Terrain Tank MP Cost		Terrain	Tank MP Cost	hicle) Play Aid Terrain Tank MP Cost			IP Cost	(Fully Tracked Vehicles Only)  DR + DRM ≥ 12 results in Bog					
Open Ground	1 ank WIF Cost	Water Obstacle	NA	Kunai	11	2 ank M	2 2 3 3 3			sults in Bog			
*	•	Stream/Woods	M Bog/Z & 3 [3 if IN	Swamp		N.		DRM	Cause				
Road	1/2 [BU: 1]		Stream]	Cactus I	ledge	W		+1	Normal Ground Pressur	e (no symbol around			
Woods/Pine Woods	All Bog Z D R	Stream/Brush	5 [3 if IN Stream]	Vineyar	_	2 Bo	og R		Vehicle ID)				
Wall	1 + COT	Stream/Orchard	4 [3 if IN Stream]	Cactus I		3	•	+2	High Ground Pressure (	,			
Hedge	1+ COT	Crag	NA	Olive G	rove	2 ]	R	+1	Towing ordnance <sup>1</sup> or tra				
Brush	2	Graveyard	Z Bog [1 via g-y road]	Desert C		1 bł		+1	Ground is soft <sup>2</sup> , mud <sup>2</sup> , o	or snow-covered <sup>3</sup>			
Orchard	1 R	Valley	DOT	Ground				+1	Ground is Deep Snow <sup>3</sup>				
Wooden Building	Z Bog	Cliff	NA	Scrub		2 bł	-	+1	Abrupt Elevation Chang	ge			
Stone Building	Z Bog	Sunken Road	NA R D	Hamma	da	2 I		+1	Exiting Deep Stream &	vehicle is neither			
Marsh	NA	Elevated Road	5 R D	Deir		DOT			amphibious nor waterpr	oofed			
Grain	1	GL Railroad	2 [1+COT crossing non-	Wadi		2+CO1		+1	Gaining elevation & en	tering woods			
Hill	DOT H	Em Railroad	RR hexside] 2 Z D [2+COT crossing	Hillock		DOT		+2	Moving into Wire				
Bocage	Z & COT Bog	Liii Rainoad	non-RR hexside]	Sand		2+CO		+3	*Entry of woods, grave	yard, wooden build-			
Shellholes	COT	El Railroad	2 Z D O	Dune Cı		(Wet/Mud 1 1 + 0			ing, or rubble at half M	Pallotment			
Rubble	Z Bog		[5+COT, +1 Bog crossing non-RR hexside]	Sangar		COT (x2 if		+4	*Entry of stone building	g at half MP allotme			
Entrenchment [Trench]	COT [Bog]	Su Railroad	2 S [NA crossing non-RR	Sungui		trench pres		*+1 i	nstead if moving from Fa	actory hex to non-			
Minefield	COT		hexside]	Track		T			e hex w/in the same Fact				
Roadblock	NA	Tower	Z Bog	Broken Ground		2 b R			if ordnance is 76-107mm				
Pillbox	COT	RB Debris	1/4 MP + Bog	Slope H		1+COT fo	or Upslope		if on paved road or in blo				
Fire (Blaze)	NA	RB Factory	1/4 MP + Bog (ZZ)	Barbed	Wire	Bog (No	No DRM)	³NА	if in bldg hex or on plow	ed road.			
