

Light Anti-Tank Weapons (C13)									
Type	BAZ (C13.4)	PF (C13.3)		PF _L ¹⁰ (C13.3)	PSK (C13.48)	PIAT (C13.6)	MOL (C13.5)	ATR (C13.2) ¹⁵	
Range	*43	*44	*45	10/43+	6/44+	*45		Reg	20L
0	11	11	10	10	10	11	10	10	10 (8)
1	9	9	10	8	8	9	9	10	10 (8)
2	8	8	9	NA	6	8	7	8	10 (8)
3	7	7	8	NA	NA	4	5	6	10 (8)
4	4	4	6	NA	NA	NA	4	10	10 (8)
5	NA	NA	4	NA	NA	NA	NA	10	10 (8)
6	NA	NA	NA	NA	NA	NA	NA	10	10 (8)
7-12	NA	NA	NA	NA	NA	NA	NA	9	9 (7)
TK	13	16	16	31	31	22	26	15	6 ¹ 5/6 ^{3,4} 6 ⁴
HE equiv	8 ⁶	8 ⁶	8 ⁶	16 ^{2,6,7}	16 ^{2,6,7}	12 ^{2,6,7}	12 ⁶	8 ⁶	0 ² (1 IFT) 1 ² (or 1 IFT)
Backblast	Y	Y	Y	Y	Y	Y	Y	N	N
Leader	Y	Y	Y ¹¹	Y ¹¹	Y ¹¹	Y ¹¹	Y	Y	Y
Notes	—	—	12	5	5	5	—	14	13 8 8,9

ATR To Kill DR DRM	
Range	0-1 2-6 7-12
DRM	+2 +1 0
LATW TH Modifiers	
Moving Target (Case J)	+2
DFP ≤ 3 MP in LOS (Case J ¹)	+3
DFP ≤ 1 MP in LOS (Case J ²)	+4
Target Size	+/- x
Desperation (Case C ² ; avoid backblast)	+2
Pinned (Case D)	+2
TEM/Hind	+x
Leadership (if app.)	+/- x
Firing in AFPh	+2
Del. Imm. (Case G)	+5
Point Blank (Case L; ATR only) 1 hex/2 hex range	-2/-1
Under an Area Fire Penalty (EX: LATW in stream)	+2
Others: CX +1, Encircled +1, by/vs Overstacked +1/-1 per squad overstacked, Captured/non-qualified Infantry +2/+2 (and Red TH #s), Motion/Non-Stopped Firer (firing from vehicle)/C/C ¹ /C ² & lower dr x 2, FFNAM/FFMO -1/-1, Concealed Target +2, Hazardous Movement -2, vs Motorcyclist -1, vs Cavalry -2, vs Wading vehicle -2.	

Notes:

- +1 if target OT, -1 rear Target Facing hit.
- Cannot leave Residual FP (for ATR, not even if part of Firegroup).
- TK # = 6 for Russian, Finnish, Japanese ATR.
- Don't forget Case D TK# Change based on range.
- Original TH DR 12 (≥ 11 for Inexperienced Infantry) results in Casualty Reduction for firer.
- HEAT may only be fired at vehicle/Gun or at Inf/Cav receiving a wall/roadblock/bldg/rubble/pillbox TEM.
- Barring Random Selection ties, only 1 Inf/Cav unit is affected if fired at a non-vehicle. Firer may choose unit to be affected if Known and manning a SW/Gun.
- ATR can be used vs. Guns w/ gunshields as per C11.52 (HE Equivalency) without using AP To Kill Table.
- Available 8/43+, by SSR only.
- A leader stacked with a PF firer may apply leadership DRM to the TH DR of one PF, but this would constitute his sole fire direction for that phase.
- Has option of firing WP; normal ammo depletion rules apply (C8.9).
- Not HEAT; may be fired from bldg/pillbox/rooflop. In PFP and DFP must fire before any other weapon than SMOKE; this restriction does not apply in enemy MPH. May not fire at target at a different elevation than firer if elevation difference exceeds range. No Bore Sighting.
- Acquisition, Intensive/Sustained Fire, Deliberate Immobilization. Achieves Critical Hit on Original 2 TH DR (C3.7, C13.56 vs. Inf/Gun). A Hit causes 4-PP collateral attack on an AFV's vulnerable PRC. AFV hits are as by a MOL (A22.612). Can cause Flame (C13.57); creates a white Dispersed Smoke counter. Original TH DR 12 eliminates Projector and creates Flame in location if terrain is Burnable.
- Cannot be fired at a target ≥ 1 level lower in same or adjacent hex.
- ATR use Black TH # unless captured. Given numbers for ATR are for Vehicle Target Types; Infantry Target Type in 0.

