Table 23: Flame/Rubble/Shellhole Placement Table for various IFT attacks.[1]

Rules Sections: A22.35, 22.6111, 23.41, 24.32, B2.1, 23.32, 23.41, 23.74, 23.86, 24.11-.121, 24.6, 25.12-.13, 25.5, 25.66, C0.7, 3.73, O5.46.

Situation: This table describes the most common situations which may cause Flame, Rubble or Shellhole counter placement.[2] Rubble creation takes precedence over Flame creation per (B24.6).

	- - - - - Shellhole Placement - - - - -	- - - - - - - - - - - Rubble Placement - - - - - - - - - - -	
Weapon Type	Concentrated FFE/Aerial Bomb/Rocket ≥ 150mm	FFE/HE (≥ 70mm), DC[*12] or HEAT	CT BU FT AFV enters Building Location
Terrain Type	OG, Orchard, Palm Tree, Brush, Grain or Kunai	vs. Building Location[7]	vs. Ground Level Building Location
IFT Result Required	Original KIA result on IFT.	Original KIA result on applicable IFT column (Building TEM does not apply for Rubble creation purposes).	
Special Conditions?	N/A for Harrassing Fire FFE	Rubble creation takes precedence over Flame creation. If Rubble does not occur, Flame placement may still take place.	N/A
Subsequent dr?	Place Shellhole, no subsequent DR/dr required[6]	if (dr [+1 drm if stone bldg.]) ≤ KIA #, then place Rubble[8, *11]	if (cdr [+ dr mods[*9]]) ≤ 0, (of the Bog Check DR), then Building is Rubbled[10, *11]

	- Flame Placement -		
Weapon Type	WP (5/8" SMOKE or 1/2" Grenade)	Flamethrower	HE (including DC and FFE) or HEAT[*5] (any Caliber)
Terrain Type		Burnable Terrain[7]	
IFT Result Required	none	Original K/ or KIA result on applicable IFT column	Original KIA result on applicable IFT column
Special Conditions?	EC must be Dry or Very Dry	FT attack must be v. Unarmored target	none
Subsequent DR?	If (subsequent DR + DR mod[*3]) ≥ Kindling # of terrain type, then place Flame[4]	If (DR + applicable EC) ≥ Kindling # of terrain type, then place Flame	

Notes:

*1: A CH has no special effect v. Terrain. Flame, Rubble and Shellhole creation are handled as a non-CH. A Gun using the ATT (or OBA using Barrage or Harrassing Fire) uses the IFT column corresponding to the normal (i.e., reduced) IFT FP for that type of attack for Rubble/Flame creation purposes. Heavy Payload DRM apply to Flame/Rubble creation, but not CH Heavy Payload.

*2: This chart does not incorporate the rules for Bombardment (C1.823), HE effects on Minefields (B28.62), Set DC v. Bridge (A23.71), DC/FFE or fully-tracked vehicle effects on Wire (B26.51-.53), Flames caused by MOL (A22.61111) or MOL-Proj (C13.57-.59), various types of Breach (B9.541, B23.711, B23.9221, O5.33), or the unique Flame and Collapse rules for Huts (G5.5, 5.6-5.7). See B25.66 when a burning building Location collapses into burning Rubble on a wind change DR of 12. See B24.6 when combinations of various Flame/Blaze/Rubble situations occur.

*3: Normal EC modifiers do not apply, but use -1 DRM if EC are Dry or -2 DRM if placed in a building.

*4: The Flame placement DR for a WP takes place during the MPh of the placing player (even if placed during that MPh).

*5: N/A if Collateral Attack, Vehicle Target Type or for an attack which first caused Rubble as described above.

*6: Also removes Entrenchment counters (but not necessarily their contents which might survive due to TEM).