

Infantry CC vs. AFV: Modifiers

General Condition	Value
For each previous CC vs. the AFV that Action Phase	+1
Attacker's Condition	Value
Attacker is using an ATMM* or DC*	+4
Attacker is Heroic and unwounded	+1
Attacker is Wounded (only possible through negating Wound effects by playing a Hero card)	-2
Attacker is Berserk	-3
AFV's Terrain	Value
AFV is in Buildings Terrain	+3
AFV is in Gully, Wall or Woods Terrain	+2
AFV is in a Brush	+1
AFV is in Smoke +	+1
AFV's Condition	Value
AFV is Open Topped	+3
AFV is Immobilized or Bogged	+2
AFV has suffered a Crew Killed (per level)	+2
AFV is Buttoned Up	+1
AFV is CE	-1
AFV has friendly, adjacent, unpinned Men at same Distance (per Group)	-2

** If the modifier is used, the SW is removed*

Result:	
<= 0:	Attacker is Eliminated;
1-5	No Effect;
6	AFV is Immobilized;
>=7	AFV is Eliminated;