

6 5 4 3 2 1 0 0-1 0-2 0-3 0-4 0-5 0-6
 ← - To Hit Modifiers + To Hit Modifiers →

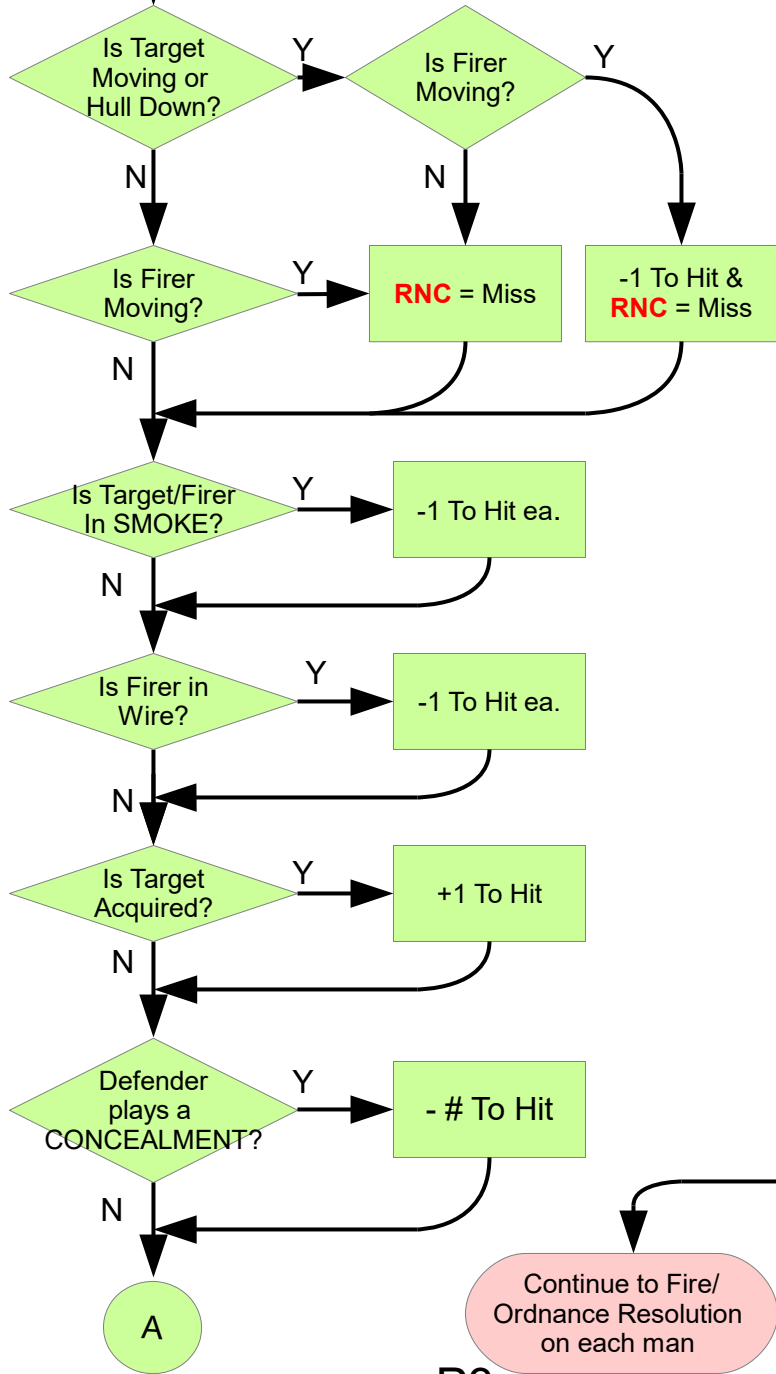
Ordnance Attacks

Play any FIRE card

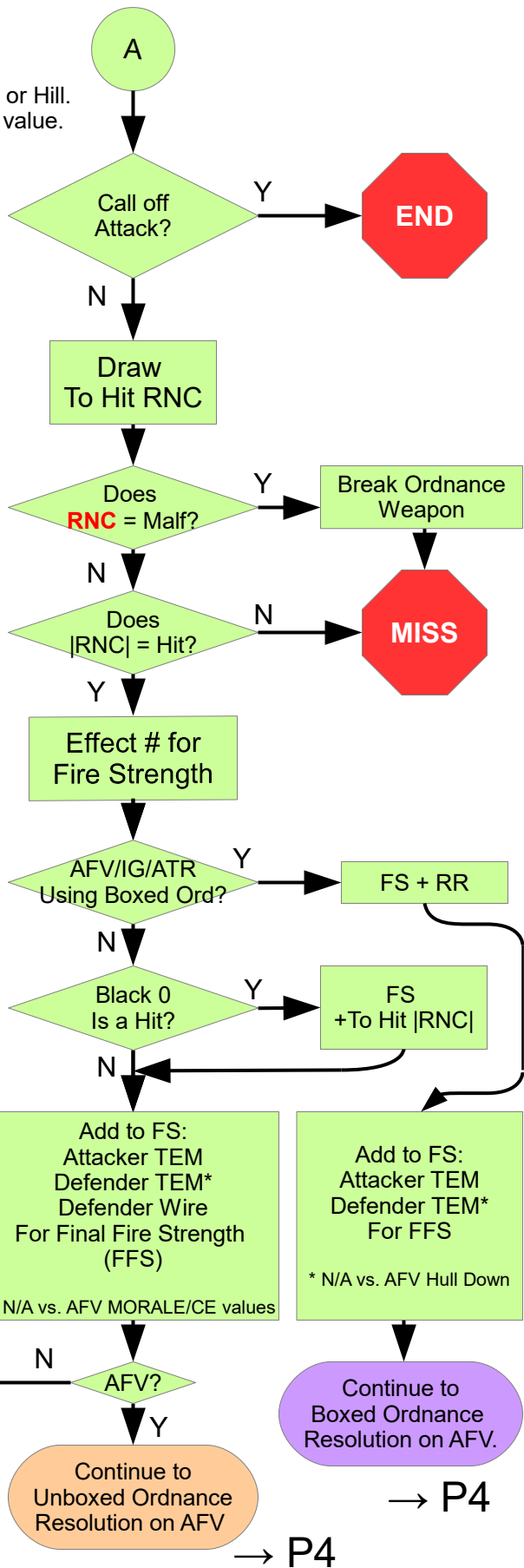
Determine To Hit # at Current RR

Notes:
 - Hull Down: non moving AFV/IG in Wall or Hill.
 - |RNC| = Color of RNC N/A. Check only value.

AFV/IG To Hit Modifiers:
 - 1 per Comm. KIA each.
 Turretless Assault Guns:
 - 2 if Immobilized or Bogged
 -1 vs. moving target & RNC=Miss
 Cannot fire while moving.