This ASL Play Aid is brought to you by Mark Pitecavage.

It was inspired by an earlier LATW play aid designed by Jeff Newell.

For other ASL play aids, see <http://www.desperationmorale.com>

LATW USAGE

- **ATR, BAZ, PSK, PIAT:** Any unbroken Infantry unit, including SMC; counts as use of a SW. For BAZ/PSK, requires 2 SMC to fire at full effect; one Hero may fire w/+1 TH DRM. SMC may use PIAT/ATR w/no penalty. Only 20L ATR has a ROF.
- **PF/PfK:** Any unbroken German Infantry unit. Inherent capability—must make dr to use; see chart. **Original 6 dr pins firer (even Heroic, Berserk) or breaks firer already pinned (Casualty Reduction if Heroic, Berserk).** Total # PF/PfK available depends on date: pre-1944 = # of squads in OB; 1944 = 1 1/2x # of squads in OB; NA as Subsequent First Fire or Final Protective Fire. Attempts to fire PF/PfK counts as use of a SW; thus a squad may attempt to fire a second PF if it has not yet fired its inherent FP (but would thus lose its inherent FP because it fired two SW). If a dr results in availability, PF/PfK must be fired.
- **MOL-Projector:** Any Russian crew (or two Russian SMC); a Russian non-heroic leader may use with non-qualified-use penalties. Russian heroes use with +1 TH DRM. For others, captured/non-qualified modifiers apply.

PF/PfK Availability	Final dr
≤3	Successful
4-5	No effect
6	Pinned

PF/PfK Availability	Modifiers
+1	Date is 8/43-9/43 (PFK only)
-1	Date is 1945
+1	Target not AFV
+1	CX firer
+1	Firer is HS/Crew
+2	Firer is SMC

LATW/FT/MG vs AFV Destruction Table (C7.7)

Final Effects DR	Direct Fire	FT/MOL	MG
A ≤ Half TK#	Burn	Burn	Burn
A < TK#	Elim	Burn	Elim
=TK#	Im ^H /Sh ^T	Elim	Stun
Non-HE/HE.AT	P. Sh.	NA	NA
1 > Final TK#			

A = -1 DRM to Final To Kill DR, for Burning Wreck determination (only) IF AFV has **Red CS#**.

H = Hull T = Turret

FTs vs. AFVs

- FT do not need to make a To Hit DR, just a To Kill DR.
- Armor Factors NA to FT TK DR.
- ^{??}/CX/SMOKE/Hindrance/TEM/AFPh-Use do NOT modify Basic TK#.

FT vs. AFV Stats	TK# DRM
AFV CE	+1
AFV OT (cumulative w/above)	+2
Range	TK #
1 hex	8
2 hex	4

MGs vs. AFVs

- MGs (not AFV MGs) may attack AFVs on the Ordnance To Hit Table using the Black To Hit #s (regardless of nationality).
- Must fire alone (not part of FG) & must pre-designate AFV as target.
- Target must be within Normal Range, without any form of halved FP penalty.
- Deliberate Immobilization NA.
- Critical Hits (C3.7) & Multiple Hits (C3.8) not possible.

MG vs. AFV Stats	Range	DRM
MG To Hit Range DRM	0-12	+0
13-16	-2	
MG To Kill Range DRM	0-1	+2
2-6	+1	
MG AFV TK #	4	
.50 Cal AFV TK #	5	

Miscellaneous LATW Rules:

- Non-Mortar SW vs. AFV: Acquisition, Bore-sighting NA.
 - Case E Fire w/in Hex penalties NA for SW.
 - Multiple Hits (C3.8) not possible.
 - CH possible for LATW on Original TH DR 2.
- Other SW vs. AFV**
- MOL: See A22.6, C7.344.
 - DC: See C7.346.

Backblast/Desperation Penalty (C13.8):

Units wishing to fire a PF/PfK/PSK/BAZ from inside a vehicle, rubble, pillbox, cave, sewer, or building (EXC: factory, rooftop) hex must take a Desperation Penalty due to the backblast of the weapon.

All occupants in firing Location undergo attack on the **1 FP column** of the IFT using **only the colored dr of that TH DR. No DRM apply.** If unpinned firing unit is in ground-level rubble or ground floor of a bldg (ONLY), unit may avoid penalty by 1) using Opportunity Fire, or 2) applying the Case C3 +2 To Hit DRM.