



Guns as Targets

Description

Introduction

This article is based on a suggestion from a reader. I admit I usually have to look up the rules in this section. Authoring this is also reacquainting me with the rules. Let's begin.

Discussion

Section C11 covers all the rules discussed in this section. Right off we learn "hits" against a Gun represent two types; a "Near Miss" which is close enough to affect the crew and a "Direct Hit" which actually strikes the Gun. We will discuss these terms when we talk about IFT results.

All Guns are Emplaced if they meet the conditions of C11.2. Emplaced Guns receive a +2 TEM which may not combine with other positive TEM. You can use Area Target Type(ATT) or Infantry Target Type(ITT) to attack Guns. If attacked using ATT the Emplacement TEM applies on the IFT DR. If attacked using ITT the Emplacement TEM applies to the To Hit (TH) DR.

Direct Hits

A Critical Hit (CH) is a Direct Hit. It automatically destroys the Gun and its manning Infantry without the need to roll on the IFT.

Other attacks against a Gun are resolved on the IFT. Attacks using AP\APCR\APDS\HEAT attack using HE equivalency. If the IFT Final DR, prior to any gunshield DRM, is a KIA\K/# the Gun has taken a Direct Hit. A KIA eliminates a Gun and its manning Infantry. A K/# malfunctions the Gun and Casualty Reduces its manning Infantry. Gunshield DRM **NEVER** applies to a Direct Hit. More on this shortly.

Near Miss

Any other result on the IFT is considered a Near Miss. A gunshield DRM applies to Near Misses if it qualifies (C11.4).

Gunshield

Not understanding how a gunshield works is the greatest source of confusion. For starters, only Anti-tank (AT) and Infantry (INF) Guns have a gunshield. If you are attacking an AT or INF Gun, only a Good Order manning **CREW** might receive the benefit of the gunshield. The gunshield will only apply to attacks from within the Gun's Covered Arc (CA). The DRM does not apply to attacks from within its own hex. The DRM does not apply when pushing the Gun. It is also not applicable if the crew is moving to the Gun for the purposes of re-manning the Gun. A gunshield is never cumulative with other positive TEM in the Location, including Emplacement.

Gunshield DRM never applies to a TH DR. They can modify the effects of a Near Miss on the IFT even if TEM has **already** modified the TH attempt. This is a little confusing so we will discuss it in the examples below.

Examples

Example 1

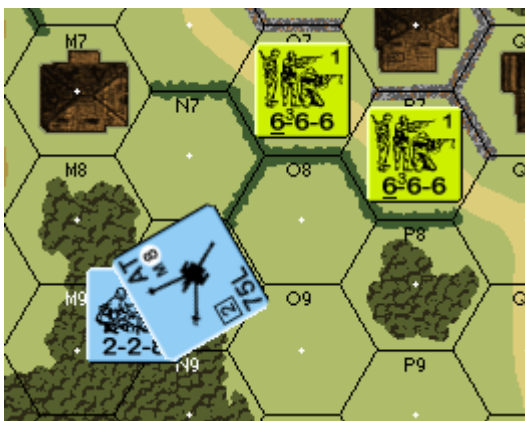


Figure 1

The American Infantry attacks the German AT Gun. We will ignore covering for this example. The attack originates within Gun's CA so the gunshield may apply. The Gun is also Emplaced. The German may choose between the +2 Emplacement TEM or the +2 gunshield DRM. Note this is an attack on the IFT and is **NOT** considered a "hit". Any possible gunshield DRM would not apply unless used in place of TEM. To resolve, roll

directly on the IFT and apply the results normally, including Random SW/Gun Destruction (A9.74).

Example 2

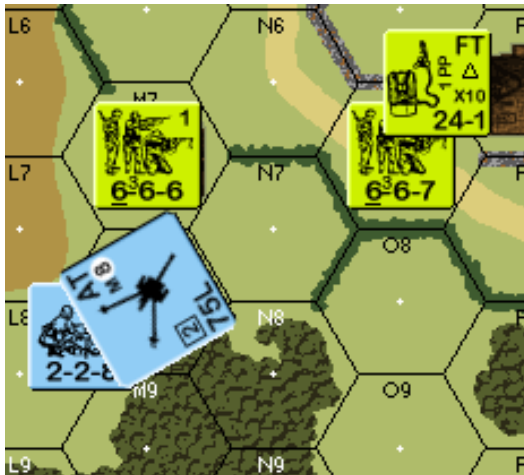


Figure 2

The American 6-6-7 attacks the non-Emplaced German AT Gun with the flamethrower. Per C11.5 a gunshield does not affect an attack by a flamethrower. As there are no DRMs this attack is more likely to destroy or malfunction the Gun. As with example 1, roll directly on the IFT and resolve the attack normally, including Random SW/Gun Destruction (A9.74).

