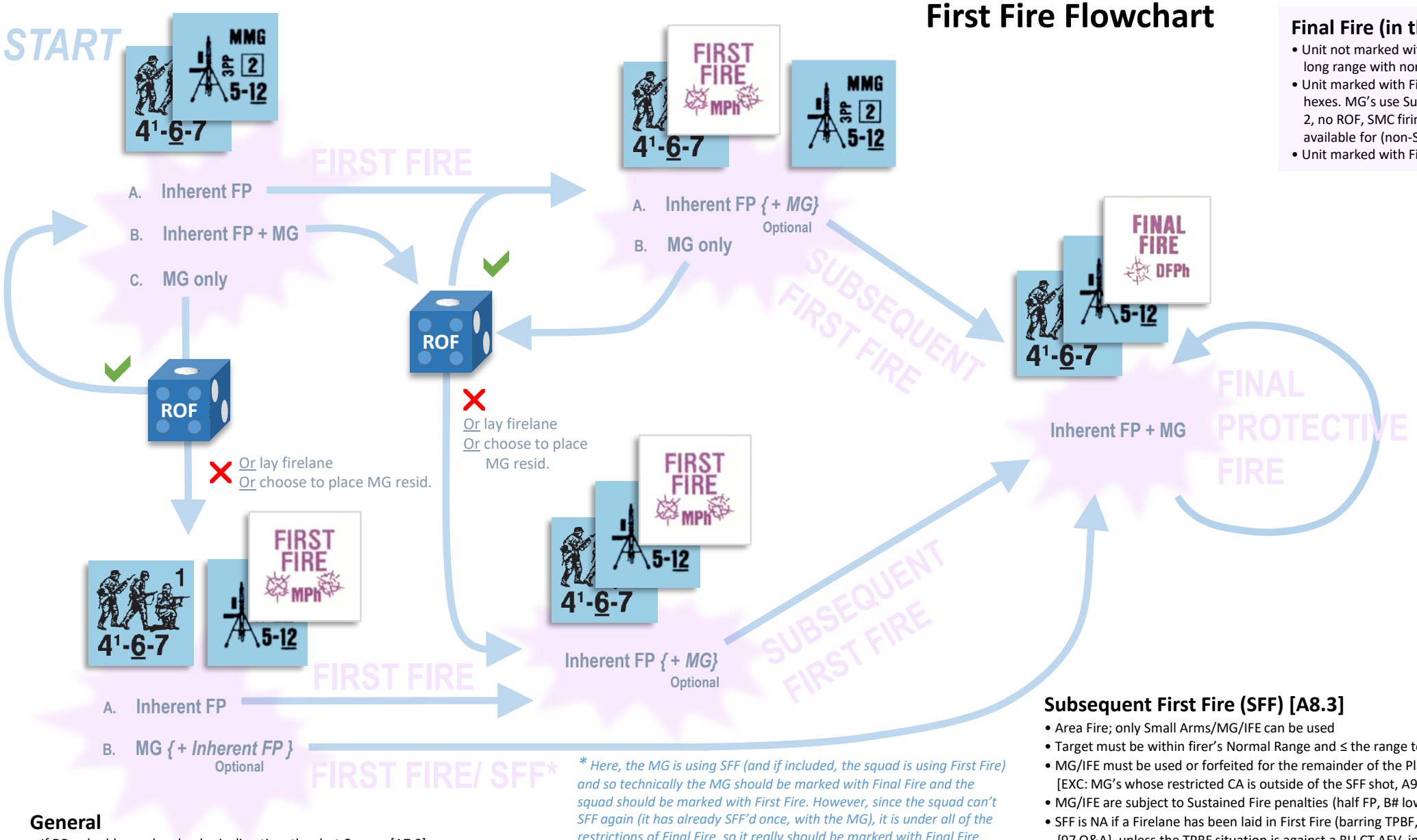
# First Fire Flowchart




## Final Fire (in the DFPh) [A8.4]

- Unit not marked with any Fire counter: can fire at normal or long range with normal ROF rules [A8.41]
- Unit marked with First Fire: only Area Fire vs same or adjacent hexes. MG's use Sustained Fire [A8.41] (half FP, B# lowered by 2, no ROF, SMC firing MG is NA [A9.3] ). Intensive Fire [C5.6] available for (non-SW only) Guns.
- Unit marked with Final Fire: cannot Final Fire.

## Final Protective Fire (FPF) [A8.31]

- Area Fire + PBF/TPBF
- MG/IFE must be used, with Sustained Fire [A9.3] penalties and loss of ROF.
- Only allowed at range 0-1; mandatory at range 0 when a TPBF situation occurs [A7.212, A8.312]. TPBF situations cancel Firelanes automatically [A9.223] unless vs a BU CT AFV, where FL cancellation is optional {J1 Q&A}
- IFT DR also acts as an NMC DR vs firing unit
- FPF is the only way for a unit/SW marked with Final Fire to continue defensive firing in that player turn; a unit marked with Final Fire cannot fire during the DFPh. You can take any number of FPF shots, as long as you continue to pass the FPF Morale Checks.

## Subsequent First Fire (SFF) [A8.3]

- Area Fire; only Small Arms/MG/IFE can be used
- Target must be within firer's Normal Range and ≤ the range to the closest Known Enemy Unit.
- MG/IFE must be used or forfeited for the remainder of the Player Turn unless used in FPF [EXC: MG's whose restricted CA is outside of the SFF shot, A9.21].
- MG/IFE are subject to Sustained Fire penalties (half FP, B# lowered by 2, no ROF, SMC firing MG is NA) [A9.3]
- SFF is NA if a Firelane has been laid in First Fire (barring TPBF, which cancels the Firelane anyway {97 Q&A}, unless the TPBF situation is against a BU CT AFV, in which case the Firelane does not have to be cancelled {J1 Q&A})
- A unit gets ONE SFF attack, then it and its SW are marked with Final Fire, regardless of what got used in First Fire (its IFP or its SW) and regardless of whether ROF was retained. This is because a squad's Inherent FP cannot be split from its MG/IFE in (separate) SFF attacks.

** Here, the MG is using SFF (and if included, the squad is using First Fire) and so technically the MG should be marked with Final Fire and the squad should be marked with First Fire. However, since the squad can't SFF again (it has already SFF'd once, with the MG), it is under all of the restrictions of Final Fire, so it really should be marked with Final Fire.*

## General

- If DR = doubles and no leader is directing, the shot Cowers [A7.9]. Mark the firing unit and all of its SW with Final Fire; no Firelane is laid [A9.22]
- Once an MMG/HMG First Fires from a Woods/Rubble/Bldg, it may continue to First Fire only within that Covered Arc [A9.21]

Visual update by Andrew Highley 2017-20 v1.2, based on work of Tom Repetti & Ole Boe v3.1 1999