

INCREMENTAL IFT																																											
Backblast dr										PFk / C37								PF				C75				C105				DC						A-T							
ATR										A-P								sN																		Set DC							
★Ve	3	3	4	4	4	4	5	5	5	6	6	7	7	7	7	8	8	8	8	9	9	9	9	10	10	10	10	11	11	11	11	11	11	12	12	12	12	12	13	13	★Ve		
mm	20	25	30	—	—	—	37	—	45	50	57	60	—	65	—	70	—	75	—	80	85	88	95	100	105	107	—	120	—	128	—	140	—	150	160	170	—	183	—	200+	mm		
FP	1	1½	2	2½	3	3½	4	4½	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36+	FP		
≤0	1KIA	1KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	5KIA	5KIA	5KIA	5KIA	5KIA	5KIA	5KIA	6KIA	6KIA	6KIA	6KIA	6KIA	6KIA	7KIA	≤0			
1	K/1	K/1	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	5KIA	5KIA	5KIA	5KIA	5KIA	5KIA	6KIA	1		
2	1MC	K/1	K/1	K/2	K/2	K/2	K/2	K/2	K/2	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	5KIA	2	
3	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	2MC	K/2	K/2	K/2	K/3	K/3	K/3	K/3	K/3	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	4KIA	3	
4	NMC	NMC	1MC	1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	3MC	3MC	3MC	3MC	3MC	K/3	K/3	K/3	K/4	K/4	K/4	K/4	K/4	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	3KIA	3KIA	4	
5	PTC	PTC	NMC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	2MC	3MC	3MC	3MC	3MC	3MC	4MC	4MC	4MC	4MC	K/4	K/4	K/4	K/4	K/4	K/4	K/4	K/4	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	2KIA	2KIA	5	
6			PTC	PTC	PTC	NMC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	2MC	3MC	3MC	3MC	3MC	4MC	4MC	4MC	4MC	4MC	4MC	4MC	K/4	K/4	K/4	K/4	K/4	K/4	K/4	1KIA	1KIA	6	
7					CTC	CTC	PTC	PTC	PTC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	3MC	3MC	3MC	3MC	3MC	3MC	4MC	4MC	4MC	4MC	4MC	4MC	4MC	4MC	4MC	K/4	K/4	K/4	7
8									CTC	PTC	PTC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	8
9											CTC	PTC	PTC	PTC	NMC	NMC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	9
10														CTC	CTC	PTC	PTC	PTC	PTC	NMC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	10	
11																			CTC	PTC	PTC	PTC	NMC	NMC	NMC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	11		
12																																										12	
13																												PTC	PTC	PTC	PTC	NMC	NMC	NMC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	13	
14																															CTC	CTC	CTC	PTC	PTC	PTC	NMC	NMC	NMC	NMC	14		
≥15																																										≥15	

AMBUSH
< enemy dr by at least 3
(by at least 2 if non-illuminated ATTACKER at night)

drm Cause
+x Leadership of best Good Order, unpinned leader unless alone.
+1 CX, Broken, Pinned (each)
+1 Lax, Berserk, above Panji (each)
+1 BU, Stunned (each)
+1 ATTACKER in jungle, kunai, bamboo
+2 Cavalry, vehicle, pillbox
+2 Above Bank counter
-1 Stealthy
-2 Concealed

CLOSE COMBAT TABLE

Odds Ratio: <1-8 1-8 1-6 1-4 1-2 1-1 3-2 2-1 3-1 4-1 6-1 8-1 10-1 >10-1

Kill #: 0 1 2 3 4 5 6 7 8 9 10 11 12 13

HtH Kill #*: 2 3 4 5 6 7 8 9 10 11 12 13 14 15

†: NA by/vs vehicles/PRC/pillbox-occupants (G1.64, J2.31)
***:** Applicable only to CC vs vehicles; DR ≤ CCV
***CCV Modifiers:** Assault Engineers: +1, Inexperienced: -1, extra SMC: +1, halved FP: -1 (per each application)

CC DRM:
vs Concealed unit (A11.19) x½
by Guarding/Motion/Pinned unit (per application) x½
Leadership (if not alone) (A11.141).....+x
Heroic DRM (A15.24).....-1
by Ambush (NA during Melee) (vs Ambush: +1)...-1
vs CX/TI/Riders..... (by same: +1)...-1
vs broken unit (A11.16).....-2
Capture Attempt (A20.22)(vs Inexperienced Personnel: -1)...+1
vs Withdrawing Infantry (A11.2).... (per Covering unit: +1)...-2
by Overstacked per excess squad/vehicle (A5.12)+1
vs Overstacked Infantry/Cavalry per excess squad (A5.131)...-1
vs Wire unit (B26.31) (by same: +1)...-1
vs Crest/ski/Truck Passengers..... (by same: +2)...-2
vs boat/amphibious Passengers (E5.6) (by same: +2)...-2

by vehicle on Narrow Street (B31.132).....+1
vs Bank unit (G8.212)/Panji unit (G9.21) (by same: +1)...-1
by armed & unpinned Japanese/Gurkha in HtH-1
by Dare-Death MMC vs Personnel (G18.62).....-1
[NA if unarmed/pinned in HtH]
*vs Motion/Non-Stopped vehicle (A11.51)+2
*vs unarmored vehicle (A11.51).....-3
*vs vehicle with no manned/usable MG (A11.51)-1
*per escorting Personnel HS/Crew (A11.51)(squad: +2)...+1
*vs OT/partially armored AFV (A11.61)-2
*vs CE CT or abandoned AFV (A11.61)-1
*vs Immobile AFV (A11.61)-1
*with ATMM (C13.7).....-3
*Original 2 DR (A11.501) [dr 1: Burn, 2: Elim, 3: Immob]

