

INCREMENTAL IFT																																															
Backblast dr										PFk / C37										PF										A-T																	
ATR										MOL										A-P		A-P		A-P						C75				C105				DC				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	3KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	5KIA	5KIA	5KIA	5KIA	5KIA	5KIA	5KIA	6KIA	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	3KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	5KIA	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	2KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	4KIA	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	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	3MC	K/3	K/3	K/3	K/4	K/4	K/4	K/4	K/4	1KIA	1KIA	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	4MC	K/4	K/4	K/4	K/4	K/4	K/4	K/4	K/4	1KIA	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	4MC	4MC	4MC	4MC	4MC	4MC	4MC	4MC	4MC	4MC	4MC	K/4	K/4	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	3MC	4MC	4MC	4MC	4MC	4MC	4MC	4MC	4MC	4MC	4MC	4MC	4MC	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	2MC	2MC	2MC	2MC	8
9											CTC	PTC	PTC	PTC	NMC	NMC	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	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	1MC	1MC	1MC	1MC	10	
11																				CTC	PTC	PTC	PTC	NMC	NMC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	11		
12																																													12		
13																																													13		
14																																													14		
≥15																																													≥15		

AMBUSH

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

drmm 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)

Sequential CC: Ambush, AFV, Prisoner

*: Applicable only to CC vs vehicles; DR ≤ CCV

*CCV: Squad: 5, T-H Hero: 5, Crew: 4, HS: 3, SMC: 2

*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).

IIFT(M)QRDC

3.1

[Incremental IFT (Mini) Quick Reference Data Card]

Design: Ole Bøe

FIRER-BASED HIT DETERMINATION DRM		
S A	Firer outside CA per hexside changed:	[T: +1/+1+] [ST: +2/+1/+1] [NT: +3/+1/+1] (NA to Bounding First Fire)
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 +1
⊕ 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 ^{3d} , 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/1MT must be BU to fire MA)	+1
	CV (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

	1	2	3	4	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	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466	467	468	469	470	471	472	473	474	475	476	477	478	479	480	481	482	483	484	485	486	487	488	489	490	491	492	493	494	495	496	497	498	499	500	501	502	503	504	505	506	507	508	509	510	511	512	513	514	515	516	517	518	519	520	521	522	523	52
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APCR/APDS TO KILL TABLE												△
Armored Target:												
		28LL	45LL	40LL 50		57LL D57L		75L				
Gun Size:	37L	45L	47L	76L ^R	50L	76LL ^R	85L	76L	76L ^U	88L	D76LL	90L
Basic TK#	10	12	13	14	17	18	19	20	22	23	25	27
NOTES:	<i>R</i> : Russian		<i>U</i> : 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	
APCR ≥ 65 mm	+3	+2	+1	0	-1	-3	-4	-5	-6	-7	NA	
APDS (D)	+1	0	0	0	0	0	-1	-2	-3	-4	NA	
Unarmored Target: Use AP To Kill Table												

HE & FLAME TO KILL TABLE													
											[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						

AFV DESTRUCTION TABLE											
Final Effects DR	Indir. Fire	A-P/A-T Mines	CC	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#

B: Includes HEAT

C: Includes Aerial Fire

D: Requires Position DR (C7.346)

E: Use Original IFT DR for Hit Location

F: Includes 12.7 / 15 mm and Aerial Fire

G: If AFV's lowest hull AF is 0, treat it as an unarmored vehicle

K/1KIA: is the DR required for K/1KIA results on the IFT

H/T: Hull/Turret Hit