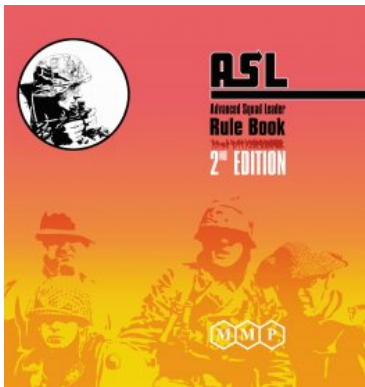

Vehicle Target Type and Critical Hits

Description

In past articles, I have discussed [Infantry Target Type Critical Hits](#) (CH), CHs when [targeting Guns](#), and CHs when a [Gun is in a Pillbox](#). In this article, I examine CHs when using Vehicular Target Type (VTT), resolving these attacks, and how CHs work when the original attack is an Unlikely Hit. I will also examine some edge cases and how to resolve them when achieving a CH. Keep in mind, when using VTT, the default ammo is AP/APCR/APDS/HEAT, although HE can also be used as well vs AFV, indeed some vehicles/Guns only have HE ammo. Let's get started.

Examining the Rules



Per C3.7, a CH is a hit so well placed that it has an increased chance of causing damage. In real-world terms, this is a shot that hits a vision slit or enters the vehicle easily through some inherent structural weakness. On the VTT, a CH occurs on an Original DR 2. When a CH results, double the Basic TK# on the appropriate C7.31/C7.32/C7.33/C7.34 tables. Once doubled, cases on the Obtaining Modified TK# table (e.g. Case A rear target facing, or Case D Range effects) change the Basic TK# to reach a Modified TK#. Lastly, subtracting the applicable Armor Factor (AF) from the Modified TK# yields the Final TK#.

C7.31 AP TO KILL TABLE																
ARMORED TARGET																
																75L
																76L
																80L
																83L
																85L
																150*
																77L
																90L
GUN SIZE:	@MG	ATR	20L	37*	70*	76*	75*	88*	84*	120*	105	57L	76LL	152*	200L	88L
BASIC TK#	4	5	6	7	8	9	10	11	12	13	14	15	16	17	19	20
NOTES:	@:Must be within Normal Range and not halved FP Russian, Japanese; Allied & Axis Minor/Italian/Finnish															
	Italian	Grant Gun	British 88 (25 pdr)	Australian 88* (Baby 25pdr)				12.7: .50 Cal MG		F: Fighter MG armament						
MODIFICATION/RANGE				0-1	2	3-6	7-12	13-18	19-24	25-30	31-36	37-42	43-48			
Case D TK# CHANGE																
				≤ 25mm:	+2	+1	+1	0	0	-1	-2	-3	-4	-5		
				37-57mm:	+1	+1	0	0	0	-1	-2	-2	-3	-4		
				≥ 65mm:	+1	0	0	0	0	-1	-1	-2	-2	-3		
UNARMORED TARGET:	FINAL TK# (Double if Critical Hit): IFE/MG-15mm: ★ Vehicle line on IFT ATR-28mm: 7 37-															

Example 1

Examining the C3.71 AP To Kill Table above, we can see an 88L Gun has a Basic TK# of 20. Cross indexing the size (88L) with the Modification/Range Case D TK# change table in the middle we find the Modified TK# for an 88L is 21 at range 0-1, 20 at 2 - 18, 19 at 19 - 30, 18 at 31 - 42 and continues to fall out to range 78. At ranges ≥ 79, standard AP is no longer effective.

OBTAINING MODIFIED TK#: Δ
C7.2 BASIC TK# MODIFICATIONS:
A. Rear Target Facing: +1 to BASIC TK#
B. Aerial/DC/MOL Elevation Advantage: BASIC TK# +1; +2 if OT
C. Critical Hit: BASIC TK# × 2
D. Range: AP, APCR/APDS, and FT only

Besides range modifiers noted above, there are additional modifiers to the Basic TK# as shown in the table at the right. Each ammunition type has a table similar to the one above, so make sure you are using the correct table to figure your Basic and Range Modifications correctly.

One Last Consideration

Since a lot of this article speaks about rolling 1,1 To Hit. Normally, ‘doubles’ on a To Hit roll is a hull hit (C3.9). If the hit is a CH against a Hull Down target it is considered a turret hit. Keep this in mind when applying the results as discussed here in these examples.



Against a Hull Down target, a CH will be the difference between actually hitting and missing.

Normal CH

Assuming an Original TH DR of ≥ 3 yields a hit, an Original TH DR of 2 is a CH. When resolving a CH against an AFV, we double the Basic TK# before applying all the modifiers to get to the Modified TK#. Returning to our 88L above, double the Original TK# of 20 to 40 and then apply modifiers for range, etc. Subtract the applicable Armor Factor from this Modified TK# to find the Final TK#. Once resolved, roll the dice and apply the result according to the AFV Destruction table (including a Dud (C7.35) on an Original TK DR of 12). Also note, Multiple Hits occur on non-CH Original To Hit DR of doubles. CHs are not eligible for Multiple Hits.