Wire	2 & COT Bog	Culvert	NA	Fence Narrow	Stroot	1/2 VR	M Cost	Cani	ster (C8.4): No TH DR r	equired; halved for			
Wreck	DOT +1/veh	RB Storage Tank	VBM Only	Irrigatio		2+COT Bo			in-Motion/non-Stopped,				
	[+2 by road]	RB Railway Emb	pank- 1 + COT	Partial C		As Orchar			"?" units. Resolved on IF				
Bridge	NA R D	ment	1/211/D	1 artial C			per hexside		/LOS/Hindrance/CA cha				
Runway	1 R	Light Jungle Dense Jungle	1/2 or all/Bog			ente			o Depletion DR & ROF vertex & elevation shared				
Sewer	NA		1/2 or all/Bog xx	Irrigatio Partial C	n Ditch/	3 B	og		nich are two hexsides from				
Hillside Wall/Hedge	W	Bamboo Palms	1/2 or all/Bog xx	Stream/		Via Stream	n: normal		all occupants of all target				
Gully	2 & COT		2	Orchard		Stream			and in firer's LOS; LOS				
Stream	2 & COT BB	Hut	2		V	ia Orchard:	: cumulative		red; if firer has LOS to be				
TES									vn enemy unit in a target				
<ul> <li>g: Bog DR to enter/chang</li> <li>k: Requires Bog DR to exi</li> </ul>		side	D2.5 Excessive Speed Breakd	lown	F7.31 S	Sand Bog	DR		in other two Locations w only to SMOKE/LV Hind				
: Requires Sand Bog DR			DRM			ıll Track)			ked with halved FP (halve				
present), unless on roa	ad or track.		MP Gain ≤ ¼ MP Allotment (F	ERD) (	Original DR≥	• # = Bog	(increase #		"?"). Instead of firing at				
Half of MP Allotment. or per Road cost if through	h Road/Runway or track	cost if through	Breakdown: DR + MP Gain (	,	by 1 if EC				ontiguous levels of bldg				
track, hexside.	in reductionway, or true	cost ii tiiiougii	+ ESB DRM ≥ 12	(LICE)	-		T 4						
MP penalties for entering		e (or changing	US Manufacturer ESB DRM:	+0			In Acc. Open	1	08.3 Bog Removal				
VCA in) are doubled. +4 MP per full level high		MD vio mood)	es manatactarer ESB Brevi.		Ground		Ground <sup>1</sup>	Free	d on Colored dr of 1-4				
Entry as per wall/hedge.	ei elevation entered (+2	wir via road).	D4.22 Hull Down		Pressure In		Hex	Start	MP = Colored dr x				
Minimum Move required			Maneuver Attempt			12 <sup>2</sup>	NA	Whit	e dr or ALL MP				
: To exit, must pay norma	al bldg costs +bog/rubble	, unless exiting	2 extra MP, plus 1 MP to St	top				Color	ed dr Result				
through vehicle exit. Hammada Immobilization	DR required unless on r	oad/track (F3.31)	<b>dr 1:</b> 3 or less hexsides are H	D		11 <sup>2</sup>	12	1-4	Freed				
1 MP + COT if leaving de			dr 2: 2 or less hexsides are H		High	$10^{2}$	11	5	Mired	Copyrigh			
COT (usually Open G		·		1	(EXC: hamma	ada; sand	)	6	Immobilized	2002 b			
1 MP + COT if entering a If crossing Track hexside.			<b>dr 3:</b> 1 hexside is HD	2]	Lower # by 1	if present	t hex was			Mar			
	er/Towing/Convoy/SMO		drm: +1 BU; +2 ; -1 in Setu		ntered via Du	ine Crest (	(7.51)	-	d: +1 drm to colored dr	Pitcavag			
No tankettes.			+x Armor Leader DRM	h	exside.			CF A	FV Assistance: -1	C			

This ASL Play Aid was brought to you by Mark Pitcavage.

More ASL Play Aids can be found at http://www.sff.net/ people/pitman/asl/ asl.htm.

A T: +1/+1/+1	nation (Fully Tracked Vehicles) DRM:  Firer outside CA (per hexspine changed)	Case E	TK# Chang	e (U.S. T	anks)								
