

TO HIT CHART

(shows Final DR needed)

Nationality	Gun Type	FP Column (ITT/ATT/CH)	range	Infantry Target Type [ITT]						Area Target Type [ATT]				Vehicle Target Type [VTT]			
				TH# (CH TH#)	1	2	3-6	7-12	13-18	19-24	range	1-12	13-24	range	1-6	7-12	13-18
Both	MG†@Ω			-	-	-	-	-	-	-	-	-	-	10	9/8	6/5	-
German	75*	12/6/24		10(5)	9(4)	8(3)	7(3)	5(2)	4(2)		7	7		10	9	7	6
German	75L	12/6/24		10(5)	9(4)	8(3)	7/6(3/2)	7/6(3/2)	6/5(2/2)		7	9		10	9/8	9/8	8/7
German	75LL	12/6/24		10(5)	9(4)	8(3)	7(3)	7(3)	6(2)		7	9		10	9	9	8
German	88L	16/8/30		10(5)	9(4)	8(3)	7(3)	7(3)	6(2)		7	9		10	9	9	8
German	88LL	16/8/30		10(5)	9(4)	8(3)	7/6(3/2)	7/6(3/2)	6/5(2/2)		7	9		10	9/8	9/8	8/7
British	51	-/2/12		-	-	-	-	-	-		7(NA 1)	NA		-	-	-	-
British	57L®	6[2]/2[-]/12[4]		10(5)	9(4)	8(3)	7/6(3/2)	6/5(2/2)	5/4(2/1)		7	8		10	9/8	8/7	7/6
British	75	12/6/24		10(5)	9(4)	8(3)	7(3)	6(2)	5(2)		7	8		10	9	8	7
British	76LL	12/6/24		10(5)	9(4)	8(3)	7(3)	7(3)	6(2)		7	9		10	9	9	8

† Must be within normal range and not halved FP

@ SW use RED TH# only if subject to Captured or Inexperienced use

Ω MG CH is NA

® British 57L has Limited HE; use values in [brackets] for AP ammunition

TO HIT DICE ROLL MODIFIERS

Firer Based To Hit DRM

Guns, SW Mortars, LATW, MG, & Vehicles

1. Fire in AFPh (+3 if in building) +2
(for Gun/SW Mortar/Vehicle that did not move)
2. Pinned firer [MG attempt NA if Pinned] +2
3. Non-Qualified Use (Guns only) +2
4. Captured use +2
5. CX +1
6. Leadership [NA Guns/Vehicles] +x
7. Smoke (at ranges < 13 hexes) -2

Guns and Vehicles only

8. Covered Arc change (per hexside; × 2 if firer in building)
360° mount or T +1/+1/+1
ST +2/+1/+1
NT +3/+1/+1
9. Intensive Fire +2
10. Fire within hex (× 2 if building) +2
11. APCR/APDS at ranges ≥ 13 +1

LATW only

12. Avoiding Backblast in building; Fire in AFPh (each) +2

Vehicle only

13. Buttoned Up (BU) +1
14. Bounding (First) Fire [B(F)F]
In AFPh or BFF > 3 MP in LOS T/ST +4 NT +5
BFF 2.5 - 3 MP in LOS T/ST +5 NT +6
BFF ≤ 2 MP in LOS T/ST +6 NT +7
15. Stun +1
16. Motion/Non-Stopped Fire add Case 14 & lower die × 2
additionally if on ITT, 1-hex range (2-hex range +1) +2

Target Based To Hit DRM

17. TEM (NA for ATT) per TEM
18. Hindrance per Hindrance
19. FFNAM; FFMO (each) -1
20. Acquired Target (NA LATW/MG) -1 or -2
21. Target using Hazardous Movement (FFMO/FFNAM NA) -2
22. Gun/Vehicle Target Size:
vs large target -1
vs small target +1
23. Area Fire (firing at empty hex) +2
24. vs Motion or Moving Vehicle
Motion or > 3 MP in Firer's LOS +2
≤ 3 MP in Firer's LOS +3
≤ 1 MP in Firer's LOS +4
25. 1-hex range vs stopped vehicle (2-hex range: -1) -2
[NA for ATT; LATW; Motion/Non-Stopped Firer]

RED TO HIT NUMBERS

Use the red #s on the TO HIT CHART (if different than the black #s) for:

- Area Target Type attempts
- Captured/Non-Qualified Use

RATE OF FIRE (ROF)

Lost ROF

- Placement of Residual FP
- Non-Mortar using Area Target Type
- Pinned
- Subsequent First Fire
- AFPh

