

Table 29b: Can I Change CA and/or Fire that Gun During the Defensive First/Subsequent First/Final Fire Phase?

Rules Sections: A8.4, 8.41, B9.53, 23.1, 23.211, C2.24-241, 2.3, 2.5, 3.21-22, 5.1-12, 5.6, 5.63, 5.64, C10.25, D3.51, G2.1, 3.4, 5.41, 5.5-51, O1.8

Situation: This table indicates the ability of various 5/8" Guns to change CA and/or to fire during the Defensive First/Subsequent First/Final Fire Phase under different circumstances and from different terrain types (if otherwise allowed)*. Defensive First Fire and Subsequent First Fire occur *during* the MPH while Final Fire takes place *after* the MPH is over. This rules table does **not** address the OVR Prevention (C5.64) rules which are covered in Rules Table 6B nor IFE capabilities.

Circumstances:			Gun fires within initial CA		Gun changes CA to fire	
Gun Type	Turret Type	Terrain Type	Retains ROF	Does <u>not</u> retain ROF	Retains ROF	Does <u>not</u> retain ROF
Non-Vehicular	Turreted	Common ^{*C}	1, 2	3, 4	5, 2	3, 4
		Woods ^{*W} /Building ^{*B} /Rubble	1, 6	3, 6a	5b, 6	3, 6a
		Bamboo/Behind Bocage	1, 7	3, 7	7	7
	Non-Turreted	Common ^{*C}	1, 2	3, 4	5a, 2a	3, 4
		Woods ^{*W} /Building ^{*B} /Rubble	1, 6	3, 6a	5c, 6	3, 6a
		Bamboo/Behind Bocage	1, 7	3, 7	7	7
Vehicular	Turreted	Common ^{*C}	1, 2	3, 4	5, 2	3, 4
		Woods ^{*W} /Building ^{*B} /Rubble	1, 6	3, 6a	5b, 6	3, 6a
		Bamboo/Behind Bocage	1, 2	3, 4	5, 2	3, 4
	Non-Turreted	Common ^{*C}	1, 2	3, 4	5, 2	3, 4
		Woods ^{*W} /Building ^{*B} /Rubble	1, 6	3, 6a	5b, 6	3, 6a
		Bamboo/Behind Bocage	1, 2	3, 4	5, 2	3, 4

Notes:

*: Examples of 'if otherwise allowed' include: MTRs which can't fire from non-roofless buildings nor from Dense Jungle/Bamboo, or RCLs (EXC: US 57mm RCL) which cannot fire from Buildings/Rubble/Entrenchments, and RFNM Guns which cannot change CA at all, etc. Intensive Fire cannot be used during the AFPh except by an Opportunity Firer (C5.6).

*B: Includes Lumberyards and (non-Collapsed) Huts.

*C: 'Common' terrain represents terrain types that don't impose any additional CA change or firing restrictions on Guns. Examples include Open Ground, Grain/Kunai, Brush, Orchard/Palm Tree, Debris, Graveyard-road, Collapsed Hut, etc.

*W: Includes Jungle and Dense Jungle.

1: Gun may continue to fire within current CA (A8.41, C2.24).

2: UnPinned Gun Crew (or Vehicular Gun) may change Gun's CA to fire at another target, applying TH case A DRM (C5.1-1.11). However, a Vehicular Gun may do so only if the preceding shot was taken at a Known enemy unit; otherwise no further change in TCA is allowed during that phase (D3.51).

2a: Same as 2, but ROF drops by one for that shot (EXC: 76-82mm MTRs), (C2.5). If Gun has no ROF to lower, Gun is marked with an Intensive Fire counter even if it did not use Intensive Fire (C2.5).

3: **First & Final Fire:** UnPinned Gun Crew (or Vehicular Gun) may Intensive Fire Gun within current CA applying TH case F DRM (C5.6). **Final Fire:** Intensive Fire only allowed vs. adjacent/same hex targets (A8.41).

4: **First & Final Fire:** UnPinned Gun Crew (or Vehicular Gun) may change Gun's CA to fire at another target as Intensive Fire, applying both TH case A and TH case F DRMs (C5.1, 5.6). However, a Vehicular Gun may do so only if the preceding shot was taken at a Known enemy unit; otherwise no further change in TCA is allowed during that phase (D3.51). **Final Fire:** Intensive Fire only allowed vs. adjacent/same hex targets (A8.41).

5: Initial shot following CA change applies TH case A DRM. Subsequent shots within that CA need not apply TH case A DRM (C5.12).

5a: Same as 5, but ROF drops by one for the shot immediately following the CA change (EXC: 76-82mm MTRs). If Gun has no ROF to lower, Gun is marked with an Intensive Fire counter even if it did not use Intensive Fire (C2.5).

5b: Same as 5, but TH case A DRM is doubled (C2.5, 5.11).

5c: Same as 5 & 5a, but TH case A DRM is doubled (C2.5, 5.11).

6: **First & Final Fire:** Gun may not change CA after firing from this terrain type [EXC: UnPinned MTRs and Vehicles in a woods-road hex may change CA to fire again using TH case A (X2) for initial shot following CA change, (C5.11)]. However, a Vehicular Gun may do so only if the preceding shot was taken at a Known enemy unit; otherwise no further change in TCA is allowed during that phase (D3.51).

Final Fire: Intensive Fire only allowed vs. adjacent/same hex targets (A8.41).

6a: Same as 6 other than the EXC cases in 6 must use TH case F along with TH case A (x2) DRMs (C5.11, 5.6).

7: A non-vehicular Direct Fire Gun (*i.e. not a MTR*) may not both change CA and fire through a Bocage/Bamboo hexside in the same fire phase (B9.53, G3.4) counting **Defensive First Fire** and **Final Fire** as one phase (B9.53).