

No Terrain	
Cover	None
--	≥ 125
MC [S]	102 - 124
MC1 [S]	87 - 101
MC2 [S]	75 - 86
MC1 [P]	65 - 74
MC2 [P] w	58 - 64
MC1 [B]	54 - 57
MC2 [B] w	51 - 53
INC	21 - 50
KIA	≤ 20
Column	A
H-t-H	
Overrun	13+
Crew	11+

Soft Terrain				
Cover	Poor	Partial	Good	Substantial
--	≥ 115	≥ 100	≥ 90	≥ 80
MC [S]	97 - 114	84 - 99	74 - 89	66 - 79
MC1 [S]	82 - 96	69 - 83	59 - 73	51 - 65
MC2 [S]	70 - 81	57 - 68	47 - 58	39 - 50
MC1 [P]	60 - 69	47 - 56	37 - 46	29 - 38
MC2 [P] w	53 - 59	40 - 46	30 - 36	22 - 28
MC1 [B]	49 - 52	36 - 39	26 - 29	18 - 21
MC2 [B] w	46 - 48	33 - 35	23 - 25	15 - 17
INC	18 - 45	16 - 32	13 - 22	10 - 14
KIA	≤ 17	≤ 15	≤ 12	≤ 9
Column	B	C	D	E
H-t-H	90	80	70	60
Overrun	10 - 12	1 - 3		
Crew	10	7	4	1

Medium Terrain				
Cover	Poor	Partial	Good	Substantial
--	≥ 85	≥ 70	≥ 60	≥ 50
MC [S]	74 - 84	60 - 69	50 - 59	41 - 49
MC1 [S]	65 - 73	51 - 59	41 - 49	33 - 40
MC2 [S]	57 - 64	43 - 50	33 - 40	25 - 32
MC1 [P]	50 - 56	36 - 42	26 - 32	18 - 24
MC2 [P] w	45 - 49	31 - 35	21 - 25	13 - 17
MC1 [B]	43 - 44	29 - 30	19 - 20	11 - 12
MC2 [B] w	41 - 42	27 - 28	17 - 18	9 - 10
INC	15 - 40	11 - 26	8 - 16	5 - 8
KIA	≤ 14	≤ 10	≤ 7	≤ 4
Column	F	G	H	I
H-t-H			50	
Overrun	7 - 9			
Crew	9	6	3	

Hard Terrain				
Cover	Poor	Partial	Good	Substantial
--	≥ 65	≥ 50	≥ 40	≥ 30
MC [S]	60 - 64	45 - 49	35 - 39	25 - 29
MC1 [S]	55 - 59	40 - 44	30 - 34	21 - 24
MC2 [S]	50 - 54	35 - 39	25 - 29	17 - 20
MC1 [P]	46 - 49	31 - 34	21 - 24	13 - 16
MC2 [P] w	43 - 45	28 - 30	18 - 20	10 - 12
MC1 [B]	41 - 42	26 - 27	16 - 17	8 - 9
MC2 [B] w	39 - 40	24 - 25	14 - 15	6 - 7
INC	14 - 38	9 - 23	6 - 13	3 - 5
KIA	≤ 13	≤ 8	≤ 5	≤ 2
Column	J	K	L	M
H-t-H			40	30
Overrun	4 - 6			
Crew	8	5	2	

Firearm Resolution Table Modifiers			
Combat Value		Firing	
Combat Value of 30	+20	Attacker Moved This Card (SMG, ARFL)	x2
Combat Value of 40	+10	Attacker Under Fire From Fire Lane	x2
Combat Value of 80	-10	Attacker Not Resting Weapon	+10
Combat Value of 90	-20	Attacker Weapon Modifier	± ?
Environment		Attacker Firing Belt-Fed Weapon With No Loader	+10
Firing Through Smoke	x2	Attacker Firing Shotgun - Short Range	-10
Each Additional Smoke (maximum x4)	+x1	Attacker Firing Shotgun - Long Range	+20
Night	+30	Attacker Firing Subsequent Shots in Same Action	+20
Twilight	+10	Attacker Using Scope	-20
Injury		Target	
Soldier Wounded	x2	Target Moved Into or Out Of LOS This Action	x2
Soldier Shaken	x2	Target is Concealed Behind Soft Cover	x2
Soldier Fatigued	x2	Target is Concealed Behind Medium Cover	x4
Incidental Fire		Target in Short Range	-30
Soldier Entering or Crossing a MG Fire Lane	x2	Target In Long Range	+30
Soldier Exiting a MG Fire Lane	x3	Target is Prone	+30
Hand-to-Hand Combat		Target is Moving	+20
Attacker has Bayonet	-20	Target is Running (Fatigue Move)	+30
Attacker is Fanatic	-20	Target is Pinned or Broken (in open)	+30
Attacker is Panicking	+20	Target is Wearing Body Armour (e.g. Flak Jacket)	+5
Target is Prone	-20	Target is Wearing Interceptor Body Armour	+10

Over Run	
Soldier in Slit Trench	+10
Soldier in Fox Hole	+20

The Face of Modern Battle

3

FIREARM COMBAT
HAND-TO-HAND
CREW

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Crew Injury	
Turret Hit - Hull Crew	Reduce hits by 2
Hull Hit - Turret Crew	Reduce hits by 2
Per Incidental Hit	Increase hits by 1
Riders	Use Column C