

INCREMENTAL IFT

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

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

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

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 vehicle on Narrow Street (B31.132).....							
by Guarding/Motion/Pinned unit (per application).....							x½ vs Bank unit (G8.212)/Panji unit (G9.21)(by same: +1)...							
Leadership (if not alone) (A11.141)							+x by armed & unpinned Japanese/Gurkha in HtH							
Heroic DRM (A15.24).....							-1 by Dare-Death MMC vs Personnel (G18.62).....							
by Ambush (NA during Melee).....							(vs Ambush: +1)...							
vs CX/TI/Riders							(by same: +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)...							
vs Crest/ski/Truck Passengers							(by same: +2)...							
vs boat/amphibious Passengers (E5.6).....							(by same: +2)...							

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
≤6	Hero Creation
5-8	Battle Hardening
9-11	Berserk ☙
≥12	Surrender*
DRM	Cause
-1	Elite, British, Finnish (each)
+1	Broken, Inexperienced (each)
+1	French, Partisan
+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), 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 Russian 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).	



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	2	1	0	-1	-1	-2	
Area		7		7		8		8		7		7		6		6		5		5	
GUN & AMMO BASIC TO HIT NUMBER MODIFICATIONS																					
* weapon	0		0		-1		-1		-1		-1		-1		-1		-1		-1		
L weapon	0		0		+1		+1		+1		+1		+1		+1		+1		+1		
LL weapon	0		0		+1		+1		+2		+2		+2		+2		+2		+2		
APDS/APCR	0		0		-1		-1		-2		-2		-3		-3		-4		-4		
SMOKE	+2		+2		0		0		0		0		0		0		0		0		
≤ 57 mm	0		0		-1		-1		-2		-2		-3		-3		-4		-4		
≤ 40 mm	0		0		-1		-1		-1		-1		-1		-1		-1		-1		

FIRER-BASED HIT DETERMINATION DRM											
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 FirerCase 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/C1/C2 +1] [Other: C/C1/C2 & lower dr x2].....+2										
D	Pinned Firer/Spotter (Multiple ROF/Case F NA).....+2										
⚡ S E	Fire within hex (x2 if in woods/building/rubble; Case J ^{3q} , 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										
	CX (A4.51)+1										
	Overstacked (A5.12).....+1 per vehicle/squad overstack										
	Leadership (A7.531) (NA for Guns 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										

TARGET-BASED HIT DETERMINATION DRM											
→ J	Moving Vehicular Target (C.8) or Dashing Infantry.....+2										
→ J ¹	Defensive First Fire vs Moving Vehicular Target (1.5–3 MP in firer's LOS)..... Case J +1										
→ J ²	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 L	Point Blank Range (NA if Non-Stopped/Motion firer/target)..... [2 Hex Range: -1]...-2										
L M	Bore Sighted Location (Case E, N is NA).....-2										
S 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										

⚡: NA to Area Target Type L: Not applicable to LATW ●: ATR/MG use Black TH S: Not applicable to SW
→: Applicable to Aerial Attack using own To Hit Table unless Captured [EXC: Case N appl. to light MTR]

AP TO KILL TABLE																							△					
Armored Target:																												
		42 ^F		37	37L		37LL		50L				75L				90L											
		12.7	44 ^F	20LL	47*	57	45L	47L	75* ^J	76L ^R				76L			105L											
														85L			150			88LL								
Gun	39 ^F	15	ATR ^A	25LL	57*	65*	47	50	76	88	75	57L		150*	77L	88L	152	75LL		100L	150L	128L						
Size	MG ^M	ATR	20L	37*	70*	76*	75*	88*	84*	120*	105	57LL	76LL ^R	152*	200L	90L ^I	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:	M: Must be within Normal Range and not halved FP											A: Russian, Finnish, Japanese, Allied & Axis Minor/Italian (20L only)																
	R: Russian/Japanese					I: Italian					G: Grant Gun					F: Fighter MG armament by year					J: 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		-5		NA		NA		NA		NA	
≥ 65 mm	+1		0		0		0		-1		-1		-2		-2		-3		-3		-4		-4		-5		NA	