

ASL Rules Tables

This article is long overdue. I have been working on these tables off and on for nearly two years now. Since like many others, my playing time was limited, I never was able to devote as much time to completing them as I would have liked. I began preparing these tables for my own use. I designed them to simplify the problems of my limited playing time, my frustration with many of the common rules disputes, and finally because of the difficulty of trying to decipher complex rules while in the middle of a game.

These tables are meant to be user friendly in that one can cross-reference one's situation where the rules need to be interpreted, and quickly resolve the matter. The advantage of these tables in my opinion are that: 1.) They were prepared in a careful and deliberate manner (*and not quickly in the middle of a game turn*). 2.) The rules of various chapters were taken into consideration. 3.) They can resolve the matter relatively quickly without having to spend valuable playing time flipping through the rule book.

I should also point out, before I comment on each of the tables specifically, that I received help from a number of other ASL players over a period of more than a year and a half. First of all, I want to thank Rich Summers, Louie Tokarz, and Burnie Hegdahl who spent a lot of time analyzing these tables and offering many helpful comments. However, I want to offer a very big thank you to Robert Banozic who spent a number of hours of his time and a lot of money in postage and long distance phone calls to help me resolve some of the more complex issues which arose during the preparation of this material.

I do not absolutely guarantee that these rules tables interpretations are error free. However, I will state that they were very carefully and deliberately put together over a long period of time.

For example, we crossed-referenced all of the various rules chapters which pertained to each rule, and where discrepancies arose, we made our decisions based on well thought out interpretations. There are some areas addressed in these rules tables where the rulebook itself simply does not give us an absolute answer. Once again, in these cases we derived our conclusions after much deliberation. Again, no guarantees, but rest assured that these answers were not put together in a hurried manner, and our conclusions were reached after much thought and deliberation. Even if one doesn't feel the need to keep these tables on hand during a game, its worthwhile going over them to make sure one understands the various rules involved.

Table 1 describes the application of cases J and L of the TH table to both the Defending and the Attacking AFV depending upon the listed situational criteria.

Table 2 describes the ability of various types of leaders to direct the FP of various units such as Infantry, Passengers, or HT mounted FP.

Table 3 describes the responses Passengers and OT AFVs may make depending upon how they fair when facing various results on the IFT.

Table 4 describes the ability of AFVs to use the various types of Smoke Dispensers depending on the various situations described.

Table 5 indicates the combined applicability of various FP modifiers for a Vehicle's MG, IFE, FT, or Passengers depending on the situations described.

Table 6A is where we start to get into the thick of it. This table, (and its companion, Table 6B) were by far the most difficult to prepare. Table 6A describes a defending infantry unit's options vs. an AFV which enters its hex without declaring an OVR, or which uses VBM in its hex. Table 6A has been worked over thoroughly. I believe it to be correct.

If there are going to be debates, they will occur in Table 6B. Once again, this table has been studied, debated, analyzed, discussed, and rewritten numerous times. It is similar in scope to

Table 6A, except this time the AFV does declare an OVR. Table 6B also attempts to break out the defender's options both *before* and *after* the OVR. I would point out in particular that Rule C5.641 was debated at length when deciding cases 6,7, and 8 on Table 6B. (*This rule led us to the conclusion that a Gun would be unable to use ROF while using OVR Prevention even if it were not marked with a Defensive First Fire marker prior the the AFVs OVR declaration.*) I would also point out the apparent discrepancy which we identified when one considers whether or not a non-Japanese MMC can use a DC as Non-CCRF following an OVR in its own location. (*Note that while A23.61 indicates that a DC cannot be Thrown in the same Location as the non-Japanese Thrower, this seems to be mandated by D7.221. We decided therefore to apply E.2 to resolve the apparent discrepancy.*)

Table 7 describes the various ways a SW can be Transferred and/or Recovered depending upon the phase.

