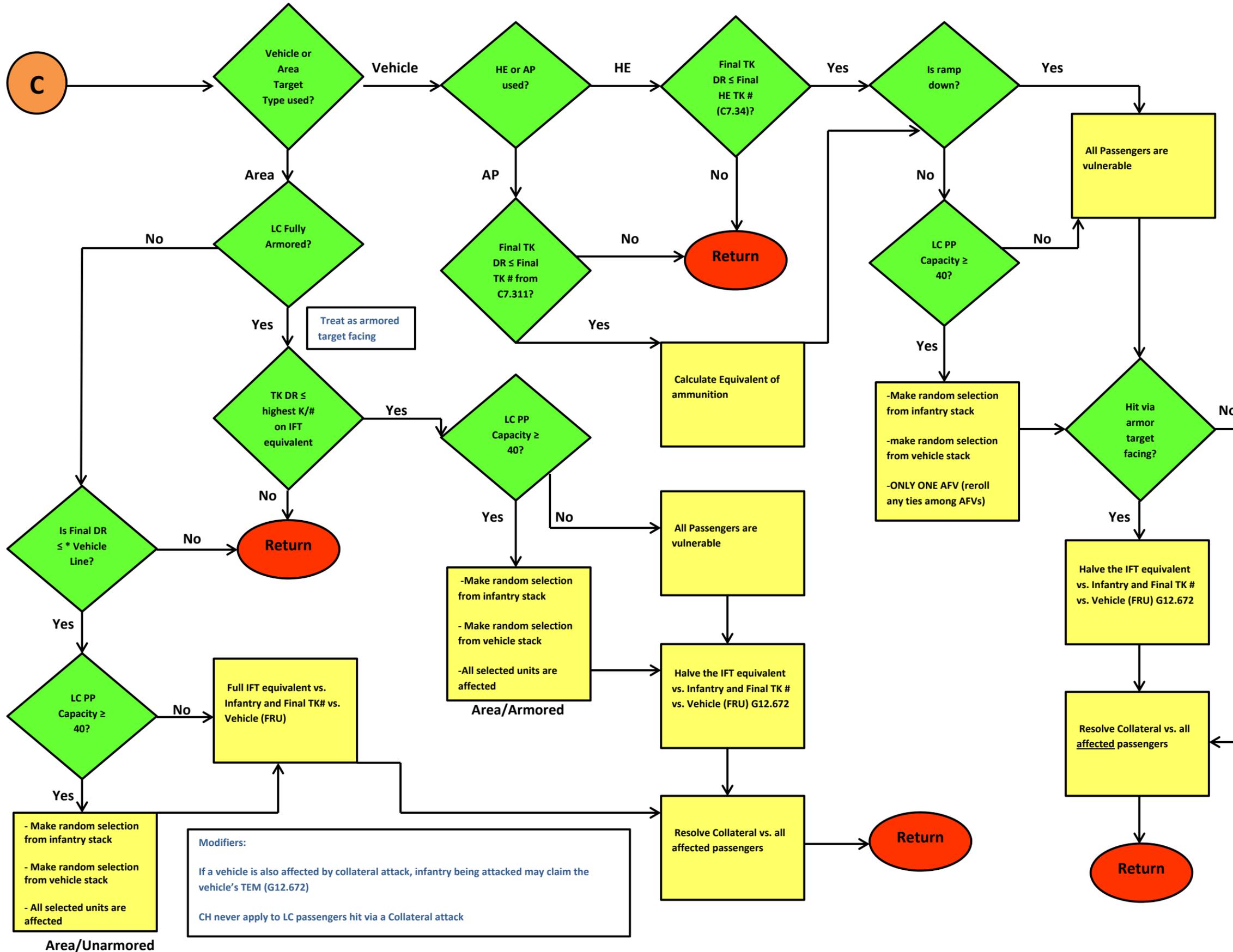


Collateral Attack vs. Passengers From Hull Hit



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)]

Modifiers:

If a vehicle is also affected by collateral attack, infantry being attacked may claim the vehicle's TEM (G12.672)

CH never apply to LC passengers hit via a Collateral attack

Area/Unarmored

- Make random selection from infantry stack
- Make random selection from vehicle stack
- All selected units are affected

Area/Armored

- Make random selection from infantry stack
- Make random selection from vehicle stack
- All selected units are affected