2D6	Soft Skinned (Pointed Sticks)	Improvised AC's (Rifle, SMG)	Open topped AC (LMG)	Enclosed AC (HMG, Grenade)	Light Tanks (AT Gun, Mortar, Satchel Charge)	Tanks (Lt Gun HE Artillery)
2	BOOM!	BOOM!	BOOM!	BOOM!	BOOM!	BOOM!
3	Motor Hit	Motor Hit	Motor Hit	Motor Hit	Motor Hit	Motor Hit
4	Motor Hit	Tire Hit	Tire Hit	Tire Hit	Track Hit[3]	Track Hit[3]
5	Tire Hit	Tire Hit	Tire Hit	Tire Hit	Weapon Hit	Weapon Hit
6	Tire Hit	Weapon Hit[1]	Weapon Hit[1]	Weapon Hit	Weapon Hit	Weapon Hit
7	Crew Hit	Weapon Hit[1]	Crew Hit	Weapon Hit	Crew Hit	Crew Hit
8	Crew/Passenger Hit	Crew/Passenger Hit	Crew/Passenger Hit	Crew Hit	No Effect[4]	No Effect[4]
9	Weapon Hit[1]	Crew/Passenger Hit	Crew/Passenger Hit	No Effect[4]	No Effect[4]	No Effect[4]
10	Weapon Hit[1]	No Effect[4]	No Effect[4]	No Effect[4]	No Effect	No Effect
11	No Effect[4]	No Effect[4]	No Effect[4]	No Effect[4]	No Effect	No Effect
12	No Effect[4]	No Effect[4]	No Effect[4]	No Effect[4]	No Effect	No Effect

Modifiers to Penetration chart:

Add or subtract the number of columns the target is away from the weapon to the die roll. (For HMG's always use the column farthest from the target.) Example: An LMG hitting an Enclosed AC would add 1 to its die roll, while an HMG hitting a soft skinned vehicle would subtract 3.

Grenades and HE Artillery: If the center of the template lands on the vehicle use the column multiplier indicated by the weapons column. If only a part of the template covers the vehicle then modify the die roll by an additional plus 1.

Satchel charges have a range of 3 inches and require a successful roll against the units target number. On a natural 1 the figure with the charge blows itself up. Any other missed roll counts as a "No Effect[4]".