In any event, I am proud of the effort that went into creating these rules tables. I have used them myself and they have proven helpful to me. I hope other ASL players find them helpful as well. At one time I was an avid ASL player, but now I find that I simply am unable to find the time to play. Nevertheless, I spent an enormous amount of time preparing this information, and although I no longer have time to play ASL, I felt that it would be a waste if I didn't share this information with other ASL players.

Table 1: Applicability of Cases "J" and "L" of To Hit Table

Rules Sections: C6.1, C6.3

Situation: Attacker's Player Turn, and as described for each situation.

Modifiers Applicable to an Attack by:	<u>Situation 1:</u> Def. Stopped, Attacker in Motion	<u>Situation 2:</u> Def. Stopped, Att. Moved, but is now Stopped	<u>Situation 3:</u> Def. in Motion, Attacker in Motion	<u>Situation 4:</u> Def. in Motion, Att. Moved, but is now Stopped
	Defender - Case L (Point Blank)	no	Yes	no
Defender - Case J (Moving/Motion)	Yes	Yes	Yes	Yes
Attacker - Case L (Point Blank)	no	Yes	no	no
Attacker - Case J (Moving/Motion)	no	no	Yes	Yes

Table 2: FG Leadership Direction for HT Passengers, Infantry and Vehicle Mounted FP

Rules Sections: D6.64-65, A7.531

Situation: A Carrier/Armored HT, with Inherent Crew and/or Armor Leader, Passenger Squad and Passenger Leader are all CE. The Vehicle is Stopped and has remained in its present Location during this Player Turn. The Location also contains an Infantry Squad and Infantry Leader.

	Vehicle MG/ATR FP (FE, FT, and Ordnance FP NA)	Passenger FP	Infantry FP
CE Armor Leader	A	B	B
CE Passenger Leader	C	A	A
Infantry Leader	C	A	A

A: May Direct the Fire of ...

B: May Direct the Fire of only if part of the same hex FG including Vehicular MG/ATR FP (FE, FT, and Ordnance FP NA).

C: May Direct the Fire of only if part of the same hex FG including Passengers.

Table 3: HT Inherent Crew/Passenger Capability When Fired On

Rules Sections: A7.82-.821, D5.33-.34

Situation: An OT AFV (such as a HT), carrying a Passenger Squad. Inherent Crew and/or Armor Leader and Passenger Squad are both CE and are fired on resulting in a TC and/or MC result.

OK = TC/MC Passed, Br = Break result, Pn = Pin result

Case #	Passenger	Inherent Crew/ Armor Leader	Effect(s)
1	OK	OK	No Effect
2	Pn	OK	A, B
3	Br	OK	A, B
4	OK	Pn	C, D
5	Pn	Pn	A, C
6	Br	Pn	A, C
7	OK	Br	E
8	Pn	Br	E
9	Br	Br	E, F
10	OK	K or KIA	G
11	Pn	K or KIA	G, H
12	Br	K or KIA	G, F

A: Passenger must BU.

B: Inherent Crew/Armor Leader remains CE and may fire normally.

C: Inh. Crew/Armor Ldr. remains CE but is Pinned and TH Case D, 0 ROF, and 1/2 FP all apply.

D: Passenger remains CE and may fire normally.

E: AFV is Stunned, Inherent Crew/Armor Leader and Passengers must BU. The vehicle automatically Stops (No Stop MP is spent).

F: Passengers must rout beneath the vehicle (expending all its initial RtPh to do so).

G: The AFV is Recalled. The AFV and crew must exit the board along a FBE. It may Stop and unload Passengers ASAP.
If bogged or immobilized, the vehicle is Abandoned.

H: Pinned Passengers must stay in unloaded hex.

Table 4: Vehicular Smoke Dispenser/Grenade Usage Table

Rules Sections: D13+, F.10

Situation: As stated below. Situations 1 and 2 are cumulative with Situations 3-5.

