

## ORDNANCE FIRING (14.1)

*Roll of 2 is always a hit; a roll of 12 is always a miss*

**To Hit Roll**  
2d6 + OFT Modifiers ≤ To Hit Number at appropriate range

*If the HE-equivalent is an asterisk (\*) or is absent, the ordnance cannot attack the non-vehicle target*

**Attack with ordnance's HE-equivalent plus 1d6**  
**Target's hex TM DOES NOT modify this HE-equivalent, nor do LM's**

Hit and target is a vehicle?

YES

NO

Use hull armor value

>2 and EVEN

Use turret armor value (if no turret, use hull)

Defender rolls 1d6 and compares it to the attacker's die roll.

**MPV = penetration value at appropriate range + 1d6**  
**MAV = armor thickness at the point of impact (14.1.3) + 1d6**

*Attacker rolls 1  
Defender rolls 6 = no effect  
Attacker rolls 6  
Defender rolls 1 = target destroyed  
Roll 1d6 for crew\**

Attacker's modified die roll ≤ defender's die-roll

YES

No Effect

NO

Each defending unit takes Damage Check: 1d6 plus the difference of the two rolls. Consult DFT

Target destroyed place wreck marker  
Roll 1d6 for crew\*

MPV > MAV

MPV = MAV

MPV < MAV

Compare MPV to MAV

Vehicle Morale check (2d6)

Vehicle Morale check (2d6) - (MAV - MPV)

*Unmodified roll of 12 = fail*

Pass?

YES

Vehicle Shaken (14.1.1)  
2x Shaken = Abandoned

Pass?

NO

YES

Vehicle abandoned (marker) Shaken Crew counter in vehicle hex under Moved marker

No Effect

*\*DR=1 Place GO crew under moved marker in the hex with the wreck  
DR = 2-6 crew also eliminated*