

F2: CASUALTY TABLE													
Notes	AP	CF	SC						FT	BT	DOZ		
HE	15	20	40	50	60	70	75	80	94	105	120	150	200
GF FRAG	1	2	4	6	8	10	14	20	24	30	36	40	50
1	C1	C2	C2	C3	C3	C4	C5	C6	C6	C7	C8	C9	C11
2	C1	C1	C2	C2	C3	C3	C4	C5	C5	C6	C7	C8	C10
3	C1	C1	C1	C2	C2	C3	C3	C4	C5	C6	C7	C8	C9
4	-	C1	C1	C1	C2	C2	C3	C3	C4	C5	C6	C7	C8
5	-	-	C1	C1	C1	C2	C3	C3	C4	C5	C6	C7	C8
6	-	-	-	-	C1	C1	C2	C2	C3	C3	C3	C4	C6
7	-	-	-	-	-	C1	C1	C1	C2	C2	C2	C3	C5
8	-	-	-	-	-	-	C1	C1	C1	C1	C2	C2	C4
9	-	-	-	-	-	-	-	C1	C1	C1	C1	C1	C3
0	-	-	-	-	-	-	-	-	C1	C1	C1	C1	C2

DR- C# also takes Morale Check + '#' applied as DRM Red C# indicates placement of CF

C3: FLAMETHROWER VS. VEHICLES AND H WEAPONS	
Vehicle	DR
AFV	4*
APC	6*
Truck	9*
H Weapon	6

* Do not apply AF
DR ≤ # results in a burning wreck or elimination of the H Weapon

GA: GRENADE ATTACK TABLE		
Frag	Type	Notes
3	Grenade	Per Stacking Point
20	Satchel Charge	20 GF on Casualty Table
+4	Gammon	Add to Grenade Attack value

* Subject to Hurl Back and may create Rubble/Flame
** 2R shift for Engineers and may create Flame

C2: INDIRECT HE FFE BOMB ROCKET ATTACKS VS VEHICLES AND H WEAPONS				
Target Type	M-Kill	F-Kill	K-Kill	Burn
AFV	C3	C4	C5	C6+
APC	C3 (roll for both)		C4	C5+
Truck	C2 (roll for both if Gun Armed)		C3	C4+
H Weapon	-	C3	C4+**	-

Find the Casualty Table (F2) result in the Target Type row to determine the result at the top of each column. If the result is an M-or F-Kill, roll on those tables to determine the final result. ** H Weapon is eliminated.

FR: RUBBLE FLAME REMOVAL TABLE				
Target Type	Remove	HE FRAG	Flamethrower	Flame
Building	-	C5	C6+*	C6+*
Bunker Blockhouse	C6+	-	-	-
Flame Terrain	-	-	-	C6+*
Sanger	C4+	-	-	-
Cave Dugout	C9+	-	-	-

* A subsequent die roll of 1-3 needed to place a Flame marker.

C6: SMALL ARMS (GF) VS. VEHICLES AND H WEAPONS				
Target Type	M-Kill	F-Kill	K-Kill	Burn
AFV	-	-	C1+ = S	-
APC	-	-	C1+ = S	-
Truck	C1	-	C2-3	C4+
H Weapon	-	C8+*	-	-

Find the Casualty Table (F2) result in the Target Type row to determine the result at the top of each column. S: Roll on Suppression Table (D3) using C# as modifier. * Roll on F-Kill Table (D1) on C8+ row.

