

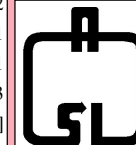
[illegible]

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

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

† 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

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	6	6	5	4	3
Infantry (other)	8	8	7	6	5	5	4	4	3	2	1
Area	7	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	C¹	Bounding First Firer, Restricted Aim (2.5–3 MP in LOS of target)	Case C +2
+	L	C²	Bounding First Firer, Limited Aim (≤ 2 MP in LOS of target)	Case C +2
+	C	C³	Firing LATW in AFPh/Backblast weapon from rubble/ground level building (each)	+2
+	C	C⁴	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/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 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

[illegible]

Armored Target:												
Gun Size:	37L	28LL	45LL	40LL 50	50L	57LL D57L	85L	75L 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				PIAT	BAZ44+				37
Gun Size:	94	70	76	100	105	95	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 N/A 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							