

Landships/Infernal Machines Summary

5.5 Ammo Effects

IZ Move... Effects on moving into or out of IZ hex.
 MC...Morale Check, results are given as [Pass/Fail]
 hMC... 1 Morale Check for all units in hex.
 NE...No Effect.

mc...motorcycle
 P-P... Effect of multiple Pin results.
 P2... Pinned for two turns,
 R2P... retreat 2 and Pinned.

Type	FT/CT*	WU	Truck/mc	Tank/AC	Obstacles	Other
Destructive HE:						
PIZ	H-elim, Miss-Pin.	H-elim	crew MC[Pin/Elim]	H- destroyed on 1.	If FS > 30, roll 1 to remove	P-P: R2P
SIZ	H: hMC[Pin/Elim].	H- 1-2 elim	crew MC[Pin/Elim]	NE	1 marker (wire: another 1-3)	
IZ Move	FT MA 1(2FTMP) CT: No	No				
Destructive Shrapnel:						
	+1 to 'H' results	NE	NE	NE	NE	
	+3 BCRT DRM if Wood Town/Trench/Strongpoint					
Neutralize HE:						
PIZ	H-Pin	NE	crew MC[P2/Elim]	NE	NE	P-P: P2.
SIZ	H: hMC[NE/P2].	NE	crew MC[P2/Elim]	NE	NE	
Suppressive HE:						
PIZ	H-Pin	NE	crew MC[P2/Elim]	NE	NE	P-P: R2P. All FT/CT SAFAs next
SIZ	H: hMC[NE/Pin].	NE	crew MC[P2/Elim]	NE	NE	turn halved, no crew fires
Interdiction HE:						
PIZ	H-Pin	NE	H-Elim. Miss-Pin	H- dest. on 1-3	Bridge dest. on 1-3	P-P: R2P.
SIZ	H: hMC[NE/Pin].	NE	NE	NE	Bridge dest. on 1-3	
IZ Move	FT stop, CT +2, stop in town	NE	+1, stop in town	+1, stop in town		

* CT: Same as FT, except no terrain modifiers apply except town/woods. If mounted, -1 DR on BCRT.