

Attack Fire PFPPh AFPPh

**ATTACKING FIRE DURING PREP FIRE PHASE (PFPPh) AND ADVANCING FIRE PHASE (AFPPh)**

Type of Fire	Prep Fire (Fire during PFPPh)	Advancing Fire (Fire during AFPPh)
General Conditions	<ul style="list-style-type: none"> <li>&gt; 1 fire by each eligible Firing unit on target hex only, except MG that retain ROF</li> <li>&gt; MG can retain ROF</li> <li>&gt; If no LOS, firing unit is assumed to have fired, but no impact on target</li> <li>&gt; Fire affects all units in target hex</li> </ul>	<ul style="list-style-type: none"> <li>&gt; 1 fire by each eligible Firing unit on target hex only</li> <li>&gt; MG cannot retain ROF</li> <li>&gt; If no LOS, firing unit is assumed to have fired, but no impact on target</li> <li>&gt; Fire affects all units in target hex</li> <li>&gt; DC 'fires' during this phase</li> </ul>
Firing Unit Conditions	<ul style="list-style-type: none"> <li>&gt; Firing unit will not move during Movement Phase</li> <li>&gt; Firing unit must be in good order (not broken or in melee, SW out of ROF)</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Firing unit does not have Prep Fire counter</li> <li>&gt; Firing unit must be in good order (not broken or in melee, SW out of ROF)</li> <li>&gt; If MMG &amp; HMG, only if they did not move MPH</li> </ul>
Target Conditions	<ul style="list-style-type: none"> <li>&gt; Target must be <math>\leq 2</math> x regular range</li> <li>&gt; Hindrance DRM must be <math>&lt; 6</math></li> </ul>	<ul style="list-style-type: none"> <li>&gt; Target must be <math>\leq 2</math> x regular range</li> <li>&gt; Hindrance DRM must be <math>&lt; 6</math></li> </ul>
FP Multipliers	<ul style="list-style-type: none"> <li>&gt; Firing unit is pinned <span style="float: right;">x 1/2</span></li> <li>&gt; Range is more than regular range (but <math>\leq 2</math> x) <span style="float: right;">x 1/2</span></li> <li>&gt; PBF (target is in adjacent hex) <span style="float: right;">x 2</span></li> </ul>	<ul style="list-style-type: none"> <li>&gt; Advancing Fire adjustment (only Units &amp; MG, for DC and FT: x 1) <span style="float: right;">x 1/2</span></li> <li>&gt; Firing unit is pinned <span style="float: right;">x 1/2</span></li> <li>&gt; Range is more than regular range (but <math>\leq 2</math> x) <span style="float: right;">x 1/2</span></li> <li>&gt; PBF (target is in adjacent hex) <span style="float: right;">x 2</span></li> <li>&gt; Assault Fire Bonus (if FP is underlined and target in regular range) <span style="float: right;">+ 1</span> (Added as last adjustment, then FP is rounded up)</li> </ul>