A 1:+1/+1/+1 ST: +2/+1/+1	(x2 if firer in woods/bldg/rubble) (NA to BFF)	Range		0-1 2 3	3-67-12.13	-18 19-2	24 25-30	31-36 3	7-42 43-4	R 49-54 4	55-60 61-66	67-72.7	3-78 79+
S1: +2/+1/+1 NT: +3/+1/+1	(X2 II life! III woods/oldg/tdoole) (XX to Bi I )		CI 0.5										
N1: +3/+1/+1 B +2	Fig. in AFDII / contained a district out on	AP TK#	Ü	n +1 +1		0 -1	_		-3 -4	-4			NA NA
	Fire in AFPH w/o entering hex that player turn		≥ 65r	nm +1 0	0 0	) -1	-1	-2	-2 -3	-3	-4 -4	-5	-5 NA
C Case B plus [Stabilized Gun: +	I J Bounding Firer	APCR TI	K# Change ≥ 75r	nm +3 +2	+1 0 -	1 -3	-4	-5	-6 -7	NA	NA NA	NA	NA NA
[T/ST: +2] [NT: +3] C <sup>1</sup> Case C +1	DEE Booking I Aim (2.5.2 MB in LOS of towns)												
$C^1$ Case C +1 BFF, Restricted Aim (2.5-3 MP in LOS of target) $C^2$ Case C +2 BFF, Limited Aim ( $\leq$ 2 MP in LOS of target)			Hit Table (U.	S. Tanks)						Red To	Hit #s Pi	re 1944	
C Case $C + 2C^4 [Stabilized Gun: C/C^1/C^2 + 1]$	Motion/Non-Stopped Firer	Target	Type	0-6	7-12 13	3-18	19-24	25-30	31-36	37.42	43-48	49-54	>54
[Other: $C/C^1/C^2$ & lower dr x 2	11		V 1									.,	
E +2		Vehicl				7	7 6	6 5	6 4	5 3	4 2	3 1	2 0
E +2	Fire w/in hex (x2 in woods/bldg/rubble; Cases J <sup>3</sup> , J <sup>4</sup> , L, M NA)	Infant	ry	8 8	7 6 6	5	5 4	4 3	3 <b>2</b>	2 1	1 0	0 -1	-1 <b>-2</b>
F +2	Intensive Fire (B# -2; Case B, AFPh, stunned firer are	Area (	SMOKE)	7	7	8	8	7	7	6	6	5	5
	NA)	C4 Gu	n & Ammo B	asic To H	it # Modi	ficatio	ns						
G +5	Deliberate Immobilization (Range ≤ 6 hexes; Case N	* Gun		0		-1	-1	-1	-1	-1	-1	-1	-1
H +2	NA)			•		-	-		-	-	-		
H +2	Captured/Non-qualified Inf. (B# -2, red TH #) (+4 if both apply)	L Gun		0		+1	+1	+1	+1	+1	+1	+1	+1
I +1	BU AFV (MA only; RST/1MT must be BU to fire	LL Gu	ın	0	0 -	+1	+1	+2	+2	+2	+2	+2	+2
	MA)	APCR		0	0	-1	-1	-2	-2	-3	-3	-4	-4
Other Firer Based DRM:		SMOK	KE .	+2	+2	0	0	0	0	0	0	0	0
+1 per vehicle	Overstacked	37mm		0	0	-2	-2	-3	-3	-4	-4	-5	-5
+1	Bypass TCA Change to/through side Target Facing (D2.321)	0 / 111111								-	•		
+TH Case A, unless Case N applies	Bypass TCA equals side Target Facing	C7.31	To Kill Table	(IIS Ton	Jra)				Hit I	ocation	: [Turret	Hit: co	lored
				TU.S. Tall	IKS)								
, 11	31 1 0 0				,				dr <	white dr	] [Ĥull Hi	t: colore	ed dr
+1	Stun (per each Stun result)	Gun S		75 Gran	,	76L 9	0L 10	)5 FT	dr < · ≥ wh	white dr ite dr]	, .		
, 11	Stun (per each Stun result) Firer in Ocean during Heavy Surf if attack is on IFT		ize 37LL		t 75 7		0 <b>0L 1</b> 0	)5 FT – –	dr < 1 ≥ wh Mult	white dr ite dr] t <b>iple Hit</b>	] [Hull Hi ts: Gun ≤ A R; any no	40mm o	r US
+1 +1 +1 +x	Stun (per each Stun result) Firer in Ocean during Heavy Surf if attack is on IFT Leadership	Gun S	ize 37LL # 11	75 Gran	t 75 7	17		)5 FT 	dr < : ≥ wh Mult Vehi of Do	white dr ite dr] tiple Hit cle Note oubles y	ts: Gun ≤ c R; any no ields choic	40mm o	uS H DR
+1 +1	Stun (per each Stun result) Firer in Ocean during Heavy Surf if attack is on IFT Leadership nination DRM	Gun S AP TK APCR	ize 37LL # 11 TK# —	75 Gran	t 75 7	17	21 –		dr < · ≥ wh Mult Vehi of Do resol	white dr ite dr] t <b>iple Hit</b> cle Note oubles y ution Dl	s: Gun ≤ a R; any no ields choic R.	40mm of n-CH The of two	uS H DR
