

White Phosphorus (WP) ASL Play Aid	C3 To Hit Table (SMOKE)											
	Range	0-6	7-12	13-18	19-24	25-30	31-36	37-42	43-48	49-54	>54	
<p>Infantry WP Smoke Grenades (A24) Usage: Must make usage dr. WP dr is 1 < printed Smoke exponent. Must announce attempt before dr. Cost: 1 MF in own Location; 2 MF in ADJACENT Location. Must immediately end movement in current Location w/usage dr 6. Placement: NA in Water Obstacles (EXC. [Non-Foot] Bridges), sewer, marsh, adjacent Location \geq 2 levels higher. NA during Heavy Winds/Rain/Mud/Deep Snow. Can place in ADJACENT hex if no wind. If mild breeze exists, cannot place in 3 adjacent upwind hexes. Placement in ADJACENT hex of <i>higher</i> location allowable only across single Crest Line (Cliff NA) or bldg stairwell and only on subsequent dr of 1-3 (if dr 4-6, must place in placing unit's Location). Success: Place 1/2" WP counter which is removed at end of ATTACKER's MPh. This WP is a +1 Level 4 LOS hindrance. All units, including friendly units (EXC: non-CE CT AFV) in a Location when WP is placed in it must take NMC (EXC: non-moving units during MPh). NA for drifting WP or if units later move into WP hex. NA if WP doesn't rise to elevation level of units (A24.4). WP NMC: Causes DM status, loss of concealment (if in LOS of Good Order enemy unit). Applicable (as negative) DRM: Leadership, CE status, TEM. WP Critical Hit: If colored dr of WP MC is 6, CH occurs: TEM applied as positive DRM to NMC instead of negative.</p> <p>Ordnance/OBA WP Usage Placement: WP may be placed by OBA only at START of owner's PFPh/DFPh. Ordnance can fire WP at start of any friendly fire phase. Placed with full-strength side face-up only if placed by ordnance/OBA as first attack of PFPh. All other placement uses Dispersed WP side. Unlike Smoke, WP can be fired during any friendly fire phase (but before any other unit firing anything other than SMOKE), but placement in other than in PFPh results in Dispersed WP. For Ordnance, firing WP consumes ROF (EXC: MTR). Counters: Use 5/8" white counter for original WP sources & 5/8" gray counter for Dispersed WP. Drifting WP consists of 2 Dispersed WP counters (1 if original WP source was dispersed) placed directly downwind from WP source. (see A24.61/24/62 for Drift & Gusts). WP 5/8" counters are +2 Level 4 LOS hindrances (even in mild breeze; +1 hindrance for Dispersed). They are never a hindrance below the Location of original source. OBA: Treated like equivalent HE FFE, but places WP counter in each Blast Area Hex. WP Blast Area is hex containing FFE counter and all hexes adjacent to it. During PFPh and DFPh, a WP FFE subjects all vulnerable units/PRC in every Blast Area hex—not just those in Locations where WP counters are placed—to WP NMC. May not be placed in Mud, Deep Snow, Marsh, Water Obstacle (EXC: bridge), or during rain/heavy-wind. Critical Hits: Ordnance WP gets CH on original DR 2. OBA WP gets CH on FFE Original resolution DR 2 (C3.76). Make one DR for each Blast Area hex attacked and for each unit/stack attacked. This DR always precedes WP NMC DR (and is also used to determine if a Flame occurs per A24.32). Effect of CH is as per smoke grenade WP CH. Bazooka WP: US BAZ 45 has WP6 capability; range of 5 (use normal Bazooka TH #s). SMOKE TH Modification applies. Miscellaneous: Japanese 50mm Knee Mortar has WP6 with a range of 1-5 hexes. However, when it fires WP, its ROF is reduced to 1 for that shot, Air Bursts are NA, and the WP is considered Dispersed even when fired in the PFPh. In KGP (SSR 16), US 60mm Mortars fire WP as if it were 1945. In ABTF (SSR 18), German squads have WP grenade capability as if 1944 British. Also, German ordnance w/Smoke Depletion Number are also considered to have WP6 Depletion Number. For purposes of Kindling, EC are always considered Very Dry and -2 Kindling DRM for bldgs is NA. NOBA (G14.67): NOBA batteries of 120mm-150mm may fire WP concentrations.</p>	SMOKE	7	7	8	8	7	7	6	6	5	5	
	C4 Gun/Ammo To Hit # Modifications (not DR modifications)											
	SMOKE	+2	+2	0	0	0	0	0	0	0	0	0
	* Gun	0	0	-1	-1	-1	-1	-1	-1	-1	-1	-1
	L Gun	0	0	+1	+1	+1	+1	+1	+1	+1	+1	+1
	LL Gun	0	0	+1	+1	+2	+2	+2	+2	+2	+2	+2
	\leq 57mm	0	0	-1	-1	-2	-2	-3	-3	-4	-4	-4
	\leq 40mm	0	0	-1	-1	-1	-1	-1	-1	-1	-1	-1

WP Fires: If EC dry/very dry, flames can occur. Make DR \geq Kindling # of burnable terrain (during MPh). Normal EC DRM do NOT apply, but if EC is dry, there is a -1 DRM. A -2 DRM always applies to bldgs. May not burn vehicles/wrecks. Always make Kindling # for WP in a **hut** location, even if EC not dry/very dry.

