

Table 15: Actions that opposing AFV or Known Infantry units may take after being marked with a CC/Melee counter following the first CCPh.*¹

Rules sections: A11.15, 11.2, 11.62, 11.7, C5.3, 5.35, 5.5, D2.4, 2.42, 3.31, 3.32, 8.5

Situation: An AFV and opposing Known Infantry units remain in the same Location after the first CC Phase. What actions can each perform in the subsequent Friendly Phases indicated?

	Situation 1: Personnel v. <i>Mobile</i> but Stopped AFV	Situation 2: Personnel v. <i>Mobile</i> AFV in Motion	Situation 3: Personnel v. <i>Immobile</i> , Stopped AFV
Friendly Prep Fire Phase	Infantry may do nothing in PFPh (held in Melee). AFV may Fire TPBF MG and/or MA (Case E) within Location in PFPh.	Infantry may fire in PFPh v. AFV within Location.* ² AFV may <u>not</u> Prep Fire, but may Bounding Fire in MPh (see below).	Infantry may do nothing in PFPh (held in Melee). AFV may Fire TPBF MG (Bow MG NA) and/or MA (Case E) within Location in PFPh.
Friendly Movement Phase	Infantry may do nothing in MPh, (held in Melee). AFV may Fire TPBF MG and/or MA (Case E) within Location with MP expenditure during MPh and then may leave Location.* ⁴	Infantry may leave Location in MPh, (not held in Melee). AFV may Fire TPBF MG and/or MA (Case E) within Location with MP expenditure during MPh and then may leave Location.* ⁵	Infantry may do nothing in MPh, (held in Melee). AFV may Fire TPBF MG (Bow MG NA) and/or MA (Case E) within Location during MPh with MP expenditure even though Immobile.* ⁴ (Note that the Immobile AFV would be better served by Prep firing as above).
Friendly Defensive Fire Phase	Infantry may do nothing in DFPh (held in Melee, unless Start MP expended). ⁷ AFV may Fire TPBF MG and/or MA (Case E) within Location in DFPh.	Infantry may fire in DFPh v. AFV within Location.* ² AFV may Fire TPBF MG and/or MA (Case E) within Location in DFPh.* ⁵	Infantry may do nothing in DFPh (held in Melee). AFV may Fire TPBF MG (Bow MG NA) and/or MA (Case E) within Location in DFPh.
Close Combat Phase	Infantry may make a Sequential CC attack.* ³ AFV may attack Infantry on CCT.* ⁶	Infantry may make a Sequential CC attack.* ³ AFV may attack Infantry on CCT.* ⁶	Infantry may make a Sequential CC attack.* ³ AFV may attack Infantry on CCT.* ⁶

Notes:

*1: Concealed (Unknown) Infantry units may leave the CC/Melee Location or choose to fire into the CC/Melee Location.

*2: If applicable, may use TPBF v. an OT AFV or CE AFV, or may use an LATW v. the AFV. If the AFV expends a MP within the current Location, Infantry may also utilize CCRF if otherwise allowed during Defensive First Fire (otherwise, cannot affect the AFV in the FR PFPh or FR DFPh).

*3: Infantry CC Attack v. AFV may include a +2 CC DRM v. a Moving AFV or a -1 CC DRM v. an Immobile AFV or a -2 DRM v. an OT AFV. Further, the presence of a BMG on an AFV will suffice to negate the -1 CC DRM for an AFV w/o a manned MG for an Infantry CC attack v. that AFV (unless that AFV is Immobile). Alternatively, the Infantry may attempt to Withdraw from Melee.

*4: AFV must also apply BFF modifiers (i.e. Case C for MA, X ½ FP for MG) for TH and FP purposes.

*5: AFV must also apply BFF modifiers as in note *4 above and additionally, must apply Motion/Non-Stopped modifiers (e.g. Case C^d for TH and another X ½ FP for MG) for TH and FP purposes.

*6: AFV may use CMG (unless CMG: VCA only), AAMG (if CE or with Heroic Rider), IFE (if turreted and ≤ 15mm), RMG, Riders, CE Passengers in a HT, or Close Defense Weapon. All FP (other than Close Defense Weapon) is X 1/2 FP if the AFV is in Motion. This AFV FP is used as an odds ratio on the CCT [EXC: Close Defense Weapon].

*7: If AFV expends a Start MP during its MPh, the Infantry is released from Melee and may perform Defensive First Fire actions as listed on rules tables 6A/B as appropriate.