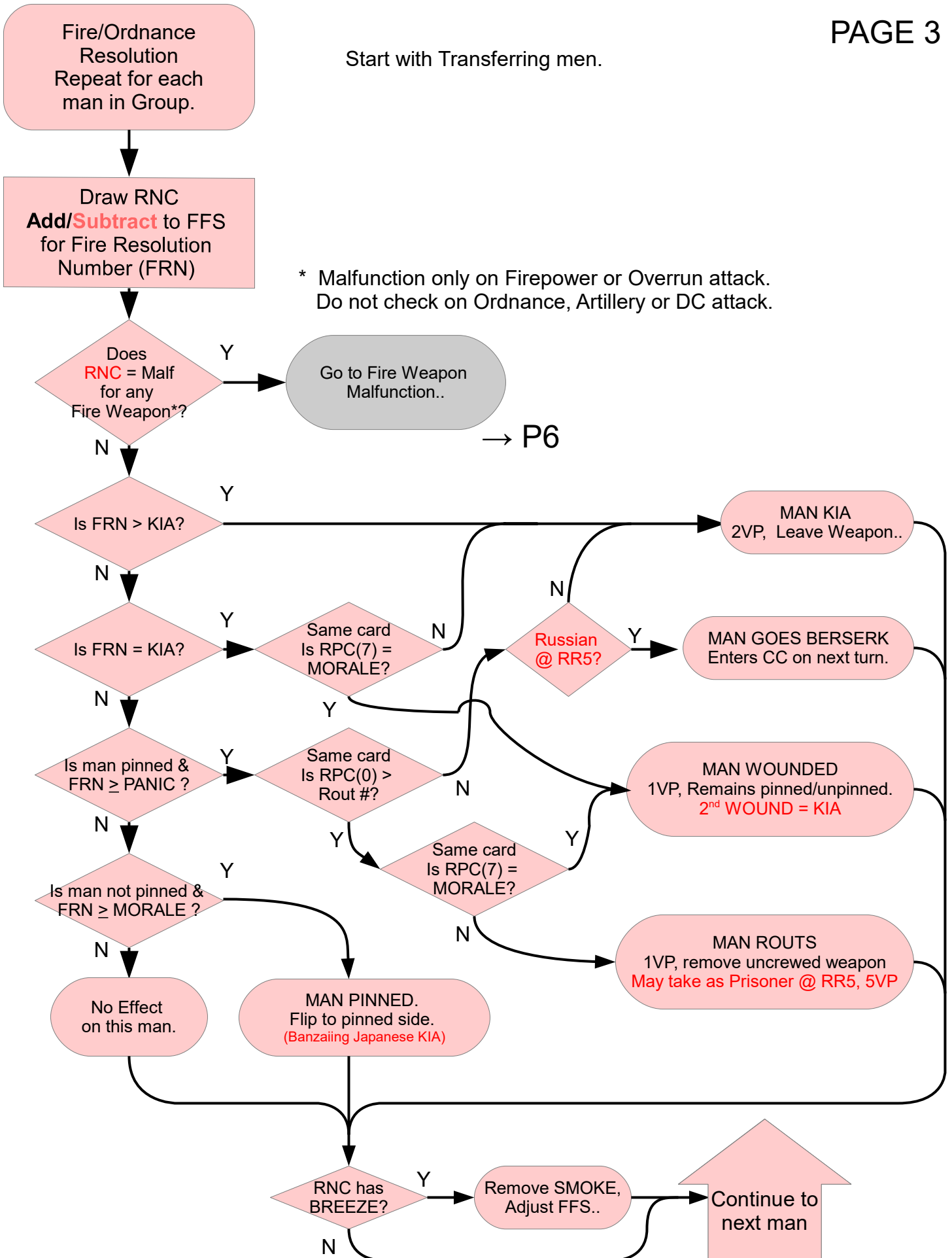


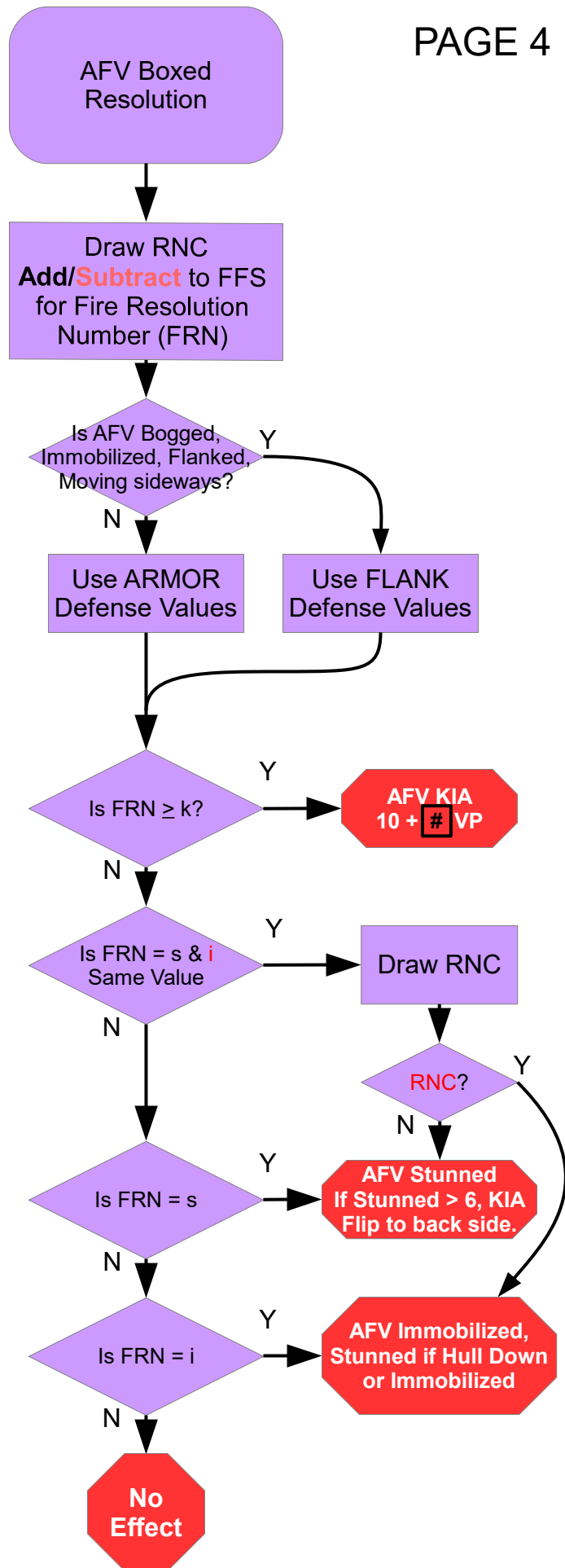
