

Collateral Attacks are possible whenever a Location containing ≥ 1 vehicle (with Vulnerable PRC) is attacked.[†]

Collateral Attacks

D.8

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Resolve the attack vs. the affected vehicle(s) normally.*

Was it a Deliberate Immobilization attempt? c5.7

Yes

No Collateral Attack occurs.

No

Was a Vehicle Destroyed?

Yes

No Collateral Attack occurs vs. the vehicle(s) that were destroyed. The PRC of destroyed vehicles check survival as usual. D5.6, D6.9.

No

Was a Vehicle Predesignated?

No

Was a Vehicle Predesignated? D3.31

Yes

End

Yes

Specific Collateral Attack

- Resolve a Collateral Attack against this vehicle's Vulnerable PRC. [EXC: If the vehicle was Shocked/Stunned, resolve a Collateral Attack against only the Riders--unless it's a Carrier. D6.84]
- CE DRM is the only DRM.

General Collateral Attack

- Resolve a Collateral Attack vs. all Vulnerable PRC of all undestroyed vehicles in that Location. [EXC: If a vehicle was Shocked/Stunned, resolve it against only its Riders--unless it's a Carrier. D6.84]
- Modify the attack normally for Range, TEM, Hindrances, CE DRM, etc., as if the Vulnerable PRC were the only target being attacked. (Different PRC may face different DRM.)

General Notes

- Use the attacker's IFT FP (HE Equivalency) and his Original effects DR against that vehicle.
- Collateral Attacks leave no (separate) Residual FP.
- Multiple Hits are treated as one hit, using the best Original DR.
- For FT, MOL, DC and Minefields, see the D.8B Collateral Attack Table.
- CE DRM (never cumulative with TEM) may be reduced for Air Bursts / Elevation Advantage. D5.31

Footnotes

[†] - "and Hit" (if a To-Hit DR was made).

* - Note: certain attacks *cannot* result in Stun / Recall--the PRC are affected by the IFT results instead, since they are Vulnerable:

- Crews attacked through an unarmored aspect.
- OT AFVs attacked by Air Bursts / Elevation Advantage.
- Minefields vs. a 0-AF Hull.

Broken Crews rout, D5.311. (Also note that Halftrack Passengers can't be Stunned, D6.62.)