Table 8: Application of CA/NCA TEM modifiers (and other effects) upon fire v. occupants of a Pillbox (Bunker).

Rules Sections: B30.1 - B30.8, A24.31 and C3.74, C8.31

Situation: Weapons listed attempting to affect the units inside of a pillbox (bunker).

Weapon	Fire from CA of pillbox	Fire from NCA[*1] of pillbox	From within same hex[*2] as pillbox
AP/APCR/APDS[*3]	0 TEM	0 TEM	0 TEM
BAZ/PIAT/HEAT[*4]	+CA TEM	+NCA TEM	+NCA TEM
Canister	+CA TEM & (½ FP)	No Effect	No Effect
CC	N/A	N/A	yes[*5]
DC (Placed or Thrown)	+CA TEM	+NCA TEM	+CA TEM per B30.31
FFE	N/A	N/A	+NCA TEM
FT	0 TEM	+NCA TEM	+NCA TEM
HE (Direct Fire)	+CA TEM	+NCA TEM	+NCA TEM
HE (Indirect Fire) or Aerial Fire	+NCA TEM	+NCA TEM	N/A
Overrun	N/A	N/A	No Effect
Small Arms/MG/IFE/ATR/PF	+CA TEM	No Effect	No Effect
WP NMC (Direct Fire) [includes BAZ'45 WP6 ammo]	WP NMC is N/A unless CH achieved[*6]	WP NMC is N/A from NCA	N/A unless fired by BAZ'45 WP6[*6, *10]
WP NMC (Indirect Fire)	WP NMC is N/A[*7]	WP NMC is N/A[*7]	N/A
WP NMC (WP grenade)	WP NMC is N/A[*8]	WP NMC is N/A[*8]	yes, NCA TEM[*9]

Notes:

*1: This column represents units firing from the NCA, but not from the same hex as the pillbox itself. CH NCA TEM is considered zero.

*2: Units in pillbox hex are considered to be ADJACENT to, but in the NCA of the pillbox Location (B30.1).

*3: Zero TH TEM applies provided that the basic TK# of the AP/APCR/APDS is > twice the CA/NCA TEM respectively that would normally apply. Otherwise, treat as HE (direct fire). HE Equivalency (C9.31) is utilized to determine FP.

*4: HE Equivalency (C8.31) is utilized to determine FP. See WP NMC (Direct Fire) line for treatment of BAZ'45 WP6 ammo.

*5: HtH CC, Melee and CC v. Vehicle are all N/A v. units in a pillbox.

*6: Direct Fire WP NMC is N/A *unless* a CH is achieved v. the PB Location from the CA of the PB or from an ADJACENT (to the PB's) Location per *10. If a CH occurs in this manner, use the CA TEM as a *positive* NMC modifier.

*7: Indirect Fire WP NMC is N/A, *even if* a CH is achieved per B30.113 and B30.34.

*8: WP grenades may be placed into the pillbox hex from the adjacent hex, but the NMC is N/A v. pillbox occupants since the WP grenade is NOT considered placed into the pillbox's Location.

*9: NCA TEM is used as a negative modifier on the WP NMC caused by a WP grenade v. the pillbox occupants from within the same hex (EXC: A WP grenade CH considers the NCA TEM to be zero). WP NMC v. non-pillbox occupants in the hex is N/A per B30.34.

*10: Normally WP Direct Fire is N/A within the same hex unless a BAZ'45 fires WP6. Therefore, a Direct Fire BAZ'45 WP *CH* v. the PB occupants would cause them to take a NMC with a zero NCA TEM modifier. In this case the firer would not be subject to