Imagine the Gun survives this initial attack. Now the 6-6-6 wishes to attack using a MOL. The gunshield DRM does not apply to a MOL attack (C11.5) unless the attack also includes the unit's Inherent Small Arms. The attack would be 16 +2 if adding Small Arms and 4 +0 if using only MOL to attack. In either case the unit would be marked as fired for the appropriate phase. Resolve the attack normally on the appropriate IFT column including the possibility of Random SW/Gun Destruction.

Example 3



Figure 3

The American tank fires its Main Armament at the German Gun using ITT. The TH DRMs are -1 Case L, +1 Case P, and +2 Emplaced TEM (Case Q) for a Final +2 TH DRM. Recall a gunshield never affects the TH DR. The American rolls a 1,1 Original TH DR resulting in a Final TH DR which is not less than half the Modified TH# of 8. A subsequent dr of 5 means this is not a CH. (Had the dr been ≤ 4 a CH would result and the Gun and its manning Infantry would be automatically eliminated). For a more thorough explanation of ITT Critical Hits see my previous article titled [Infantry Target Type and Critical Hits](#).

A 76L Gun using HE attacks on the 12 column. An Original DR of 2 results in a 1KIA (Direct Hit). The gunshield is NA and the resulting KIA destroys the Gun and eliminates the manning Infantry. An Original DR of 3 results in a K/3, also a Direct Hit. Again, the gunshield is NA. The K/3 malfunctions the Gun and Casualty Reduces the crew (i.e., eliminates it). A DR of 4 through 10 results in a Near Miss. The gunshield DR applies to the IFT attack even though TEM has already modified the TH DR. A 4 through 7 results in some level of Morale Check. An 8 is a Pin Task Check. A 9 or greater is a complete miss.

Example 4



Figure 4

This is nearly the same example as above. The difference this time is the Gun is an Artillery (ART) piece and no longer a small target. The Final TH DRMs would be +1 rather than +2. Assume the Gun is hit and it is not a Critical Hit. Again, the attack takes place on the 12 column. The results for an Original 2 and 3 DR on the IFT remain unchanged. This time, there is no gunshield in play. As such, any Original DR of 4 through 9 results in some level of Moral Check. An Original 10 is a PTC. And Original 11 or greater is no effect.

Example 5

For example 5 we need no figure. In this example, Offboard Artillery (OBA) or a Demolition Charge (DC) attack a Gun. These attacks are resolved as in example 4. Neither attack needs to roll a TH attempt. Resolve each on the appropriate IFT column. Each of these types of attacks can apply the gunshield DRM in spite of not needing to first secure a hit per C11.4. For instance, 80mm OBA would attack on the 16 column. Assuming +2 Emplacement TEM, an Original 2 would be a CH eliminating the Gun and manning Infantry. An original 3 or 4 is modified by the +2 Emplacement TEM for a Final 5 or 6 on the IFT. Since these are both Near Misses any applicable +1 gunshield DRM applies to the final result against the manning Infantry should the player elect to not use emplacement TEM.

Example 6

Lastly, a mortar attacks a Gun by Indirect Fire. Such attacks can be Direct Hits or Near Misses. As normal, Direct Hits would not apply the gunshield DRM. Near Misses would (**even** from positions outside of the Gun's CA). Again, an 81mm mortar attacks a Gun using ATT. A TH DR of 1,1 is a CH eliminating the Gun and manning Infantry. Any Emplacement/TEM would modify a 3 through a 9 first. This makes a 3 through 9 a Near



Miss. Should the player opt for the gunshield in lieu of TEM, the 3 through 9 are further modified by a +1 gunshield DRM (for Indirect Fire) on the IFT.

Conclusion

As always, I hope this helps in some small way. Let me know if you have suggestions for further articles in the comments below. — jim

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