+1 +1 +x C6 Target-Based Hit Detern	Stun (per each Stun result) Firer in Ocean during Heavy Surf if attack is on IFT Leadership nination DRM Moving/Motion Vehicle or Dashing Infantry	Gun S AP TK APCR Flame	# 11 TK# —	75 Gran	t 75 7	17	21 – 27 – — –	  _ 8	dr < 1 ≥ wh Multi Vehi of Do resol Amn	white dr ite dr] tiple Hit cle Note oubles y ution Dl no: Ove	s: Gun ≤ 4 R; any no ields choic R. erscore = A	40mm of n-CH The of two	uS H DR
+1 +1 +x C6 Target-Based Hit Detern J +2 J <sup>1</sup> Case J + 1	Stun (per each Stun result)  Firer in Ocean during Heavy Surf if attack is on IFT  Leadership  mination DRM  Moving/Motion Vehicle or Dashing Infantry  DFF vs. Moving Vehicle (≤ 3 MP in Firer's LOS)	Gun S AP TK APCR	# 11 TK# —	75 Gran	t 75 7	17	21 – 27 – — –		dr < ' ≥ wh Mult Vehi of Do resol Amn Unde	white dr ite dr] tiple Hit cle Note oubles y ution Dl no: Ove erscore =	s: Gun ≤ 4 e R; any no ields choic R. erscore = A = HE NA.	40mm of n-CH The e of two	r US H DR
+1 +1 +x C6 Target-Based Hit Detern J +2	Stun (per each Stun result)  Firer in Ocean during Heavy Surf if attack is on IFT  Leadership  mination DRM  Moving/Motion Vehicle or Dashing Infantry  DFF vs. Moving Vehicle (≤ 3 MP in Firer's LOS)  DFF vs. Moving Vehicle (≤ 1 MP in Firer's LOS)	Gun S AP TK APCR Flame	# 11 TK# — TK# — TK# —	75 Gran	t 75 7	17	21 – 27 – — –	  _ 8	dr < ' ≥ wh Mult Vehi of Do resol Amn Unde	white dr ite dr] tiple Hit cle Note oubles y ution Dl no: Ove erscore = R Attack	s: Gun ≤ 4 R; any no ields choic R. erscore = A	40mm of n-CH The of two AP NA; FRU) all	r US H DR
+1 +1 +x C6 Target-Based Hit Detern J +2 J¹ Case J + 1 J² Case J +2	Stun (per each Stun result)  Firer in Ocean during Heavy Surf if attack is on IFT  Leadership  mination DRM  Moving/Motion Vehicle or Dashing Infantry  DFF vs. Moving Vehicle (≤ 3 MP in Firer's LOS)  DFF vs. Moving Vehicle (≤ 1 MP in Firer's LOS)  FFNAM (Case J is NA)	Gun S AP TK APCR Flame HEAT HE TK	# 11 TK# — TK# — TK# —	75 Grant 13 — — — — —	14 — — — — — — — — — — — — — — — — — — —	17 : 22 : :	21 – 27 – — –	 8 _ 5	dr < 1 ≥ wh Mult Vehi of Do resol Amn Unde OVF ment	white dr ite dr] tiple Hit cle Note oubles y ution Dl no: Ove erscore = R Attack (D7.1),	is: Gun $\leq$ R; any no ields choice.  R. erscore = A = HE NA.  1.14 MP (I plus COT	40mm of n-CH The of two AP NA; FRU) all to enter	r US H DR ot- hex.
+1 +1 +x <b>C6 Target-Based Hit Detern</b> <b>J</b> +2 <b>J</b> <sup>1</sup> Case J + 1 <b>J</b> <sup>2</sup> Case J +2 <b>J</b> <sup>3</sup> -1	Stun (per each Stun result)  Firer in Ocean during Heavy Surf if attack is on IFT  Leadership  Innation DRM  Moving/Motion Vehicle or Dashing Infantry  DFF vs. Moving Vehicle (≤ 3 MP in Firer's LOS)  DFF vs. Moving Vehicle (≤ 1 MP in Firer's LOS)  FFNAM (Case J is NA)  FFMO (Case J is NA)	Gun S AP TK APCR Flame HEAT HE TK	# 11 TK# — TK# — TK# —	75 Grant 13 — — — — —	14 — — — — — — — — — — — — — — — — — — —	17 : 22 : :	21 – 27 – — –	 8 _ 5	dr < 1 ≥ wh Multi Vehi of Do resol Amn Unde OVF ment	white dr ite dr] tiple Hit cle Note oubles y ution Dl no: Ove erscore = R Attack (D7.1),	is: Gun $\leq$ R; any no ields choice R.  erscore = A = HE NA.  i: '4 MP (liphus COT	40mm of n-CH The of two AP NA; FRU) all to enter	r US H DR ot- hex.