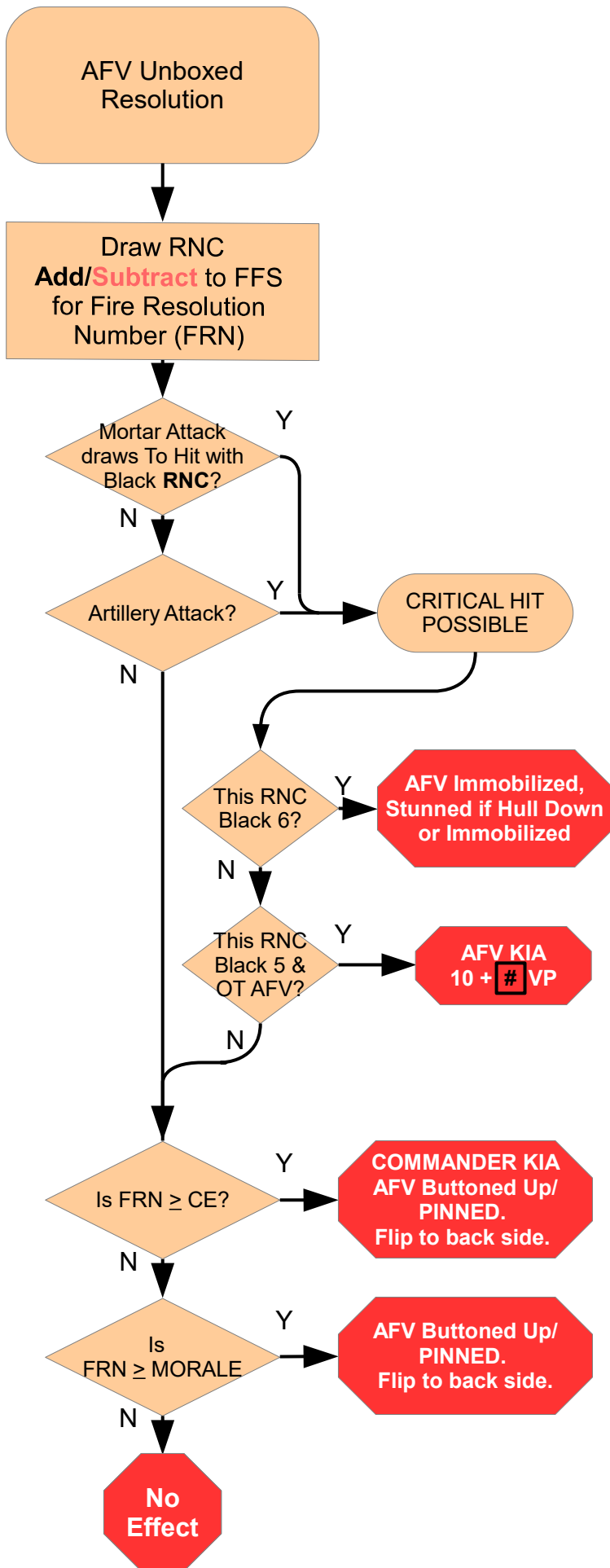
→ P3