Dispenser Type	Situation 1: AFV has moved, and/or is in Motion.	Situation 2: Beginning of Stopped AFV's MPH, prior to expending a Start MP.	Situation 3: CT BU AFV	Situation 4: OT BU AFV	Situation 5: CT or OT, CE AFV	Situation 6: Armed, but Unarmored Vehicle
SD	0	0	+1	+1	0	none in system
SN	0	0	+1 (EXC: during CCPH)	N/A	N/A	none in system
SM	+2	0	+1	+1	0	none in system
SP	0	0	N/A	N/A	0	none in system
Smk. Gr.	0	0	N/A	dr<=1	dr<=2	dr<=1

Table 5: Motion, Bounding, and Vehicular FT FP Multipliers

Rules Sections: A7.24, D2.42, 3.31, 3.32, 3.6

Situation: As stated below. This table indicates the combined FP multiplier for an Vehicle's MG, IFE, FT, or Passengers depending on the situation described. It assumes no concealment, long range fire, PBF, or TPBF in these examples. The multipliers shown consider only the combined effects of Bounding Fire and/or Bounding First Fire, Motion/Non-Stopped Fire, Mounted Fire, and AFPPh Fire.

	Situation 1:	Situation 2:	Situation 3:	Situation 4:	Situation 5:
	Motion Vehicle in <i>DFPh</i> .	Beginning of Stopped Vehicle's <i>MPH</i> , prior to expending a Start MP.	Stopped Vehicle during <i>MPH</i> , after entering a new hex <u>and</u> expending a Stop MP.	Stopped Vehicle during <i>AFPPh</i> , after entering a new hex <u>and</u> expending a Stop MP.	Non-Stopped Vehicle during <i>MPH</i> <u>or</u> Motion Vehicle during <i>AFPPh</i> .
FP Description					
MG, IFE, CE HT Passenger	1/2	1/2	1/2	1/2	1/4
Mounted Fire	1/4	1/4	1/4	1/4	1/8
Vehicular FT	1/2	1	1	1	1/2

Table 6A: Defending Infantry unit's options vs. an AFV which enters its hex without declaring an OVR, or which uses VBM in its hex.

Rules Sections: A7.211-212, 8.311-312, C2.241, 2.5, 5.5, 5.6-641, D3.2, 7.2-23
see also B23.41, O6.62, and D8.2+

Situation: AFV MPH. Defending Infantry in Good Order as AFV enters its hex without declaring an OVR, or which uses VBM in its hex.

Case #	Defending Infantry Unit's Situation	CTBU AFV enters/bypasses hex containing enemy infantry units.	CTCE AFV enters/bypasses hex containing enemy infantry units.	OTBU or CE AFV enters/bypasses hex containing enemy infantry units.
1	Infantry units unmarked at Ground Level	B, C, D	A, B, C, D	A, B, C, D
2	FS marked with D.First Fire at Ground Level	B, C, E	A, B, C, E	A, B, C, E
3	HS/Crew marked with D.First Fire at Ground Level	C, E	A, C, E	A, C, E
4	Infantry units marked with D.Final Fire at Ground Level	C, E	A, C, E	A, C, E
5	Infantry units unmarked at Level 1 or 2	B, F	A, B, C	A ^{OT} , B, C
6	FS marked with D.First Fire at Level 1 or 2	B, C	A, B, C	A ^{OT} , B, C
7	HS/Crew marked with D.First Fire at Level 1 or 2	C	A, C	A ^{OT} , C
8	Infantry units marked with D.Final Fire at Level 1 or 2	C	A, C	A ^{OT} , C
9	Infantry units unmarked and concealed at Ground Level	B, C, D, G	A, B, C, D, G	A, B, C, D, G
10	Gun Crew Unmarked	B, C, D, H	A, B, C, D, H	A, B, C, D, H
11	Gun Crew marked with D.First Fire marker	C, E, I	A, C, E, I	A, C, E, I
12	Gun Crew marked with Intensive/Final Fire marker	C, E	A, C, E	A, C, E

A: Infantry may use TPBF (as First, Subsequent First, or FPF whichever is applicable) vs. CE crew (or BU crew if OT). This TPBF may also be x 1/2 if Pinned, SFF or FPF.
A^{OT}: Same as A above except that D5.311 applies as well. (i.e., A BU crew in an OT vehicle may become Vulnerable, depending on HA).