+1 +1 +1 +2 C6 Target-Based Hit Detern J +2 J¹ Case J +1 J² Case J +2 J³ -1 J⁴ -1 K +2	Stun (per each Stun result)  Firer in Ocean during Heavy Surf if attack is on IFT Leadership  Innation DRM  Moving/Motion Vehicle or Dashing Infantry  DFF vs. Moving Vehicle (≤ 3 MP in Firer's LOS)  DFF vs. Moving Vehicle (≤ 1 MP in Firer's LOS)  FFNAM (Case J is NA)  FFMO (Case J is NA)  vs. Concealed Target (or Area Fire; C.4)	Gun S AP TK APCR Flame HEAT HE TK FT: H	# 11 TK# — TK# — TK# —	75 Grant  13  — — — — nge; +1 if	14 — — — — — — — — CE; +2 if	17 : 222 :	21 – 27 – — – — 1	 8 _ 5	dr < 1 ≥ wh Multi Vehi of Do resol Amn Unde OVF ment	white dr ite dr] tiple Hit cle Note oubles y ution Dl no: Ove erscore = R Attack (D7.1),	is: Gun $\leq$ R; any no ields choice R.  erscore = A = HE NA.  i: '4 MP (liphus COT	40mm of n-CH The of two AP NA; FRU) all to enter	r US H DR ot- hex.
+1 +1 +1 +2 C6 Target-Based Hit Detern J +2 J¹ Case J +1 J² Case J +2 J³ -1 J⁴ -1 K +2	Stun (per each Stun result)  Firer in Ocean during Heavy Surf if attack is on IFT Leadership  nination DRM  Moving/Motion Vehicle or Dashing Infantry  DFF vs. Moving Vehicle (≤ 3 MP in Firer's LOS)  DFF vs. Moving Vehicle (≤ 1 MP in Firer's LOS)  FFNAM (Case J is NA)  FFMO (Case J is NA)  vs. Concealed Target (or Area Fire; C.4)  telPoint Blank Range (Non-Stopped/Motion target NA)	Gun S AP TK APCR Flame HEAT HE TK FT: H	# 11 TK# — TK# — TK# — alf if Long Ra	75 Grant  13 — — — — nge; +1 if	14 — — — — — — — — — — — — — — — — — — —	17 : 22 :	21 - 27 -  1 - 1		dr < ≥ wh Mult Vehi of De resol Amn Unde OVF ment  Arm 11, 1	white dr ite dr] tiple Hit cle Note oubles y ution Dl no: Ove erscore = R Attack (D7.1), or Fact 4, 18, 20	is: Gun $\leq$ R; any no ields choice R.  erscore = A = HE NA.  i: '4 MP (liphus COT	40mm on-CH The of two AP NA; FRU) all to enter	r US H DR ot- hex.
+1 +1 +1 +2 C6 Target-Based Hit Detern J +2 J <sup>1</sup> Case J +1 J <sup>2</sup> Case J +2 J <sup>3</sup> -1 J <sup>4</sup> -1 K +2 L [-2: 1 hex range][-1: 2 hex rang	Stun (per each Stun result)  Firer in Ocean during Heavy Surf if attack is on IFT Leadership  Innation DRM  Moving/Motion Vehicle or Dashing Infantry  DFF vs. Moving Vehicle (≤ 3 MP in Firer's LOS)  DFF vs. Moving Vehicle (≤ 1 MP in Firer's LOS)  FFNAM (Case J is NA)  FFMO (Case J is NA)  vs. Concealed Target (or Area Fire; C.4)	Gun S AP TK APCR Flame HEAT HE TK FT: H	# 11 TK# — TK# — TK# — alfifLong Ra	75 Grant  13  — — — — nge; +1 if	14 — — — — — — — — CE; +2 if	17 : 22 :	21 - 27 -  1 - 1	 8 _ 5	dr < ≥ wh Mult Vehi of Do resol Amn Unde OVF ment  Arm 11, 1  AFV 1. Ar	white dr ite dr] tiple Hit cle Note oubles y ution Dl no: Ove erscore = R Attack (D7.1), or Fact 4, 18, 20 Phase/Mea Targe	ss: Gun ≤ · R; any non ields choic R. R. Serrscore = A = HE NA.  · '/4 MP (I plus COT    rors: 0, 1, 2    Motion Noiet Type NA	40mm oon-CH The of two AP NA; FRU) all to enter  , 3, 4, 6,  tes: A (C3.33	ot-hex.