DT: DEMOLITION TABLE			
Target Type	Bangalore (40)	Dozer (50)	S Charge (20)
AT Trench Hexside Terrain	-	C6+	-
Hedgehog Bunker Cave	C6+	-	C6+
Wire Roadblock Mines	C5+	-	C5+
Rubble	-	C8+	-

A1: HIT PROBABILITY TABLE (HPT)											
Long Range Gun Size:				70-74	75+	70-74	75+	70-74	75+	70-74	75+
Range	0-2	3-8	9-16	17-24	25-32	33-40	41+				
A	9	8	7	5	7	4	6	3	5	-	3
B	9	8	6	4	6	3	5	2	4	-	2
C	9	7	5	3	5	2	4	1	3	-	1
D or LIATR	9	7	4	2	4	1	3	-	1	-	-

Cumulative HPT Die Roll Modifiers

Moving Vehicle Target Non Moving FOW Vehicle H Weapon Final Defensive Fire	+2
Assault Fire Vehicle Main Armament	+5
Personnel Assault Fire L AT or L ATR Aircraft Cannon	+3
Burst on Target	-3 and 2 x remaining ROF
Non H-D Vehicle target presents FLANK facing to firing unit	-1
Vehicle Target Size Modifier (see TS Table)	+1 +2 -1
Terrain Cover State	+1 per 1L
Obscuring Terrain Wreck FFE along LOS	+1 per 1L
Smoke	+4 per HEX along LOS
Elite Tank Commander	-1
Firing vehicle is Suppressed	+2
Covered Arc Change (Fast Slow VCA or Gun CA Change) +1 +2 +3 and +1 per hexside thereafter	+4
AP vs. unit under Bunker counter	+4
APCR or APDS range of 9+ hexes	+2 +1 per additional 8 hexes
Squad HPT use of Medium Heavy weapon	+1 +2 and ROF = 1
On Board Firing Smoke	-2
Running Assault Moving Personnel target	-2 -1
Overstacked	-1 per vehicle or H weapon
Aerosols	+4 +2 +1 per 10 hexes
Pre '43 Russian vehicle MA	+2
Volkssturm/Conscript Personnel use of Medium Heavy Weapon	+2

A3: LIAT HIT PROBABILITY TABLE (SCW and LIATR use A1)						
Range	0	1	2	3	4	5+
To Hit #	9	7	5	4	3	2

A2: MACHINE GUN HIT PROBABILITY TABLE						
Range	0-1	2-3	4	5	6-7	8+
To Hit #:	9	7	5	4	3	2*

* to normal maximum range.

B: HIT LOCATION TABLE		
Turret	Other	Aspect Hit
1-3	-	Turret
4-6	1-5	Upper Hull (UH)
7-9	6-9	Lower Hull (LH)
0	0	Track

Cumulative Hull-Down DRM:

Burst On Target	-3
Large Target	-1
Small Target	+1
Very Small Target	+2

HE: HE PENETRATION TABLE	
Gun Size	Penetration
12.7	0
15	1
20	1
37	2
50	2
57	2
75	3
76	3
88	4
90	5
100	5
150	6
200	7

Pen x 2 vs. APC | Truck Type Vehicles

C4: H WEAPON DESTRUCTION				
HPT HITS BY WEAPONS ≤ 20MM				
Die Roll	1-2	3-4	5-8	9-0
AP Hit	F	F	-	-
HE Hit FFE	F	F	F	-

C1: K-KILL TABLE														
Attack Type	AP APCR APDS HEAT SCW							HE						
Result	-1	0	+1	+2	+3	+4	+5 >	-1	0	+1	+2	+3	+4	+5 >
Poss K-Kill	1	3	4	5	6	7	9	1	2	3	3	4	5	6
K-Kill	-	2	3	4	5	6	8	-	1	2	2	3	4	5
Burn	-	1	1	2	2	3	4	-	-	1	1	2	3	4

+1 to Burn values when Rear Aspect targeted. Check for Suppression on all NON K-Kill results.

