action in the interim]. Once a unit moves, stops, and another unit moves, the original unit may move no farther during that MPh. Infantry is moved one unit at a time unless berserk (15.43), in Column (E11.52), or a MMC is using bonus MF gained by being part of a Human Wave (25.23), or moving with a leader, or gaining added TEM (D9.31) for moving with an AFV. Other units may choose to move together as a stack at their own risk and may break up the stack during the MPh to continue to move separately but all members of that moving stack must end their MPh before another unit not in that stack may move.[4]

● **4.3** *BYPASS:* Bypass enables unbroken Infantry to move through a building/woods hex without entering the obstacle in that hex (and consequently having to pay the two MF cost of actually entering a building or woods), whenever that obstacle does not physically touch the hexside being Bypassed. Bypass cannot be used to skirt the edges of any other terrain feature, nor an obstacle that is Ablaze or contains a non-Disrupted (19.12) Known enemy unit. Hexes containing rubble or Wire cannot be Bypassed. A hexside forming a part of a Wire Location, or covered by a Water Obstacle (24L9-M9), may not be Bypassed (B26.44) on either side of the hexside; roadblocks also have Bypass restrictions (B29.4). SMOKE does not prevent Bypass but adds to the MF cost (24.7) of transit through the hex. Bypass may be used in a mined woods/building hex but does not prevent mine attacks. Bypass must be announced with the expenditure of MF as the unit moves inside the building/woods hex. A unit that decides to occupy an obstacle it is currently Bypassing must pay the entire in-hex MF cost to enter that obstacle even though it is already in the hex.
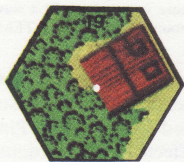
4.31 The movement cost of Bypass becomes that of the other terrain in the Location—usually one MF for Open Ground or two MF to enter higher elevation Open Ground. [EXC: The building in building-woods hex 2I9 can be Bypassed along the I9-J9/I9-J8 Open Ground hexsides at a cost of one MF, or along two of its four woods hexsides at a cost of two MF (for moving around the building through the woods), rather than paying the normal entry cost of four MF for the hex.] Bypass may consist of one or two contiguous unblocked hexsides of the building or woods hex being traversed. Bypass may exceed two contiguous unblocked hexsides per hex, but in so doing the Bypass cost for that hex is doubled. Remember that the unit is moving *around* the obstacle within the hex—not through it. Should there be any question whether a building or woods symbol touches a hexside, Bypass in that hex is blocked (i.e., is not allowed) along that hexside. Walls and hedges are considered extensions of hexsides for purposes of applying the mechanics of this rule; therefore if a wall/hedge depiction touches a building/woods depiction, Bypass is blocked along that hexside.
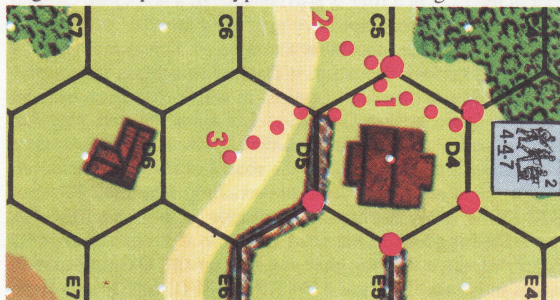
EX: The squad in 2D3 may Bypass D4 by moving in D4 along the D4-C4 and D4-C5 hexsides at a cost of one MF. However, it will cost the squad two additional MF to enter D5 because of the wall hexside, whereas it will cost only one MF to enter C5 even though the wall hexside extends to the D4-C5-D5 vertex. The squad cannot move into any hex other than C5 or D5 at this point during its MPh, unless it expends another MF for continued Bypass to D4-D5-E5 or D4-E4-E5; however, it can enter the building in D4 by expending two more MF.

4.32 *BROKEN IN BYPASS:* Infantry that voluntarily ends its MPh in an obstacle hex must pay the full MF cost of that obstacle unless it entered at the road movement rate (4.132); Infantry may not voluntarily end its move using Bypass. If the unit breaks while using Bypass, it remains in the open portion of the obstacle hex until the end of its MPh and is subject to the FFNAM (and usually also FFMO) DRM for multi-hex movement in the open for additional First Fire attacks made against it to or through the hexsides it traversed during that MPh. The broken unit and all portaged equipment are assumed to be in the obstacle during and after Final Fire.

4.33 *PINNED IN BYPASS:* Any Infantry unit that becomes pinned, or involuntarily stranded (24.1), while using Bypass is assumed to be in the non-obstacle portion of the obstacle hex for the remainder of its MPh. After its MPh it is considered in the obstacle itself and entitled to its protective TEM for all subsequent fire. Concealed enemy units in the

Location lose that status (12.151) at the end of the moving unit's MPh.