+1 +1 +1 +2 C6 Target-Based Hit Detern J +2 J <sup>1</sup> Case J +1 J <sup>2</sup> Case J +2 J <sup>3</sup> -1 J <sup>4</sup> -1 K +2 L [-2: 1 hex range][-1: 2 hex rang M -2	Stun (per each Stun result)  Firer in Ocean during Heavy Surf if attack is on IFT Leadership  nination DRM  Moving/Motion Vehicle or Dashing Infantry  DFF vs. Moving Vehicle (≤ 3 MP in Firer's LOS)  DFF vs. Moving Vehicle (≤ 1 MP in Firer's LOS)  FFNAM (Case J is NA)  FFMO (Case J is NA)  vs. Concealed Target (or Area Fire; C.4)  telPoint Blank Range (Non-Stopped/Motion target NA)  Bore Sighted Location (Case N, E is NA)	Gun S AP TK APCR Flame HEAT HE TK FT: H	# 11 TK# — TK# — TK# — alf if Long Ra	75 Grant 13 nge; +1 if MG	14 — — — — — — — — — — — — — — — — — — —	17 : 22 : 22 : 20 : 20 : 20 : 20 : 20 : 2	21 - 27 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1	8 5 0	dr <     ≥ wh     Mult     Vehi     of Dv     resol     Amm     Unde     OVF     ment  Arm     11, 1  AFV     1. Ar     Acqu	white dr ite dr] tiple Hit cle Note outles y uution Dl no: Ove R Attack (D7.1), or Fact 4, 18, 20 Phase/Mea Targ isition ld	s: Gun $\leq$ R; any no ields choic R. R. erscore = A = HE NA. :: '4 MP (I plus COT pris: 0, 1, 2	40mm oon-CH The of two AP NA; FRU) all to enter  , 3, 4, 6,  tes: A (C3.33	ot-hex.
+1 +1 +1 +2 C6 Target-Based Hit Detern J +2 J' Case J + 1 J <sup>2</sup> Case J + 2 J <sup>3</sup> -1 J <sup>4</sup> -1 K +2 L [-2: 1 hex range][-1: 2 hex rang M -2 N Per Acquisition Counter	Stun (per each Stun result)  Firer in Ocean during Heavy Surf if attack is on IFT Leadership  nination DRM  Moving/Motion Vehicle or Dashing Infantry  DFF vs. Moving Vehicle (≤ 3 MP in Firer's LOS)  DFF vs. Moving Vehicle (≤ 1 MP in Firer's LOS)  FFNAM (Case J is NA)  FFMO (Case J is NA)  vs. Concealed Target (or Area Fire; C.4)  tel Point Blank Range (Non-Stopped/Motion target NA)  Bore Sighted Location (Case N, E is NA)  Acquired Target (NA to Case G)	Gun S AP TK APCR Flame HEAT HE TK FT: H (D3) Al	ize 37LL # 11 TK# — TK# — TK# — TK# — # — alf if Long Ra FV PHASE/N Status Stopped	75 Grant 13 nge; +1 if IOTION I MG Full FP	THE MOON OP THE MOON OF THE MOON ON THE MOON OF THE MOON ON THE MO	17 : 22 :	21 – 27 – 1 – 1 1 – 1 ERS Full FP	8 5 0	dr <     ≥ wh Mult Vehi of Dv resol Amn Unde OVF ment  Arm 11, 1  AFV 1. Aa-qu (C6.5	white dr ite dr] tiple Hit cle Note oubles y ution DI no: Ove erscore = R Attack (D7.1), or Fact 4, 18, 20 Phase/Mea Targ isition lo	ss: Gun $\leq$ · · · · · · · · · · · · · · · · · · ·	40mm oon-CH Tie of two AP NA; FRU) all to enter  , 3, 4, 6,  tes: A (C3.33 Stabilize	ot-hex.  8,
