



## A

column if used as Barrage. Additionally, resolution of 75mm HE uses the 14FP “incremental” column, but its HEAT HE Equivalency (C8.31) would be resolved on the 8FP “standard” column.

**7.372 FIREPOWER MODIFIERS:** Doubling, halving and such of FP (e.g., PBF, Area Fire, etc.) is based upon the actual FP (both before and after increasing/decreasing it), regardless of whether the columns are “standard” or “incremental” [EXC: *Residual FP (8.2) uses the highest-FP counter that is  $\leq 1/2$  the FP used in the attack*]. DRM are applied normally, regardless of column.

EX: A 5FP attack is resolved on the 10FP column if using PBF, or on the  $2\frac{1}{2}$  FP column if firing at Long Range; in the first case it would leave 4 Residual FP, in the second it would leave 1 Residual FP.

An HE Concentration of 105mm OBA is resolved on the 21FP column, or on the 10FP column ( $\frac{1}{2} \times 21 = 10$ [FRD]) if resolved vs Marsh (B16.31). A Barrage of 105mm OBA would be resolved on the 16FP “standard” column or on the 8FP column vs Marsh. Harassing Fire 105mm OBA is resolved on the 7FP column ( $\frac{1}{3} \times 21 = 7$ ) or on the  $3\frac{1}{2}$  FP column vs Marsh. A CH with 105mm OBA (whether HE Concentration, Barrage, or Harassing Fire) would involve 42FP (C3.75) and would be resolved on the 36FP column with no modifiers (since 42FP is not a whole multiple of 8FP in excess of 36 [C.7]), or on the 21FP column vs Marsh.

**7.4 TARGET DETERMINATION:** Except during Defensive First Fire (8.1), all the Personnel-units/unarmored-vehicles/Vulnerable-PRC in the same Location are considered targets of fire that does not have to specify a particular target, with the outcome of such fire affecting all those enemy (or Melee) units in the target Location (except those to which the LOF is blocked, such as being entrenched behind a wall [B9.21], Area Target Type [C3.33], or non-Crest units in a Depression [B20.92]). Although all targets are affected by the results of such fire combat, some may escape harm entirely while others are eliminated, broken, pinned, or affected by Heat of Battle (15.). A MC/PTC result requires all target units to take an independent MC/TC with a separate DR for each unit. A unit/weapon may purposely attack a friendly unit(s) only if specifically allowed to by the rules governing a particular circumstance (e.g., Prisoners, Melee, OBA); see C3.33 for Area Target Type.

**7.5 FIRE GROUP (FG):** Two or more units/weapons joining together to make a combined fire attack are a FG. Two SMC manning the same SW are not a FG as they are considered one combined firing unit. A FG may consist of units from more than one Location only if each participating unit occupies a Location ADJACENT to another participating unit of the same FG. It is possible to have a FG composed of a virtually unlimited string of ADJACENT Locations; provided each Location in the FG contains a Personnel unit that is participating in the attack. A leader alone in a Location cannot be a link in a FG (unless he is Heroic or firing a SW) because each Location of a FG must participate in the attack and a leader normally has no attack capability. Units inside a pillbox may not form a FG with units outside the pillbox.

**7.51 VEHICLES/ORDNANCE:** Vehicles/Passengers/Riders may be part of a FG within certain restrictions; see D6.64. Vehicles in Bypass in the same hex without a LOS to each other may not form a FG. Ordnance-weapons/Canister/IFE may not form a FG with any other unit/weapon, including other weapons of the same unit [EXC: *vehicular MG/IFE; D3.5*]; e.g., a tank may not combine its ordnance MA and MG armament into a single attack.

**7.52** All members of a FG must be able to trace a LOS to the target. Should the LOS of any FG member be subject to a Hindrance/TEM (/Covering/CX penalty), the worst possible case applies to all members of the FG (A.5). For this reason, it is often wise to break up such a FG and have its component parts attack separately. A multi-Location FG which discovers that one or more of its units’ LOS is blocked forfeits the participation of only those units whose LOS was blocked. The FG’s other units with a valid LOS must still attack the same target (unless it was eliminated by a previous attack, in which case their attack is forfeit and they are marked with an appropriate fire phase counter) after resolving the blocked firer’s DR (6.11), but as a smaller FG or as separate attacks.

