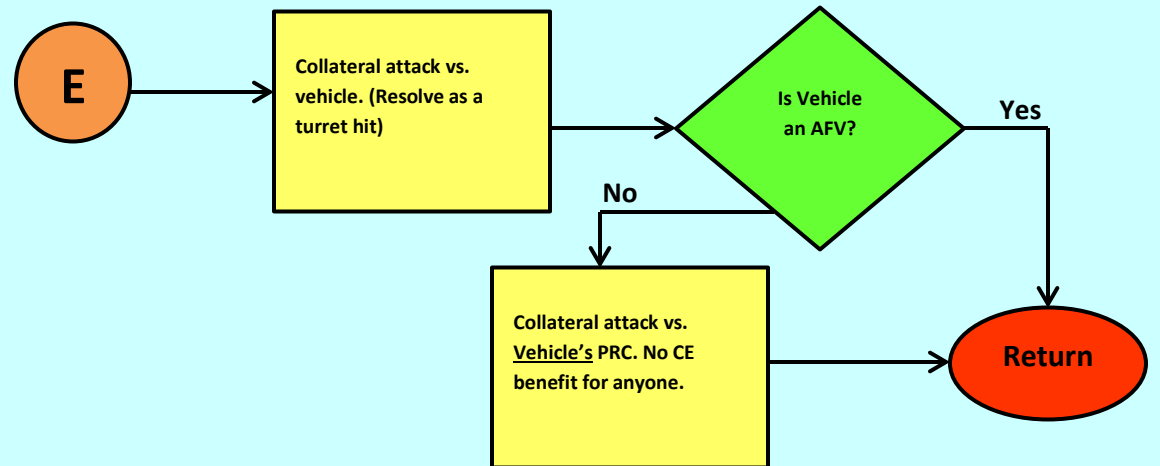
Damage vs. the LC



Collateral Attack vs. Crew From Upper Superstructure Hit



Attack vs. Vehicle



Attack vs. Gun