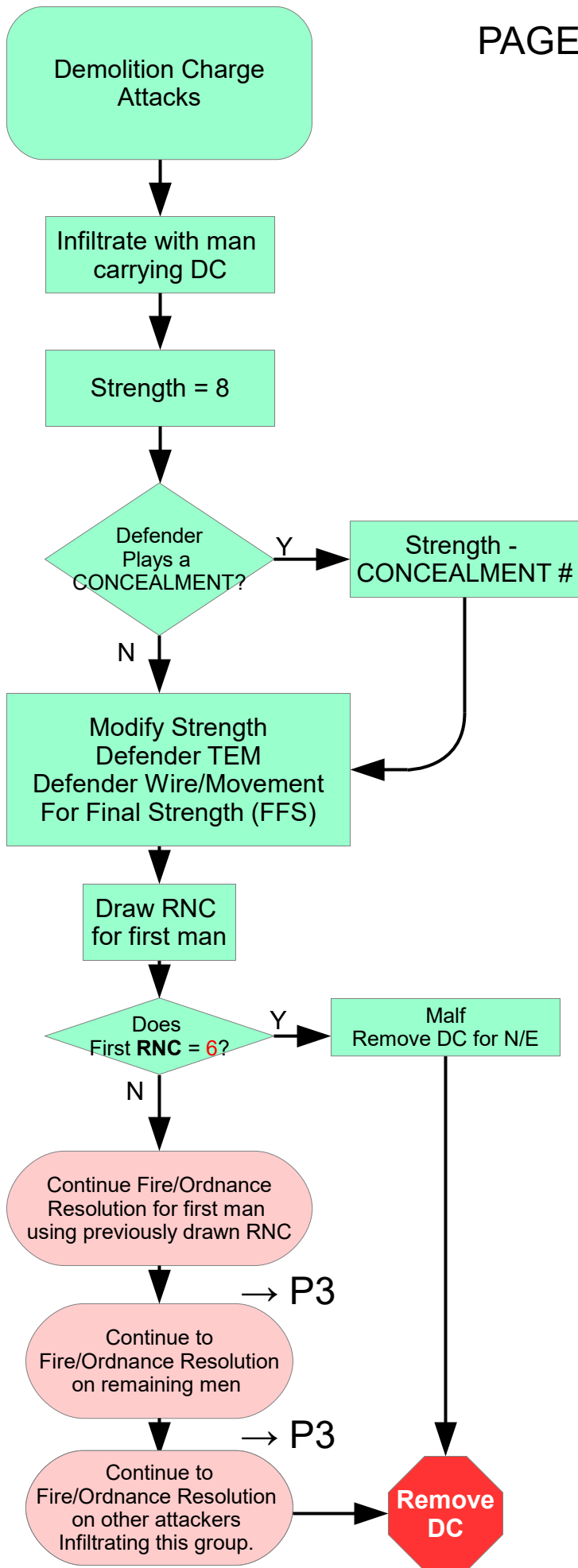
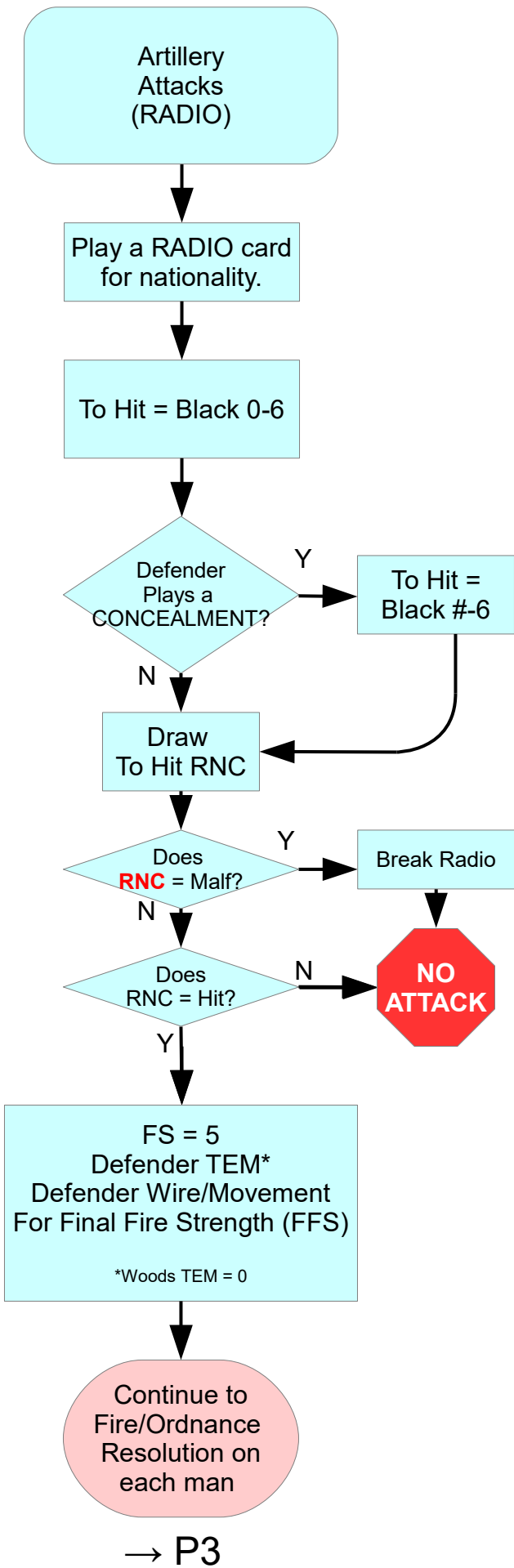


→ P4

Start with Transferring men.







