

## Covered Arc (CA)

### CA Defined

- CA is based on the hexspine toward which the Gun/vehicle points, and includes both hexes formed by that hexspine. (C3.2)
  - EXC: Vehicle Bypass (D2.32):
    - VCA must point toward the CAFP (even if in Reverse Motion).
    - VCA consists of hex in front of vehicle, plus the 2 rows of hexes diverging from that hex's opposite side.
    - VCA can only change just prior to moving to a new VBM hexside (and is returned to the previous VCA if the move proves impossible). Defensive First Fire resolved at this moment uses the previous TCA/VCA for that attack. (An 95)
    - Rear hull facing is based on the opposite vertex of the occupied hexside, just like the VCA.
    - Side hull facing is everything else.
    - TCA must point to one of those four facings.

### Target Facing

- The hexside crossed by LOS determines target facing. If it falls exactly along a hexspine, facing is the target's choice. The actual turret facing determines the AF of the turret when the turret is hit. (D3.2)
  - EXC: For Vehicles in Bypass, the target facing is based on the hex the shot originated from. (D2.32)
  - EXC: For fire from within its own hex, the colored dr of the To Hit DR determines the facing: (D3.2)
    - 1-2: Rear.
    - 3-4: Side.
    - 5-6: Front.
    - EXC: If in bypass, a hull hit always hits the side facing; a turret hit hits the turret facing that faces the hex. (An 97)

### Firing Penalties for Changing CA

| Firer Status                   | Case A To Hit DRM   |
|--------------------------------|---|
| Non-Bypass<br>(C5.1)<br>(C2.5) | <ul style="list-style-type: none"> <li>A gun changing CA in the same phase in which it fires incurs Case A To Hit DRM (C3.21).<sup>*^</sup> <ul style="list-style-type: none"> <li>First hexspine changed: T: +1; ST: +2; NT: +3.</li> <li>Each additional hexspine: +1.</li> <li>Firer in woods/bldg/rubble: x 2.<sup>†</sup></li> <li>If an NT non-vehicular Gun: ROF drops by 1 for that shot; if no ROF ability, it is marked IF after the shot (NA to 76-82 mm MTRs).</li> </ul> </li> </ul> |
| Bypass<br>(D2.32)              | <ul style="list-style-type: none"> <li>Case A is paid per TCA facing change, not per hexspine.</li> <li>Case A is paid even if firing within a pre-existing side CA. (EXC: if using existing Acquisition; if firing at the same target the turret last fired at (earlier in this phase), but only if the CA hasn't since changed).</li> <li>TCA change <i>to</i> or <i>through</i> a side facing pays an additional +1 (before any doubling).</li> </ul>  |

\* - Case A never applies to a vehicle firing in its MPh (Bounding First Fire). It must change its CA prior to the shot via MP expenditure (C5.13, D2.11, D3.12).

^ - Case A To Hit penalties also apply to BMG/CMG/IFE shots. (EXC: MG Bounding First Fire shots use Bounding First Fire penalties.) (D3.52).

† - VCA change requires 1 bog check / hexspine (prior to VCA change), if not on a road. (D2.11) Once a Gun (EXC: mortars, Bounding First Fire) fires through a CA while in such terrain, it may not change that CA for the rest of that phase (if Defensive First Fire, this means the MPh, unless it is pinned in which case it also includes the DFPh). (C5.11)

### When Case A To-Hit Penalties Apply

- Case A To Hit DRM only apply if the CA change was part of the shot. Subsequent ROF shots are not so penalized (unless the CA changes again). (C5.12)
- Once a vehicle fires any turret (*bow*) mounted weapon, any firing of a *different* turret (*bow*) mounted weapon within that CA, within that phase, incurs the same Case A To Hit penalties that the first turret (*bow*) mounted weapon incurred. (D3.5)
- A further TCA (*VCA*) change is permitted only if all preceding turret (*bow*) shots were at Known enemy units. Otherwise no further TCA (*VCA*) change is permitted that phase. (EXC: Bounding First Fire). (D3.51)
- Once the VCA changes, the first shot of all turret-mounted weapons incur that VCA change Case A To Hit penalty in addition to any applicable TCA change Case A To Hit penalty. (C5.11)
- For firing at an own-hex target (Case E), Case A can apply if (a) firing as Defensive First Fire or (b) if either firer or target is in bypass. CA must be changed to include (a) the hexside crossed in entering the hex or (b) the target CAFP/vertex. (C5.51, D2.37)

### When CA Changes are Permitted – General Cases

- A vehicular/non-vehicular Gun may change CA without firing only\* at the end of a friendly firing phase (not MPh), and only if it is still able to fire.<sup>†^</sup> (C3.22)
- VCA changes can be made: (Bog checks must be passed for each hexside change, if applicable.) (D2.11)
  - during the MPh at a cost of 1 MP / hexside (2 MP / hexside if in bldg/woods/rubble),
  - following a successful Motion Attempt,\*\*
  - when firing outside its CA during any fire phase (except its own MPh),<sup>@</sup> or
  - at the end of any friendly fire phase in which it is still eligible to fire its MA.<sup>†^@</sup>

- TCA changes may be made: (D3.1)
  - with each MP expended during the MPh (if it is announced concurrently),^^
  - following a successful Motion Attempt,\*\*
  - when firing outside its current TCA (except for Bounding First Fire),@ or
  - at the end of any friendly fire phase in which the vehicle is eligible to fire.†‡

\* - EXC: (un)limbering (C10.22); (un)hooking (C10.11); multiple Guns residing in a turret that changes CA to fire (D3.51).