D1: F-KILL TABLE	
Firing Unit	DR
HPT F-Kill	4
C8+ GF F-Kill	1
TUR aspect or UH for SP Gun	-

D2: M-KILL TABLE			
Aspect Hit or Attack Type	M-Kill		
Indirect HE or Track Hit	7		
Upper Hull Aspect (UH)	3		
Overrun vs. Heavy Weapon	1		

D3: SUPPRESSION TABLE		
Gun Size	Die Roll	Removal
≤49mm	5	Morale Check
50+mm	7	Check
75+mm TUR	Auto	APC: ML '7'
C# Result*	#	for all

*DR ≤ C# = Suppression
Elite Tank Commander DRM: +1

TP: ATTACK RESULTS VS. TRANSPORTED PERSONNEL	
Direct Fire K-Kill (Burn)	All Personnel and any carried weapons are eliminated.
Direct Fire K-Kill (non-Burn)	Apply HE or AP FRAG, then unload in hex and take Morale Check.
Indirect Fire K-Kill	All Personnel and any carried weapons are eliminated.
Casualty Table Fire	Tank Riders: Assault Cover APC: Good or Full Cover (indicated on vehicle unit) Others: Stationary Cover

E: BAIL OUT TABLE			
Result	1-6	7	8-0
M-Kill	-	Bail Out!	Bail Out!
F-Kill	-	-	Bail Out!

+1 DRM if Command Tank already K- or M-Killed

PK: POSSIBLE K-KILL RESULTS MATRIX		
Vehicle Type	Aspect Facing	Result
Tank	UH Front or Rear	Roll for M-Kill; Fail = K-Kill
Tank	Turret Flank or Rear	Immediate K-Kill
Tank	Turret Front	Roll for F-Kill; Fail = K-Kill
Tank or SPG	LH All Facings	Immediate K-Kill
Tank or SPG	UH Flank	Immediate K-Kill
SPG	UH Front	Roll for M- and F-Kill; Fail both = K-Kill
SPG	UH Rear	Roll for M-Kill; Fail = K-Kill
APC	All Hits	Immediate K-Kill
Truck	All Hits	Immediate K-Kill

TS: TARGET SIZE HPT DRM		
DRM	Color	Target Size
-1	Black	Large
+1	White	Small
+2	Red	Very Small

FLOORPAN HIT	
LH aspect + subsequent DR of 1-2 = Underbelly Hit on Front/Rear when crossing Wall, Hedge, Bocage or exiting Sanger across hexside crossed by firing unit's LOS. Floorpan Hits treat AF for all AFVs as '1'	

ME: MELEE TABLE						
Personnel vs. Personnel Melee Odds Ratio (MV = Gun Factors)						
DR	1 to 2	1 to 1	3 to 2	2 to 1	3 to 1	4 to 1
1-2	DC2	DC2	DC2	DC3	DC3	DC4
3-4	AC1 DC1	DC1	DC2	DC2	DC3	DC3
5-6	AC2 DC1	AC1 DC1	DC1	DC2	DC2	DC3
7-8	AC3	AC2 DC1	AC1 DC1	DC1	DC2	DC2
9-0	AC4	AC2	AC2 DC1	AC1 DC1	AC1 DC1	AC1 DC2

Personnel vs. Vehicle Melee Results (MV = Stacking Points)

≤ 1/2 MV	K-KILL (Burning Wreck)
< MV	K-KILL (Burning Wreck if Gammon Bomb used)
= MV	M-KILL (Roll for Bail Out)
> MV	No Effect

Cumulative Melee Value (MV) Modifiers:

Courage OR leader with Courage	2 x MV
CT AFV or APC	1/2 MV
Moving Vehicle	1/2 MV
Officer NCO	+2 +1
Satchel Charge Used Gammon Bomb Used (not both)	+2 +1
All Attacking Personnel (and accompanying leader) have Morale 8+	+1
All Attacking Personnel (and/or accompanying leader) are Combat Engineers	+1

IS: INDIRECT FIRE VS. VEHICLE SHIFTS	
Target Type	Shift
Lowest UH/TUR AF 4+	1L
APC OT AFV	1R
Truck Type	2R

DA: AFV VS. AIRCRAFT ATTACKS	
Armor Factor for Aircraft HPT Hit = LOWEST AF Halved (round down to minimum of zero)	

C5: ANTI-AIRCRAFT FIRE TABLE	
DR	Result
1	Aircraft Eliminated
2-3	Aircraft Driven Off
4-0	+10 DRM to Accuracy
0+	No Effect