Firepower Weapon Malfunction

ALL WEAPONS ARE FIRING EXCEPT:
FTs/infiltrator designated as not firing
Secondary weapons (DC, Radio, etc.)
Ordnance weapon
Weapons of assistant crewman

Note: All Malfunctioned Weapons break on X6.
Including Ordnance, FT, etc.

Only one weapon affected with RNC?

Y Example: Japanese/Italian: LMG, R, R, R and RNC5 drawn. Only LMG affected.
* All Malfed Weapon break on X6.

Only one armed man?

Y Examples: R / LMG (no crewman) / MP / R, unarmed man / MP, unarmed man

Malfunction that weapon. END ATTACK

Firing Flamethrower?

Y * Attack continues with reduced FS and no Defensive TEM.

Captured Weapon?

Y * All Captured Weapons break on X5-6. Remove Captured Malfed / Weapon

Malfunction that weapon

Multiple possible Malfunctioning weapons:
Draw RPC:
DO include unarmed men
DO NOT include transferring men

Pinned Man OR Man w/ Malfed Weapon?

Y Malf or Remove Weapon, N/E on FFS,

Unarmed Man, Ordnance / Crew OR Non-firing FT/INE?

Y No Effect

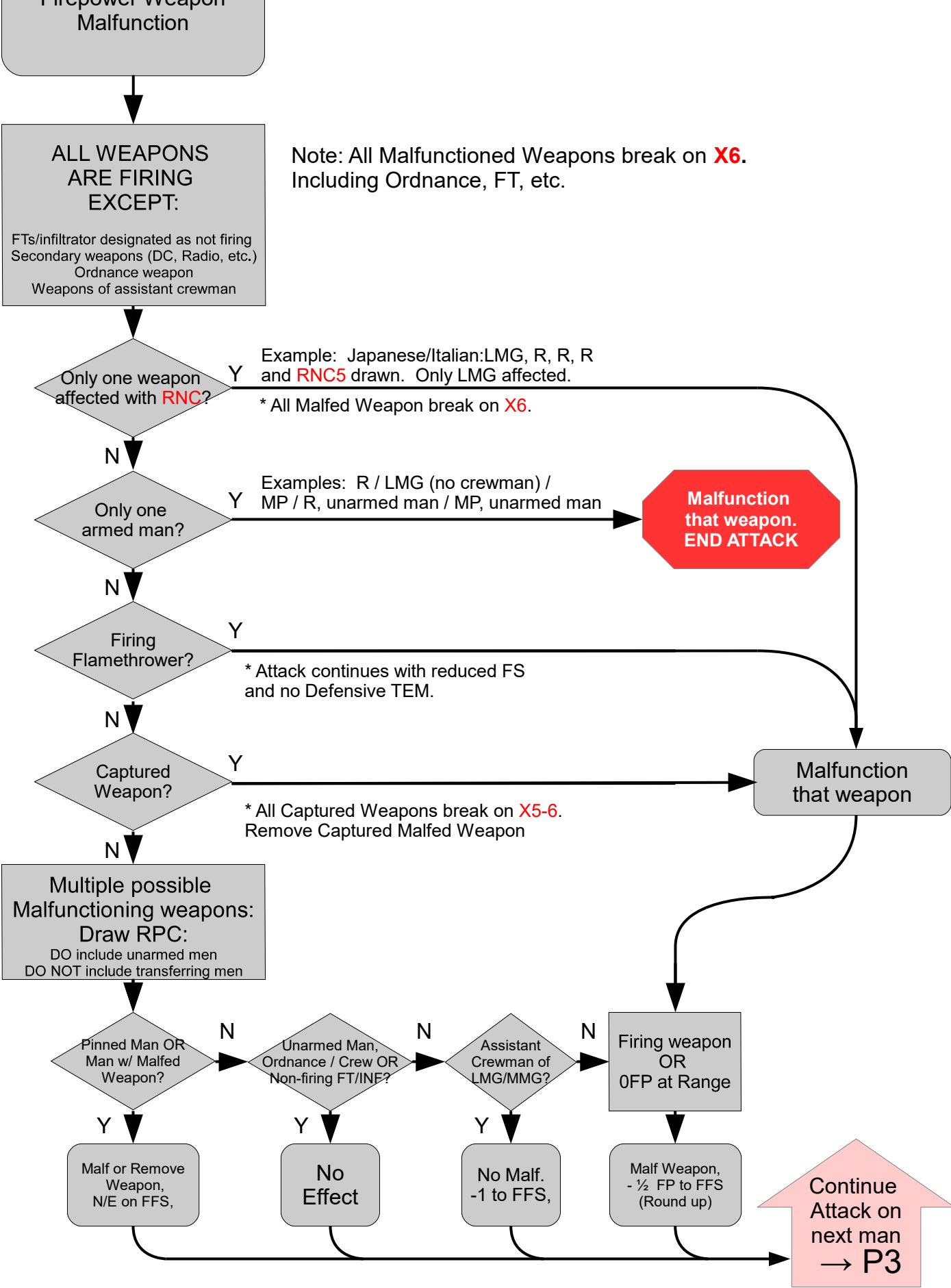
Assistant Crewman of LMG/MMG?

