

ASL PBS Tables – Version 24, Revision 2

| IFT First Fire Discipline Table (2.1) – 1d10 | |
|--|-------------------------------|
| dr | Result |
| < 3 | Interdiction Activation Range |
| > 4 | Suppression Activation Range |
| drm: | |
| -3 if previous dr (in same MPH) yielded an <i>Interdiction Activation Range</i> result | |

| Conditional First Fire Table (2.4) – 2d6 | |
|---|---|
| Perform TC with 7 ML. Final DR > ML unit fires | |
| DRM | Cause |
| -2 | The moving unit used AM [EXC: if placing a DC], or is performing a Bump |
| -2* | The moving unit is <i>Scouting</i> . *Apply an additional -1 for each TC beyond the first |
| -1 | MG firing at Long Range |
| +1† | Final IFT DRM is 0 [EXC: 0 vs <i>Scouting</i> unit] |
| +2† | Final IFT DRM is -1 [EXC: 0 vs <i>Scouting</i> unit] |
| +4† | Final IFT DRM is < -2 [EXC: +1 vs <i>Scouting</i> unit] |
| +1 | Moving unit is ADJACENT to anyone DEFENDER's units, is Unconcealed and is not <i>Scouting</i> |
| +2 | Moving unit is <i>Threatening a Victory Location</i> not adjacent to the firer |
| +1 | Target contains > 1 MMC |
| † NA vs. a Cloaking-Dummy or Dummy Stack at Night | |

| Fire Lane Table (2.25) – 1d6 | |
|---|---------------------------------------|
| dr | Place FL depending on Fire Discipline |
| < 0 | If Suppression Range is in effect |
| < 1 | If Interdiction Range is in effect |
| drm: | |
| -1 per each enemy MMC/SMC that still has to move and is within 2 hexes from the Fire Lane | |
| -1 if the Fire Lane is placed along a Road or across a Bridge | |
| -1 if Voluntary Fire Lane | |

| Firer's Normal Range | Suppression Activation Range Table* | | | | |
|----------------------|---|------|-----|------|------|
| | Final DRM applying to the attack | | | | |
| | < -2 | < -1 | < 0 | < +1 | > +2 |
| 1 | 2 | 1 | 1 | 1 | 1 |
| 2 | 4 | 3 | 2 | 2 | 2 |
| 3 | 6 | 4 | 3 | 2 | 2 |
| 4 | 8 | 6 | 4 | 3 | 2 |
| 5 | 10 | 7 | 5 | 4 | 2 |
| 6 | 12 | 8 | 6 | 4 | 2 |
| Firer's Normal Range | Interdiction Activation Range Table* | | | | |
| | Final DRM applying to the attack | | | | |
| | < -2 | < -1 | < 0 | < +1 | > +2 |
| 1 | 2 | 2 | 1 | 1 | 1 |
| 2 | 4 | 4 | 3 | 2 | 2 |
| 3 | 6 | 6 | 4 | 3 | 2 |
| 4 | 8 | 8 | 6 | 4 | 3 |
| 5 | 10 | 10 | 7 | 5 | 4 |
| 6 | 12 | 12 | 8 | 6 | 4 |
| IFE/MG Normal Range | IFE, Vehicular MG, HS/Crew/SMC manned MG Suppression & Interdiction Range | | | | |
| | Final DRM applying to the attack | | | | |
| | < -2 | < -1 | < 0 | < +1 | > +2 |
| 8 | 16 | 12 | 8 | 6 | 4 |
| 12 | 24 | 18 | 12 | 8 | 4 |
| 16 | 32 | 24 | 16 | 10 | 4 |

* A MG activation is dependent on it's manning unit Activation Range [EXC: IFE/MG Fire discipline; 2.2]

| Minimum FP per DRM (E) | | |
|------------------------|----|---|
| DRM | FP | NOTES |
| 0 | 2 | FP columns in excess of the minimum required shift the Activation Range one column to the left for each excess FP column [EXC: MG Fire Discipline]. |
| +1 | 4 | |
| +2 | 6 | |
| +3 | 8 | |
| +4 | 12 | |
| +5 | 16 | |
| +6 | 20 | |
| +7 | 24 | |
| +8 | 30 | |
| +9 | 36 | |

| Hold Fire Doctrine Table (2.5) – 1d10 | |
|--|-----------------------------|
| dr | Result |
| < 4 | Hold Fire Doctrine enforced |
| drm: | |
| -2 If there are enemy Infantry/Unarmored units within the firing unit's IFP/SW Range (to a maximum of 6 hexes) that have yet to move [EXC: vs DC-placing unit] | |
| -1 If the target unit is ADJACENT [EXC: vs DC-placing unit] | |
| -3 If target unit is a SMC, unless automatic Minimum FP applies (2.53). Add to this drm the reversed Leadership Modifier (or Heroic DRM) of the SMC | |
| -3 vs. a <i>Scouting</i> unit. | |

| Subsequent First Fire Table (4.4) – 1d10 | |
|--|-----------------------------------|
| A dr is required if, disregarding adjacent ATTACKER's units, ATTACKER's unmoved units are within Normal Range (IFP or SW) +2, or the closest in-LOS ATTACKER's unit +2 (whichever is less) | |
| dr | Result |
| < 6 | Attack with Subsequent First Fire |
| drm: | |
| -1 FFMO applies | |
| -1 FFNAM applies (even if final DRM is positive) | |
| -1 Per each target unit > 1 MMC | |
| +1 target is ADJACENT | |
| +2 vs. a <i>Scouting</i> unit | |
| * See also 4.41-.43 for automatic SFF and exceptions; see 4.6 for Sustained Fire eligibility | |