HEAT OF BATTLE △

DR follows any Original 2 MC/Rally DR
(NA to Banzai, Berserk, Climbing, Crew, Hero, Human Wave, Panji MC, Parachute, PRC, Self-Rally, Swimming, Unarmed, Wading Infantry/Cavalry)

DR	Result	DRM Cause
≤6	Hero Creation	-1 Elite, British, Finnish (each)
5-8	Battle Hardening	+1 Broken, Inexperienced (each)
9-11	Berserk †	+1 French, Partisan
≥12	Surrender*	+2 Russian, Allied Minor
		+3 Italian, Axis Minor
		+4 Japanese

† Non-elite Italian/Axis Minors Surrender on a Final DR ≥ 10.
Treat as Battle Hardening if: no Known enemy units in LOS (A15.44), Japanese in pillbox (G1.62), in a cave (G11.97), its closest Known enemy unit is in Ocean (G13.491) or Assaulting/Evacuating side in a Beach Location/on a Pier (G14.32).
* **Treat as Berserk † if:** Japanese, Gurkha, Partisan, Fanatic, Commisar, SS vs Russians or subject to No Quarter (A15.5).
Treat as Battle Hardening if: Japanese in pillbox (G1.62), in a cave (G11.97) or Assaulting/Evacuating side in a Beach Location/on a Pier (G14.32).

LEADER CREATION △

dr	leader	
≥7	None	dr follows Original 2 on
6	6+1	the first MMC Self-Rally
4,5	7-0	DR or any MMC CC DR
2,3	8-0	(NA to Finns/Japanese)
≤1	8-1	

drm Cause
-1 U.S., British, German
-1 vs AFV, or per odds column < 1-1
-1 Base unit had Morale Level ≥ 8
+1 Base unit had Morale Level ≤ 6
+1 Base unit was broken
+1 Russian, Italian, G.M.D. Chinese

**IFT(M)QRDC** 3.1
[Incremental IFT (Mini) Quick Reference Data Card]

Design: Ole Bøe

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	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	

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

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]	(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	
L	C	Bounding Firer	Case B plus [Stabilized Gun: +1] [T/ST: +2] [NT: +3]		
+	L	C ¹	Bounding First Firer, Restricted Aim (2.5–3 MP in LOS of target)	Case C +2	
+	L	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 ¹ /C ² +1] [Other: C/C ¹ /C ² + lower dr x2]		
D		Pinned Firer/Spotter (Multiple ROF/Case F NA)		+2	
+	S	E	Fire within hex (x2 if in woods/building/rubble; Case J ^{3/4} , L & M are NA)	+2	
S	F	Intensive Fire (B# -2; NA if case B, D, AFPh, stunned, pinned firer are applicable)		+2	
+	G	Deliberate Immobilization (Range ≤ 6 hexes; Case N is NA, Hull Hit required)		+5	
H		Captured/Non-qualified Infantry (each) (B# -2; red TH#)		+2	
L	I	Buttoned Up AFV (MA/SA only; RST/IMT must be BU to fire MA)		+1	
		CX (A4.51)		+1	
		Overstacked (A5.12)		+1 per vehicle/squad 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)		+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	

→	J	Moving Vehicular Target (C.8) or Dashing Infantry	+2
→	J¹	Defensive First Fire vs Moving Vehicular Target (1.5-3 MP in firer's LOS).....	Case J +1
→	J²	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 (or Area Fire; C.4).....	+2
→	L	Point Blank Range (NA if Non-Stopped/Motion firer/target)	[2 Hex Range: -1]..-2
→	M	Bore Sighted Location (Case E, N is NA)	-2
→	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 (-2 to +2)	as per Vehicle/Gun target Counter
→	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 Motorcyclist (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

AP TO KILL TABLE																							
Armored Target:																							
						37LL			50L		75L			90L									
42						37	37L	40L	45LL	75		76L			105L								
12.7						44	20LL	47*	57	45L	47L	75*	76L		85L			150			88LL		
Gun	39	15	ATR	25LL	57*	65*	47	50	76	88	75	57L		150*	77L	88L	152	75LL	100L		150L	128L	
Size	MG	ATR	20L	37*	70*	76*	75*	88*	84*	120*	105	57LL	76LL	152*	200L	90L	155	76LL	122L	120L	155L	140L	170L
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:	Must be within Normal Range and not halved FP Russian/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 65-77mm: 9 85-95mm: 10 100+mm: 11																							

Armored Target:				40LL	57LL							
Gun Size:	37L	28LL	45LL	50	D57L	75L						
		45L	47L	76L	50L	76LL	85L	76L	76L	88L	D76LL	90L
Basic TK#	10	12	13	14	17	18	19	20	22	23	25	27
NOTES:	Russian	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	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												

Armored Target:	57	BAZ43							PSK		
	65	75							37		
Gun Size:	94	70	76	100	PIAT	BAZ44+	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											

[AF NA]													
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			

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