

Fire Cheat Sheet

Firestarting

- Kindling Attempts (B25.11):** Any unpinned, Good Order Infantry stacked with a leader (or an SMC alone) may attempt to start a flame in Burnable Terrain during PFP; SMC NTC required. Treat as Prep Fire attempt. Leaders may direct more than one Kindling Attempt if they are all predesignated. Final Kindling $DR \geq K\# = \text{Flame}$. See Kindling Table.
- WP:** WP can cause Fires if Environmental Conditions are Dry or Very Dry. Player who placed WP must make a $DR \geq \text{Kindling Number of the terrain during his MPh}$ (even if placed during that phase) in order to start a Flame in the WP hex. Normal EC DRM do NOT apply, but there is a -1 DRM if EC are Dry. A -2 DRM always applies to buildings. WP may not be used to burn vehicles or wrecks.
- HE/HEAT (inc DC):** After non-Rubble Original KIA, make Kindling DR & add EC DRM (if not bldg); $\geq K\# = \text{Flame}$. Ordnance attack vs. a vehicle cannot cause a Terrain Fire itself.
- FT:** If FT rolls Original K or KIA against unarmored target in Burnable Terrain, make DR (with EC DRM). If $DR \geq \text{Kindling \#}$, place Flame. Wreck Blaze possible.
- Wreck Blaze:** If vehicle is eliminated by FT or MOL $K <$ required Kill #, by a To Kill $DR \leq 1/2 \text{ Final TK\#}$, by IFT $DR \leq$ half of unarmored vehicle IFT #, by CC attack $DR \leq 1/2 \text{ highest DR needed for kill}$ (or possibly by Unlikely Kill). Place Blaze counter on Wreck; it can spread to Burnable Terrain in same Location; if it does so and becomes Blaze, remove Wreck counter. Wreck Blazes do not prohibit movement into Location, but does require the smoke MP/MF expenditure. See LOS/Hindrance section.
- MOL:** If Original colored dr of IFT $DR = 6$, a Flame is placed in thrower's Location. If Original colored dr of IFT $DR = 1$, Flame is placed in target Location. In both cases, Flame placed only if Location contains Burnable Terrain. There are other consequences and possible modifiers; see A22.611. In addition, any unit with a MOL may add $+2$ to a Kindling Attempt DR. Unlike other uses of MOL, this has no chance of breaking the using unit.
- Huts:** Flames can be created in Huts, even if Collapsed, by any Small Arms PBF/TBF, MOL, MG, IFE, DC or HE (EXC: HE Equivalency or a Collateral/Residual FP attack) vs. a hut location. It causes a Flame if Original colored dr = 1. Use Random Selection if a Flame result occurs and more than one hut Location could be affected. FT attacks vs. hut Locations automatically cause flame if Original Effects $DR < X\#$. For WP, make subsequent DR as per A24.32 even if EC are not Dry or Very Dry. When flames in huts become Blazes, the huts immediately Collapse. Once Rain has occurred, flames cannot be created in

Collapsed huts. Also, PF/Pfk/BAZ/PSK/RCL may be fired in a hut without using Case C³ TH DRM, and without Desperation Fire consequences (C13.81), but doing so automatically creates a Flame in the hut. Firing from a Collapsed hut causes neither Flame nor C13.81 consequences.

Kindling (B25.11)/Spreading (B25.6)	B25.5 Environmental Conditions (EC)
<ul style="list-style-type: none"> Must roll $\geq \text{Kindling \#}$ for Kindling. SMC NTC required. Must roll $\geq \text{Spread \#}$ for Spreading. (every AFPh). Each hex checks only once but with highest applicable DRM. 	EC EC DRM/drm Snow -3 (PTO na) Mud -3 Wet -2 Moist -1 Moderate 0 Dry +1 Very Dry +2 (PTO na)
7/8 Wooden Bldg (EC DRM NA)/Rubble	
8/9 Stone Bldg (EC DRM NA)/Rubble	
9/7 Woods	
9/6 Brush, Vineyards	
10/6 Grain	
11/9 Orchards, Olive Groves	
12/10 Cactus Patch	
12/12 Light Jungle	
12/12 Dense Jungle	
10/10 Bamboo (EC DRMx2)	
11/11 Palm Trees	
Wind Direction Spread	
6/7 Hut	Mild As Per Wind Direction Diagram (& Dispersed Smoke) Heavy Automatic Flame Spread Downwind to 3 adjacent hexes Gusts (DR 12) Flame spreads to adjacent hex; one Blaze spreads Flame two hexes (B25.651)
9/8 Kunai	
10/6 In-season Paddy	
8/9 Wooden Pier	<ul style="list-style-type: none"> Kindling DRM: Leadership $-x \text{ DRM}$; Fortified Bldg -1 DRM; EC DRM; HS/Crew -1; SMC -2; MOL $+2$ Spreading DRM: To higher elevation $+1$; to lower elevation -1; not directly attached -2; to Fortified Bldg -1; EC DRM $+X$; Wind Direction if Mild $+Y$.

