

ADVANCED SQUAD LEADER INFANTRY FIRE TABLE (IFT)												
	Back- blast ATR		MOL	PFk C37 [ A-P Minefields ]			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
≤ 0	1KIA	2KIA	2KIA	3KIA	3KIA	3KIA	4KIA	4KIA	5KIA	6KIA	7KIA	≤ 0
1	K/1	1KIA	1KIA	2KIA	2KIA	2KIA	3KIA	3KIA	4KIA	5KIA	6KIA	1
2	1MC	K/1	K/2	1KIA	1KIA	1KIA	2KIA	2KIA	3KIA	4KIA	5KIA	2
3	1MC	1MC	2MC	K/2	K/2	K/3	1KIA	1KIA	2KIA	3KIA	4KIA	3
4	NMC	1MC	1MC	2MC	2MC	3MC	K/3	K/4	1KIA	2KIA	3KIA	4
5	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA	2KIA	5
6	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA	6
7	—	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	7
8	—	—	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	8
9	—	—	—	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	9
10	—	—	—	—	—	PTC	NMC	1MC	1MC	2MC	2MC	10
11	—	—	—	—	—	—	PTC	NMC	1MC	1MC	2MC	11
12	—	—	—	—	—	—	—	PTC	NMC	1MC	1MC	12
13	—	—	—	—	—	—	—	—	PTC	NMC	1MC	13
14	—	—	—	—	—	—	—	—	—	PTC	NMC	14
≥ 15	—	—	—	—	—	—	—	—	—	—	PTC	≥ 15
Vehicle	3	4	5	6	7	8	9	10	11	12	13	Vehicle
<b>FP or DR Modifiers:</b>				x½: AFPh Fire ( <i>FT NA</i> )				-2: vs Cavalry				
x½: Area Fire (concealed target)				x2: Critical Hit				-2: Hazardous Movement				
x½: Motion/Bounding (First) Fire ( <i>FT NA</i> )				x2: PBF vs adj hex ≤ 1 higher ( <i>FT NA</i> )				-3: Set DC				
x½: From IN Deep or Shallow Stream				x3: TPBF vs same Location				+1: From Encirclement				
x½: HE vs Forging Infantry or Marsh				-1: vs overstacked units; per squad				+1: By unit on Wire				
x½: By Forging Infantry				-1: Heavy Payload per 50mm/8 FP excess				+1: By overstacked unit; per vehicle/squad				
x½: Mounted Fire ( <i>EXC: ht &amp; Charge</i> )				-1: vs. Personnel unit with FT				+1: By CX unit				
x½: Firer pinned				-1: FFMO/FFNAM (each)				+2: OVR vs Motion Vehicle				
x½: From marsh				-1: vs Motorcycle				+x: TEM/LOS Hind. ( <i>FT NA</i> )				
x½: Long Range Fire				-1: OVR vs Infantry in Open Ground								

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

Look for more play aids at <http://www.sff.net/people/pitman/asl/asl.htm>

**A11.11 Close Combat Table (CCT)**

Odds Ratio	< 1-8	1-8	1-6	1-4	1-2	1-1	3-2	2-1	3-1	4-1	6-1	8-1	10-1	> 10-1
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Kill Number: 0 2 1 3 2 4 3 5 4 6 5 7 6 8 7 9 8 10 9 11 10 12 11 13 12 14 13 15

**Red Kill # apply to Hand-to-Hand CC only: NA by/ vs vehicles/R/C/pillbox-occupants**

**Sequential CC:** Ambush, AFV, Prisoner  
**CCV Modifiers:** Assault Engineers: +1, Inexperienced: -1; extra SMC: +1; halved FP: -1 per each application  
 CCV: Squad 5, Crew 4, HS 3, SMC 2 (app only to CC vs. vehicles; DR ≤ CCV)

**CC or Firepower DRM:**  
 +x/-1: Leadership (if not alone)/Heroic DRM  
 -1: by impinged Gurkha/Japanese vs.  
 Inf/Cav in HH, unless ambushed  
 -2: vs Withdrawing Infantry (per Covering unit +1)  
 -2: vs Broken Unit  
 -2: Cavalry in HH CC (unless ambushed)  
 -1: by Dare-Death M/MC vs. Personnel  
 -1: Capture Attempt (vs Inexperienced Infantry -1)  
 -1: by vehicle on Narrow Street  
 -1: vs Ambusher (NA during Melee)  
 -2/-2: vs by Crews/Truck/Truck Passengers  
 -1/-1: vs by CX/TT/Wire unit/Riders  
 +1/-1: by/ vs Overstacked per excess squad

**A15.1 Heat of Battle: DR follows any Original 2 MC/Rally DR**

**NA TO:** Banzai, Berserk, Climbing, Crew, Hero, Human Wave, Panji MC, Parachute, PRC, Self-Rally, Swimming, Unarmed, Wading Inf/Cav

**1 Treat as Battle Hardening if:** No known enemy units in LOS; Japanese in Pillbox; in a Cave; its closest known enemy unit is in Ocean.

**2 Surrender if:** Non-elite Italian/Axis Minors surrender on final Heat of Battle DR ≥ 10

**3 Treat as Berserk if:** Japanese, Gurkhas, Partisans, Fanatics, Communists, SS vs Russians, or subject to No Quarter.

**4 Treat as Battle Hardening if:** Japanese in Pillbox, Cave; or Assaulting/Evacuating side in a Beach Location.

DR	Result
≤ 6	Hero Creation
5-8	Battle Hardening
9-11	Berserk <sup>1,2</sup>
≥ 12	Surrender <sup>2,3,4</sup>

**HOB DRM**

-1 Elite, British, Finnish

+1 Broken, Inexperienced

+1 French, Partisan

+2 Russian, Allied Minor

+3 Axis Minor, Italian

+4 Japanese

-1/+1: vs/by Bank/Panji unit  
 2/+2: vs/by boat/amphibious passengers  
 x/2: vs Concealed unit  
 -1/+1: by Guarding/Motion/Pinned unit (per application)  
 +2: vs Motion/non-stopped vehicle (CCV)  
 -2: vs OT/partially armored AFV (CCV)  
 -1: vs CE CT or abandoned AFV (CCV)  
 -1: vs vehicle w/no manned usable MG (CCV)  
 -3: vs unarmored vehicle (CCV)  
 -3: With ATM (CCV)  
 +1: per escorting Personnel HS/  
 Crew (squad +2)(CCV)  
 -1: vs Immobile AFV (CCV)

**A11.4 Ambush**  
 <enemy dr by at least 3  
 (by at least 2 if non-illuminated  
 ATTACKER at night)

drm	Cause
+2	Cavalry, vehicle, pillbox
+2	Above Bank counter
+1	Bu or Stunned (each)
+1	CX, Broken, Pinned (each)
+1	Lax, Berserk (each)
+1	Above Panji counter
+1	ATTACKER in Jungle, Kunai, Bamboo
+x	Leadership if not alone
-1	Stealthy
-2	Concealed