C7.7 AFV DESTRUCTION TABLE						
	Final Effects DR	Bomb/ Direct Fire^C	DC^D	FT/MOL	MG^F	Im^E
A \leq Half TK#/K/1KIA/CCV		Burn	Burn	Burn	Burn	E
A < TK#/K/1KIA/CCV		Elim	Elim	Burn	Elim	E
= TK#/K/1KIA/CCV		Im ^H /Sh ^T	Im ^H /Sh ^T	Elim ^A	Stun	Im
HE 1 > Final TK#/K		Im ^H /Sh ^T	Im ^H /Sh ^T	NA	NA	Im
Non-HE^B 1 > Final TK#		P. Sh	NA	NA	NA	

A: -1 DRM to Final To Kill DR for Burning Wreck determination (only) if AFV has Red CS#
B: Includes HEAT
C: Includes Aerial Fire
D: Requires Position DR (C7.346)
E: Use Original IFT DR for Hit Location (C1.55)
F: Includes 12.7mm and 15mm and Aerial Fire
G: If AFV's lowest AF is 0, treat it as an unarmored vehicle
K is the DR required for a K result on the IFT
1KIA is the DR required for a 1KIA result on the IFT
H/H: Hull Hit
T/T: Turret Hit

What if I Need an Original Two To Hit

If an Original 2 is the greatest possible DR to achieve a hit, then a CH occurs on a subsequent dr of 1. A normal hit on a subsequent 2 – 6. Note, per C3.8, Multiple Hits occur when rolling doubles on a non-CH Hit To Hit DR.

What if an Original Two is Not Low Enough To Hit

Here, we apply C3.6, Improbable Hits. According to this rule, make a subsequent dr. On a 1, a CH occurs; a 2, a turret hit occurs; a 3, a hull hit occurs. Multiple Hits are not possible when scoring an Improbable Hit.

Example 2

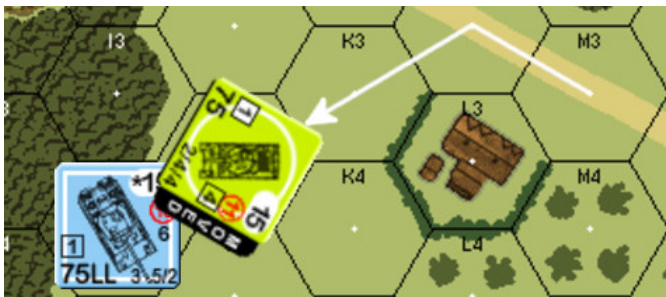


Figure 1

The example is in Figure 1. There is a +1 Low Visibility DRM in effect. The Sherman begins its MPH outside the LOS of the Panther tank. Starting for one in M3, it moves J3 spending 1 MP in each hex to this point. The Sherman has not spent a Stop MP.

The Panther opts to turn its TCA and shoot. Its DRMs are +1 case J1, +2 case J, +1 case I, +4 case A (doubled for CA change in woods), +1 LV, and -1 case P for +8 TH DRM. If the Panther shoots and rolls an Original 1,1-a hit on the lowest Final DR possible—a subsequent dr of 1 results in a CH. A normal hit results on a subsequent dr of 2 – 6. As the Panther's MA is > 40mm, it has no chance for Multiple hits if the dr is not a CH.

If a CH occurs, the Basic TK# for a 75LL is 23, doubled to 46. Range will bump this to a Modified TK# of 47. As a CH hits the hull, the hull Armor Factor of 11 is subtracted from 47 to get the Final TK# of 36. Since an Original TK DR of 12 is a Dud (C7.35), any DR ≤ 11 results in a Burning Wreck while a 12 is no effect.

The Sherman Shoots Back

If the Sherman shoots back, its DRMs are +1 case C1, +2 case C, +2 case B, +1 case I,

+1 LV, -1 case P, +1 case Q for +7 TH DRM. When attacking, the Sherman will have to double the lower DR as well. Since the Sherman can only hit on the “lowest Final TH DR possible (C3.7),” make a subsequent dr to determine any possible CH. On a subsequent dr of 1, a CH occurs. On a dr 2 – 6, a normal hit occurs. This “lowest possible DR” is a subtle wrinkle I have missed until writing this article.

Should the Sherman score a CH, double the Basic TK# of 14 to 28. Range would increase this to a Modified TK# of 29. Again, a hull hit, subtract the 6 Armor Factor from the Modified TK# of 29, resulting in a Final TK# of 23. The Panther would burn on a Final TK DR ≤ 11.5 (half of 23). A Final TK DR of 12 remains a Dud. On a dr 2 – 6, a normal hit occurs.

Devil in the Details



Also, per U.S. MAVN R, the white ROF background of this AFV means this AFV is capable of Multiple Hits even though its MA caliber size is $> 40\text{mm}$. As the Original TH DR was doubles, a subsequent dr of 2 thru 6 are all Multiple Hits against the hull since these are non-CH hits. When scoring Multiple Hits, the owning player can make two separate TK DRs and keep the one he chooses. The Basic TK# is 14, range making the Modified TK# a 15 vs the Panther’s hull. The Panther is possibly Shocked on a Final TK DR of 10 (C7.41). The Panther is Immobilized on a Final TK DR of 9 (crew takes an Immobilization TC), destroyed on a Final TK DR of 5 thru 8 (roll for Crew Survival), and eliminated as a Burning Wreck (no Crew Survival) on a Final TK DR of 2 thru 4.

Example 3



Figure 2

The situation in this example is the same as in example two. This time we have a small target Stuart, with an Armor Leader and a gyro, a genuine threat to the Panther. Again, the Panther elects to turn the TCA and shoot. This time, rather than a +1 case P, there is a -1 case P DRM changing the final TH DRM to +10. This makes the shot an Improbable Hit (C3.6). An Improbable Hit occurs on an Original TH DR of 1,1. A subsequent dr 1 scores a CH. A subsequent dr 2 scores a normal turret while a subsequent dr 3 scores a normal hull hit. On subsequent dr of 4 to 6 misses the target completely.

Conclusion

I hope this quick article provides some insight into the low end of the TH DR range and the proper application of the rules to get the correct results. While I have seen many players just assume an Original TH DR 2 is always a CH using VTT, this simply is not true. Hopefully I have made this clear. Also, keep in mind these examples were purely illustrative and not meant to depict good play. I hope to write an article on good tank play someday but I am not ready for that yet. Until next time. - jim