

# OAQ (Ordnance Attacks QRC)

Attack type	General	Terrain	PFP	By Moving	DFF	SFF	FPF	DFPh	AFPh	CCPh
<i>Specific for All:</i>		CEGRPSM							Ⓜ	
FFE:1 / FFE:2 (C1.5) †	Δ	•	•	na	⇔	na	na	•	na	⇔
FFE:C (C1.34) †	Δ	•	na	na	⇔	na	na	na	na	⇔
Fighter (E7)	Δ	•	na	na	⊙↓★	na	na	⊙★	na	na Dogfight
Light AA (E7.51)	ⓂⓂ[EXC: IFE]	DF	na	•	na	na	na	•	na	na
Heavy AA (E7.52)	rd CA change	DF	•	na	na	na	na	•	na	na
Smoke 5/8" (A24)	‡Ⓜ		Ⓜ	na	na	na	na	Ⓜ	na	na
WP 5/8" (A24.3, C8.6) †	‡Ⓜ		Ⓜ	na	Ⓜ⇔	na	na	Ⓜ	Ⓜ	na
Cannister (C8.4)	TH NA, mg 2 or 3	HLR	•	⊙ / ∞	•	na	na	•	⊙	na
IR (E1.93)	OBA/MTR only, Ⓜ		•	na	•	na	na	•	na	
sD (D13)			na	•	•	na	na	na	na	na
RCL (5/8") (C12) † (C12.4)	†∇ⓂΔⓂ	Bbcpw	ⓂⓂ	na	ⓂⓂ	na	na	ⓂⓂ	ⓂⓂ%	na
Gun (C2)	†, Δ, ❖	BbcDFpw	ⓂⓂ	na	ⓂⓂ	na	na	ⓂⓂ	ⓂⓂ%	na
IF Gun ( )	ⓂⓂ	BbcFpw								
Veh. FT (D1.8, A22.1) †	#1Δ7Ⓜ	L	•	⊙ ∞	•	na	na	•	⊙	na
IFE (C2.29)	†#16↔ⓂⓂ	BbcHLpRw	∅ Ⓜ	⊙ ∞	Ⓜ	na	na	Ⓜ	Ⓜ⊙	na
Vehicular Gun (C2.03)	†∇❖Δ	DHLR	∅ⓂⓂ	∇, ⊙ ∞	ⓂⓂ	na	na	ⓂⓂ	%ⓂⓂ⊙Ⓜ	na
BMG / CMG (D1.8)	#8 / #12↔Δ▪	HLR	∅	⊙ ∞ ∇	•	na	na	•	⊙∇	na
AAMG (D1.83)	CE, Hero, #8↔Δ▪	CDLR	∅	⊙ ∞	•	na	na	•	⊙	na

### LATW To Hit

#	PF	PSK	Piat
0	10	11	11
1	8	9	9
2	6	8	7
3	4	7	5
4	na	4	na

### Baz To Hit

#	43	44	45
0	11	11	11
1	9	9	10
2	8	8	9
3	7	7	8
4	4	4	6
5	na	na	4

† **Aquisition** is lost if: owner {not GO, Fire IFP, fire IFE/Cannister, interdict with IFP, moves [EXC: Gyro], (un)limber Gun, change CA w/o firing at Ⓜtarget, interdict other unit}, Wpn malfunctions.  
 Ⓜ **ROF na** if {AFPh, cowering, Pinned, Non-MTR fire Smoke/Area-Target Type, firing IR} **ROF -1** if {IFE, Light AA Fire, Spotted Fire, CA change (non-vehicular NT Gun [EXC: 76-82 mm MTR]) (if no ROF place IF)), unqualified use, captured use, firing H#[9] (*German Ordnance Note B*).

Red = na or penalty. Purple = restricted. Blue = Area Fire / Area Target Type / Case B / halved FP for other reason. Green = overrides restriction in box on same line..

