



### TO HIT TABLE

RANGE	0-6	7-12	13-18	19-24	25-30	31-36	37-42	43-48	49-54	>54
<b>TARGET TYPE</b>										
Vehicle ●	10 10	9 8	8 7	7 6	6 5	6 4	5 3	4 2	3 1	2 0
Infantry (other)	8 8	7 6	6 5	5 4	4 3	3 2	2 1	1 0	0 -1	-1 -2
Area	7	7	8	8	7	7	6	6	5	5

### GUN & AMMO BASIC TO HIT NUMBER MODIFICATIONS<sup>L</sup>

* weapon	0	0	-1	-1	-1	-1	-1	-1	-1	-1
L weapon	0	0	+1	+1	+1	+1	+1	+1	+1	+1
LL weapon	0	0	+1	+1	+2	+2	+2	+2	+2	+2
APDS/APCR	0	0	-1	-1	-2	-2	-3	-3	-4	-4
SMOKE	+2	+2	0	0	0	0	0	0	0	0
≤ 57 mm	0	0	-1	-1	-2	-2	-3	-3	-4	-4
≤ 40 mm	0	0	-1	-1	-1	-1	-1	-1	-1	-1

### FIRER-BASED HIT DETERMINATION DRM

S A Firer outside CA per hexside changed:..... [T: +1/+1/+1] [ST: +2/+1/+1] [NT: +3/+1/+1] [NA to Bounding First Fire/Pinned Infantry (A7.81)] (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<sup>1</sup> Bounding First Firer, Restricted Aim (2.5-3 MP in LOS of target).....Case C +1

⚡ C<sup>2</sup> Bounding First Firer, Limited Aim (≤ 2 MP in LOS of target).....Case C +2

⚡ C<sup>3</sup> Firing LATW in AFPh/Backblast weapon from rubble/ground level building (each).....+2

⚡ C<sup>4</sup> Motion/Non-Stopped Firer..... [Stabilized Gun: C/C<sup>3</sup>/C<sup>2</sup> +1] [Other: C/C<sup>3</sup>/C<sup>2</sup> & lower dr x2]

D Pinned Firer/Spotter (Multiple ROF/Case F NA).....+2

⚡ S E Fire within hex (Case J<sup>3/4</sup>, 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<sup>1</sup> Defensive First Fire vs Moving Vehicular Target (1.5-3 MP in firer's LOS).....Case J +1

→ J<sup>2</sup> Defensive First Fire vs Moving Vehicular Target (≤ 1 MP in firer's LOS).....Case J +2

→ J<sup>3/4</sup> 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 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 Motorecyclist (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:

	37L	37LL	50L	75L	76L	90L
Stuka MG 12.7	42	37	40	40L	45LL	75
Gun	39	15	ATR	25LL	57*	65*
Size	MG	ATR	20L	37*	70*	76*
B.TK#	4	5	6	7	8	9
NOTES:	Must be within Normal Range and not halved FP					
	Russian/(r)/Japanese			Italian		Grant Gun
	Russian, Finnish, Japanese, Allied & Axis Minor/Italian (20L only)			Fighter MG armament by year		
	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:

	37L	28LL	45LL	40LL	50L	57LL	75L
Gun Size:	37L	45L	47L	76L	50L	76LL	85L
Basic TK#	10	12	13	14	17	18	19
NOTES:	Russian		U.S.				
Range	0-1	2	3-6	7-12	13-18	19-24	25-30
TK# Change:							
APCR ≤ 57 mm	+3	+2	+1	0	-2	-4	-6
APCR ≥ 65 mm	+3	+2	+1	0	-1	-3	-4
APDS (D)	+1	0	0	0	0	0	-1

Unarmored Target: Use AP To Kill Table

### HEAT TO KILL TABLE

Armored Target:

	57	BAZ43	PIAT	BAZ44+	PSK
Gun Size:	65	75	105	95	122
Basic TK#	11	12	13	14	15
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<sup>2</sup>    6<sup>3</sup>    6<sup>4</sup>

Unarmored Target Final TK#<sup>1</sup> 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	Bomb/Dir. Fire <sup>C</sup>	DC <sup>D</sup>	FT/MOL	MG <sup>F</sup>	Indirect Fire <sup>E</sup>	A-P Mines <sup>G</sup>	A-T Mines <sup>G</sup>	CC
<sup>A</sup> ≤ Half Final TK#/K/1KIA/CCV	Burn	Burn	Burn	Burn	Burn	Im	Burn	Burn
<sup>A</sup> < Final TK#/K/1KIA/CCV	Elim	Elim	Burn	Elim	Elim	Im	Elim	Elim
= Final TK#/K/1KIA/CCV	Im <sup>H</sup> /Sh <sup>T</sup>	Im <sup>H</sup> /Sh <sup>T</sup>	Elim <sup>A</sup>	Stun	Im <sup>H</sup> /Sh <sup>T</sup>	Im	Elim	Im
HE 1 > Final TK#/K	Im <sup>H</sup> /Sh <sup>T</sup>	Im <sup>H</sup> /Sh <sup>T</sup>			Im <sup>H</sup> /Sh <sup>T</sup>			
Non-HE <sup>B</sup> 1 > Final TK#	P.Sh							
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, treat it as an unarmored vehicle    H/T, H/T: Hull/Turret Hit  
 B: Includes HEAT    E: Use Original IFT DR for Hit Location (C1.55)