

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

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 <b>Stopped</b> AFV	Situation 2: Personnel v. <i>Mobile</i> AFV in <b>Motion</b>	Situation 3: Personnel v. <i>Immobile</i> , <b>Stopped</b> AFV
<b>Friendly Prep Fire Phase</b>	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. <sup>*2</sup> 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.
<b>Friendly Movement Phase</b>	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. <sup>*4</sup>	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. <sup>*5</sup>	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. <sup>*4</sup> (Note that the Immobile AFV would be better served by Prep firing as above).
<b>Friendly Defensive Fire Phase</b>	Infantry may do nothing in DFPH (held in Melee, unless Start MP expended). <sup>*7</sup> AFV may Fire TPBF MG and/or MA (Case E) within Location in DFPH.	Infantry may fire in DFPH v. AFV within Location. <sup>*2</sup> AFV may Fire TPBF MG and/or MA (Case E) within Location in DFPH. <sup>*5</sup>	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.
<b>Close Combat Phase</b>	Infantry may make a Sequential CC attack. <sup>*3</sup> AFV may attack Infantry on CCT. <sup>*6</sup>	Infantry may make a Sequential CC attack. <sup>*3</sup> AFV may attack Infantry on CCT. <sup>*6</sup>	Infantry may make a Sequential CC attack. <sup>*3</sup> AFV may attack Infantry on CCT. <sup>*6</sup>

**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<sup>d</sup> 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.