Range	Weapon Type
3	MIMG
4	≤ 20mm HIAA
8	37+mm HIAA

+1 DRM for Medium Machine Gun

M: MORALE TABLE		
Unit	Modifier	Notes
Non Broken Friendly Units		
Each 3 SP (non-Marine) Personnel Unit	+1	
Each 3 SP Marine Personnel Unit	+2	
Each 2 SP Marine Personnel Unit	+1	
Each AFV	+1	
ONE Commissar	-	
ONE Officer	+2	
ONE NCO	+1	
Other Friendly Units		
ONE Surrendered 2+ SP Personnel Unit	-2 0	a, b
Enemy Units (including Broken)		
Each 3 SP Personnel Unit	-1	
Each AFV	-1	c
Each Overrun	-4 -2	d, e, f
Banzai Charge	-4	
Situation		
Casualty Marker	-1	
In Minefield	-1	
In FFE Concentration	-1	
In Barrage FFE	-2	
In Hedgehog AT Trench	+1	
Under Bunker	+2	
In Crossfire	-2	
Notes		
a) EACH surrendered Italian unit.		
b) Japanese, USMC, Finnish (8+ morale), Die Hard SS: 0.		
c) Ignore in Overrun hex.		
d) Ignore -4 if under Foxhole or Hedgehog.		
e) Ignore Overruns if under Blockhouse or Bunker.		
f) Japanese, USMC, Finnish (8+ morale), Die Hard SS: -2.		