B: Infantry may use LATW, FT, DC, MOL^{*1}, (if otherwise allowed) as DFF or SFF vs. AFV against target facing determined by D3.2.

C: Infantry may not fire outside of hex (until the AFV and/or Crew are eliminated or until the AFV leaves the hex).

D: Unpinned Infantry may attempt CCRF as First Fire (which may require a PAATC) vs. AFV (including A11.8 Street Fighting if applicable and allowed).

E: Unpinned Infantry may attempt CCRF as Subsequent First or FPF as appropriate (which may require a PAATC) vs. AFV (including A11.8 Street Fighting if applicable and allowed).

F: Infantry may hold fire and fire outside of hex as First Fire.

G: Infantry must voluntarily lose ? or take A12.41 PAATC (EXC: PAATC N/A if SMC, Fanatic, Japanese, unit in woods/road, or when AFV is in Bypass).

H: Crew may fire Gun as First Fire vs. AFV against target facing determined by D3.2, (including TH Case E).

I: Crew may fire Gun as Intensive Fire (unless Pinned or Gun is No IF type) vs. AFV against target facing determined by D3.2, (including TH Case E).

*1: MOL may not be used by infantry marked with a First/Final fire marker.

Table 6B: Defending Infantry unit's options vs. an AFV which enters its Location and declares an OVR.

Rules Sections: A7.211-212, 8.311-312, C2.241, 2.5, 5.4, 5.5-51, 5.6-641, D3.2, 7.2-23 see also B23.41, O6.62, and D8.2+

Situation: AFV MPH. Defending Infantry in Good Order as AFV enters its Location and declares an OVR. If the AFV is Immobilized/destroyed before OVR, the OVR is still resolved at half FP. In all cases, Infantry may not fire outside of hex (until the AFV and/or Crew are eliminated or until the AFV leaves the hex).

Case #	Defending Infantry Unit's Situation	CTBU AFV enters Location containing enemy Infantry units and declares an OVR.		CE or BU OT AFV enters Location containing enemy Infantry units and declares an OVR.	
		Before OVR	After OVR	Before OVR	After OVR
1	Infantry units unmarked	B	C or G	A or B	C or G
2	FS marked with D, First Fire marker	B	D or G	A or B	D or G
3	HS/Crew marked with D, First Fire marker	-	D	A	D
4	Infantry units marked with D, Final Fire marker	-	F	-	F
5	Infantry units unmarked and concealed	E and/or B	C or G	E and/or A or B	C or G
6	Unpinned(Pinned) Gun Crew Unmarked	H / (J)	I / (K)	H / (J)	I / (K)
7	Unpinned(Pinned) Gun Crew marked with D, First Fire marker	M / (-)	L / (L)	M / (A)	L / (L)
8	Unpinned(Pinned) Gun Crew marked with Intensive/Final Fire marker	M / (-)	L / (L)	M / (A)	L / (L)