DRMs (Attacker)	<ul style="list-style-type: none"> <li>&gt; Leadership (firer) <span style="float: right;">+/- x</span></li> <li>&gt; CX (firer) <span style="float: right;">+ 1</span></li> <li>&gt; Hindrance (on LOS) <span style="float: right;">+ 1 per hex</span></li> <li>&gt; TEM (Defender hex) <span style="float: right;">as per table</span></li> </ul>	<ul style="list-style-type: none"> <li>&gt; Leadership (firer) - only if same unit/FG as lead during Prep Fire <span style="float: right;">+/- x</span></li> <li>&gt; CX (firer) <span style="float: right;">+ 1</span></li> <li>&gt; Hindrance (on LOS) <span style="float: right;">+ 1 per hex</span></li> <li>&gt; TEM (Defender hex) <span style="float: right;">as per table</span></li> </ul>
Roll Resolution	<ul style="list-style-type: none"> <li>&gt; Covering check: Firing unit(s) roll doubles and has no leader                             <ul style="list-style-type: none"> <li>&gt; If E, 1, 2 unit <span style="float: right;">- 1 IFTc</span></li> <li>&gt; If G, C unit <span style="float: right;">- 2 IFTc</span></li> </ul> </li> <li>&gt; If covering, leave no RF, MG loses ROF, mark unit with Prep Fire counter</li> <li>&gt; MG checks                             <ul style="list-style-type: none"> <li>&gt; Breakdown check (MG rolls less than B# or 12)                                     <ul style="list-style-type: none"> <li>Yes: No breakdown</li> <li>No: Flip MG, no ROF</li> </ul> </li> <li>&gt; ROF retention: MG rolls red dr <math>\leq</math> boxed ROF &amp; owning unit not pinned                                     <ul style="list-style-type: none"> <li>Yes: MG can fire again as Prep Fire at any target</li> <li>No: Mark MG with Prep Fire marker</li> </ul> </li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>&gt; Covering check: Firing unit(s) roll doubles and has no leader                             <ul style="list-style-type: none"> <li>&gt; If E, 1, 2 unit <span style="float: right;">- 1 IFTc</span></li> <li>&gt; If G, C unit <span style="float: right;">- 2 IFTc</span></li> </ul> </li> <li>&gt; If covering, leave no RF, MG loses ROF, mark unit with Prep Fire counter</li> <li>&gt; MG checks                             <ul style="list-style-type: none"> <li>&gt; Breakdown check (MG rolls less than B# or 12)                                     <ul style="list-style-type: none"> <li>Yes: No breakdown</li> <li>No: Flip MG</li> </ul> </li> </ul> </li> </ul>
Final Steps	<ul style="list-style-type: none"> <li>&gt; MG can Prep Fire again as long as ROF is retained</li> <li>&gt; Place Prep Fire marker on all units that fired except MG that retained ROF</li> <li>&gt; At the end of phase, place Prep Fire marker on all units that fired, incl. MG</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Mark every unit that fired with Prep Fire marker</li> <li>&gt; After end of phase, remove all Prep Fire markers at the end of phase</li> </ul>

