

## TERRAIN - USE ONLY THE TARGET'S BEST MODIFIER

IMAGE	TERRAIN	INF FP	V/GUN FP	MORT FP	ART FP	AIR FP	SC FP	FLAME FP	INF. MP	VEH. MP	NOTES	
	HUTS	-1	-1	-1	-1	-1	+1	0	1	1	• Fortifications <b>are</b> allowed. Mortars and GD can fire from.	
	SWAMP	-2/0*	-2/0*	-2	-2	N/A	-2	0	3	N/A	• * A moving unit does not get -2, but is not Moving in Open • No Fortifications. • WTs can't fire from a swamp.	
	JUNGLE	-2	-2	-2	-2	N/A	-2	0	3*	N/A	• A unit does not lose Concealment if an enemy moves adjacent. Gets Ambush benefit in Melee. • Allied mortars can only fire from if began scenario in hex. • * 2.5 MP in New Britain scenarios.	
	PATH	*	*	OTHER TERRAIN				0	1	N/A	• * If <b>moving</b> on path and fired on from <b>adjacent</b> hex, no terrain modifier, but not considered Moving in Open. Otherwise use Terrain in hex.	
	KUNAI GRASS	-1	-1	0	0	-1	-1	0	1.5	1	• Use when target is in this Terrain.	
	PALM TREES	-1	-1	0	0	-1	-1	0	1	3	• When firing thru, see <b>Hindering Terrain</b> (below) • Palm trees impact the entire hex, even hexsides.	
	FOXHOLES/TRENCH	-2	-2	-4	-4	-2	+2	0	1	1	• All Fortifications have Fire Lanes. • A unit moving in and out of a Fortification may be considered moving in Open Ground (moving from one Trench hex to the next is not).	
	BUNKER	-3	-3	-6	-6	-3	+3	0	1	1	• No Mortar or GD fire from Bunker. • Gun in Bunker has casualty rating of 6/5 and can't change facing.	
	CAVE	-2	-2	-9	-9	-9	+2	0	2	N/A	• SC against unit in fortification ignores exterior Terrain. • <b>Cave:</b> Only one Infantry or Gun in a Cave. A Cave is a Small Cave only by Special Rule. Units never Rout. No Mortar fire from Cave (but GD fire is allowed). No modifier if fired at from 2 adjacent hexes.	
	SMALL CAVE	-3	-3	-10	-10	-10	+3	0	1	N/A		
	WIRE	OTHER TERRAIN IN HEX							*	+4 REMOVE		• * Infantry must stop when entering <b>and</b> leaving Wire. • Infantry -1 FP when firing out of Wire hex.
	HIGHER ELEVATION	-1	-1*	0	0	0	0	0	+1	+4	• FP modifier only has an impact if the target unit is in Open Ground or Firelanes (only the best terrain modifier is used).	
	LOWER ELEVATION	+1	+1	0	0	0	0	0	0	0	• * Vehicles and Guns firing at a higher elevation must take a Proficiency Check with a -1 to Proficiency.	
	CLIFF	0	0	0	0	0	N/A	0	N/A	N/A	• Vehicles & Guns can not fire adjacent across a Cliff. • Units are not considered adjacent across a Cliff.	
	CARRIER	-2*/N/A	ATTACK CARRIER	-2*/N/A	ATT. VEH. NO ARM. +1 OT -1 ARM >3	CLOSE ASSLT	ATT. VEH. NO ARM. +2 OT		-	-	• * -1 for Universal Carrier, 0 for Unarmored Vehicles. • Dismount if Carrier has used ≤ 1/2 MPs. May use 2 MPs if Carrier has not moved. Unit must not move before mounting. After mounting Carrier may use 1/2 MPs unless mounting a Gun or 2 Infantry units. • Carrier transporting a Gun: +1/2 MP per hex. • -2 does not apply if adj. or if two hexes away & higher.	
	SURF	+1	+1	+1	+1	+1	0	0	2	2	• +1 applies only to unmounted units. • If moving, treat as Moving in Open Ground	
	SHLOW. RIVER	+1	+1	+1	+1	+1	0	0	2	N/A	• Can't be Concealed in a Surf or River hex. • WTs can't fire from a River or Surf hex.	
	SANDBAR	*	0	*	*	0	0	0	1	1	• * Treat as Open Ground. • No Fortifications allowed.	
	RIVER	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	• May enter only at bridge. Bridges function as a road.	
	OCEAN	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	3*	• * LC only. If Coxswain Panic puts a unit in the Ocean (and it survives), treat as in Surf if fired upon.	