4.34 *BYPASS LOS:* Infantry using Bypass are subject to special terrain modifiers and LOS rules. A unit firing at a Bypassing unit does not have to trace his LOS to the target hex center, but has the option to make his one allowed LOS check per attack to either hex vertex along a hexside traversed by a unit moving in Bypass (thus a choice of two vertices for one hexside Bypass, three vertices for two hexsides Bypassed, etc) instead. Should the LOS of a firing unit reach an Open Ground Bypass hexside vertex unobstructed, that unit can claim a LOS and a First Fire −2 DRM for non-Assault Movement in the open (see also C.5). A wall or hedge in the target hex is not an *obstacle to LOS* even though the target may be in Bypass on the other side of that same target hex (although its TEM would apply if crossed by the LOS). If the firer traces his LOS to the hex center, it must cross a bypassed hexside (thus usually qualifying for a −2 DRM for Non-Assault Movement in Open Ground) before reaching that hex center or the LOS is blocked. If a unit is using Bypass (including VBM) along a Crest Line, and the obstacle it is Bypassing is on the higher level of that Crest Line, then the unit is also at that higher level (since a Crest Line itself cannot be Bypassed; 4.3).

EX: Using the previous example, the squad Bypassing 2D4, one can examine a variety of First Fire opportunities against it. As the squad enters D4, it must declare which side of the building it is moving around. If it declares hexsides D4-C4, D4-C5 it can be fired on from C7 with a −2 DRM for FFNAM/FFMO by tracing a LOS from C7 to either the D4-C4-D3 or the D4-C4-C5 Bypass hexside vertices. If it declares D4-E4, D4-E5, however, it is out of LOS from C7 at the D4-D3-E4 vertex because that vertex cannot be seen through the building in D4. The firer can trace its LOF to the D4-E4-E5, D5-D5-E5, or the D4-C5-D5 vertices but the FFMO DRM will not apply due to the wall TEM activated by the LOS crossing the wall at D4-D5. The wall TEM will also apply to fire directly along a wall hexspine (B9.3) such as that from C5 to the D4-D5-E5 vertex.

4.4 *PORTAGE:* A SW may not move by itself; it must be carried or placed on a vehicle at some cost to the latter's MF allotment. The various SW portage costs are listed on each SW counter in the form "#PP". Portage cost is assessed per item carried, not distance traveled; even if a unit carries a SW during only one MF expenditure before dropping it, that unit may not recoup the portage cost used for that SW for use in the remainder of its MPh. Otherwise, an unbroken Infantry unit can pick up and drop items at any point in its move provided it has sufficient MF to do so (subject to 4.431 & 4.44). No item can be portaged more than once per phase except as allowed by combined Infantry and vehicle portage within a single phase.

4.41 *AFPh SW FIRE LIMITS:* No MMG, HMG, mortar, or ⅝″ non-vehicular ordnance counter which changed Location during the MPh may fire during the ensuing AFPh [EXC: German dm MMG/HMG may fire as LMG; 9.8]. However, if such weapons remained stationary while their new owners moved into their Location, they can be fired during the ensuing AFPh with the normal penalties for fire in the AFPh—assuming they were Recovered during that MPh (4.44). A weapon fired during the AFPh cannot use Intensive Fire and is limited to one shot regardless of its ROF [EXC: if using Opportunity Fire; 7.25].

4.42 *INHERENT PORTAGE CAPACITY (IPC):* A MMC has an IPC of three PP, and a SMC has an IPC of one PP.[5] An Infantry unit loses one MF for each PP carried in excess of its IPC. A SMC may never portage more than two PP although one SMC can add its IPC to that of any one Good Order Infantry unit to increase the IPC of the latter, provided the two units start the phase together and move together as a stack. Otherwise, Infantry units may not combine their IPC. A broken unit may not portage anything in excess of its IPC (see 10.4) even if accompanied by a leader.

EX: A squad carrying four PP has only three MF left to expend in the MPh, but if accompanied by a leader that same squad has six MF remaining to use in the MPh (unless the leader carries a PP of his own in which case they have five MF left to expend in their MPh).

● **4.43** *POSSESSION:* All SW/Gun counters belong to the first Personnel unit stacked beneath them. A SW/Gun must be possessed (i.e., be on top of a Personnel unit) to be fired or portaged (or pushed). A unit can possess any number of SW/Guns. If a unit breaks and rallies in the same Location, possession of its own SW/Gun is always retained. An *unbroken* unit may drop possession of a SW/Gun at no MF cost during its APh, MPh, or at the start of a CCPh (11.21) in order to Withdraw from Melee.[6] If a unit drops possession of a SW/Gun at the start of an allowed phase prior to expending-MF/advancing/Withdrawing, that SW/Gun is assumed to have been unpossessed (and hence not portaged by that unit) at the start of that phase. Units also drop SW/Guns before they surrender or are captured (20.4), and sometimes before they can rout (10.4). Unpossessed SW in a marsh, shallow or deep stream, or any Water Obstacle are removed from play.