Def Fire MPh

**DEFENSIVE FIRE DURING MOVEMENT PHASE (MPh)**

Type of Fire	Defensive First Fire / DFF	Subsequent First Fire / SFF	Final Protective Fire / FPF
General Conditions	<ul style="list-style-type: none"> <li>&gt; 1 fire by each eligible firing unit on target unit as long as it spends 1 MF, except MG with ROF</li> <li>&gt; MG can retain ROF</li> <li>&gt; If no LOS, firing unit is assumed to have fired, but no impact on target</li> <li>&gt; Fire will only affect moving units in target hex, not pot. stationary units in same hex</li> </ul>	<ul style="list-style-type: none"> <li>&gt; 1 fire by each eligible Firing unit on target unit as long as it spends 1 MF</li> <li>&gt; MG cannot retain ROF, fires with sustained fire (B#/12 -2, no ROF)</li> <li>&gt; If no LOS, firing unit is assumed to have fired, but no impact on target</li> <li>&gt; Fire will only affect moving units in target hex, not pot. stationary units in same hex</li> </ul>	<ul style="list-style-type: none"> <li>&gt; X fire by each eligible Firing unit on target unit as long as it spends MF</li> <li>&gt; MG cannot retain ROF, fires with sustained fire (B#/12 -2, no ROF)</li> <li>&gt; If no LOS, firing unit is assumed to have fired, but no impact on target</li> <li>&gt; Fire will only affect moving units in target hex, not pot. stationary units in same hex</li> </ul>
Firing Unit Conditions	<ul style="list-style-type: none"> <li>&gt; Firing unit is not marked with First Fire or Final Fire counter</li> <li>&gt; Firing unit must be in good order (not broken or in melee, SW out of ROF)</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Firing unit is marked with First Fire counter</li> <li>&gt; Firing unit must be in good order (not broken or in melee, SW out of ROF)</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Firing unit is marked with Final Fire counter</li> <li>&gt; Firing unit must be in good order (not broken or in melee, SW out of ROF)</li> <li>&gt; SW must fire</li> </ul>
Target Conditions	<ul style="list-style-type: none"> <li>&gt; Target must have expended MF</li> <li>&gt; Target must be &lt;= 2 x regular range</li> <li>&gt; Hindrance DRM must be &lt; 6</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Target must have expended MF</li> <li>&gt; Target must be = regular range</li> <li>&gt; Hindrance DRM must be &lt; 6</li> <li>&gt; Target unit is closest to firing unit in LOS</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Target must have expended MF</li> <li>&gt; Target unit must be adjacent to firing unit</li> </ul>
FP Multipliers	<ul style="list-style-type: none"> <li>&gt; Firing unit is pinned x 1/2</li> <li>&gt; Range is more than regular range (but &lt;= 2 x) x 1/2</li> <li>&gt; PBF (target is in adjacent hex) x 2</li> </ul>	<ul style="list-style-type: none"> <li>&gt; SFF adjustment (Units and SW) x 1/2</li> <li>&gt; Firing unit is pinned x 1/2</li> <li>&gt; PBF (target is in adjacent hex) x 2</li> </ul>	<ul style="list-style-type: none"> <li>&gt; FPF adjustment x 1/2</li> <li>&gt; Firing unit is pinned x 1/2</li> <li>&gt; PBF (target is in adjacent hex) x 2</li> </ul>