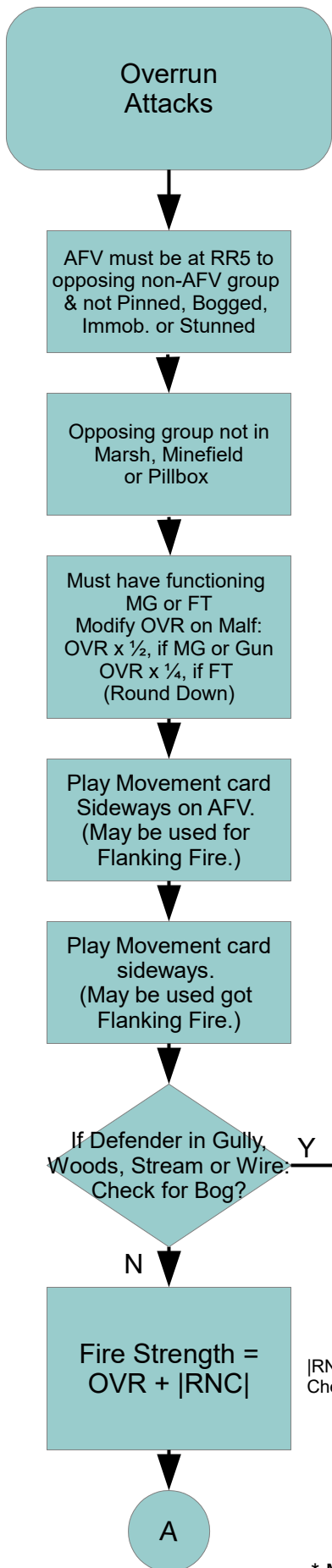
Y No Malf. -1 to FFS,

Firing weapon OR OFP at Range

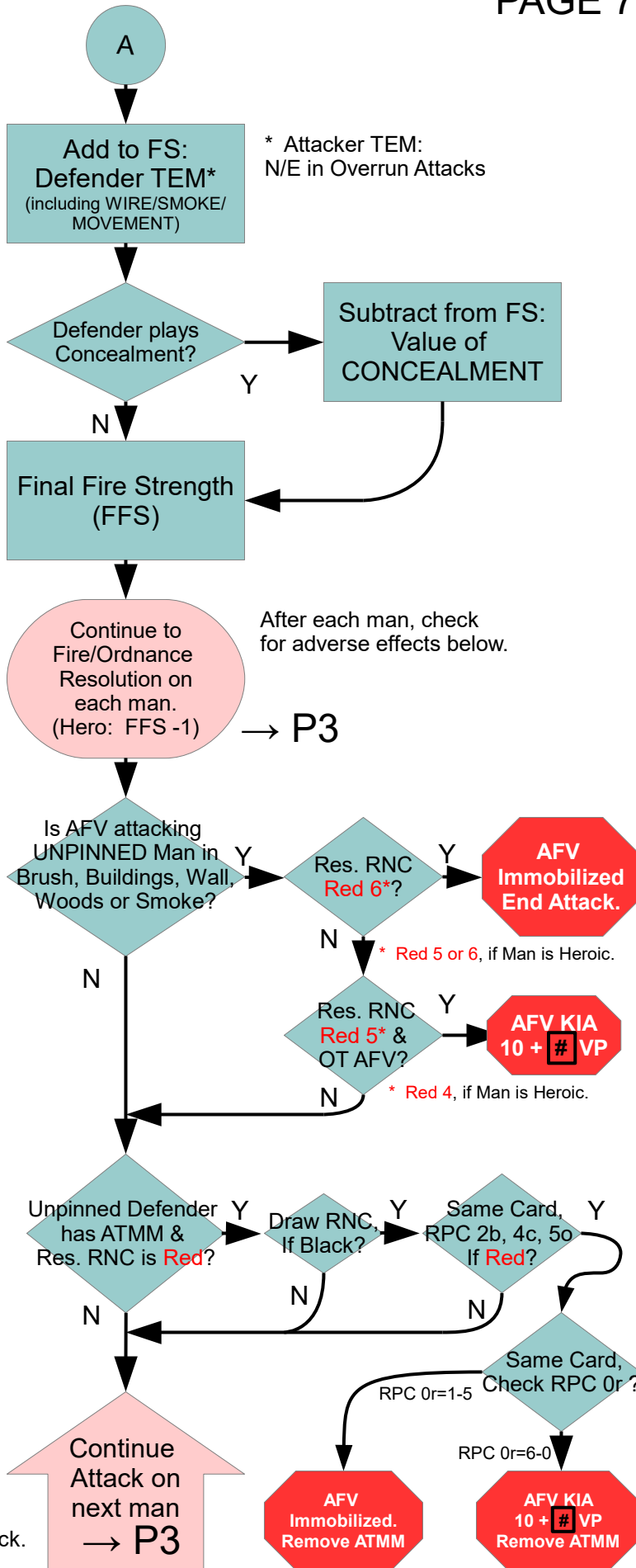
Malf Weapon, - 1/2 FP to FFS (Round up)

