

No Terrain	
Cover	None
--	≥ 130
MC [S]	97 - 129
MC1 [S]	82 - 96
MC2 [S]	70 - 81
MC1 [P]	60 - 69
MC2 [P] w	53 - 59
MC1 [B]	46 - 52
MC2 [B] w	36 - 45
INC	16 - 35
KIA	≤ 15
Column	A

Soft Terrain				
Cover	Poor	Partial	Good	Substantial
--	≥ 115	≥ 100	≥ 90	≥ 80
MC [S]	90 - 114	76 - 99	65 - 89	58 - 79
MC1 [S]	75 - 89	61 - 75	50 - 64	43 - 57
MC2 [S]	63 - 74	49 - 60	38 - 49	31 - 42
MC1 [P]	53 - 62	39 - 48	28 - 37	21 - 30
MC2 [P] w	46 - 52	32 - 38	21 - 27	14 - 20
MC1 [B]	42 - 45	28 - 31	17 - 20	10 - 13
MC2 [B] w	36 - 41	25 - 27	14 - 16	7 - 9
INC	11 - 35	8 - 24	4 - 13	2 - 6
KIA	≤ 10	≤ 7	≤ 3	≤ 1
Column	B	C	D	E

Medium Terrain				
Cover	Poor	Partial	Good	Substantial
--	≥ 90	≥ 75	≥ 65	≥ 50
MC [S]	68 - 89	55 - 74	46 - 64	38 - 49
MC1 [S]	59 - 67	46 - 54	37 - 45	30 - 37
MC2 [S]	51 - 58	38 - 45	29 - 36	22 - 29
MC1 [P]	44 - 50	31 - 37	22 - 28	15 - 21
MC2 [P] w	39 - 43	26 - 30	17 - 21	10 - 14
MC1 [B]	35 - 38	24 - 25	15 - 16	8 - 9
MC2 [B] w	31 - 34	22 - 23	13 - 14	6 - 7
INC	9 - 30	6 - 21	4 - 12	2 - 5
KIA	≤ 8	≤ 5	≤ 3	≤ 1
Column	F	G	H	I

Hard Terrain				
Cover	Poor	Partial	Good	Substantial
--	≥ 70	≥ 55	≥ 40	≥ 30
MC [S]	54 - 69	42 - 54	32 - 39	24 - 29
MC1 [S]	49 - 53	37 - 41	27 - 31	20 - 23
MC2 [S]	44 - 48	32 - 36	22 - 26	16 - 19
MC1 [P]	40 - 43	28 - 31	18 - 21	12 - 15
MC2 [P] w	37 - 39	25 - 27	15 - 17	9 - 11
MC1 [B]	32 - 36	23 - 24	13 - 14	7 - 8
MC2 [B] w	28 - 31	21 - 22	11 - 12	5 - 6
INC	8 - 27	6 - 20	3 - 10	2 - 4
KIA	≤ 7	≤ 5	≤ 2	≤ 1
Column	J	K	L	M

Aimed Fire ERT Modifiers			
Combat Value		Attacker	
Combat Value of 30	+20	Attacker Under Fire From Auto Weapon (MG)	x2
Combat Value of 40	+10	Non-Crew Member Operating ATG or MA	+10
Combat Value of 80	-10	Target	
Combat Value of 90	-20	Target Moved Into or Out Of LOS This Action	x2
Environment		Target is Concealed Behind Soft Cover	x2
Through Smoke	x2	Target is Concealed Behind Medium Cover	x4
Each Additional Smoke (maximum x4)	+x1	Target in Short Range	-30
Night	+30	Target In Long Range	+30
Twilight	+10	Target is Prone	+30
Injury		Target is Moving	+20
Soldier Wounded	x2	Target is Running (Fatigue Move)	+30
Soldier Shaken	x2	Target is Pinned or Broken (in open)	+30
Soldier Fatigued	x2	Target is Wearing Body Armour	+10
Explosion		Vehicle	
Medium Explosion	-20	Traverse Damaged	+10
Large Explosion	-40	Suspension Damaged	+10
Primary Diameter	x1	Sighting Damaged	x2
Secondary Diameter	x2	Vision Damaged	+10
WP Primary Diameter	x2	Cupola Damaged	+10
WP Secondary Diameter	x3	Vehicle Buttoned Up	+10
		Vehicle Moving (each Speed per Segment)	+5

Scatter Fire ERT Modifiers	
Explosion	
Medium Explosion	-20
Large Explosion	-40
Primary Diameter	x1
Secondary Diameter	x2
WP Primary Diameter	x2
WP Secondary Diameter	x3
In Confined Space	x2
Direct Hit	x2
Target	
Target is Concealed Behind Soft Cover	x2
Target is Concealed Behind Medium Cover	x4
Target is Pinned or Broken (in open)	+30
Target is Prone	+30
Target is Wearing Body Armour	+10