DRMs (Attacker)	<ul style="list-style-type: none"> <li>&gt; Leadership (firer) - only if same unit/FG as lead during FF, SFF or FF +/- x</li> <li>&gt; CX (firing unit) + 1</li> <li>&gt; Hindrance (on LOS) + 1 per hex</li> <li>&gt; FFMO (Def. in Open Ground, no hindrance incl. smoke, Def. not pinned) - 1</li> <li>&gt; FFNAM (Def. did not use Assault Mov or broke after using it, Def. not pinn - 1</li> <li>&gt; TEM (Defender hex) as per table</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Leadership (firer) - only if same unit/FG as lead during FF, SFF or FF +/- x</li> <li>&gt; CX (firing unit) + 1</li> <li>&gt; Hindrance (on LOS) + 1 per hex</li> <li>&gt; FFMO (Def. in Open Ground, no hindrance incl. smoke, Def. not pinned) - 1</li> <li>&gt; FFNAM (Def. did not use Assault Mov or broke after using it, Def. not pinn - 1</li> <li>&gt; TEM (Defender hex) as per table</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Leadership (firer) - only if same unit/FG as lead during FF, SFF or FF +/- x</li> <li>&gt; CX (firer) + 1</li> <li>&gt; FFMO (Def. in Open Ground, no hindrance incl. smoke, Def. not pinned) - 1</li> <li>&gt; FFNAM (Def. did not use Assault Mov or broke after using it, Def. not pinn - 1</li> <li>&gt; TEM (Defender hex) as per table</li> </ul>
Roll Resolution	<ul style="list-style-type: none"> <li>&gt; Covering check: Firing unit(s) roll doubles and has no leader <ul style="list-style-type: none"> <li>&gt; If E, 1, 2 unit - 1 IFTc</li> <li>&gt; If G, C unit - 2 IFTc</li> </ul> </li> <li>&gt; If cowering, leave no RF, MG loses ROF, mark unit with Final Fire counter</li> <li>&gt; MG checks <ul style="list-style-type: none"> <li>&gt; Breakdown check (MG rolls less than B# or 12) <ul style="list-style-type: none"> <li>Yes: No breakdown</li> <li>No: Flip MG, no Res FP, no ROF</li> </ul> </li> <li>&gt; ROF retention: MG rolls red dr &lt;= boxed ROF &amp; owning unit not pinned <ul style="list-style-type: none"> <li>Yes: MG can fire again as First Fire at any target (no Res FP in that case)</li> <li>No: Mark MG with Final Fire marker</li> </ul> </li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>&gt; Covering check: Firing unit(s) roll doubles and has no leader <ul style="list-style-type: none"> <li>&gt; If E, 1, 2 unit - 1 IFTc</li> <li>&gt; If G, C unit - 2 IFTc</li> </ul> </li> <li>&gt; If cowering, no Res FP, MG loses ROF (anyway), mark with Final Fire</li> <li>&gt; MG checks <ul style="list-style-type: none"> <li>&gt; Breakdown check (MG rolls less than B#-2 or 10) <ul style="list-style-type: none"> <li>Yes: No breakdown</li> <li>No: Flip MG, no Res FP</li> </ul> </li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>&gt; Covering check: Firing unit(s) roll doubles and has no leader <ul style="list-style-type: none"> <li>&gt; If E, 1, 2 unit - 1 IFTc</li> <li>&gt; If G, C unit - 2 IFTc</li> </ul> </li> <li>&gt; If cowering, no Res FP</li> <li>&gt; MG checks <ul style="list-style-type: none"> <li>&gt; Breakdown check (MG rolls less than B#-2 or 10) <ul style="list-style-type: none"> <li>Yes: No breakdown</li> <li>No: Flip MG to broken side, no Res FP</li> </ul> </li> </ul> </li> <li>&gt; Forced NMC for each firing defender unit <ul style="list-style-type: none"> <li>&gt; Original DRM only modified by Leader, if applicable</li> </ul> </li> </ul>
Final Steps	<ul style="list-style-type: none"> <li>&gt; Place/replace with higher FP marker on target hex (FP col x 1/2 - 1 col per hindr/CX)</li> <li>&gt; MG can First Fire again as long as ROF is retained</li> <li>&gt; Place First Fire marker on units that fired (except MG that retained ROF)</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Place/replace with higher FP marker on target hex (FP col x 1/2 - 1 col per hindr/CX)</li> <li>&gt; Place Final Fire marker on units that fired (incl. any SW, even if not fired)</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Place/replace with higher FP marker on target hex (FP col x 1/2 - 1 col per hindr/CX)</li> <li>&gt; FPF can be repeated as long as MF are spent</li> <li>&gt; At the end of MPh, remove all Res FP and smoke counters</li> </ul>

