

**Table 7: Infantry Transfer/Recovery of SW/Guns by Phase.<sup>\*1</sup>**

Rules Sections: A4.4-.51, 10.4, G.5

Phase	Transfer <sup>*3</sup> of SW/Guns	Recovery <sup>*4</sup> of SW/Guns
Any Rally Phase	<b>A, T</b>	<b>B, E</b>
Any Rout Phase	<b>N/A</b>	<b>F</b>
Friendly MPh	<b>T, G</b>	<b>D</b>
Friendly APh	<b>C</b>	<b>N/A</b>
Enemy Defensive Fire	<b>N/A</b>	<b>F</b>

**A:** May transfer SW/Guns between different units in the same location as the SOLE action during Rally Phase.

**B:** May claim possession of an unpossessed SW/Gun at the start of Rally Phase as sole action of the Rally Phase by making a recovery  $dr \leq 5$ .<sup>\*2</sup>

**C:** May Transfer SW/Guns between different units in the same location at START of Advance Phase, and then may Advance *after* this.

**D:** May Recover an Unpossessed SW/Gun in the same location during the Movement Phase by expending one extra MF, surviving as a Good Order and unpinned, and by making a final recovery  $dr \leq 5$ .<sup>\*2</sup> (Limit of one attempt per unit per SW or Gun per MPh).

**E:** A SMC may recover a SW/Gun possessed by a friendly *Broken* unit and does so by making a final recovery  $dr \leq 5$  in its Rally Phase as that SMC's SOLE action of the Rally Phase.

**F:** If a unit surrenders, is eliminated, or routs way and cannot carry its SW/Gun, a SMC can immediately Recover that *Broken (or eliminated)* unit's SW/Gun as in case "E" regardless of phase. However, a broken unit must retain possession of any  $SW \leq$  its IPC limits if it possessed such when it broke.

**G:** A SMC may Transfer a SW/Gun possessed by a friendly *Broken* unit in the same location and does so by making a Final Recovery  $dr \leq 5$  in its Movement Phase without need of MF expenditure.

**T:** Transfer of SW/Guns may freely occur as a result of the creation of a sub-unit (e.g. HS/Hero) from a MMC.

Notes:

\*1: See A4.32, 4.431, D6.24, 15.46, 15.53 for the Recovery rules regarding Bypassing units, and/or PRC.

\*2: Recovery  $drm$  include: CX +1, +1 at night, Jungle/Kunai/Bamboo +2, Leadership  $drm$  is N/A.

\*3: In all Transfer cases, a SW/Gun cannot be Transferred in the same phase as it was Recovered.

\*4: In all Recovery cases, attempt is allowed only by an unpinned G.O. non-bypassing unit in the same Location as the SW/Gun but that is not in the same Location as a armed KEU [EXC; Wire, Panji, recovery of a SW/Gun IN a Depression by crest status units and vice versa].