\*\* - After a successful Motion Attempt, VCA/TCA may be freely changed (provided any bog checks are passed). Motion Fire (To Hit Case C<sup>4</sup>) may be used thereafter without paying Case A To Hit for that CA change. (D2.401)

† - Such a CA change (in the PFPh) prevents movement (but not attack) possibilities (for the Gun, its crew and its vehicle) for the rest of the Player Turn.

‡ - without using IF/Sustained Fire.

^ - Opportunity Firers may not change CA in this manner during the PFPh (A7.25, K38.5). Even if the Gun is malfunctioned or disabled, an end-of-friendly-firing-phase CA change is permitted as long as the manning Infantry could fire the Gun were it functional.

^^ - The TCA may be changed any number of hexspines. If in woods/bldg/rubble, 2 MPs must be expended between TCA changes.

@ - Motion status is not required. AAMG fire does not change TCA/VCA. BMG fire at a wall hexside is not a permissible way to change VCA.

### When CA Changes are Permitted – Specific Cases

| Situation   | SW†^  | Non-vehicular Guns (CA)@  | Bow Guns (VCA) | Turret Guns^^ (TCA)                                       |
|---|---|---|----------------|---|
| Turret Type   | As per the vehicle it is “mounted” on, usually NT.  | NT<br>(EXC: If a circle, T.)  | NT             | NT: no symbol.<br>T: circle.<br>ST: square (ST, RST, 1MT) |
| Firing at Dash (A4.63)  | NA if CA is Fixed†  | NA  | NA             | NA  |
| Opportunity Firer (A7.25)   | per normal rules  | Once declared to be an Opportunity Firer, it may not change CA until resolving its To-Hit DR in the AFPh.   | —              | —   |
| Pinned* (A7.81)   | NA if CA is Fixed†  | NA  | —              | —   |
| Firing again later in that phase from woods/bldg/rubble* (A9.21, C5.11) | NA**^   | <ul style="list-style-type: none"> <li>• Case A To Hit DRM is doubled.</li> <li>• VCA change requires 1 bog check / hexspine (prior to VCA change).</li> <li>• Once a Gun (EXC: mortars, Bounding First Fire) fires through a CA, it may not change that CA for the rest of that phase (if Defensive First Fire, this means the MPh, unless pinned in which case it means the DFPh).</li> </ul> |                |   |
| Gun Duels (C2.2401)   | <ul style="list-style-type: none"> <li>• Case A applies if unit/weapon is mounted-on/aboard a vehicle that is changing CA.</li> <li>• Such non-turret-mounted fire is considered NT for Case C.</li> <li>• NA if it has a Fixed CA.*</li> </ul> | Bounding First Fire prevents CA change for the ATTACKER. (Vehicle Guns only)<br><br>For IFE/MG, Case A applies if unit/weapon is mounted-on/aboard a vehicle that is changing VCA/TCA.  |                |   |
| Bocage  | —   | See B9.531.   | —              | —   |
| OVR Reaction Fire   | See D7.2 Reaction Fire rules.   |   |                |   |

\* - Fixed CA: if CA has already been specified this phase by fire from woods/rubble/bldg. (A9.21).

\*\* - CA is defined vertically if fired up/down a stairwell.

† - SW‡ with a Fixed CA\*, whose operator was pinned in PFPh/MPh, retains that Fixed CA until the end of the DFPh.

‡ - Applies only to the following SW: MMG/HMG/INF/RCL/20L ATR.

^ - CA always includes its own hex.

^^ - May choose to pivot the VCA instead. If so, use NT. If both CAs change for a shot, apply both penalties. (D3.51).

“—” - Does not apply to this case.

@ - CA includes own hex for Defensive First/Final Fire if target crossed one of the 2 CA hexsides when it entered the hex that Player Turn. If it did not enter by one of the 2 hexsides, then Case A applies. After that, the target is in CA. (C5.51, C3.2EX).

NA - Not Allowed.

### Gun Depression/Elevation Restrictions – C2.6

- The following restrictions apply to:
  - Guns (vehicular/non-vehicular)
  - Non-AA Vehicular MG\*
  - Vehicular FT
  - MTR/INF/RCL Ordnance SW
- A Gun may only fire at/affect a different level target if the range to the target is  $\geq$  the elevation difference.
  - EXC: Cliff (B11.31-32)
  - EXC: Guns capable of AA Fire, AA Guns and MTRs.
- If in a bldg, a Gun may not:
  - Fire at a lower level of its own hex, or
  - Fire at an ADJACENT higher level of own hex (EXC: AA Gun  $\leq$  40 mm).

\* - If a vehicle's MA is AA-capable, so is its CMG.