Flame Clearance

- Unpinned Good Order Inf. may attempt to extinguish a Flame in own Location during its MPH/DFPh as Hazardous movement if it has not already moved/fired/directed fire during that Player Turn. Becomes TI. Each Flame must be cleared separately with own DR, but all extinguishing units may try each Flame.
- Make DR. 1-2 Clears Flame. 3-6 Hampers Flame—prevents it from becoming a Blaze that turn (signify by placing under PIN counter). Blazes cannot be extinguished during play.
- **DRM:** Labor Status+*x*; Leadership +*y*; -1 for Clearance by 1 squad; each add. HS/crew (-2/each squad) beyond first MMC/Dozer -1; EC DRM +*z*; each Dozer -5.

Flame/Blaze Spread

- **Flame to Blaze:** A non-Hampered Flame may become Blaze in AFPh of every Player Turn (except one in which it first appears) by making Final DR \geq Spread # of terrain in its Location. If Final DR \leq 2, Flame is extinguished.
- **Blaze Spread:** Blazes spread to any adjacent Burnable Terrain Location at the end of each AFPh. Refer to Spreading Fire table. Each Burnable Terrain Location is subject to only one DR.
- **Heavy Winds:** If Wind Force is “Heavy Winds,” Blaze spreads automatically to Burnable Terrain in the 3 adjacent downwind hexes as a Flame, but cannot spread to 3 upwind hexes. Wreck Blaze would automatically spread to own location. Smoke has no effect during Heavy Winds.
- **Gusts:** For that Player Turn only, all Terrain Blazes to automatically spread to Burnable Terrain in direction of the Wind. In addition, at least one terrain Blaze will spread 2 hexes if possible; determine which one by Random Selection. Flame appears at ground level in new hex. Wreck Blazes automatically spread to own hex, and may possibly spread one more hex.
- **Building Collapse:** On Original Wind Change DR of 12, a bldg in which a Blaze exists (and all levels above it) will collapse (determine bldg by Random Selection).
- **Mud/Snow:** Fires spread to adjacent hexes only if connecting hexside crosses a bldg/woods/brush/grain/orchard (in season) symbol or by Gusts. During Ground/Deep Snow, will spread only if connecting hexside crosses a bldg/woods/brush symbol [EXC: brush NA in Deep Snow] or by Gusts.
- **Rubble:** For spreading Fire, rubble is considered “part of the same bldg” as any ADJACENT rubble. A bldg level containing a Blaze which rubbles and falls into Burnable Terrain immediately places a Blaze in that terrain. Any rubble which falls into a Blaze is automatically set ablaze. A Flame, however, is extinguished by Falling Rubble (regardless of whether it was falling or landed upon). **No attack that creates rubble can also create a Flame; rubble creation always takes precedence.**

Entrance/Exit

- Flames have no effect other than possibly becoming Blazes.
- Infantry in terrain Blaze must leave by end of next RtPh or be eliminated. Unbroken units can voluntarily break to rout out. Non-pinned units that can't voluntarily break may move into Accessible Location as if Withdrawing from Melee, even if berserk. **Units in Melee/Pinned may not leave during RtPh and are eliminated.** Vehicular/Cavalry units in terrain blaze must leave in next friendly MPH or be eliminated. Pillbox occupants are fully affected by any Blaze in ground level of hex. A Blaze in a cave/Cave Complex hex (which is outside the

LOS/Smoke

- **Hindrance:** Smoke creates a Hindrance DRM (+3 DRM for Terrain Blaze) in its Location, which is cumulative with normal TEM/LOS Hindrance effects. The total Hindrance DRM of smoke for any one Location can never be more than +3. Fire traced out of or within a smoke Location must add another +1 Hindrance DRM.
- **Height:** Smoke *in* a terrain/wreck Blaze hex is a 4-level LOS Hindrance (2-level in a mild breeze). Dispersed smoke emanating from a Blaze is a 2-level Hindrance.
- **Burning Wreck Hindrance:** Burning Wreck smoke Hindrance is a +2 DRM; it replaces normal Wreck Hindrance DRM except for already established Fire Lanes and in Heavy Winds, in which cases only Wreck Hindrance DRM would apply.
- **Drift:** During a mild breeze, smoke drifts from a Blaze location at the start of the game's first RPh and at the start of every AFph. Drifting smoke consists of dispersed smoke counters equal to Hindrance DRM of Blaze hex. When wind changes direction or force, remove drifting smoke counters immediately.

Fire & Victory

- A player forfeits to opponent Control of any Location/hex/building he has deliberately set on fire by Kindling, even if it spread there from elsewhere. If because of Fire deliberately Kindled, parts of playing area become unenterable, opponent immediately gains Control of all such Locations/hexes/buildings, even if area is unenterable partly by other causes too [EXC: if Fires started by both sides become joined], regardless of the presence of enemy units or other circumstances. Control may possibly be regained if Fire is extinguished.
- Players are not held responsible for Fires started randomly while firing, by burning wrecks, or Fires existing at start of play. If accidentally created Blazes create unenterable [by both sides] Locations, they are controlled by side controlling their hex; control of an unenterable building is gained by controlling all of its building hexes.