**7.53 FIRE DIRECTION:** A single leader cannot direct more than one weapon/unit per phase unless they are part of the same FG. Hence a squad that elects to use its inherent FP in a different attack than that of the MG it is manning does not get the leadership benefit if given to the MG instead. However, a leader can direct the fire of a MG as many times as the MG can fire, even if he also directed other units as part of a FG in the MG’s previous attack. Leader direction used during Defensive First Fire can be used again in Subsequent First Fire, PFP, or Final Fire, but again only for one firing unit/SW or FG—and that unit/SW/FG can only include firers he directed during First Fire; if forming a new FG or using a different SW during that Player Turn, the leader cannot direct its fire (even during PFP). Similarly, a leader may not affect more than one To Hit attempt per fire phase (except for a multiple ROF weapon) regardless of the number of SW the firing unit is eligible to fire. See also 9.4, 10.7, and D6.65.

**7.531** A leader may use his leadership DRM (10.7) to modify the IFT DR of any one attacking unit or FG per Player Turn, provided all firing units of the FG are in the same Location. A leadership DRM may be employed with a multihex/Location FG only if a leader directing that attack is present in every Location; the leadership DRM in effect is that of the lowest-quality participating leader. A Leader affects the To Hit DR of an ordnance SW—not the effects of those hits on the IFT or AFV To Kill Table, nor the chance of a weapon malfunction. A Leader directing fire is treated as if he were firing.

**7.54 BERSERK:** A berserk unit may never be part of a multi-Location FG.

**7.55 MANDATORY FG:** If Good Order units/weapons in the same Location are going to fire at the same target (i.e., at both the same Location and the same unit and the same “simultaneous” [8.1] MF/MP expenditure; see D3.5) during the same phase they must form a FG [EXC: *Fire Lane; 9.22*]; they may not attack separately except with ordnance/FT/DC or the subsequent shots of multiple ROF weapons (9.2).

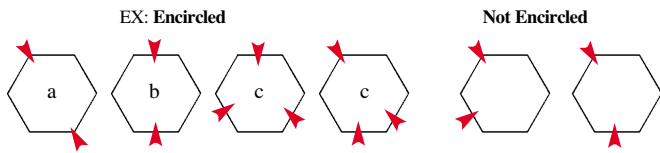
**7.6 TEM & LOS HINDRANCES:** The terrain of the target hex/Location often alters the effectiveness of Fire Attacks by adding a DRM to the IFT DR. The DRM applicable to each terrain type is listed on the TEM column of the Terrain Chart and in the applicable rule section. TEM are generally cumulative, although there are many exceptions. Any LOS Hindrance (6.7) between the target and firer also lessens the effectiveness of Fire attacks by adding a Hindrance DRM to the IFT DR.

**7.7 ENCIRCLEMENT:** Any non-Aerial Infantry, or Vulnerable PRC of an Immobile vehicle, fired upon consecutively during the same PFPh, DFPh (*not* MPh), or AFPh by two or more non-Aerial units using their inherent-FP/SW/ordnance at  $\leq$  Normal Range (1.22, 10.532) is subject to possible Encirclement [EXC: *pillbox; B30.32*]. The attack(s) constituting an Encirclement must be resolved *consecutively*; if a player fires at a different target in the interim, he cannot use previous attacks as the basis for his claim to Encirclement. Encirclement occurs if the firer’s LOS enters the target Location either: a) through opposite hexsides; b) with exactly three target-hex vertices between them in both clockwise and counter clockwise directions; or c) through any three non-contiguous hexsides. An Encirclement can also be created by a LOF from both the Location directly above and below it in a building hex. To be considered valid fire, ordnance weapons must secure a hit on the target, and other firers must exert enough FP (taking the *possibility* of Covering into account) to possibly inflict at least a NMC result on the target. A qualifying target Location is thereafter marked with an Encirclement counter and every non-berserk, non-heroic enemy/Melee Personnel unit therein suffers an immediate one level drop in morale to both the attack that sealed its Encirclement and any other attacks made against that Location as long as it is so marked. All fire by an Encircled unit is subject to a +1 DRM on the IFT (or To Hit DR if ordnance). The MF cost of the first Location entered (regardless of phase) by an Encircled unit is doubled (after all modification). Should other enemy units enter an Encirclement Location they are immediately Encircled. Regardless of the Encircler’s subsequent actions, the Encircled counter remains on the Location to affect all enemy/Melee Infantry units, and Vulnerable PRC of an Immobile vehicle, in that Location until they all leave the Lo-



