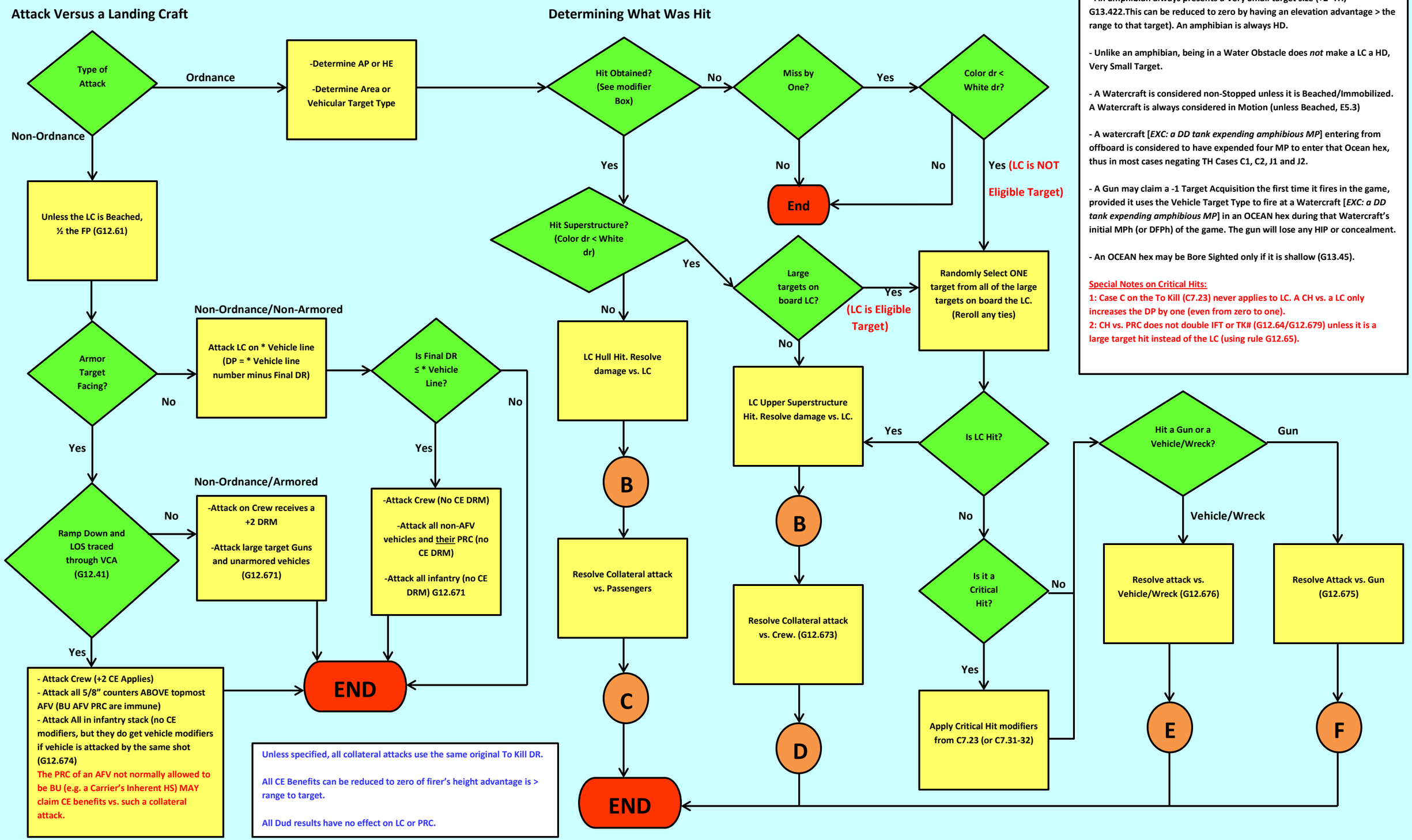
Fire Attacks Versus Landing Craft Flowchart



LC Modifiers for the To Hit DR

- An amphibian always presents a Very Small target size (+2 TH, G13.422.This can be reduced to zero by having an elevation advantage > the range to that target). An amphibian is always HD.

- Unlike an amphibian, being in a Water Obstacle does *not* make a LC a HD, Very Small Target.

