

LNLT ORDNANCE FLOWCHART

ORDNANCE FIRING

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

To Hit Roll
 $2d6 + \text{TM of Target's Terrain} + 1$
 for each hex of Degrading Terrain
 LOS Passes + OFT Modifiers \leq To Hit Number at appropriate range

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

Hit and target is a vehicle?

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

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 = 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 \leq defender's die-roll

No Effect

Target destroyed place wreck marker
 Roll 1d6 for crew*

MPV > MAV

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

Vehicle Morale check (2d6)

MPV = MAV

Compare MPV to MAV

MPV < MAV

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

Unmodified roll of 12 = fail

Vehicle Shaken (14.1.1)
 2x Shaken = Abandoned

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

Pass?

Pass?

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

No Effect