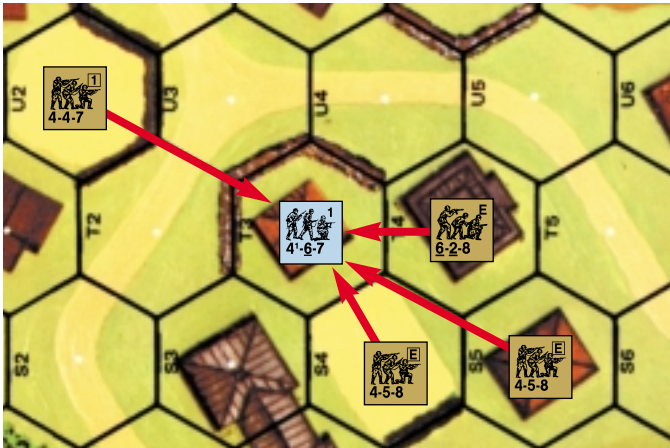
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ation (even if they all leave it only momentarily), become berserk/heroic, are eliminated, or are captured. Being Encircled has adverse effects on a unit's ability to avoid capture (20.21). A unit Encircled more than once does not suffer additional penalties for multiple Encirclement.



**7.71 FG:** The LOS of a FG may penetrate the target Location through more than one hexside; all such hexsides crossed count toward possible Encirclement. It is even possible for a single FG to cause Encirclement.

**7.72 UPPER LEVELS:** Encirclement also applies to any non-heroic/non-berserk unit in an upper level building Location that cannot trace a path free of an unbroken, armed, unconcealed enemy unit/Blaze to ground level through (or past, if Scaling; B23.424) Locations it could legally traverse if so inclined. This type of Encirclement is broken the instant such a path can be traced.



EX: If a unit in U2 fires on T3, T3 can be Encircled if the next attack(s) in that phase is from S5 (along the S4-T4 hexspine of T3), or through both the S4-T3 and T4-T3 hexsides. A four-hex FG in 3T3-U4-U5-T5 firing on T4 with enough FP to cause a MC or better result on an Original 2 DR automatically Encircles it.



**7.8 PIN:** Pinning (7.305) also occurs whenever any unit is attacked resulting in an IFT MC that is passed by rolling the highest DR possible that still results in a passed MC. Cavalry, vehicles, units in Water Obstacles, and units that are berserk, Heroic, Aerial, or Climbing are not subject to pinning [EXC: a Minimum Move (4.134) pins berserk/heroic Infantry, as might a PF check (C13.31); see G5.5 for Collapsed huts]. A unit is also pinned if it fails a PAATC (11.6; 12.41). Pinning affects broken units only during Interdiction (10.53), and even then only during the RtPh, so there is no need to place Pin counters on broken units. A pinned unit has its inherent FP halved for the remainder of that Player Turn (in addition to any other halving of its FP for other reasons) and may not move/advance farther during that Player Turn (although it may rout if later broken, even voluntarily). Place a Pin counter on top of the affected unit. The halved FP of a pinned unit in CC applies only to its attack, not to its defense. Pin effects are not cumulative; a unit suffering multiple Pin results has its FP halved only once, so an already-pinned unit does not take a "PTC" result on the IFT. Remove all Pin counters at the end of the current Player Turn or if the unit subsequently breaks/goes-berserk/Battle-Hardens/becomes-heroic (whichever comes first).

