

Table 4: Vehicular Smoke Dispenser/Grenade Usage Table

Rules Sections: A11.622, D13+, F.10

Situation: Vehicular Smoke usage DR modifiers as stated below. Situations 1 and 2 are cumulative with situations 3, 4 and 5.

	Situation 1:	Situation 2:	Situation 3:	Situation 4:	Situation 5:	Situation 6:	
Dispenser Type	AFV has Moved and/or is in Motion .	Beginning of Stopped AFV's MPH, prior to expending a Start MP.	CT BU AFV	OT BU AFV	CT or OT CE AFV	Armed but Unarmored Vehicle	<i>If your DR is ≤ #, then Smoke counter placed:</i>
SD	0	0	+1	+1	0	NA	+2 [5/8"] White Dispersed Smoke in AFV's hex.
SN ^{*1}	0	0	+1 (EXC. In CCPh)	NA	NA	NA	+2 [5/8"] White Dispersed Smoke in AFV's hex. [EXC: CCPh]
SM ^{*2}	+2	0	+1	+1	0	NA	+2 [5/8"] White Dispersed Smoke from 1-3 hexes of TCA.
SP	0	0	NA	NA	0	NA	+2 [5/8"] White Dispersed Smoke in AFV's hex.
Smoke Grenade	0	0	NA	dr ≤1	dr ≤2	dr ≤1	+2 [1/2"] Smoke counter in AFV's hex.

Notes:

*1: An AFV must be BU to use SN in any Phase. During the CCPh, SN attacks as HE all unarmored units in its Location with 16FP (if usage DR makes it available). SN does not attack unarmored units in the MPH.

*2: An AFV must also add Turret spinning Case A modifiers and LOS hindrance modifiers if applicable to its SM usage DR.

NA = Not Allowed