## SITUATIONS - COMBINE THESE WITH THE BEST TERRAIN MODIFIER

	HINDERING TERRAIN	-	-	-	-	-	-	-	-	-	• Use when firing thru this terrain, but does not impact Mortar or Artillery. • Orchards and Palm trees impact the entire hex. • <b>Kunai Grass:</b> 1 Hindrance/two hexes (rounded up). Does not affect attacks <b>against</b> Vehicles. • <b>Palm Trees:</b> 1 Hindrance/hex. The second hex blocks fire.
	CONCEAL -1	-1	-1	-1	-1	REMOVE	0	-1	N/A	N/A	• Inf. loses if gain Suppression, adj to enemy Inf/Gun not in Melee (except stationary in Jungle), in Open & LOS of enemy, or fires.
	JAPANESE CONCEAL -2	-2	-2	-2	-2	REMOVE	0	-2	N/A	N/A	• Inf. may gain if out of enemy LOS at end of its move. • Japanese Conceal is flipped to normal Conceal if unit ever leaves scenario starting hex. Can never be regained.
	ADJACENT	+3	0	0	0	0	0	0	N/A	N/A	
	MOVING IN OPEN GROUND	1-4=+4 5-8=+2 >8=0	0	1-4=+4 5-8=+2 >8=0	+4	0	N/A	0	1	1	• +4 FP at a range of 1-4, +2 FP at range of 5-8, etc. • If Night: <b>1=+2, 2=+1, &gt;2=0</b>
	FINAL OP FIRE	-2	*	-2	N/A	N/A	N/A	-2*	N/A	N/A	• * For Vehicles and Guns, there is no mod. to the Firepower roll, but there is an additional -1 to the Proficiency.
	SMOKE -1	-1*	0 PROF -1	-1*	0	N/A	0	0*	0	0	• * No moving in Open Ground modifier, except versus Artillery. • Fire that comes out of, crosses any part of, or is at a target in a Smoke / Dispersed Smoke hex is affected.
	DISPERSED SMOKE	0*	0 PROF CHK	0*	0	N/A	0	0*	0	0	• Multiple Smoke hexes do not increase penalty. • Smoke by itself does not allow a unit to gain Conceal. • Veh/Guns: FP is not impacted but fire thru Smoke req. a Prof Check.

# PACIFIC – BAND OF BROTHERS SERIES PLAYER AID CARD - VERSION 2.2

## INFANTRY PROFICIENT FIREPOWER:

- Assault Fire, Op Fire, & Final Op Fire use Prof. Firepower.
- Each of these increases the Proficient Firepower by 1 (but not greater than the Normal Firepower):
  - Op Firing at an Adjacent Unit
  - Op Firing while marked as Op Fire
  - Spending one (& only one) Command Point

## SQUAD/WT ROLLS A 1 WHILE FIRING @ INFANTRY/GUN:

- If Normal Range, it always results in at least Suppression.
- If adjacent, the target is at least Reduced.
- Check for Combat Event (optional).

## MISC. NOTES:

- A roll of a 10 on a fire attack is always no effect.
- Long Range Infantry Fire is  $1\frac{1}{2}$  Firepower (Rounded Down).
- Vehicles, Guns, Air, & Art count 3 units against Operations Range.
- +4 Morale if Declared Retreat, but then must follow all Rout rules.
- -3 Morale attempting to leave Melee (Japanese can't).
- Vehicles may be marked Op Fire if  $\leq 1/3$  MP.
- **Rout:** Infantry & Guns next to an enemy unit, in the same hex as an enemy unit, or in Open Ground within 5 hexes (and LOS) of an enemy unit that is not in melee must take a Morale Check to see if they Rout. (Japanese with "S" only if in same hex)

## ARTILLERY

- Must roll against its Proficiency to see if it is available.
- If used as Op Fire, Prof of the battery -2 (If American), -3 (if Commonwealth, -5 (if Japanese/Russian). If the Artillery was marked Op Fire, there is a +1 to the Proficiency.
- Artillery vs Vehicles: Add 1 to the Firepower if the Vehicle is open topped or unarmored & subtract 1 from the Firepower if the Vehicle's lowest armor factor is 4 or greater.
- When resolving attacks by Artillery, a roll of a one at least suppresses Infantry and Guns or destroys an unconcealed Gun.

## ADDITIONAL MOVEMENT INFORMATION:

- Squads = 5 MPs. WTs = 4 MPs.
- Vehicles turning one hexside: 1 Movement Point.
- If Night, every hex costs a min of  $1\frac{1}{2}$  MPs for Infantry and 2 MPs for Vehicles. This is in addition to hexside costs.
- CP may be spent to give Infantry unit +1 MP that phase.