**7.81 INFANTRY EFFECTS:** Pinned Infantry fires MG/IFE/Canister as Area Fire, must add +2 to its To Hit DR (To Hit Case D), and cannot attack with a FT/MOL/DC, declare a Firelane, change a weapon's CA (9.21; C5.1-.12), or use Intensive Fire or a Multiple ROF (although it may use Subsequent First Fire/FPF; 8.3-.31).

**7.82 VEHICLE/CREW:** A Pin result vs the CE Inherent crew of a CT AFV forces it to remain BU during that Player Turn, thus subjecting it to the Case I (BU) To Hit DRM. The Inherent crew of an OT AFV remains CE vs a Pin result, but during that Player Turn is subject to the Case D To Hit DRM and the halving of all MG/IFE/FT/Canister FP, as well as prohibiting it from using Intensive Fire and Multiple ROF. An Inherent crew that suffers a Pin result when attacked through an unarmored Target Facing (even if only hull or turret/upper superstructure) is subject to the same penalties as that of an OT AFV. A vehicle itself can never be pinned, nor can its Inherent crew; however, leave the Pin counter on the vehicle to show that the above penalties apply.

**7.821 PASSENGERS/RIDERS:** Pinned Passengers must BU if CE and are considered Pinned for all purposes, although they may continue to be transported by their vehicle and may even unload (D6.5) at their option, but then become pinned in the dismount Location. Pinned AFV Riders must Bail Out (D6.24).

**7.83 MOVEMENT/ADVANCE:** Pinned Infantry is not subject to any further DRM for FFNAM/FFMO during that Player Turn. However, if a pinned unit is subsequently broken during Defensive First Fire, it loses its pinned status and is subject to FFNAM/FFMO DRM (if applicable) for further Defensive First Fire attacks against it in its MPH (keeping in mind that a broken unit's MPH ends as soon as another unit moves<sup>11</sup>). A pinned unit [EXC: PRC] is considered a non-moving unit for purposes of all subsequent ordnance To Hit attempts during that Player Turn. A unit that is pinned while moving through an entrenchment Location without actually having paid the one MF necessary to enter that entrenchment is not considered in it, and cannot enter it while pinned.

EX: A squad uses Non-Assault Movement to enter an Open Ground hex and is attacked by Defensive First Fire with a -2 FFMO/FFNAM DRM, resulting in it being pinned. Another defending unit now First Fires on it but without the -2 DRM because the unit is pinned. However, this attack breaks the squad and removes its pinned status. If another unit First Fires on it in its present MPH it will again be subject to the -2 DRM. However, as soon as another unit is moved, the broken unit's MPH is over and it is no longer subject to FFMO/FFNAM DRM.

**7.831 LEADERS:** A moving leader who becomes pinned does not force any Infantry in the same moving stack to take a LLTC, but does cancel the two MF (if not already used; see 4.12) and/or portage (4.42) bonus that it might otherwise have given to other Infantry in the same moving stack. A pinned leader can neither direct an attack nor use Voluntary Rout (10.711; although it may still voluntarily break [10.41] to rout)—nor can a pinned leader aid other units' MC/TC (including the use of a Commissar's increased Morale Level; 25.221).

**7.9 COWERING:** IFT attacks are adversely affected by any IFT resolution DR that results in Original "Doubles" unless a leader directs that attack. The penalty for rolling Doubles without leadership direction is that the attack is resolved on the next lower column of the IFT. An attack on the lowest column which cowers is reduced to no effect at all, although a malfunction result can still occur. In addition, any unit that cowers (as well as all of its SW regardless of whether it was using its inherent FP) is automatically marked with a Final or Prep Fire counter as appropriate. Covering affects all fire except that from a SMC, berserk or Fanatic unit, Fire Lane, IFE, Canister, Aircraft, British Elite and First Line units, Finns, Sniper, ordnance, OBA, or any form of vehicular fire. Covering FP penalties are doubled (i.e., resolved two columns lower on the IFT) for an attack by Inexperienced (19.33) Personnel (even in conjunction with other troops). Covering does not affect CC or DC resolution (including Reaction Fire; D7.2). If a FG cowers, Random Selection is used to determine the unit(s) (and its SW) that becomes marked with a Prep or Final Fire counter.