

TO HIT TABLE											
RANGE	0-6	7-12	13-18	19-24	25-30	31-36	37-42	43-48	49-54	>54	
TARGET TYPE											
Vehicle ●	10	10	9	8	8	7	7	6	6	5	5
Infantry (other)	8	8	7	6	6	5	5	4	4	3	3
Area	7	7	7	6	6	5	5	4	4	3	3

GUN & AMMO BASIC TO HIT NUMBER MODIFICATIONS ¹											
* weapon	0	0	-1	-1	-1	-1	-1	-1	-1	-1	-1
L weapon	0	0	+1	+1	+1	+1	+1	+1	+1	+1	+1
LL weapon	0	0	+1	+1	+2	+2	+2	+2	+2	+2	+2
APDS/APCR	0	0	-1	-1	-2	-2	-3	-3	-4	-4	-4
SMOKE	+2	+2	0	0	0	0	0	0	0	0	0
≤ 57 mm	0	0	-1	-1	-2	-2	-3	-3	-4	-4	-4
≤ 40 mm	0	0	-1	-1	-1	-1	-1	-1	-1	-1	-1

FIRER-BASED HIT DETERMINATION DRM	
S A	Firer outside CA per hexside changed; [NA to Bounding First Fire/Pinned Infantry (A7.81)] [T: +1/+1] [ST: +2/+1/+1] [NT: +3/+1/+1] (x2 if firer is in woods/building/rubble)
L B	Fire in AFPh without entering a hex in that Player Turn (+3 if firer is in woods/building/rubble)...+2
C	Bounding Firer; Case B plus [MA AAMG: 0] [Stabilized Gun: +1] [T/ST: +2] [NT/PRC: +3]
⊕ C ¹	Bounding First Firer, Restricted Aim (2.5-3 MP in LOS of target).....Case C +1
⊕ C ²	Bounding First Firer, Limited Aim (≤ 2 MP in LOS of target).....Case C +2
⊕ C ³	Firing LATW in AFPh/Backblast weapon from rubble/ground level building (each).....+2
⊕ C ⁴	Motion/Non-Stopped Firer..... [Stabilized Gun: C/C ³ /C ² +1] [Other: C/C ³ /C ² & lower dr x2]
D	Pinned Firer/Spotter (Multiple ROF/Case F NA).....+2
⊕ S E	Fire within hex (Case J ³⁴ , L, M are NA; col. dr = Target Facing unless VBM).....(x2 if in woods/building/rubble)...+2
S F	Intensive Fire (B# -2; no Residual FP; NA if case B, D or Stun are applicable).....+2
⊕ G	Deliberate Immobilization (MG, Case N is NA; Basic TK# > target's lowest Hull AF; Rng ≤ 6; Hull Hit required).....+5
H	Captured/Non-qualified Infantry (each) (B# -2; red TH#; lowered ROF).....+2
L I	Buttoned Up AFV (MA/SA only; RST/1MT must be BU to fire MA).....+1
	CX (A4.51).....+1
	Overstacked (A5.12).....+1 per vehicle/squad-equivalent overstack
	Leadership (A7.531) (NA for Gun unless veh. Gun directed by Armor Leader; D3.4).....+x
	Encircled (A7.7).....+1
	Hero (A15.23) (NA when firing two-man SW or Gun).....-1
	Infantry on Wire (B26.31).....+1
L	Spotted Fire (C9.31) (Δ for leader in Spotter Location).....+2
L	Bypass TCA Change to/through side Target Facing (D2.321).....+1
L	Bypass TCA equals side Target Facing unless case N applies (D2.321).....Case A
L	Stun (D5.34)..... [per each stun result (G12.111, G14.33, KGP SSR 12)]...+1
	Firer in Ocean during Heavy Surf if the attack is resolved on the IFT (G13.445).....+1

TARGET-BASED HIT DETERMINATION DRM	
→ J	Moving Vehicular Target (C.8) or Dashing Infantry (Fire vs Dashing Infantry NA if Case A applies).....+2
→ J ¹	Defensive First Fire vs Moving Vehicular Target (1.5-3 MP in firer's LOS).....Case J +1
→ J ²	Defensive First Fire vs Moving Vehicular Target (≤ 1 MP in firer's LOS).....Case J +2
→ J ^{3/4}	FFNAM/FFMO (each) (NA if case J is applicable).....-1
→ K	vs Concealed Target [EXC: vs Pillbox/its occupants] (or Area Fire; C.4).....+2
⊕ L L	Point Blank Range (NA if Non-Stopped/Motion firer/target)..... [2 Hex Range: -1]...-2
L M	Bore Sighted Location (Case E, N is NA).....-2
S N	Acquired Target (NA to Case G)..... as per Acquisition Counter
→ O	Target using Hazardous Movement (all Case J are NA).....-2
→ P	Target Size Modifier [EXC: vs Pillbox occupants]..... as per Vehicle/Gun target Counter (-2 to +2)
⊕ Q	TEM.....per TEM
→ R	LOS/LV Hindrance (C6.9, E3.1)..... per LOS/LV Hindrance
→	vs Overstacked Personnel (A5.131).....-1 per overstacked squad
→	vs Cavalry (A13.5).....-2
→	vs Infantry/Cavalry using a TB (DFP only; B13.4212).....-1
→	vs Motorcycle (D15.5).....-1
L →	Aerial attack vs Upper-Cliff cave/its contents (G11.86).....height above Base/Crest level
→	vs Wading vehicle (G13.422).....+2
	Target in Ocean during Heavy Surf if the attack is resolved on the IFT (G13.445).....+1