## GUN/VEHICLE CHECK PROFICIENCY

Must check Proficiency before firing in the following cases. There is only one check, but modifiers are cumulative to the Prof Rating.

- If firing at a target greater than 5 hexes away (**USE ONE**):
  - +0 > 5 hexes, -1 > 10 hexes, -2 > 20 hexes, -3 > 30 hexes
- If target marked "Move": -1, or firer using Op Fire: -2, or Final Op Fire: -3 (**USE ONE**)
- If firer marked as Op Fire: +1
- If firing after turning within its hex: -1 or after moving to a new hex: -4 (**USE ONE**)
- If impacted by Smoke: Non-Dispersed: -1 Dispersed: +0
- If firing at a target at a higher elevation: -1
- Per Hindrance: -1
- If target Vehicle is directly behind a Wall or Dike Road: -2
- If it is Night: -1/hex of range (max -4)
- If Monsoon: -1/hex of range

## SATW VALUES (FIREPOWER/RANGE) CHART

	1942	1943	1944	1945	Firing from Bldg/Bunker	Against Gun/WT	Use Lower Gun Cas Rating
<b>Bazooka</b>	9/4	9/4	11/4	11/4	-2 to SATW Morale (Check)		+1 to Firepower
<b>Russian ATR</b>	4/10	4/10	4/10	4/10	-		-
<b>Cmwealth. PIAT</b>	N/A	(April) 10/3	10/3	10/3	-		+1 to Firepower
<b>Japanese ATR</b>	5/12	5/12	5/12	5/12	-		-

(Example: The PIAT was not available until April 1943, and had a Firepower of 10 and a Range of 3 that year.)

## FLANK, MELEE, JAPANESE:

- -1 FP if change facing to fire. WTs and Japanese Squads can't change their facing to Final Op Fire.
- +1 FP if enter Melee thru or fire through target's Flank
- Melee with Concealed unit in Jungle subject to Ambush
- Units in Melee with a Japanese unit +2 Morale
- Seishin +1 MP, +1 Morale (Operations Phase), +2 Melee FP
- Banzai Charge +4 MP, +2 Morale (all), +2 Melee FP

## GUN/VEHICLE FIRE VS INFANTRY/GUNS

- When the Prof Check has been passed or does not need to be made, roll against the Infantry FP using modifiers from table.
- For Canister (Range 3):
  - Conceal counters are removed prior to attack.
  - +4 FP at moving Infantry in Open Ground or Firelane (the modifier for moving in Open Ground may also apply).

## GUN/VEHICLE FIRE VS VEHICLES

- When Proficiency does not need to be checked, the hit and kill are resolved in one roll. The number needed for a hit and kill is the Firepower minus the target's armor.
- A roll of a 10 when firing at a vehicle is always no effect.
- Only the following (cumulative) modifiers are used:
  - +1 to Firepower when adjacent
  - +1 to Firepower if firing at rear
  - +1 to Firepower if target is at a lower elevation than firer
  - -1 to Firepower when over 20 hexes
  - -1 to Firepower when over 30 hexes
  - -1 to Firepower if target is at a higher elevation than firer

## INFANTRY VS GUNS

- In Melee, Guns are treated like WT's in ALL respects.

## INFANTRY VS VEHICLES CLOSE ASSAULT

- Unit must survive all fire in the hex with the Vehicle. +1 MP to enter Vehicle hex.
- Regardless of the outcome, the unit is returned to the hex from which it entered the Vehicle's hex.
- $\leq$  Melee Firepower = Vehicle destroyed.
- -1 to Firepower if the Vehicle is NOT open topped.
- May not enter a hex with both enemy Infantry & a Vehicle.

## INFANTRY VS VEHICLES SATW (SEE CHART BELOW)

- SATW Check Modifiers to the Morale:
  - - Squad's SATW Number
  - -2 if using Op Fire
  - +1 if the firer was marked as Op Fire
  - -1 if Assault Fire
  - -1 for non-dispersed Smoke
  - -1 per Hindrance
  - -2 if a Bazooka is firing from a building or Bunker (difficult to use from backblast)
  - -1 for each hex (every 5 hexes if ATR) of Range (e.g.: at Range 3, -3 unless it is an ATR, then it is only -1)
- If SATW Check is successful, apply the modifiers from GUN/VEHICLE FIRE VS VEHICLES to SATW Firepower.

## COMMAND POINT USES

- Re-roll Infantry MC. 2<sup>nd</sup> player may perform one action.
- Infantry Final Op Fire >1 hex. Re-roll a Melee combat roll.
- +1 Prof FP ( $\leq$  Normal FP). Infantry unit's MPs by +1.