

**Table 28: Backblast/Desperation Penalties Applicability and Avoidance<sup>\*k</sup>**

Rules Sections: B18.43, 23.211, C.4, C5.34, 5.4, 6.2, 12.3-.4, 13.4, 13.8-.81, G5.1, 5.51, 6.62

Situation: Infantry firing a weapon<sup>\*1</sup> potentially affected by Backblast/Desperation penalties such that either the Case C3 +2 TH modifier or the Desperation 1FP<sup>\*2</sup> IFT attack may apply from various terrain types.

Firing from this Terrain	Is the Desperation 1FP penalty applicable?	Is the Desperation 1FP penalty avoidable by using the Case C3 +2 TH option?	Are both avoidable if declaring Opportunity Fire in the PFPh <sup>*3</sup> ?
Inside Vehicle <sup>*R</sup>	yes	no	no
Pillbox	yes	no	no
Cave	yes	no	no
Sewer	yes	no	no
Building (ground level)	yes	yes	yes
Building (higher level)	yes	no	no
Building (Rooftop)	no	n/a	n/a
Lumberyard	yes	yes	yes
Factory	no	n/a	n/a
Rubble	yes	yes	yes
Hut	no <sup>*4</sup>	n/a	n/a
Collapsed Hut	no	n/a	n/a
Graveyard	no	n/a	n/a
Other <sup>*5</sup>	no	n/a	n/a

**Notes:**

\*1: PF/PFk, BAZ, PSK, and RCL are all affected by Backblast/Desperation penalties (PIATs and Mol-P are not). These weapons may not fire at a target ≥2 levels higher in an adjacent hex nor directly above them in the same hex. For the special Backblast effects caused by a RCL, see C12.3-.4.

\*2: The Desperation penalty is an attack on the 1FP column of the IFT using the cdr of the TH DR. No drm apply. This affects all occupants of the Location from which the fire originated.

\*3: May declare Opportunity Fire in PFPh and remain UnPinned to fire w/o these penalties in the AFPh.