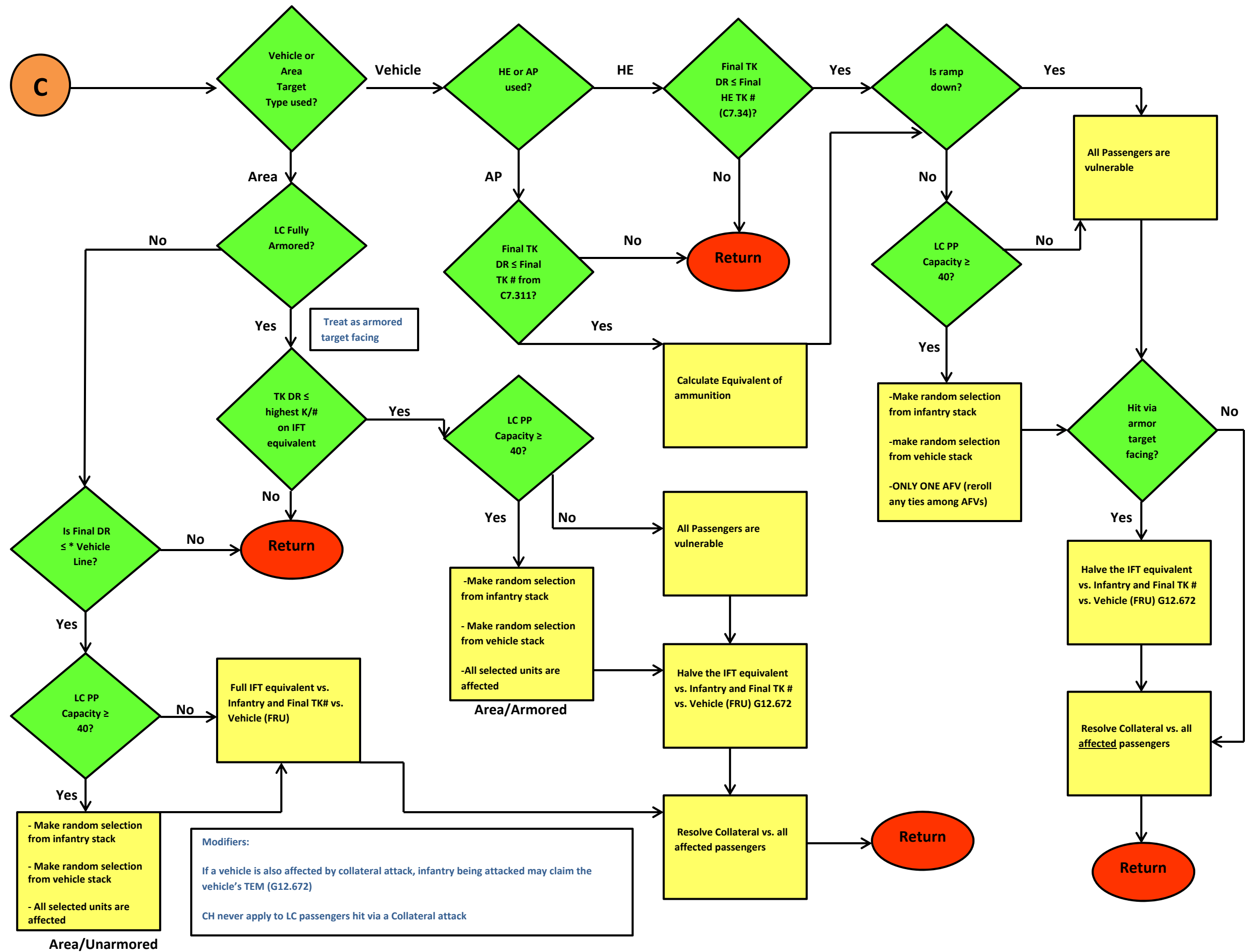


# Collateral Attack vs. Passengers From Hull Hit



**To Kill Calculations**

**I. HE**

**A. Armored Target**

1. Area Target Type

$\frac{1}{2}$  FP [double FP if CH] – KIA on IFT = Kill, K/# = Shock/Immobilization [burn if  $\leq$  half original K#]

2. Vehicle Target Type

C7.34 HE TK table [using Gun size (doubled if CH)] Note: auto Shock on turret/immobilize on hull when TK = or 1 > TK #

**B. Unarmored Target**

1. Area Target Type

$\frac{1}{2}$  FP [double FP if CH] \* Vehicle Line – C1.55 DRM do not apply

2. Vehicle Target Type

C7.342 HE TK table [using Gun size (doubled if CH vs. non AFV)]

**II. AP**

**A. Armored Target – Vehicle Target Type**

C7.31 AP TK table [using Gun size (doubled if CH)] Note: Shock on turret if TK = or possible shock if 1 > TK #; immobilize on hull if TK = TK #

**B. Unarmored Target – Vehicle Target Type**

C7.311 chart (just below C7.31 chart) [using Gun size (doubled if CH)]