- Normal attack.
- Critical Hit on TH DR's na unless MA.
- ↔ May use Spraying Fire (A9.5). ↔ only if vehicle MA.
- ❖ Multiple Hits possible for 15mm - 40mm (C3.8)
- ⊙ blue penalty does not apply if Opportunity Fire (A7.25).
- Δ Leadership DRM na [EXC: Δ Armor leader only].
- ∅ na if in Motion.
- Ⓜ Firegroup na.
- ⊙ Bounding [First] Fire Penalties (Cx.xx).
- ∇ CMG with Gyro is not halved vs. Acquired target (Dx.xx).
- ∞ Overrun Δ. RMG na. TPBF applies [EXC: FT] (D7.11).
- 7 Halv FP vs targets 2 lvls higher (A22.32). Long Range = Normal range +1 hex.

- ∇ ATT is na. ∇ ATT is na if in Motion / Bouding First Firer.
- ⊙ Subject to Backblast (C13.8) [EXC: Huts G5.62]. RCL also rear hex (C12.3).
- † May possibly cause Flame.
- # Normal range in hexes. Vehicular FT normal range is 2 if FT FP value is underscored.
- ⇔ Upon hex entry or changing Location within hex. This also applies during RtPh / APH (OBA C1.51).
- ∇ Affect both moving and non-moving units in hex.
- ★ Fighter MG/Bomb TH roll applies vs all targets in hex even if using ITT / VTT (E7.41, E7.42). Napalm: ▪, -1 TH DRM, treat as 24FP FT (G17.41).
- Ⓜ Bore sighting may apply (C6.4). *na if using* Ⓜ or ↔.

- Ⓜ Acquired Target DRM may apply (C6.5). *na if using* Ⓜ or RCL vs. moving/Motion target.
- ‡ Looses any Ⓜ but may use it for first TH [EXC: firing Smoke att Caves uses ITT, Ⓜ and ROF].
- % na if moved to new location for non-vehicular Gun [C2.8].
- ⊙ Requires check.
- Ⓜ Smoke must be fired before Non-Smoke in same Phase. Dispersed unless fired in PFP (C8.5, C8.6)

**Terrain Restrictions** **B** Mortar and AA fire is NA from in a Building; NA to 5/8" Guns [EXC: guns that are a small target; AT/INF gun that is not a large target; Mortar ≤ 82mm on Rooftop; ART/AT/INF Guns ≤ 76mm in Fortified buildings] (B23.423). **b** only IFP/ISW, LMG, LATW [EXC: 20mm ATR], T☉ may be used from on a Bank counter (G8.212). **C** only AA, SW MG, ATR, PIAT, IFP may fire through Cliff hexside to adj., higher level hex (B11.32). **c** only IFP, LMG, DC, LATW, FT, ISW may be fire from Crest status [EXC: from Wadi Crest they may only fire through the protected Crest front; vehicles are unrestricted] (B20.95, F5.41, F5.42). **D** Mortar and AA is NA from Dense Jungle / Bamboo [G2.2, G2.24]. **E** Mortars are the only 5/8" counter that may fire from Entrenchment [EXC: one Gun may set up in a Sangar] (B27.1, F8.3). **F** only IFP may be fired by Forging units & only as Area Fire & AFPh (B21.42). **f** FG restrictions for Dense Jungle / Bamboo / Kunai / Swamp (G.3). **G** One Gun per Cave. AA / Mortar from Cave is NA [EXC: IJA light Mortar] (G11.4, G11.83, G11.92, Manhandling G11.76). **H** Bow mounted use NA if HD [EXC: MA] (D4.223). **L** OVR NA in Lumberyard (B23.211). **M** only IFP, LATW, LMG, DC, FT, ISW may be used in a Marsh & is treated as Area Fire (B16.32). **P** no Vehicle / PRC / Animal may enter / fire from Pillbox (B30.111). **p** only IFP, ISW, LMG, LATW, FT may be used on a Panji counter. All attacks receive +1DRM (G9.21). **R** only IFP, LMG, DC, LATW, FT, ISW may be fire from Shallow / Deep Stream (B20.6). **S** NA in Sewer (B8.4). **W** DC use NA on Wire (B26.45). **w** Wading Infantry/Cavalry is treated as **S** + may not form multi-hex FG and IFP / LMG fires is halved as Area Fire (G13.421).