

**Table 11: Hindrance Effects on Residual FP and Fire-Lane RFP attacks.**

Rules Sections: A8.2-.26, 9.22-9.3, B25.2

Situation: Hindrance types (what are referred to as "hard" and "soft" hindrance types) have different effects on the RFP left by standard RFP attacks then on MG Fire-Lane RFP attacks. The table below attempts to summarize the major differences and how to apply each in the majority of situations.

	Effect of "soft" hindrances <i>between</i> firer and target.	Effect of "hard" hindrances <i>between</i> firer and target.	Effects <i>within</i> the target Location.
<b>Residual FP</b> <sup>*1</sup>	Reduce RFP by one column to the left for each positive DRM caused by conditions outside the target hex, (including Hexside TEM of target Location). <sup>*3</sup>		All non-hexside TEM/SMOKE/FFE-hindrance DRM of the target Location apply to the RFP attack, as does FFNAM and FFMO (if otherwise applicable), <u>even</u> v. Bypassing units.
<b>MG Fire-Lane Residual FP</b> <sup>*2</sup>	"Soft" hindrances do not add DRM to, or reduce the FP of, Firelane RFP attacks. They do serve to cancel FFMO however. <sup>*4</sup>	"Hard" hindrances apply as DRM to the Firelane RFP attack itself. <sup>*5</sup>	Applicable Hexside TEM, in-hex TEM and/or "hard" hindrances in the target location ALL apply to the Firelane RFP attack, <u>even</u> v. Bypassing units. FFNAM applies (if applicable). FFMO only applies if no hindrances exist within the hex and/or between the firer and the target Location.

Notes:

\*1: Residual FP is not gained for an attack made by: Intensive Fire, Snap Shot, Minefield, PF/PFk, OBA, AP (unless MG), ATR, APCR/APDS, a Dud, a malfunctioning weapon or one which elects to retain its ROF, nor by a unit that makes a Small-Arms attack Original 12 IFT DR while suffering from Ammunition Shortage. Attacks made by RFP itself [EXC: MG Firelane] are not subject to malfunction or Ammunition Shortage.

\*2: A MG Firelane must be made by Good Order, unpinned unit that does not Cower, has LOS to the target Location and is in the Normal Range (of the MG) and not using SFF/FPF. Firelane RFP is placed at the same level (B.5) via a hex-grain or an alternate hex-grain using FP column one to the left of the FP column normally used by that MG [EXC: PBF]. Firelane RFP attacks *themselves* are unaffected by CX, Leadership or Heroic DRM, and do not Cower (but may cause a malfunction).

\*3: Examples include both "hard" and "soft" Hindrances, as well as CX, BU, Stun, positive Leadership modifiers and/or the Hexside TEM of the target location (EXC: Height Advantage, LV). Note that FFMO, FFNAM, Bore Sighting, and negative Leadership modifiers do *not* increase the RFP in a target hex [EXC: Airburst does so].

\*4: "Soft" hindrances include Brush, Heavy [or denser] dust, FFE, Grain, Hut, Kunai, Marsh, in-season paddy, SMOKE and/or Vineyard. LV/DLV are not considered "soft" hindrances and do not apply. Furthermore, a Firelane RFP attack in a hex which may be considered out of LOS to the firer due to "Soft" type hindrances may still occur. However, a firer making an attack in which he intends to place a Firelane RFP marker must have LOS to an enemy unit that it fires at during the *creation* of the Firelane RFP.

\*5: "Hard" hindrances include hexes containing an: AFV, Bridge, Crag, Debris, Graveyard, Olive Grove, Orchards, Palm-Tree, Seawall, Wreck, and/or Wooden Pier. Note that a Burning Wreck is considered a "hard" hindrance for Firelane purposes.