- A: Infantry may use TPBF (as First, Subsequent First, or FPF whichever is applicable) vs. CE crew (or BU crew if OT). This TPBF may also be x 1/2 if Pinned, SFF or FPF.
- B: Infantry may use LATW, FT, DC, MOL¹ (if otherwise allowed) as DFF or SFF vs. AFV before OVR vs. target facing determined by D3.2.
- C: Unpinned Infantry may attempt CCRF as First Fire (which may require a PAATC) vs. AFV after OVR (including A11.8 Street Fighting if applicable and allowed).
- D: Unpinned Infantry may attempt CCRF as Subsequent First or FPF as appropriate (which may require a PAATC) vs. AFV after OVR (A11.8 Street Fighting is not allowed).
- E: Infantry must voluntarily lose ? or take A12.41 PAATC before OVR (PAATC N/A to SMC, Fanatic, Japanese, unit in woods/forced hex, etc.).
- F: Infantry (even if Pinned) must perform per D 7.212/7.221 either "D" or "G" (or "A" vs. CE or OT AFV).
- G: Infantry may use Non-CORF (as First, Subsequent First, or FPF whichever is applicable) vs. rear target facing of AFV after OVR.
- H: Gun Crew must use DFF as OVR Prevention vs. AFV before OVR vs. target facing determined by D3.2 including TH Case E but not TH Case F². (The Gun's CA changes to include the hexside of the entering AFV, therefore TH Case A may also apply).
- I: If able to do so, Gun Crew may fire as non-CORF after OVR vs. rear target facing of AFV (TH Case E does not apply per D7.22).
- J: Same as "H" except TH Case D also applies and ROF is NA².
- K: Although Pinned, Gun Crew may perform "D" or "I" (including TH Case D) after OVR.
- L: Gun Crew must perform "I" unless Pinned, Gun is No IF type, Gun is unable to change CA per D7.22, or is marked with a No Fire marker, in which case, must perform "D" or alternatively "A" (vs. CE or OT AFV) even if Pinned after OVR as FPF as if they were already marked with a Final Fire marker per D7.23².
- M: Same as "H" except that Gun must use IF and TH Case F as well². If Gun is No IF type, or if the AFV entered a hexside to which the Gun cannot change its CA due to already firing from a woods/bldg./rubble, or if marked with a No Fire marker, this step is NA (Case "A" may be used instead vs. CE or OT AFV).

¹: MOL may not be used by infantry marked with a First/Final fire marker.

²: The Original TH DR also acts as a NMC vs. its Manning Infantry. If the Manning Infantry is Pinned or Broken as a result of the NMC the TH attempt is voided (except for any malfunction result) and the OVR is then resolved.

Table 7: Infantry Transfer/Recovery of SW/Guns by Phase

Rules Sections: A4.4-51, G.5

Phase	Transfer	Recovery
Any RPh	A, T	B, E
Any RtPh	N/A	F
FR MPH	T	D, G
FR APH	C	N/A

In all cases, Recovery/Transfer is allowed only by Unpinned, G.O. units not in the same Location as an armed Known enemy unit.

- A: May Transfer SW/Guns between different units in the same location as sole action during RPh.
- B: May claim possession of an unpossessed SW/Gun at start of RPh as sole action during RPh by making a Final Recovery dr < 6.
- C: May Transfer SW/Guns between different units in the same location at start of APH, units may advance after this.
- D: May Recover an Unpossessed SW/Gun in the same location during the MPH by expending one extra MF, surviving as G.O./Unpinned, and by making a Final Recovery dr < 6. (*limit of one attempt/unit/(SW or Gun)/MPH*).
- E: A SMC may Recover a SW/Gun possessed by a friendly broken unit and does so by making a Final Recover dr < 6 in its RPh as its sole action of the RPh.
- F: If a unit surrenders, is eliminated, or routs away and cannot carry its SW/Gun, a SMC can immediately Recover that unit's SW/Gun as in "E" regardless of phase.
- G: A SMC may Recover a SW/Gun possessed by a friendly broken unit in the same Location and does so by making a Final Recover dr < 6 in its MPH w/o need of MF expenditure.
- T: Transfer may also freely occur as a result of the creation of a sub-unit (e.g. HS, Hero) from a MMC during the RPh or MPH.

Recovery dr Modifiers:

- CX +1
- Jungle, Kunai, Bamboo +2
- Leadership N/A

Table 8: Applicable Fire Effects v. a Pillbox (Bunker)

Rules Sections: B30.1 - B30.8, A24.31 and C3.74, C8.31

Situation: Weapons listed attempting to affect the units inside of a pillbox (bunker).