Def Fire ResFP DFPh

**DEFENSIVE FIRE AS RESIDUAL FIRE OR DURING DEFENSIVE FIRE PHASE (DFPh)**

Type of Fire	Residual Fire (Fire during MPh)	Defensive Fire (Fire during DFPh) - Units not marked with First Fire/Final Fire Marker	Defensive Fire (Fire during DFPh) - Units marked with First Fire Marker
General Conditions	<ul style="list-style-type: none"> <li>&gt; Always resolves first, before other Defensive Fire</li> <li>&gt; Resolves only once per location and target unit</li> <li>&gt; Fire will only affect moving units in target hex, not pot. stationary units in same hex</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Not available to units marked with Final Fire counter</li> <li>&gt; MG can retain ROF</li> <li>&gt; If no LOS, firing unit is assumed to have fired, but no impact on target</li> <li>&gt; Fire affects all units in target hex</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Not available to units marked with Final Fire counter</li> <li>&gt; If no LOS, firing unit is assumed to have fired, but no impact on target</li> <li>&gt; Fire affects all units in target hex</li> <li>&gt; MG cannot retain ROF, fires with sustained fire (B#/12 -2, no ROF)</li> </ul>
Firing Unit Conditions	> N/A	<ul style="list-style-type: none"> <li>&gt; Firing unit is not marked with First Fire or Final Fire counter</li> <li>&gt; Firing unit must be in good order (not broken or in melee, SW out of ROF)</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Firing units is marked with First Fire counter</li> <li>&gt; Firing unit must be in good order (not broken or in melee, SW out of ROF)</li> </ul>
Target Conditions	> Target unit moves into hex with Residual FP marker	<ul style="list-style-type: none"> <li>&gt; Target must be &lt;= 2 x regular range</li> <li>&gt; Hindrance DRM must be &lt; 6</li> </ul>	> Target unit must be adjacent to firing unit
FP Multipliers	None, FP as per Residual Fire Marker	<ul style="list-style-type: none"> <li>&gt; Firing unit is pinned x 1/2</li> <li>&gt; Range is more than regular range (but &lt;= 2 x) x 1/2</li> <li>&gt; PBF (target is in adjacent hex) x 2</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Firing unit is pinned x 1/2</li> <li>&gt; Units/SW marked with First Fire (can fire only into adjacent hex) x 1/2</li> <li>&gt; PBF (target is in adjacent hex) x 2</li> </ul>
DRMs (Attacker)	<ul style="list-style-type: none"> <li>&gt; FFMO (Def. in Open Ground, no hindrance incl. smoke, Def. not pinned) - 1</li> <li>&gt; FFNAM (Def. did not use Assault Mov or broke after using it, Def. not pinned) - 1</li> <li>&gt; TEM (Defender hex) as per table</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Leadership (firer) - only if same unit/FG as lead during FF, SFF or FF +/- x</li> <li>&gt; CX (firer) + 1</li> <li>&gt; Hindrance (on LOS) + 1 per hex</li> <li>&gt; TEM (Defender hex) as per table</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Leadership (firer) - only if same unit/FG as lead during FF, SFF or FF +/- x</li> <li>&gt; CX (firer) + 1</li> <li>&gt; Hindrance (on LOS) + 1 per hex</li> <li>&gt; TEM (Defender hex) as per table</li> </ul>
Roll Resolution	> N/A	<ul style="list-style-type: none"> <li>&gt; Covering check: Firing unit(s) roll doubles and has no leader                             <ul style="list-style-type: none"> <li>&gt; If E, 1, 2 unit - 1 IFTc</li> <li>&gt; If G, C unit - 2 IFTc</li> <li>&gt; If covering, MG loses ROF, mark unit with Final Fire counter</li> </ul> </li> <li>&gt; MG checks                             <ul style="list-style-type: none"> <li>&gt; Breakdown check (MG rolls less than B# or 12)                                     <ul style="list-style-type: none"> <li>Yes: No breakdown</li> <li>No: Flip MG, no ROF</li> </ul> </li> <li>&gt; ROF retention: MG rolls red dr &lt;= boxed ROF &amp; owning unit not pinned                                     <ul style="list-style-type: none"> <li>Yes: MG can fire again at any target</li> <li>No: Mark MG with Final Fire marker</li> </ul> </li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>&gt; Covering check: Firing unit(s) roll doubles and has no leader                             <ul style="list-style-type: none"> <li>&gt; If E, 1, 2 unit - 1 IFTc</li> <li>&gt; If G, C unit - 2 IFTc</li> <li>&gt; If covering, no Res FP, MG loses ROF (anyway), mark with Final Fire</li> </ul> </li> <li>&gt; MG checks                             <ul style="list-style-type: none"> <li>&gt; Breakdown check (MG rolls less than B#-2 or 10)                                     <ul style="list-style-type: none"> <li>Yes: No breakdown</li> <li>No: Flip MG, no Res FP</li> </ul> </li> </ul> </li> </ul>
Final Steps	> N/A	<ul style="list-style-type: none"> <li>&gt; After fire, mark unit with Final Fire counter (except MG that retains ROF)</li> <li>&gt; Remove all First and Final Fire counters at end of phase</li> </ul>	<ul style="list-style-type: none"> <li>&gt; After fire, mark unit with Final Fire counter</li> <li>&gt; Remove all First and Final Fire counters at end of phase</li> </ul>