WP vs. Caves: When a 5/8" WP counter in cave is flipped to Dispersed side (and when ANY WP counter in cave is removed from play, even via elimination Cave counter), all other hidden caves Accessible to that cave, plus all other hidden caves w/in boundaries of that same Cave Complex, plus above-ground entrances/exits of all tunnels connecting to that Complex, are immediately revealed (regardless of LOS), provided they are at HIGHER level than that cave. Hidden pillboxes not revealed just because a tunnel entrances/exits are. Indirect Fire can't place WP in caves normally, but places WP in cave IF it achieves WP CH vs. that non-hidden cave Location. WP successfully placed (by any means) in a cave is automatically WP CH therein. See G11.85 for placing SMOKE in Caves.

WP in ASL

Squad WP SMOKE Grenades

*WP Grenade Usage dr is 1 < Normal
Smoke Grenade Usage dr.*

Japanese: (Elite 4²-4-8)

US Squads: (All)

British/Commonwealth/Free French:
(All, 1944+)

Chinese: (Elite 5²-3-7, if Majority Squad
Type is 5²-3-7)

SW/Vehicle/Ordnance WP

UNITED STATES

US SW with WP

BAZ 45 **WP6**

M2 60mm MTR (ON1) **WP75**

US Vehicles with WP

M4 Medium Tank (VN 8) **WP7J⁴⁺**

M4A1 Medium Tank (VN9) **WP7J⁴⁺**

M4A2 Medium Tank (VN10) **WP7J⁴⁺**

M4A2(L) Medium Tank (VN11) **WP7**

M4A3 Medium Tank (VN12) **WP7J⁴⁺**

M4A3(75)W Medium Tank (VN13) **WP7**

M4A3E2 Medium Tank (VN14) **WP7**

M4(105)/M4A3(105) Medium Tanks
(VN17) **WP9**

M4 Tankdozer (VN18) **WP7**

T1E3 (VN19) **WP7**

Sherman Crab (VN20) **WP7J⁴⁺**

M4 MC HT (VN31) **WP8**

M4A1 MC HT (VN32) **WP8**

M21 MC HT (VN33) **WP8**

T30 HMC HT (VN35) **WP9**

T19 HMC HT (VN36) **WP8**

M8 HMC (VN43) **WP9**

M7 HMC (VN44) **WP8**

M12 GMC (VN45) **WP8**

LVT(A)4 (VN47) **WP9**

M4 DD Medium Tank (VN48) **WP7**

US Ordnance with WP

M19 60mm MTR (ON 2) **WP6⁵**

M1 81mm MTR (ON3) **WP8**

M2 4.2-in. MTR (ON4) **WP10**

T25 155mm MTR (ON5) **WP8**

M18 57mm RCL (ON10) **WP6**

M20 75mm RCL (ON11) **WP7**

M1A1 75mm Pack ART (ON12) **WP8**

M1897A2 75mm ART (ON13) **WP8**

M2A1 105mm ART (ON14) **WP8**

M3 105mm ART (ON15) **WP8**

M1918 155mm ART (ON17) **WP8**

M1 155mm ART (ON18) **WP8**

M1918M1 155mm ART (ON19) **WP8**

M1A1 155mm ART (ON20) **WP8**

BRITISH/Commonwealth/Free French

British Vehicles with WP

Sherman II(a) (VN12) **WP6J⁴⁺**

Sherman III(a) (VN13) **WP6J⁴⁺**

Sherman V(a) (VN14) **WP6J⁴⁺**

Sherman IB(a) (VN17) **WP9**

Cromwell IV/VII (VN19) **WP6**

Sherman Dozer(a) (VN23) **WP6**

Sherman Crab(a) (VN24) **WP6**

Churchill VI (VN34) **WP6J⁴⁺**

Churchill VII (VN35) **WP6**

Churchill Crocodile (VN38) **WP6**

AEC III (VN53) **WP6**

Priest(a) (VN56) **WP7**

M3 GMC(a) HT (VN58) **WP7J⁴⁺**

IP Carrier, 3-in. MTR (VN71) **WP7**

Sherman III DD(a) (VN74) **WP6**

British Ordnance with WP

OML 3-in. MTR (ON2) **WP7**

OSB 4.2-in. MTR (ON3) **WP7**

OQF M1A1 75mm Pack ART (ON9) **WP7**

OQF 18-Pdr ART (ON11) **WP7**

OQF 3.7-in. ART (ON14) **WP7**

OQF 4.5-in ART (ON15) **WP7**

JAPANESE

Japanese SW with WP

Type 89 50mm MTR (knee MTR)
(ON1) **WP6**

Japanese Vehicles with WP

Type 1 Gun Tank HO-NI I (VN12)

WP5

Type 4 HO-RO SP Howitzer (VN13)

WP6

Japanese Ordnance with WP

Year-11 70mm MTR (ON2) **WP5**

Type 97 81mm MTR (ON3) **WP5**

Type 97 90mm MTR (ON4) **WP5**

Type 92 70mm INF (ON10) **WP5**

Year-41 75mm Mountain INF

(ON11) **WP7**

Year-38 75mm ART (ON12) **WP6**

Type 90 75mm ART (ON13) **WP6**

Year-4 150mm ART (ON18) **WP5**

Type 96 150mm ART (ON19) **WP5**

CHINESE

Chinese SW with WP

Type 89 50mm MTR (knee MTR)

(ON2) **WP5**

Chinese Vehicles with WP

M4A4(a) (VN7) **WP7J⁴⁺**

Chinese Ordnance with WP

M1 81mm MTR (ON5) **WP7**

M2 4.2-in. MTR (ON5) **WP9**

M1A1 75mm Pack ART (ON10)

WP7

OQF 18-Pdr ART (ON11) **WP5**

M2A1 105mm ART (ON12) **WP7**

Obice da 149/13 150mm ART (ON
14) **WP6** (Burma only)