Weapon	From CA	From NCA ¹	From within same hex ²
AP/APCR/APDS ³	0 TEM	0 TEM	0 TEM
BAZ/PIAT/HEAT ⁴	+CA TEM	+NCA TEM	+NCA TEM
Canister	+ CA TEM and (½ FP)	No Effect	No Effect
CC	NA	NA	yes ⁵
DC (placed/thrown)	+CA TEM	+NCA TEM	+CA TEM per 30.31
FFE	NA	NA	+NCA TEM
FT	0 TEM	+NCA TEM	+NCA TEM
HE (direct fire)	+CA TEM	+NCA TEM	+NCA TEM
HE (indirect)/Aerial	+NCA TEM	+NCA TEM	NA
Overrun	NA	NA	No Effect
Small Arms/MG/IFE/ATR/PF	+CA TEM	No Effect	No Effect
WP NMC (direct fire)	NA ⁶	No Effect	NA
WP NMC (indirect fire)	No Effect ⁷	No Effect	NA
WP NMC (smoke grenade)	NA ⁸	NA ⁸	yes, NCA TEM ⁹

1: This column represents units firing from the NCA, but not from the same hex as the pillbox itself. CH NCA TEM is considered zero.

2: Units in pillbox hex are considered in the NCA (B30.1).

3: 0 TEM applies provided that basic TK# > twice the CA/NCA TEM respectively that would normally apply. Otherwise, treat as HE (direct fire). HE Equivalency (C9.31) is utilized to determine FP.

4: HE Equivalency (C8.31) is utilized to determine FP.

5: HtH CC, Melee NA and CC v. Vehicle are all NA.

6: Direct Fire WP NMC is NA unless a CH is achieved v. the pillbox occupants. If this is the case, use the CA TEM as positive NMC modifier.

7: Indirect Fire WP NMC is NA, *even if* a CH is achieved per B30.113 and B30.34.

8: WP grenades may be placed into the pillbox hex, but the NMC is NA v. pillbox occupants since the WP is not placed into the pillbox's Location.

9: NCA TEM is used as a negative modifier on the WP NMC (EXC; WP grenade CH, NCA TEM is considered zero).

NA = Not Applicable

No Effect = No Effect vs. pillbox occupants.

Other pillbox (bunker) notes:

- The 1/2 FP Area fire penalty v. concealed/HIP units in a pillbox does not apply.

- Attacks v. a pillbox Location cannot affect other units in the pillbox hex (or vice-versa), (EXC: Area Target Type, Spraying Fire, Residual FP, Canister, OBA, Aerial Bomb).

- Target size modifiers do not apply to Guns inside of pillboxes, nor do other TEM modifiers combine with Pillbox TEM.

- TPBF and Target Selection Limits (A7.211-.212, A8.312) do not apply to units inside of pillboxes.

- Units in a pillbox cannot form Fire Groups, be Encircled, nor are they forced to Rout.

- Units in a pillbox cannot fire at Aerial targets or fire Mortars.

- Fire *from* units inside a pillbox against enemy units in it's own hex is limited to: WP grenade, thrown DC, CC, or in the enemy MPh w/ PBF should they cross one of the two CA hexsides (B30.2).

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Table 9: TH Outcomes that cause a Critical Hit to occur.¹

Rules Sections: C0.7, 1.53, 1.55, 1.8, 3.3-3.4, 3.6, 3.7-.76, 3.9, 5.72, 11.4, D0.8

Situation: Original TH DR = 2. See left column for situation and cross reference target type in the columns shown to determine result.