TERRAIN CHART														
Terrain	Type	Height	Cover	Entry Cost				Effects					Notes	
				Personnel	Tracked	Half-Track	Wheeled	Im	Cu	Flam	AirB	H-D		Hide
Bamboo	B	+5	G	Crawl or Infil.	4	-	-	A	-	x	x	-	x	Roads and Paths through; No Foxholes allowed
Bocage	B	+10	I F	2+CoT	4+CoT	-	-	B	-	-	-	x	x	Full Cover; Floorpan hits possible
Bridge	S	+5*	I*	Move along road in hex				-	-	-	-	x*	-	* Treat non-road hexsides as wall hexsides
Brush	O	+5	S	2	2	2	2	-	-	-	-	-	-	
Building	B	var	G I M	2	2*	2*	-	A	-	x	-	-	-	* Closed Top vehicles only
Cellar	S	-10	I M	2	-	-	-	-	-	x	-	-	-	
Creek	LD	0 -10	S G	2 + CoT 4	2 + CoT	2 + CoT	2 + CoT	A	-	-	-	-	x*	
Crops Elephant Grass**	O	+5	S	2	2	2	2	-	-	x	-	-	-	* Moving Cover 1L; ** No Running movement allowed
Debris	O	+5	G	2*	2	2	2	A	-	-	x	-	-	* No Running movement allowed
Deir	C	-5	G**	1 1+CoT	1 1+CoT	1 1+CoT	1 1+CoT	-	-	-	-	x**	-	1 + CoT when exiting; ** across contour
Embankment	B	+10	S G**	1+CoT*	1+CoT*	1+CoT*	1+CoT*	BA	-	-	-	x**	-	* Or Road; ** from lower level
Factory	B	var	I M	2	2* 2	2* 2	2* 2	A	-	x	-	-	-	* Entry hex no immobilization check.
Flame	O	+30	+4 4L	-	-	-	-	-	-	-	-	-	-	No unit may enter Flame location
Fort	B	+10	S I	Infil.	1	1	1	-	-	-	-	-	-	Units on rampart receive Improved cover
Graveyard	O	+5	G	2*	2*	2*	2*	A	-	-	x	-	-	* May use road; no Running allowed, unless using road
Hedge	B	+5	G	1 + CoT	1 + CoT	1 + CoT	1 + CoT	B	-	-	-	-	-	
High Wall	B	+10	I	Crawl or Infil.	Gate only	Gate only	Gate only	-	-	-	-	-	-	
Hillock	B	+5	G*	1 1+CoT	1 1+CoT	1 1+CoT	1 1+CoT	-	-	-	-	x**	-	* Good or H-D when adjacent (roll may be required)
Hill	B	+10**	G**	1 1+CoT	1 1+CoT	1 1+CoT	1 1+CoT	-	-	-	-	x*	-	* Good and H-D from lower unit; ** per level
Hill (Cliff)	B	var	G*	-	-	-	-	-	-	-	-	x*	-	* Good and H-D from lower unit
Hill (Precipitous)	B	3+15 Δ	G**	4+CoT**	4+CoT	4+CoT	4+CoT	B	-	-	-	x*	-	* Good and H-D from lower unit; ** Winded may not Infil.
Jungle	B	+20	G	Crawl or Infil.	4	-	-	A	-	x	x	-	-	Roads and Paths pass through
Junkyard	O	+5	G	2*	2	2	2	A	-	-	x	-	-	* No Running
Open Ground	C	+0	S	1	1	1	1	-	-	-	-	-	-	
Orchard	O	+10	S	1	1	1	1	-	-	-	-	-	-	4 or more symbols affect entire hex
Palm Grove	O	+10	S	1	1	1	1	-	-	-	-	-	-	Creates Blind Hexes from higher
Path	C	+0	-	-1*	Treat as other terrain in the hex			-	-	-	-	-	-	* -1 MP to move higher via Precipitous terrain
Pond	C	-10	S	No unit may enter unless Bridge, Wading, Ford, or WC				-	-	-	-	-	-	
Railcars	B	+10	G	2	2	May not enter		A	-	-	-	-	x*	* Personnel and L & M weapons only
Railroad	C	+0	-	1	1	1	1	-	-	-	-	-	-	May move along as if a road
Ravine	LD	+0 -10	S G	2+CoT 4*	2+CoT	2+CoT	2+CoT	A	-	-	-	-	x	* 4 MP to move into "Up" position; Good cover in "Up"
Razorback Ridge	B	+5	I	1+CoT	1+CoT	1+CoT	-	B	-	-	-	x	-	Floorpan hit possible; automatic H-D
Rice Paddies	O	+5	S*	2	4	M-Kill	M-Kill	A	-	x	-	-	-	treat as Crops for Personnel or Swamp for Vehicles
River	C	-10	-	No unit may enter unless Bridge, Wading, Ford, or WC				-	-	-	-	-	-	River = blue 2+ hexes wide
Road	C	+0	-	-1* 1	Half	Half	Half	-	-	-	-	-	-	* -1 MP to move higher via Precipitous terrain
Rock Strewn	O	+5	G	2	2	2	2	A	-	-	x	x*	x	* H-D on roll of "1-2"; only TURRETED may be H-D
Rubble	B	+5	G I M	2*	2**	May not enter		A	-	-	x	-	-	* No Running movement; ** No Cross-Country movement
Sand Dune	B	+5*	I	2xCoT	2xCoT	2xCoT	2xCoT	A*	-	-	-	-	-	* +10 by SSR; Floorpan hits possible; Soft Sand
Scrub	C	+0	S	2	2	2	2	-	-	-	-	x*	x	* H-D on roll of "1"
Shellhole	C	+0	G*	2	2	2	2	A	-	-	-	-	-	* Non H weapons and Personnel only
Smoke	O	+30	+4 4L	1+CoT	1+CoT	1+CoT	1+CoT	-	-	-	-	-	-	+4 HPN DRM 4L for each smoke hex along LOS
Soft Sand	C	+0	S	2	2	2	2	A	x	-	-	-	-	Vehicles and H Weapons may only be towed OUT
Steeple	B	+10*	-	-	-	-	-	-	-	-	-	-	-	2 SPs max; building location; +10 higher than highest level
Sunken Road Path RRR	LD	+0 -10	S G I	2 Road 4	2 Road	2 Road	2 Road	A	-	-	-	-	x*	4 MP and "G" for "Up"
Swamp	O	+5	S	2*	4	M-Kill	M-Kill	A	x	-	-	-	-	No Running; No H weapons
Track	C	+0	S	-1* 1	Half	Half	1	-	-	-	-	-	-	* -1 MP to move higher via Precipitous terrain
Wadi	LD	+0 -10	S G	1*	1 1	2+CoT 1*	2+CoT 1*	A	-	-	-	x***	x	* End hex; ** Enter UP; *** Exit UP
Wall	B	+5	I	1+CoT	1+CoT	1+CoT	Gate only	B	-	-	-	x	-	Possible Floorpan hits; automatic H-D
Water (Deep)	C	+0	S	No unit may enter unless Bridge, Wading, Ford, or WC				-	-	-	-	-	-	
Water (Ford)	C	+0	S	4	4	4	4	A*	-	-	-	-	-	Ford by SSR only; * Immobilization roll if Wading
Woods	B	+10	G	2	2	2	2	A	-	x	x	-	-	Roads and Paths pass through
Woods (Forest)	B	+20	G	2	2	2	2	A	-	x	x	-	-	By SSR; Roads and Paths pass through
Wreck (Vehicle)	O	+5	G*	CoT	2xCoT	2xCoT	2xCoT	-	-	-	-	-	-	* From AFV/APC/non-burring wrecks
Wreck (Burning)	O	+30	+4 4L	1+CoT	1+(2xCoT)	1+(2xCoT)	1+(2xCoT)	-	-	-	-	-	-	Flame may not "spread" to hex