Continue Attack on next man -> P3





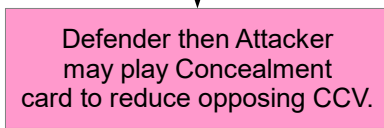
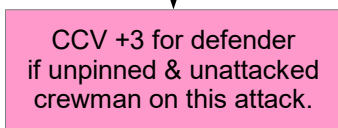
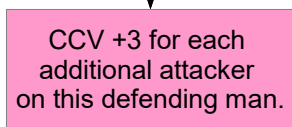
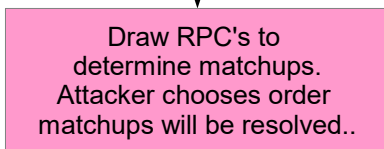
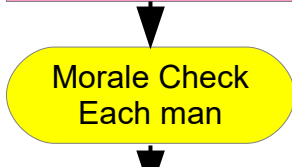
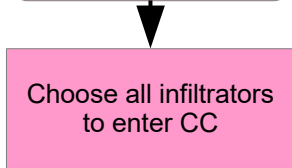
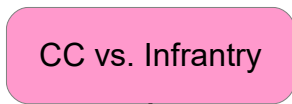
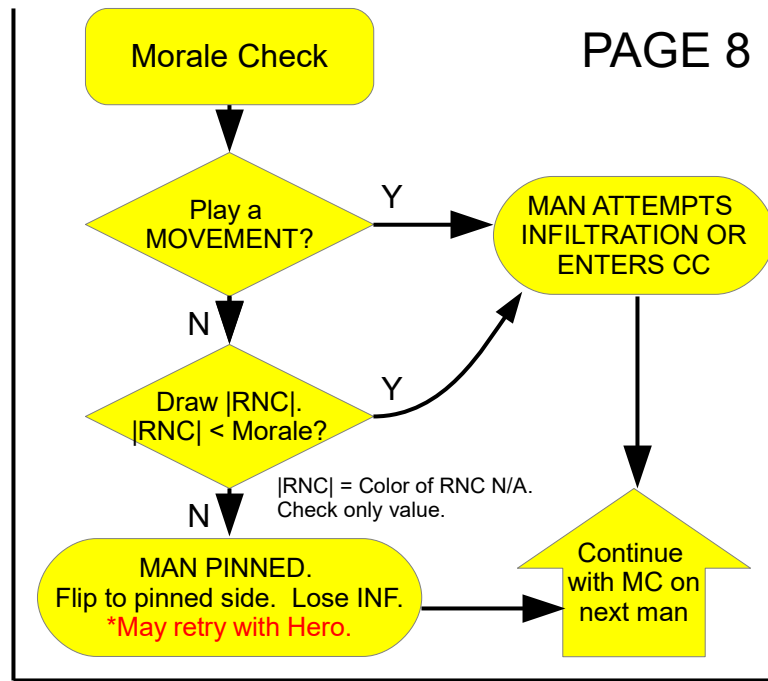
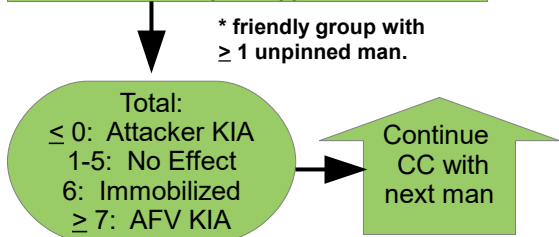
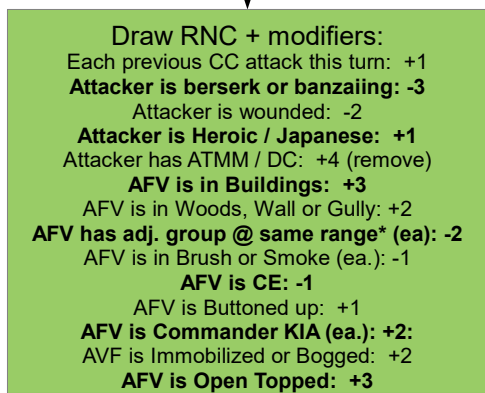
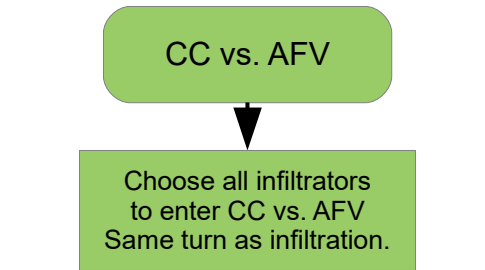
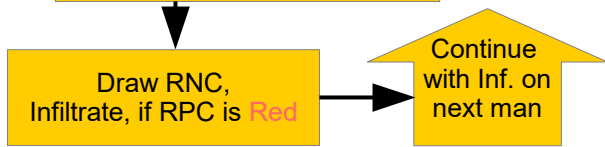
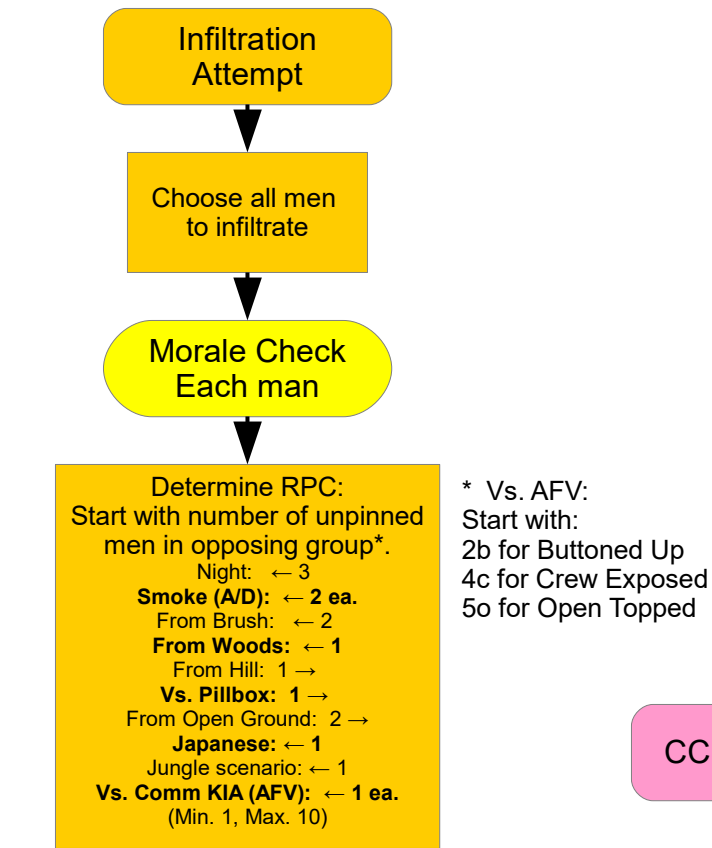
* May move through opposing group after completed Overrun attack.



