

## 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*