

**Table 20c: Common FFE:C situations.**

Rules Sections: C1.2-.22, 1.3-.321, 1.33+, 1.4, 1.6-.61.

Situation: This table indicates the options available to an Observer based on LOS to FFE:C and/or enemy units in/adjacent to the FFE:C and/or depending on Radio Contact/Maintenance. If Radio Contact is Maintained and a new Battery Access is gained, an AR request may also be placed [per C1.3] in addition to the FFE:C options listed here.

FFE:C	Convert to FFE:1 in place (have Radio Contact and have gained Battery Access)	Convert to SR in place (have Radio Contact and have gained Battery Access)	Convert FFE:C to SR and Correct SR (have Radio Contact and have gained Battery Access)	Voluntary <sup>*1</sup> loss of Contact	Involuntary <sup>*2</sup> loss of Contact
Disregarding SMOKE, Base Level of FFE:C is in LOS	May replace FFE:C with FFE:1 and resolve in place. <sup>*3</sup>	May replace FFE:C with SR in place.	May place SR in FFE:C hex and Correct up to 18 hexes. <sup>*5, *6</sup>	FFE:C counter is removed. OBA actions for this module and for this turn are completed.	
Disregarding SMOKE, Only Blast Height of FFE:C is in LOS	May replace FFE:C with FFE:1 and resolve in place per footnote <sup>*4</sup> .				
Disregarding SMOKE, FFE:C is out of LOS	May not convert FFE:C to FFE:1. May only place new AR request [per C1.31].	May not convert FFE:C to SR. May only place new AR request [per C1.31].			

**Notes:**

\*1: *Voluntary* loss of Radio Contact is only applicable when the Observer Voluntarily Routs(A10.711) or when the Contact/Maintenance DR is not made while the SR/FFE's Blast Height is out of Observer's LOS.

\*2: *Involuntary* loss of Radio Contact is due to an unsuccessful Maintenance DR, or, when Observer becomes non-Good Order (other than through Voluntary Rout), or, when the Contact/Maintenance DR is not made while the SR/FFE's Blast Height is in the Observer's LOS.

\*3: If there are enemy units in/adjacent to the FFE:C hex, and none of the enemy units are Known [per C1.6] to the Observer, then an extra black chit draw is required to convert the FFE:C to an FFE:1 [per C1.21].

\*4: Observer must also have LOS to a Location in/adjacent to the FFE:2 hex that contains a Known (to Observer) [per C1.6] enemy unit in order to convert the FFE:C to an FFE:1. If not, he may convert to an SR in place, or, he may convert to an SR and then correct that SR, or may place a new AR [per C1.31].