

Acquisition Player Aid Sheet

Target Type	Must Be Used	Notes/Restrictions	Affects	Resolution	Critical Hits (C3.7)	Acquisition Notes
Vehicular	When attacking one specific AFV (C3.31)	Cannot be used vs motorcycles (C3.31)	One specific vehicle; its Vulnerable PRC are affected Collaterally (A.14)	vs vehicle: use appropriate TK table for that ammo type and target type Collateral Attack vs Vulnerable PRC of the targeted vehicle: use TK DR on IFT (A.14)	Original TH DR = 2	1/2" Acquisition Only for Gun \geq 20mm firing at known unit or Bridge Can only acquire a concealed target if the firing shot causes loss of concealment (C6.57)
Infantry		Can be used only when firing HE vs an unarmored target or AP/HEAT Equivalency vs an unarmored target in "hard" terrain (C8.31, C11.52) Can be used vs an empty Location (C3.41) but acquisition not gained unless that attack causes loss of HIP (C6.57) TEM applies to To Hit DR	All in-LOS enemy units in a Location, as well as friendly units in Melee in that Location (A7.4) No effect vs AFV's, but can affect their Vulnerable PRC's (C3.41)	vs AFV: No Effect vs * vehicle: use full FP of attacking ordnance on IFT and compare to * vehicle line for that FP (A7.308) vs Personnel: use full FP of attacking ordnance on IFT with no TEM	Final TH DR < half of Modified TH # or Original TH DR = 2 and subsequent dr of 1 or \leq half of Modified TH #	Infantry Target Acquisition can track only one unit at a time as they leave the acquired Location (C6.51) Vehicular Target Acquisition tracks a single vehicle
Area	By Mortars (C3.33) When non-LATW ordnance fires SMOKE (LATW ordnance uses own TH Table)	Can be used vs an empty hex (C3.41); acquisition is gained regardless of the attack's result ROF only for MTR's TEM does not apply to To Hit DR NA when firing: • AP/HEAT Equivalency (C8.31) • At 0-hex range • As Bounding First or Motion Fire • A Deliberate Immobilization attempt (C5.71)	All non-Aerial units in the target hex. MTR hits all target-hex units that are out of the firer's/spotter's LOS if it hits the non-hidden enemy unit that was hardest for it to hit To Hit cases labeled with a † are NA	IFT, half FP of firing ordnance, adding TEM to DR. WP hits cause NMC (A24.31) C1.55 gives DRM for AFV and * vehicles	Original TH DR = 2	5/8" Acquisition Must be used by MTR's Cannot be transferred to another target type and used vs a concealed target (C6.52) Can be gained vs a hex not containing a Known Enemy Unit, regardless of the whether that attack caused loss of ?/HIP (C6.521) Cannot track units that move out of the acquired hex (C6.521)

Acquisition is NA:

- at Night unless the target is Illuminated (E1.74)
- for IFE shots (C6.54)
- to Deliberate Immobilization attempts, although acquisition can be gained by the DI shot (C5.71) for FT and LATW Main Armaments of vehicles (C6.5)

Acquisition is Lost:

- At Night if the target becomes un-Illuminated (E1.74)
- When SMOKE is fired, although the SMOKE shot can benefit from previous acquisition (C6.56)
- If the target leaves the firer's LOS after entering a new location/vertex. (Acquisition will remain in the last in-LOS Location which the target occupied.)
- If the firing Gun/its manning Infantry:
 - Leaves its present Location [EXC: Gyrostabilized Gun (D11.1, C6.55)]
 - Changes CA without firing on its acquired target
 - Uses its CMG to attack/interdict a different target
 - Are attacked in CC
 - Gun Malfunctions, fires SMOKE/Cannister/IFE, or is eliminated
 - Manning Infantry are eliminated/ not Good Order/ no longer possess the Gun/ fire their inherent FP/ use a SW/ Interdict/ (un)Limber the Gun