Lowered ROF (by one each)

- CA change on Non-Turreted Gun
- Captured/Non-Qualified Use

VEHICLE HIT LOCATION

Turret Hit: TH DR color dr < white dr
Hull Hit: TH DR color dr ≥ white dr

AP (APCR/APDS) TO KILL TABLE

Gun Type	range	0-1	2	3-6	7-12	13-18	19-24
MG		6	5	5	4	4	—
57L (APDS)		16 (19)	16 (18)	15 (18)	15 (18)	15 (18)	14 (18)
75		15	14	14	14	14	13
75L (APCR)		18 (23)	17 (22)	17 (21)	17 (20)	17 (19)	16 (17)
75LL		24	23	23	23	23	22
76LL (APDS)		24 (26)	23 (25)	23 (25)	23 (25)	23 (25)	22 (25)
88L (APCR)		21 (26)	20 (25)	20 (24)	20 (23)	20 (22)	19 (20)
88LL		28	27	27	27	27	26

Decision at Elst

Quick Reference Data Card (QRDC)

Version 2, 20 March 2014

TO KILL NUMBER (TK#) MODIFIERS

Rear Facing Hit: +1 to TK#
Critical Hit: TK# x 2

PANZERFAUSTS

In scenarios with enemy AFV or by SSR, PF are available to Good Order German Infantry units which can still fire during their current fire phase and may only fire at a vehicle, Gun, or Infantry receiving a building TEM.

NA as Subsequent First Fire or Final Protective Fire. PF leave no Residual FP.

The number of PF available in a scenario is $1.5 \times \#$ of squads in OB (round down).

PF Availability dr	Result
≤ 3	unit has PF
≥ 4	unit does not have PF*

* Original 6 Availability dr pins firer or breaks already pinned firer

PF Availability dr	Modifiers	Range (hexes)
+1	Target is not AFV	2
+1	CX firer	
+1	Firer is half-squad/crew	
+2	Firer is SMC	

To Hit #	Range	PF To Kill #: 31
≤ 10	0	PF HE equivalency: 16 FP
≤ 8	1	
≤ 6	2	

Original TH DR of 12 (≥ 11 for Inexperienced Infantry) results in a miss and Casualty Reduction for the firer. Fire from a building that does not add the +2 TH DRM for avoiding backblast (Case 12) invokes desperation penalty (all occupants of the firing hex undergo an unmodified attack on the 1 FP column of the IFT using the colored dr of the TH DR to determine the results). If target is Infantry stack, only one unit is affected; firer may choose affected unit if target unit is manning a Gun/SW.

HE AND FLAME TO KILL TABLE (no mortars)

Gun Size	20+	30+	40+	50+	70+	80+
TK#	3	4	5	6	7	8

HEAT TO KILL TABLE

Gun Size	75	PIAT	PSK	PF
TK#	13	15	26	31

AFV DESTRUCTION TABLE

Final Effects DR	Area Target			
	Direct Fire	Type ²	MG	CC
< TK# / K / 1KIA / CCV	ELIM	ELIM	ELIM	ELIM
= TK# / K / 1KIA / CCV	Im ^H / Sh ^T	Im ^H / Sh ^T	Stun	Im
HE 1 > Final TK# / K	Im ^H / Sh ^T	Im ^H / Sh ^T	NA	NA
non-HE ¹ 1 > Final TK#	P. Sh	NA	NA	NA

¹ Includes HEAT

² Use original IFT DR for hit location; all AF $\geq 8 = +1$ TK DRM

H = Hull Hit; T = Turret Hit; Im = Immobilization; Sh = Shock; P. Sh = Possible Shock

GUN MANHANDLING

Final DR: < M#: keep moving;
 = M#: move and stop;
 > M#: no movement

Dice Roll Modifiers

+x	x = TEM of hex entered
+y	y = MF expenditure for hex entered
-1	per extra crew/HS (-2 per squad) (Max. DRM -4)
-2	crossing a road hexside

GUN DESTRUCTION TABLE

	Ordnance	MG/IFE/Small Arms
\leq Final KIA ¹	ELIM	Subsequent die roll
= Final K ¹	MALF-CR ²	NA
= CH	ELIM	NA

¹ Prior to applying gunshield DRM

² K result = Gun eliminated if AP was fired

ELIM = Gun and Manning Infantry Eliminated

MALF-CR = Gun is Malfunctioned and Manning Infantry suffer Casualty Reduction

Subsequent die roll = a dr on same IFT column: KIA = Gun ELIM; K = Gun MALF