

## 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
<b>drm:</b> -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
<b>drm:</b> -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
<b>drm:</b> -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
<b>drm:</b> -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
<b>drm:</b> -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
<b>drm:</b> +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 <sup>v</sup>	Target presents a side/rear/unarmored facing*
-1	Firer has a ROF of ≥ 2 [EXC: NA for Intensive Fire or SW MG]
-1 <sup>v</sup>	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 <sup>vx</sup>	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 <sup>v</sup>	Second PF check by Squad
-2 <sup>v</sup>	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 firers'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 <sup>i</sup>	The moving unit used AM [EXC: if placing a DC]
+4 <sup>i</sup>	The moving unit is Scouting
-1 <sup>i</sup>	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 <sup>i</sup>	Target contains > 1 MMC
+1 <sup>i</sup>	Vs. a Cloaking-Dummy or Dummy Stack at Nght
<b>Footnotes:</b> ** 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