+1 +1 +1 +x  C6 Target-Based Hit Detern J +2 J¹ Case J + 1 J² Case J + 2 J³ -1 J⁴ -1 K +2 L [-2: 1 hex range][-1: 2 hex rang M -2 N Per Acquisition Counter O -2	Stun (per each Stun result)  Firer in Ocean during Heavy Surf if attack is on IFT Leadership  nination DRM  Moving/Motion Vehicle or Dashing Infantry  DFF vs. Moving Vehicle (≤ 3 MP in Firer's LOS)  DFF vs. Moving Vehicle (≤ 1 MP in Firer's LOS)  FFNAM (Case J is NA)  FFMO (Case J is NA)  vs. Concealed Target (or Area Fire; C.4)  tel Point Blank Range (Non-Stopped/Motion target NA)  Bore Sighted Location (Case N, E is NA)  Acquired Target (NA to Case G)  Hazardous Movement	Gun S AP TK APCR Flame HEAT HE TK FT: H  (D3) Al Phase	ize 37LL # 11 TK# — TK# — TK# — alf if Long Ra FV PHASE/N Status Stopped Motion	75 Grant  13    nge; +1 if  IOTION I  MG  Full FP  Cannot	THE MO  Ordna  No DR  fire any view of the control	17 22 COT DDIFII nce I M F weapor	21 – 27 – — 1 — 1  ERS Full FP	Notes	dr < > \( \) \( \) wh Multi Vehin of Do resol Amm Unde OVF ment  Arm 11, 1  AFV 1. Ar Acqu (C6.5. 2. To be ch	white drite dr] tiple Hit cle Note oubles y ution Dl no: Ove erscore = R Attack (D7.1), or Fact 4, 18, 20 Phase/N ea Targ isition le 5). b Hit DR anged b	ss: Gun ≤ .  R; any no ields choice R.  rerscore = A = HE NA.  :: '/4 MP (i) plus COT  ors: 0, 1, 2  Motion No  et Type N  ost unless \$  M Case A  y expendin	40mm on-CH TI e of two AP NA; FRU) all to enter , 3, 4, 6,  tes: A (C3.33 Stabilize NA (CA g MP).	ot-hex.  8,
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+1 +1 +1 +x  C6 Target-Based Hit Detern J +2 J¹ Case J + 1 J² Case J + 2 J³ -1 J⁴ -1 K +2 L [-2: 1 hex range][-1: 2 hex rang M -2 N Per Acquisition Counter O -2 P Per target counter Q Per TEM R Per hindrance  Other Target Based DRM:	Stun (per each Stun result)  Firer in Ocean during Heavy Surf if attack is on IFT Leadership  Inination DRM  Moving/Motion Vehicle or Dashing Infantry  DFF vs. Moving Vehicle (≤ 3 MP in Firer's LOS)  DFF vs. Moving Vehicle (≤ 1 MP in Firer's LOS)  FFNAM (Case J is NA)  FFMO (Case J is NA)  FFMO (Case J is NA)  vs. Concealed Target (or Area Fire; C.4)  telPoint Blank Range (Non-Stopped/Motion target NA)  Bore Sighted Location (Case N, E is NA)  Acquired Target (NA to Case G)  Hazardous Movement  Target size modifier (-2 to +2)  TEM  LOS/LV Hindrance	Gun S AP TK APCR Flame HEAT HE TK FT: H (D3) Al Phase PFPh	ize 37LL # 11 TK# — TK# — TK# — alf if Long Ra FV PHASE/M Status Stopped Motion Stopped Non-Stopped	75 Grant  13  — — nge; +1 if  IOTION I  MG  Full FP  Cannot ½ FP  1/4 FP	The state of the s	17 : 22 :	21 – 27 – 1 – 1 1 ERS FT <sup>8</sup> Full FP 1 Full FP	Notes - 1,2 1,2,3	dr < > wh Multi Vehi of Do resol Amm Unde OVF ment  Arm 11, 1  AFV 1. Ar Acqu (C6.5.2. To be ch 3. To 4. Al 5. On not m	white drite dr] tite dr] tite dr] tiple Hitcle Note to be to	ss: Gun ≤ . e R; any no ields choice R. erscore = A e HE NA. t: '4 MP (I) plus COT    Motion No et Type N/ ost unless \$ M Case A y expendin M Case L es to units	40mm o n-CH Ti e of two	ot-hex.  8,  I d Gun A must  FF. cle has VBM
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