EMPLACEMENTS CHART														
Emplacement	DRM	Height	Cover	Entry Cost				Effects					Notes	
				Personnel	Tracked	Half-Track	Wheeled	Im	Cu	Flam	AirB	H-D		Hide
Anti-Tank Trench	+2 +3	-	I F	1	No Entry			-	-	-	-	-	-	Drop to FULL
Blockhouse	-1 +3	-	I F	1	CoT	CoT	CoT	-	-	-	-	-	-	6 Stacking Points MAX
Bunker	+2 +3	-	I F	1	CoT	CoT	CoT	-	-	-	-	-	-	3 Stacking Points MAX
Cave Dugout	-1 +3	-	I F	1	CoT	CoT	CoT	-	-	-	-	-	-	Only Japanese UNDER
Foxhole	-1 +1	-	I G	1	CoT	CoT	CoT	-	-	-	-	-	-	GOOD only for under
Hedgehog	+2 +3	-	I F	1	CoT	CoT	CoT	A	-	-	-	-	-	Drop to FULL
Minefield	-	-	-	CoT	Forcing Die Roll if no Lane			-	-	-	-	-	-	Forcing = Lane
Roadblock	-1 +2	+5	- I	1	May not cross Roadblock hexside			-	-	-	-	x	-	Treat as Wall for cover
Sangar	-1 +1	-	I G	1	CoT 1 MP to exit			-	-	-	-	x	-	Floorpan hits
Weapons Pit	-1 +2*	-	- I	1	CoT 1 MP to exit			-	-	-	-	x	-	* +3 for Very Small vehicles
Wire	-	-	-	Crawl Infil	*	*	No Entry	A	-	-	-	-	-	NA in building hex

M: BUILDING TABLE						
Building Description	Type	Cover	Center Dot	Levels	Height	Notes
Single Hex	House	I M	Normal	Ground	+10	Also for multiple small buildings in one hex 2xCoT for Tracked with no Immobilization roll
Single Hex	Flimsy Hut	G	Normal	Ground	+10	
Single hex, multi-story	Tower	I M	Large, yellow	Ground, +10 +20	+20 +30	May use white dot; dot: +20; square: +30
Multi-hex	Large Building	I M	Normal	Ground, +10	+20	May change levels in each hex
Multi-hex Stairwell	Large Building	I M	Large, Red	Ground, +10, +20	+30	May change levels in printed stairwell hexes
Multi-hex Roofless	Large Building	I M	Normal	Ground, +10	+20	Treat inside as Debris
Factory	Factory	I M	Large, Red	Ground, Roof	+20	
Factory Roofless	Factory	I M	Large, Red	Ground	+20	
Steeple	Church	I M	White Cross	+10 above highest in hex		No mortar weapons
Cellar	By SSR	I M	-	-10 below lowest in hex		
Single hex, Desert	House	M	Normal	Ground	+10	
Multi-hex, Desert	Large Building	M	Normal	Ground	+10	
Fort, Courtyard	Fort	-	Normal	Ground	+0	No cover but out of LOS
Fort, Rampart	Fort	I	Normal	+10	+10	Improved cover from outside Fort