- A Watercraft is considered non-Stopped unless it is Beached/Immobilized. A Watercraft is always considered in Motion (unless Beached, E5.3)

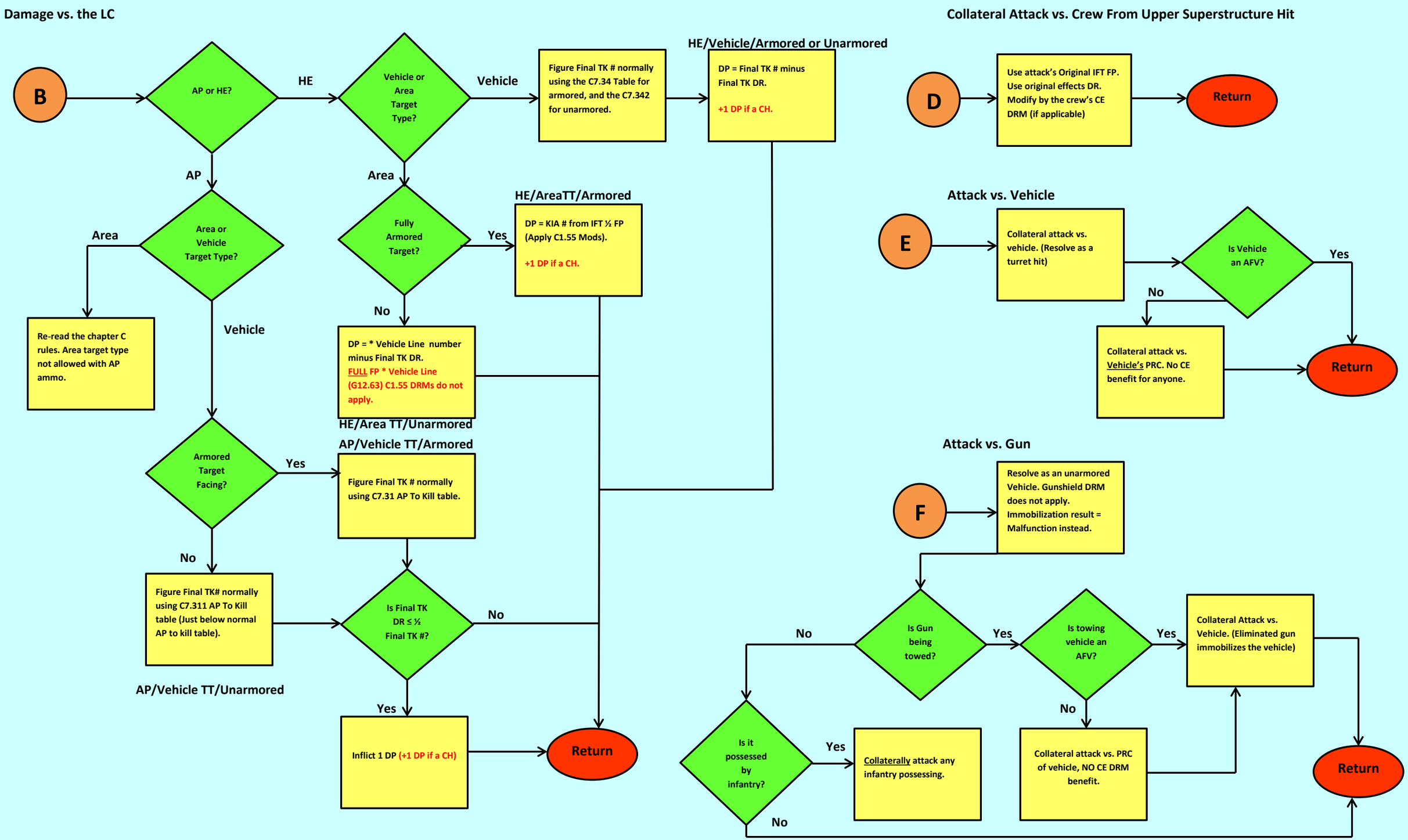
- A watercraft [*EXC: a DD tank expending amphibious MP*] entering from offboard is considered to have expended four MP to enter that Ocean hex, thus in most cases negating TH Cases C1, C2, J1 and J2.

- A Gun may claim a -1 Target Acquisition the first time it fires in the game, provided it uses the Vehicle Target Type to fire at a Watercraft [*EXC: a DD tank expending amphibious MP*] in an OCEAN hex during that Watercraft's initial MPh (or DFPh) of the game. The gun will lose any HIP or concealment.

- An OCEAN hex may be Bore Sighted only if it is shallow (G13.45).

Special Notes on Critical Hits:

1: Case C on the To Kill (C7.23) never applies to LC. A CH vs. a LC only increases the DP by one (even from zero to one).

2: CH vs. PRC does not double IFT or TK# (G12.64/G12.679) unless it is a large target hit instead of the LC (using rule G12.65).

Fire Attacks Versus Landing Craft Flowchart, Continued