⊕: NA to Area Target Type L: Not applicable to LATW ●: ATR/MG use Black TH S: Not applicable to SW
 →: Applicable to Aerial Attack using own To Hit Table unless Captured [EXC: Case N appl. to light MTR]

AP TO KILL TABLE	
Armored Target:	75L 76L 80-83L 85L 90L 105L 150 88LL
Gun	37L 37 40 40L 45LL 50L 75 ^G Stuka MG 12.7 44 ^F 20LL 47* 57 45L 47L 75* ^J 76L ^R
Gun Size	39 ^F 15 ATR ^A 25LL 57* 65* 47 50 76 88 75 57L 150* 77L 88L 152 75LL 100L 150L 128L
B.TK#	4 5 6 7 8 9 10 11 12 13 14 15 16 17 19 20 21 23 25 27 28 32 33
NOTES:	M: Must be within Normal Range and not halved FP A: Russian, Finnish, Japanese, Allied & Axis Minor/Italian (20L only) R: Russian/(r)/Japanese I: Italian G: Grant Gun F: Fighter MG armament by year J: Japanese 75* Year-38
Range	0-1 2 3-6 7-18 19-24 25-30 31-36 37-42 43-48 49-54 55-60 61-66 67-78 79+

TK# Change:	
≤ 25 mm	+2 +1 +1 0 -1 -2 -3 -4 -5 NA NA NA NA NA
37-57 mm	+1 +1 0 0 -1 -2 -2 -3 -4 -4 -5 NA NA NA
≥ 65 mm	+1 0 0 0 -1 -1 -2 -2 -3 -3 -4 -4 -5 NA

Unarmored Target: Final TK# (Doubled if Critical Hit):
 IFE/MG-15mm: ★ Vehicle line on IFT ATR-28mm: 7 37-57mm: 8 65-83mm: 9 85-95mm: 10 100+mm: 11

APCR/APDS TO KILL TABLE	
Armored Target:	40LL 57LL 75L
Gun Size:	37L 28LL 45LL 47L 50 50L 57L ^R 85L 76L 76L ^U 88L D76LL 90L
Basic TK#	10 12 13 14 17 18 19 20 22 23 25 27
NOTES:	R: Russian U: U.S.
Range	0-1 2 3-6 7-12 13-18 19-24 25-30 31-36 37-42 43-48 49+
TK# Change:	
APCR ≤ 57 mm	+3 +2 +1 0 -2 -4 -6 NA NA NA NA
APCR ≥ 65 mm	+3 +2 +1 0 -1 -3 -4 -5 -6 -7 NA NA
APDS (D)	+1 0 0 0 0 0 -1 -2 -3 -4 NA NA
Unarmored Target:	Use AP To Kill Table

HEAT TO KILL TABLE	
Armored Target:	57 BAZ43 PSK 37 40
Gun Size:	94 70 76 100 105 95 122 150 Pfk 47 PF
Basic TK#	11 12 13 14 15 16 17 21 22 26 31
Unarmored Target:	Final TK# : 11 (22 if Critical Hit)
Case D NA	PF Range Aug43+: 1; Jun44+: 2; 45+: 3 Pfk Range: 1

HE & FLAME TO KILL TABLE	
Gun Size:	20+ 30+ 40+ 50+ 70+ 80+ 100+ 120+ 150+ DC FT MOL MOL-projector
Armored Target Basic TK#	3 4 5 6 7 8 10 12 16 16 8 ² 6 ³ 6 ⁴
Unarmored Target Final TK# ¹	6 8 9 10 12 14 16 18 20 [★ Veh. line on IFT] 9
Case D NA [EXC: FT]	1: Doubled if Critical Hit [EXC: DC, FT, MOL] 2, 3, 4: Only TK# Modifiers are +1 if Rear Target Facing & 2: Half if Long Range; +1 if CE; +2 if OT 3: +1 if CE CT; +2 if OT; +1/+2 Elevation adv. (C7.22); -2 vs Moving Target 4: Double if CH; +1 if OT

AFV DESTRUCTION TABLE	
Final Effects DR	Indir. Fire A-P/A-T Mines CC Bomb/Dir. Fire ^C DC ^D FT/MOL MG ^F Indirect Fire ^E A-P Mines ^G A-T Mines ^G CC
^A ≤ Half Final TK#	K 1KIA CCV Burn Burn Burn Burn Burn Im Burn Burn
^A < Final TK#	K 1KIA CCV Elim Elim Burn Elim Elim Im Elim Elim
= Final TK#	K 1KIA CCV Im ^H /Sh ^T Im ^H /Sh ^T Elim ^A Stun Im ^H /Sh ^T Im Elim Im
HE 1 > Final TK#	K Im ^H /Sh ^T Im ^H /Sh ^T P.Sh
Non-HE ^B 1 > Final TK#	
A-T Mine > Final	1KIA Im

A: -1 DRM to Final TK DR for Burning Wreck C: Includes Aerial Fire F: Includes 12.7 / 15 mm and Aerial Fire K/1KIA: is the DR required for determination only, if AFV has Red CS# D: Requires Position DR (C7.346) G: If AFV's lowest hull AF is 0, K/1KIA results on the IFT
 B: Includes HEAT E: Use Original IFT DR for Hit Location (C1.55) treat it as an unarmored vehicle H/T: Hull/Turret Hit