

Infiltration: Count the number of Men in the defending group and check under the relative RPN column. Move right or left to the RPN accordingly, if any of the conditions below are met, in order to find the exact infiltration checking column.

	General Condition	Column Shift
	Night scenario, (not applicable if Target is illuminated by Starshell)	3 Left
	Smoke card on infiltrator's Group or defending Group (not applicable at Night).	2 Left per Smoke card in play
	Jungle Scenario	-1
	Infiltrator's Condition	Column Shift
	Concealment card played on a Man	X Left *
	In Brush	2 Left
	In Woods/Oasis/Jungle	1 Left
	In Hill	1 Right
	In Open Ground	2 Right
	Is Japanese	1 Left
	Attacker's Group is Moving (regardless of # of Movement cards)	2 Right
	Attacker's Group is currently Infiltrated	2 Right
	Infiltrating Group is in Marsh/Soft Sand/Wire/Minefield/Stream	NA
	PC is Guard or Wounded	NA
	Target AFV is Crew Exposed (CE) and not Open Topped	+3
	Target AFV is Crew Exposed (CE) and Open Topped	+4
	Each Commander Killed suffered by Target AFV	-1
	Defender's Condition	Column Shift
Against Men	Defender's Group is in Pillbox	1 Right
	Defender's Group is Moving (regardless of # of Movement cards)	2 Right
	For every Man in Defender's Group that has a Transfer token	2 Right
	Target Group is in Minefield	NA
	For every Pinned man in the group	1 Left
Against AFV	Target AFV is Buttoned Up or Pinned	1 Right
	Target AFV is Crew Exposed (CE) and not Open Topped	3 Right
	Target AFV is Crew Exposed (CE) and Open Topped	4 Right
	Each Commander Killed suffered by Target AFV	1 Left

* (X=value of Concealment card)

Chance to Infiltrate

RPC	1	2	3	4	5	6	7	8	9	0
%	80	66	52	40	30	22	16	12	9	7