

BOUNDING FIRST FIRE FLOW CHART

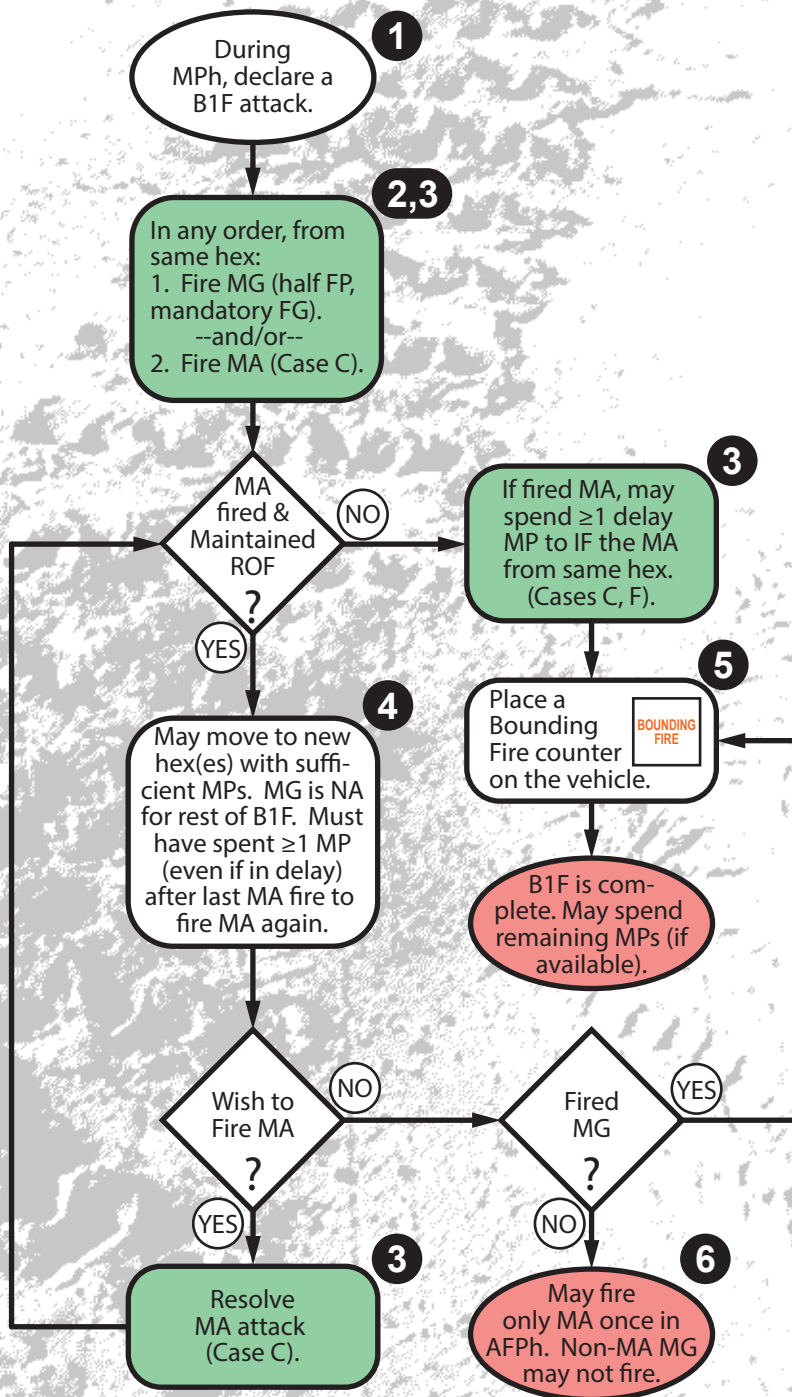


Pertinent rules:
C5.3, C 5.6, D3.3,
D3.32, D3.5, D3.51.

[Version 1.0] by Joel Olson

NOTES:

- 1 May initiate B1F after spending none, some, or all of available MP. However, subsequent B1F MA attacks require spending ≥ 1 additional MP. Limitations described in this flow chart do not apply to Overrun or Close Combat attacks, which are handled separately from these B1F limits (D3.5).
- 2 FT and gyro-stabilized CMG (vs acquired target, D11.13) are not halved for BF or B1F (D3.31). Note that if non-MA armaments are fired during B1F then the vehicle will not be able to fire MA in the following AFPh even if they maintain ROF (D3.32).
- 3 MA B1F is ITT or VTT only (ATT is NA, C3.33). Target acquisition is NA for B1F [EXC: Gyro-stabilized gun ≥ 20 mm if LOS is not broken since acquisition was gained](C6.55).
- 4 When calling out MP (even if in delay) must allow DEFENDER the opportunity to announce Defensive Fire before any subsequent B1F (D3.3).
- 5 The BF counter denotes that the vehicle may not fire any of its weapons during AFPh (D3.3).
- 6 A stopped vehicle in the AFPh may gain target acquisition when BF [EXC: a non-stopped vehicle equipped with a gyro-stabilized gun may gain or maintain acquisition if LOS is not broken since acquisition was gained](C6.55). Note that acquisition in may only be gained for ordinance ≥ 20 mm (C6.5).



Definitions for this Flow Chart

AFPh = Advance Fire Phase
 ATT = Area Target Type
 B1F = Bounding First Fire (carried out during the MPh)
 BF = Bounding Fire (carried out during the AFPh)
 FG = Fire Group
 FP = Fire Power
 IF = Intensive Fire
 ITT = Infantry Target Type
 LOS = Line of Sight
 MA = Main Armament (vehicle ordnance or MG with a listed ROF)
 MG = Machine Guns (includes all non-MA vehicular machine guns and other weapons (i.e., Flamethrowers) listed on the vehicle counter, as well as any PRC that can fire from the vehicle)
 MP = Movement Point
 MPh = Movement Phase
 NA = Not Allowed
 ROF = Rate of Fire
 VTT = Vehicle Target Type