Situation	Vehicle Target Type ²	Infantry Target Type ³	Area Target Type ^{4,5}
DR =2, When an Original DR ≤ 1 was required to secure a hit.	A) subsequent dr; 1 = CH (hull, unless HD, then turret CH), 2 = normal turret hit, 3 = normal hull hit (unless HD), 4-6 = miss (3-6 = miss if HD).	B) subsequent dr; 1 = CH, 2-3 = normal hit, 4-6 = miss.	C) subsequent dr; 1 = CH (hull, unless HD, then turret CH), 2 = normal turret hit, 3 = normal hull hit (unless HD), 4-6 = miss (3-6 = miss if HD). ⁶
DR =2, When an Original DR = 2 was required to secure a hit.	D) subsequent dr; 1 = CH (hull), 2-6 = normal hull hit (if HD, then normal turret hit).	E) subsequent dr; 1 = CH, or if dr ≤ half the modified TH # then CH, otherwise, normal hit.	F) subsequent dr; 1 = CH (hull), 2-6 = normal hull hit (if HD, then normal turret hit). ⁶
DR =2, When an Original DR ≥ 3 was necessary to secure a hit.	G) Critical hit [hull, (turret if HD)]	CH achieved via case E) above, or, via case H) If Final TH DR < half the modified TH # then CH, otherwise, normal hit. ⁷	I) Critical hit [hull, (turret if HD)] ⁶

1: CH are NA for MG (including 12.7mm [.50-cal] and aircraft MG, but not 15mm) and Deliberate Immobilization attempts.

2: If a CH is obtained v. a vehicle, the vehicle always receives the CH and any other units affected Collaterally are attacked normally.

3: Infantry Target Type cannot be used to target an AFV.

4: Use Random Selection if more than one Location is in the hex, e.g. multi-level building, or pillbox.

5: Area Target Type (ATT) cannot be used for AP/HEAT/HE Equivalency or within the firer's own hex or as Bounding First or Motion Fire. ATT hits v. Vehicles are resolved per C1.55. ATT consumes all of a Gun's ROF (EXC: Mortar) for that turn.

6: Disregard references to 'hull', 'turret' and 'HD' if a non-AFV is the target.

7: A CH may also be achieved on the Infantry Target Type on a TH DR > 2 per case H detail.

Other CH notes:

- A CH only applies to the target(s) in a Location determined by Random Selection. Other (non-selected) units are attacked normally.
- Area/HE Indirect/Harassing/Barrage CH: Resolved with double the *full* FP of that caliber size. See also C0.7.
- CH v. Gun automatically destroys that Gun and its manning Infantry.
- Terrain: CH has no special effect v. terrain. Fire/Rubble/Shellholes are resolved as a non-CH.

Table 10: Vehicle/Wreck In-hex (MP costs to enter/leave)

Rules Sections: B3.42, 4.42, 5.42, 6.43, 13.41 and D2.14, 10.2

Situation: Vehicle types listed moving into terrain type with one other Vehicle/(non-burning) Wreck already in the hex and then moving out this hex and into same terrain type. The MP cost for the wreck/vehicle itself is shown in [brackets].

Vehicle Type ^A	Open Ground	Road [in OG (w/o using Road Rate)]	Road [in OG (using Road Rate)]	Other ^B Road using Road Rate
BU FT or BU HT	2 ^[1] / 1	2 ^[1] / 1	3 ^[2] / 1	5 ^[4] / 1
CE FT	2 ^[1] / 1	2 ^[1] / 1	2½ ^[2] / ½	4½ ^[4] / ½
CE HT	2 ^[1] / 1	2 ^[1] / 1	2½ ^[2] / ½	4½ ^[4] / ½
CE AC	4 ^[1] / 3	4 ^[1] / 3	2½ ^[2] / ½	4½ ^[4] / ½
BU AC	4 ^[1] / 3	4 ^[1] / 3	3 ^[2] / 1	5 ^[4] / 1
Truck	5 ^[1] / 4	5 ^[1] / 4	2½ ^[2] / ½	4½ ^[4] / ½

A: FT = Fully-Tracked Vehicle, HT = Half-Tracked Vehicle, AC = Armored Car

B: Includes sunken road, elevated road, woods-road and non-one lane bridges in which all MP penalties for entering a hex with a wreck/vehicle are doubled.

