Hit Summary

Terrain	Hit On
Units in the open	4, 5 or 6
Units in soft or partial cover (ie: hedges, scrub, woods, hills, scree, dug-in, water, wrecks)	5 or 6
Units in hard or full cover (ie: walls, buildings, trenches, bunkers)	6
Units	
Command units in all situations (apart from sniper fire)	6
Sniper units in all situations	6
Weapons	
Snipers vs all ground units (including command units)	4, 5 or 6
Flamethrowers vs all ground units	4, 5 or 6
Indirect artillery fire and mortars vs AFVs	6
Orbital strikes vs AFVs	5 or 6
Counter-battery fire	6
AA and smart missiles vs aircraft, gunships and dropships	5 or 6
SAM and air superiority attacks vs aircraft, gunships and dropships	4, 5 or 6
Cryonic weapons (this value should not adjusted by any of the modified values below)	6
Laser Wire	4, 5 or 6
Tech Upgrades	
Shield domes under fire from all weapon types	4, 5 or 6
Other	
Suppressive fire	6
Modified Values	
Recce units when under direct fire	increase by one
Massive units	decrease by one
Smart missiles vs units that carry out evasive action	increase by one
Anto-Linked Weapons vs designated targets	decrease by one
Grav units in close assault, unless both sides are equipped with grav technology	increase by one
Adaptive camo units in the open	increase by one
High impact weapons	decrease by one
Exceptions	
Attack values followed by * do not inflict hits against AFVs, shields or shield domes	
Attack values followed by # do not inflict hits against infantry or light vehicles (LVs)	
High impact weapons vs adaptive camo cancel each other out	

Note that the term "increase by one" means increase the score to hit the target by one, eg: a score of 4, 5 or 6 becomes 5 or 6. Conversely, the term "decrease by one" means decrease the score to hit the target by one, eg: a score of 5 or 6 becomes 4, 5 or 6.

Save Summary

Situation	Save
Units hit in the flank by direct fire weapons, unless *Tough*	decrease by one
Units hit in the rear by direct fire weapons	decrease by one
Units hit by aircraft, gunships or dropships	decrease by one
Units hit by smart missiles	no save
Units hit by surface-to-air missiles (SAM)	decrease by one

Note that the term "decrease by one" means decrease the save value by one, eg: a save value of 5 becomes 6. A save value of 6 is not reduced.