

Table 31: Resolution of Common Area Target Type (ATT) Situations.*¹

Rules Sections: A7.23, 7.308, 7.4, 24.31, B9.3, 9.31, 9.34, 10.31, 13.3, 20.92, 23.32, 23.741, C0.1, 0.3, 0.4, 1.52, 1.55, 1.56, 3.33, 3.331, 3.332, 3.4, 3.53, 3.9, 6.2, 6.521, 6.8, 8.52, 11.4, 11.5, D0.8, 4.2, 4.22, 5.31, F4.5, 6.5, 7.513.

Situation: This table describes the most common circumstances in which ATT is used and how to apply the TEM Effects/DRMs against various target types for non-CHs. For ATT CH resolution, see Rules Table 9. For Rubble/Flame Creation determination, see Rules Table 23.

Gun Type?	Ammo Type	----- Target Location has units in LOS of Firer -----						Target Location is void of units in LOS of Firer* ³		
		Effects on units in target hex and in <u>LOS</u>			Effects on units in target hex but <u>out of LOS</u>			Effects on units in target hex but <u>out of LOS</u>		
		Personnel	AFV	Unarmored Vehicle	Personnel	AFV	Unarmored Vehicle	Personnel	AFV	Unarmored Vehicle
Non-Mortar (Direct Fire)	HE	A	A* ² , C, D	A* ² , C, E	F	F	F	F	F	F
	Smoke	H	H* ⁴	H* ⁴	H	H	H	H	H	H
	WP	H, I	H* ⁴ , I	H* ⁴ , I	H, I	H, I	H, I	H, I	H, I	H, I
Mortar (Indirect Fire)	HE	A, B	A* ² , B, D	A* ² , B, E	A, B, G	A* ² , B, D, G	A* ² , B, E, G	F	F	F
	Smoke	H	H	H	H	H	H	H	H	H
	WP	H, J	H* ⁴ , J	H* ⁴ , J	H, J	H, J	H, J	H, J	H, J	H, J

Notes:

A: TEM DRMs are not applied to the ATT TH DR, but if a hit is obtained, the TEM DRMs are applied to the IFT Effects DR.

B: Vs. Indirect Fire;

- TEM types such as HA, Crest, Dier, Hillock, and Dune Crest are n/a.
- TEM types such as Gunshield, Wall, Hedge, and Bocage are lowered by 1
- Woods TEM is considered -1 due to Air Bursts and is cumulative with other applicable TEM and/or CE DRMs
- TEM vs. lower levels of a non-interior Building provides an additional +1 DRM for each (non-rooftop) level of the building above it
- TEM vs. a Roofless Factory Hex receives a +2 TEM (+1 for Factory and +1 for debris) whether Fortified or not per O5.45

C: TEM that provides the Vehicle with HD status is utilized per C3.9 on the Direct Fire ATT TH attempt. Other (non-HD enabling) TEM DRMs are still applied to the IFT Effects DR.

D: If a hit is obtained, the Effects DR is made on the IFT per C1..55.

E: If a hit is obtained, the Effects DR is made on the ★ Vehicle line of the IFT.

F: Units out of LOS of the Firer are Immune to both HE Direct Fire and HE Indirect Fire ATT attacks.

G: These units are considered hit only if the Indirect Fire ATT shot achieved a hit vs. the *non-hidden* enemy target that was hardest to hit in the target hex.

H: SMOKE is always placed at lowest (usually ground) level in any target hex which is hit on the ATT, even if the only visible part of that hex is the upper level of a building, (EXC: Interior Building hexes).

I: Personnel and/or PRC take a WP NMC with the TEM applied as a negative DRM and the CE DRM is potentially applicable as if it were a TEM. [EXC: PRC on an unarmored vehicle do not benefit from TEM afforded by Hedge/Wall/Bocage per B9.3]. See Rules Table 18 for additional examples of the applicability of TEM and CE status due to WP.

J: Personnel and/or PRC take an NMC with the TEM applied as a negative DRM as in 'I' except that the TEM DRMs may be affected as per note 'B'.

*¹: Use of ATT is n/a for either LATW or for AP/HEAT HE Equivalency. HE IFT FP is halved as Area Fire (EXC: CH) and consumes a Non-MTR Gun's ROF.

*²: Vulnerable PRC are affected Collaterally. See Rules Table 16 for details.

*³: Case K applies to either the Direct or Indirect ATT TH DR when firing SMOKE if the target hex contains ≥ one non-hidden enemy ground unit but none of those units are Known to the Firer/Spotter.

*⁴: When firing SMOKE vs a vehicular target, HD status is n/a.