Other Vehicle/Wreck notes:

- All MP penalties should be increased per Vehicle/Wreck in the hex. Example 1: A CE FT Vehicle entering an Road hex in OG containing *two* Wrecks and/or Vehicles using the Road Rate will pay 4½ MPs to enter and ½ MP to exit into another Road hex in OG. Example 2: The same CE FT Vehicle entering a *Woods-Road* hex containing *two* Wrecks and/or Vehicles using the Road Rate will pay 8½ MPs to enter and ½ MP to exit into another Woods-Road hex.
- if the Wreck is Burning, the MP cost of Smoke cost needs to be applied as well.
- if moving uphill, the additional MP cost of doing so also needs to be applied.

Table 11: Hindrance Effects on Residual FP and Fire-Lane RFP attacks.

Rules Sections: A8.2-.26, 9.22-9.3

Situation: Hindrance types (what are referred to here as "hard" and "soft" hindrances) have different effects on attacks made by standard RFP attacks then on Fire-Lane RFP attacks. The table below attempts to summarize the major differences and how to apply each in the majority of situations.

	Effect of "soft" hindrances between firer and target.	Effect of "hard" hindrances between firer and target.	Effects within the target Location.
Fire-Lane Residual FP ¹	"Soft" hindrances do not add DRM to, or reduce the FP of, Firelane RFP attacks. They do serve to cancel FFMO however. ³	"Hard" hindrances apply as DRM to the Firelane RFP attack itself ⁴	Applicable Hexside TEM, in-hex TEM and/or SMOKE/FFE-hindrance DRM in the target location all apply to the Firelane RFP attack, even v. Bypassing units. FFNAM applies (if applicable). FFMO only applies if no hindrances exist within the hex and/or between the firer and the target Location.
Residual FP ²	Reduce by one column to left for each positive DRM caused by conditions outside the target hex, (including hexside TEM of target Location). ⁵		All non-hexside TEM/SMOKE/FFE-hindrance DRM of the target Location apply to the RFP attack, as does FFNAM and FFMO (if otherwise applicable), even v. Bypassing units.

1: A MG Firelane must be made by Good Order, Unpinned unit that does not Cower, has LOS to target and is in Normal Range (of MG) and not using SFF/FPF. Firelane RFP is placed at same level (B.5) via a hex-grain or an alternate hex-grain using FP column one to the left of the FP column normally used by that MG [EXC: PBF]. Firelane RFP attacks *themselves* are unaffected by CX, leadership or Heroic DRM, and do not Cower (but may cause a malfunction).

2: Residual FP is not gained for an attack made by: Intensive Fire, Snap Shot, Minefield, PF/PFk, OBA, AP (unless MG), ATR, APCR/APDS, a Dud, a malfunctioning weapon or one which elects to retain its ROF, nor by a unit that makes a Small-Arms attack Original 12 IFT DR while suffering from Ammunition Shortage. Attacks made *by* RFP itself [EXC: MG Firelane] are not subject to malfunction or Ammunition Shortage.

3: "Soft" hindrances include Brush, Heavy [or denser] dust, FFE, Grain, Hut, Kunai, Marsh, in-season paddy, SMOKE and/or Vineyard. LV/DLV are not considered "soft" hindrances and do not apply. Furthermore, a Firelane RFP attack in a hex which may be considered out of LOS to the firer due to "Soft" type hindrances may still occur. However, a firer making an attack in which he intends to place a Firelane RFP marker must have LOS to an enemy unit that it fires at during the *creation* of the Firelane RFP.

4: "Hard" hindrances include hexes containing an: AFV, Bridge, Crag, Debris, Graveyard, Olive Grove, Orchards, Palm-Tree, Seawall, Wreck, and/or Wooden Pier.

5: Examples include both "hard" and "soft" Hindrances, as well as CX, BU, Stun, positive leadership modifiers and/or hexside TEM of target location (EXC: Height Advantage, LV). Note that FFMO, FFNAM, Bore Sighting, and negative leadership modifiers do *not* increase the RFP in a target hex [EXC: Airburst does so].