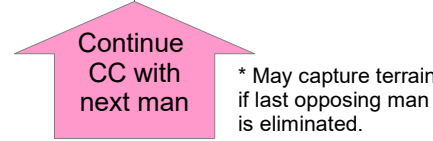
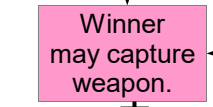
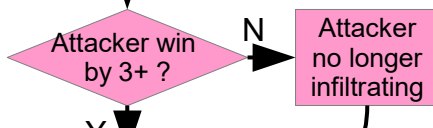
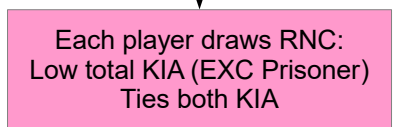
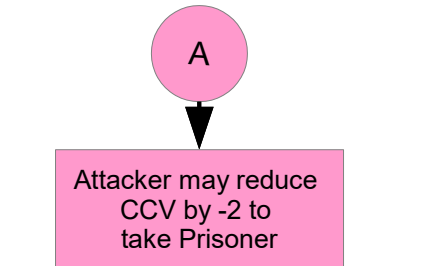
* Attacker TEM: N/E in Overrun Attacks

After each man, check for adverse effects below.

|RNC| = Color of RNC N/A. Check only value.



If not armed with original Weapon:
 Calculate CCV = Morale +:
 Carbine/Assault Rifle: 4
All other rifles: 5
 Machine Pistol: 3 (4 Japanese)
BAR: 2
 LMG: 1 (2 Japanese)
MMG / ATR: 0
 Secondary Weapon: -1, unless only weapon
 (Additional -4 for all pinned men.)



UP FRONT Flow Charts v 1.0

By Richard Irving

Up Front is a GREAT game! Possibly my all-time favorite. Unfortunately it can be difficult to learn and grasp some of the processes.

These flow charts are to aid in performing various procedures in Up Front.

Printing: I recommend printing these pages back to back as follows: P1/P2, P3/P4, P5/P6, P7/P8 in color (Some of the symbols are color coded indicating when going a different page.)

Page 1: Firepower Attacks by infantry & AFV's. Rifle, MP, MG, flamethrower, ATR vs. infantry, etc.

Page 2: Ordnance Attacks by infantry & AFV's: Mortars, LATW, Main gun of AFV, ATR vs. AFV, etc.

Page 3: Fire/Ordnance Resolution on each man of infantry group.

Page 4: Unboxed Attack Resolution / Boxed Attack Resolution on AFV

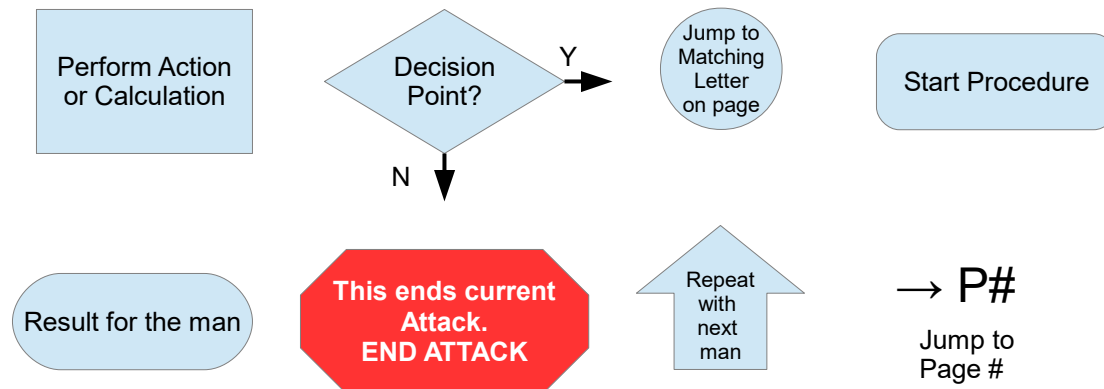
Page 5: Artillery Attacks / Demo Charge Attacks

Page 6: Fire Weapon Malfunctions

Page 7: AFV Overrun Attacks

Page 8: Infiltration, CC vs. AFV, CC vs. Infantry, Morale Checks

Symbols:



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If you find any errors, typos, omissions, please contact me at rri12@sbcglobal.net

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