| Sustained & Intensive Fire Table (4.6) – 1d6 | |
|--|------------------------|
| B# | dr needed to use SF/IF |
| 12 | < 4 |
| 11 | < 2 |
| < 10 | < 1 |
| drm: | |
| -x for each final negative DRM applying to the attack (if any) | |
| -1 target is adjacent | |
| -1 by firer subject to a DC placement attempt | |

| Subsequent Attacks (4.3) – 1d10 | |
|--|--------------------------------|
| A dr is required for each subsequent attack beyond the first | |
| dr | Result |
| < 6 | Next unit attacks |
| > 7 | No other attack is carried out |
| drm: | |
| +1 for each successive attack | |
| -x negative <i>final</i> DRM applying to the attack | |
| -1 If the Target is unbroken <i>and</i> ADJACENT to any DEFENDER's unit, or is TVL | |

| OFTC Table (3.3) – 1d10 | |
|-------------------------|----|
| TH#-DRM | dr |
| < 2 | -1 |
| 2 | 0 |
| 3 | 1 |
| 4 | 2 |
| 5 | 4 |
| 6 | 5 |
| 7 | 7 |
| 8 | 8 |
| 9 | 9 |
| 10 | 9 |
| > 11 | 10 |

IFE vs TH/TK Table (5.11)

Cross-index Gun caliber with the max TH DR that would still yield a hit. If the Gun is able to attack on the IFT with the indicated FP (or more) use IFE instead*

| Max TH DR | 20mm | 40mm | 50mm |
|-----------|--------|--------|--------|
| 2 | Always | Always | Always |
| 3 | Always | 2 FP | 2 FP |
| 4 | 2 FP | 4 FP | 4 FP |
| 5 | 4 FP | 4 FP | 6 FP |
| 6 | 4 FP | 6 FP | 8 FP |
| 7 | 4 FP | 8 FP | 12 FP |
| 8 | 6 FP | 12 FP | 12 FP |
| 9 | 6 FP | 12 FP | 16 FP |
| 10 | 6 FP | 12 FP | 16 FP |
| 11 | 6 FP | 12 FP | 16 FP |
| 12 | 8 FP | 16 FP | 20 FP |

* increase FP needed by one Column for each +1 IFT DRM applying to the attack

| OFTC die roll modifiers** (3.4) | |
|--|--|
| drm | Cause |
| -1 ^v | Target presents a side/rear/unarmored facing* |
| -1 | Firer has a ROF of > 2 [EXC: NA for Intensive Fire or SW MG] |
| -1 ^v | Target is within firer's side/rear facing. If the First Fire attack is executed, the firer also changes VCA/TCA so as to bring the moving vehicle within its front target facing* [EXC: an Infantry Target with no LATW does not force a CA change; if in Terrain requiring a Bog Check only TCA changes] |
| +2 | HE fire vs a Class C/D vehicular Target or non-HE fire vs Class D vehicular Target |
| -2 | Target is performing a Bump and fire from same-hex would be subject to case E |
| +4 ^{vx} | Target is non-stopped and the next hex entered could not decrease neither the TH nor the TK probability [EXC: does not apply to Reaction Fire Ordnance attacks, nor if target is performing a Bump when ADJACENT to the Bumped Location] |
| +1 ^v | Second PF check by Squad |
| -2 ^v | Next MP expenditure, disregarding possible entry of Woods/Building/Rubble, would bring Target out of LOS, or into HD, or into a less vulnerable firer's aspect [EXC: NA if hit possible only on a 2 DR] |
| +4 | Motion firer with non-stabilized Gun |
| +x | If the firer has a ½ acquisition (or is a Mortar with a 5/8 acquisition) on a different Target (an empty hex is not considered a Target), x is double the DRM applying to the already acquired target [EXC: if the moving target is a vehicle moving within firer's side/rear CA, or is closer than the acquired Target and within 6 hexes, this drm does not apply] |
| -1 | If Air Burst applies |
| -2 | If Target could, with its next MF/MP expenditure, move below the firer's minimum range |
| +4 ^l | The moving unit used AM [EXC: if placing a DC] |
| +4 ^l | The moving unit is Scouting |
| -1 ^l | Moving unit is ADJACENT to anyone DEFENDER's units and is Unconcealed and is not Scouting |
| -2 | Moving unit is Threatening a Victory Location not adjacent to the firer |
| -1 ^l | Target contains > 1 MMC |
| +1 ^l | Vs. a Cloaking-Dummy or Dummy Stack at Nght |
| Footnotes: ** All drm apply to both vehicular and non-vehicular Targets unless otherwise specified * if the facing is more vulnerable V Applies to a Vehicular Target only I Applies to an Infantry Target only X NA upon reavealing a HIP stack | |

| Motion Attempt Table* (3.5) – 2d6 | |
|--|--|
| Triggered by Class C or D Target. TC with 7 ML. Pass = Motion Attempt | |
| DRM | CAUSE |
| +4 | Case J2 applies |
| +2 | Case J1 applies |
| +3 | If HD or in Bog Terrain with a TEM of +1 or greater |
| +1 | For each friendly AFV/Gun that has the moving target in LOS and is capable of harming it |
| -1 | If moving vehicle is within 2 hexes |
| -1 | If moving vehicle enters a side/rear facing† |
| -2 | If moving vehicle expends a Stop MP |
| * Moving Target must be able to Immobilize/Shock/Eliminate DEFENDER's vehicle on a TK DR ≤ 5 | |
| ** A Class C Target requires 1d10 dr ≤ 6 to make Motion Attempt. Otherwise perform OFTC. See also 3.3 for DI possibility and Smoke Placement attempt | |
| † Applies only if facing is more vulnerable | |