

Table 21: 5/8" Gun Set-up and Firing restrictions based on terrain type

Rules Sections: B17.4, 18.41, 18.43, 23.211, 23.41, 23.742, 23.85, 23.93, 24.1, 27.1, 27.51, 30.111, 30.2, 30.45, 34.4-41, C2.7, 11.2, 12.23, F8.3, G2.2-212, 2.24, 3.4, G5.41, 5.51, O1.2, 1.8, 5.2, 5.45, 5.6, 6.2, 9.2, V7.7.

Situation: Can I set up in and/or Fire my 5/8" Gun in/from that Location?

		AA	ART	AT	INF	RCL	MTR	Vehicular	
Buildings	Ground Level Building (Non-Fortified, Non-Factory) ^{*3}	yes, if <i>Small</i>		yes, if not <i>Large</i>		yes, if <i>Small</i> , but may not fire from ^{*1, *2}		yes, if CT F.T. ^{*V}	
	Ground Level Building (Fortified, Non-Factory) ^{*3, *4}	yes, any target size				yes, any target size, but may not fire from ^{*1, *2}		yes, if CT F.T. ^{*V}	
	Upper Level Building (Non-Fortified)	no							
	Upper Level Building (Fortified)	no	yes ^{*5}	yes ^{*5}	yes ^{*5}	no			
	Factory (Vehicular Sized Entrance) ^{*3}	yes, if <i>Small</i>		yes, if not <i>Large</i>		yes, if <i>Small</i> , but may not fire from ^{*1, *2}		yes ^{*V}	
	RB Factory (Non-Rooftop, Non-Veh. Sized Entrance) ^{*3}	yes, any target size				yes, any target size, but may not fire from ^{*1, *2}		yes, if CT F.T. ^{*V}	
	RB Cellars	no							
	Rooftop	no					yes ^{*6}	no	
PTO	Bamboo	yes ^{*B, *D}	yes ^{*B}				yes, but may not fire from ^{*B, *D}	yes, if F.T. ^{*DJ}	
	Light Jungle	yes						yes ^{*V}	
	Dense Jungle	yes ^{*D}	yes				yes, but may not fire from ^{*D}	yes, if F.T. ^{*DJ}	
	Hut ^{*3}	yes, if <i>Small</i>		yes, if not <i>Large</i>		yes, if <i>Small</i> , but may not fire from ^{*1, *2}		yes ^{*V, *H}	
	Collapsed Hut	yes						yes ^{*V}	
Other	Crag	no					yes ^{*F}	no	
	Foxhole	no					yes ^{*F}	no	
	Graveyard	no					yes ^{*F}	yes, if F.T.	
	Graveyard-Road	yes							
	Lumberyard ^{*L}	yes, if <i>Small</i>		yes, if not <i>Large</i>		yes, if <i>Small</i> , but may not fire from ^{*1}	yes, if <i>Small</i>	Bypass only	
	Pillbox/Bunker	yes, any target size can set up in ^{*P}						no	
	RB Debris	yes						yes, if F.T.	
	Rubble	yes, if <i>Small</i>		yes, if not <i>Large</i>		yes, if <i>Small</i> , but may not fire from ^{*1}	yes, if <i>Small</i>	yes, if F.T.	
	Sangar	yes, any target size				yes, any target size, but may not fire from ^{*1}		yes, any target size	no
	Storage Tank	no						Bypass only	
	Tower	no						no ^{*W}	
	Trench/AT Ditch	yes ^{*T}				yes, any target size, but may not fire from ^{*1}		yes ^{*T, *F}	yes ^{*T}
	Woods	yes						yes ^{*V}	

Notes: (F.T. = Fully-Tracked)