

ASLSK3 AFV PHASE/MOTION FIRE MODIFIERS

Phase	Status	MG	FT (9)	Ordnance	Notes
PFPPh	Stopped	Full FP	Full FP	No DRM	-
PFPPh	Motion	Cannot fire any weapon			
MPh	Stopped	1/2 FP	Full FP	Case 14	1,2
MPh	Non-Stopped	1/4 FP	1/2 FP	Case 16	1,2,3
DFPh	Stopped	Full FP	Full FP	No DRM	4
DFPh	Motion	1/2 FP	1/2 FP	Case 16	1,4
AFPh	Stopped	1/2 FP	Full FP	Case 14	5,6
AFPh	Motion	1/4 FP	1/2 FP	Case 16	1,6
CCPh	Stopped	Full FP	NA	NA	-
CCPh	Motion	1/2 FP	NA	NA	7,8

Notes:

- 1 Area Target Type NA. Acquisition lost.
- 2 Case 8 NA (The CA must be changed by expending MP).
- 3 Case 25 NA.
- 4 Also applies to units using Defensive First Fire.
- 5 Use Case 1 if vehicle has not moved to new hex. If it has moved use Case 14.
- 6 Multiple ROF/Intensive fire NA.
- 7 Enemy Infantry not held in Melee.
- 8 The FP of Nahverteidigungswaffe (sN) is not halved.
- 9 FT TK# unaffected. FT AFV not available in SK3.