

**Table 20b: Common FFE:2 situations.**

Rules Sections: C1.2-.22, 1.3-.321, 1.33+, 1.4, 1.6-.61.

Situation: This table indicates the options available to an Observer based on LOS to FFE:2 and/or enemy units in/adjacent to the FFE:2 and/or depending on Radio Contact/Maintenance. If Radio Contact is Maintained, an FFE:2 may be Canceled regardless of Observer's LOS to FFE:2 hex.

FFE:2	Leave FFE:2 in place (have Radio Contact)	Correct FFE:2 (have Radio Contact)	Voluntary <sup>*1</sup> loss of Contact	Involuntary <sup>*2</sup> loss of Contact
Base Level of FFE:2 is in LOS	May resolve FFE:2 in place and flip to FFE:C.	May Correct FFE:2 up to 3 hexes. <sup>*5, *6, *7</sup>	FFE:2 is removed, Access lost.	Resolve FFE:2 in place, flip to FFE:C, remove at the end of next RPh.
Only Blast Height of FFE:2 is in LOS	May resolve FFE:2 in place per footnote <sup>*3</sup> and flip to FFE:C.			
Disregarding SMOKE, FFE:2 is out of LOS	Must Correct the FFE:2 up to 3 hexes or Cancel the Fire Mission. <sup>*4, *5, *6</sup>			

Notes:

\*1: *Voluntary* loss of Radio Contact is only applicable when the Observer Voluntarily Routs(A10.711) or when the Contact/Maintenance DR is not made while the SR/FFE's Blast Height is out of Observer's LOS.

\*2: *Involuntary* loss of Radio Contact is due to an unsuccessful Maintenance DR, or, when Observer becomes non-Good Order (other than through Voluntary Routing), or, when the Contact/Maintenance DR is not made while the SR/FFE's Blast Height is in the Observer's LOS.

\*3: Observer must have LOS (disregarding SMOKE) to the blast height of the FFE:2 hex and to a Location in/adjacent to the FFE:2 hex that does (or did) contain a Known (to Observer) [per C1.6] enemy unit during this FFE's Fire Mission in order to resolve the FFE:2 in place.

\*4: If correction is Mandatory, accuracy is not possible and the maximum extent of error is not limited to the distance of correction divided by 3 (FRU).

\*5: AR counter for Correction must be placed in a hex that has a Location within Observer's LOS, otherwise, either of two actions will occur at the *opponent's* option;

a) the FFE:2 is removed and the Fire Mission is Canceled, or,

b) the FFE:2 is resolved in place and flipped to an FFE:C.

\*6: If Observer has LOS to a Location in the AR hex, and there are enemy units in/adjacent to the AR hex, and none of the