I = Improved Cover (brown buildings), M = Masonry Cover (gray buildings)

S: SPOTTING RANGES TABLE														
Conditions	Status	Building Smoke Indirect	Moved, Running Assault, Overstack			Stationary			Good			Improved Masonry, Full		
			V	P	H	V	P	H	V	P	H	V	P	H
Optimal	Normal	*	24	16	18	20	12	16	16	10	12	12	10	10
	Sup, FOW	24	18	10	16	16	8	12	12	8	10	10	8	8
Average	Normal	24	18	10	16	16	8	8	12	8	8	10	8	8
	Sup, FOW	18	16	8	12	14	6	8	10	6	8	8	6	6
Hazy	Normal	14	14	8	12	12	6	6	10	6	6	8	6	6
	Sup, FOW	12	12	6	8	10	4	6	8	4	6	6	4	4
Night, Khamsin or Fog	Normal	6	6	5	6	5	3	4	4	2	2	3	2	2
	Sup, FOW	4	4	3	3	3	2	2	2	1	1	2	0	1

L: LOS BLIND HEX CREATION TABLE										
Height Diff	1-6	7-12	13-18	19-24	25-30	31-36	37-42	43-48	49-54	55-60
+10	1	2	3	4	5	6	7	8	9	10
+20	1	1	2	3	4	5	6	7	8	9
+30	1	1	1	2	3	4	5	6	7	8
+40	1	1	1	1	2	3	4	5	6	7
+50	1	1	1	1	1	2	3	4	5	6

= Blind Hexes created by terrain along LOS from higher unit. Reduce by one when firing AND target units are on the same hill mass. Orchard and Palm Grove terrain create Blind Hexes from a firing unit that is higher than the target unit (including on Hillock)

I: IMMOBILIZATION TABLE	
Die Roll	Result
1-6	-
7-0	M-Kill
Cumulative Immobilization DRM	
Fully Tracked	-1
Wheeled	+1
Elite Tank Commander	-1

Consolidated ATS Tables, version 3.00

F1: COVER STATE EFFECTS TABLE		
Cover State	Col Shift	HPT DRM
Running	2R	-2
Assault	1R	-1
Crawl Stationary	-	-
Good	1L	+1
Improved or Wooden	2L	+2
Full or Masonry	3L	+3
Per Obscuring	1L	+1
HE Cushion	1L	-
Smoke or Dust	4L	+4
Night, Khamsin or Fog	2L	+2
Vehicle or Gun on FOW Side	2L	+2
NCO Directed	1R	-1
Officer Directed	2R	-2
Air Bursts	1R	n/a
Time Fuzed HE	1R	n/a
Winded Infantry	1L	+1*
Per Overstacked Vehicle	1R	-1
Per Overstacked H Weapon	1R	-1
Per Overstacked 3 SP Infantry	1R	-1
Per Floor Above (indirect fire)	1L	n/a

* Apply to Firing unit only

V: VICTORY POINT TABLE	
Result	VP
Non-leader Personnel eliminated	SP value
Commissar or FO	5
Officer	4
NCO or BAR Gunner	2
H Weapon F-Kill or Elimination	4
AFV K-Kill, Burn or Bail Out	6
AFV F-Kill or M-Kill	2
APC or Truck K-Kill or Burn	3
Aircraft Eliminated	