

**RULES SUMMARY FOR PINNED, AMMO DEPLETED AND OUT OF COMMAND INFANTRY UNITS**

Movement	Pinned	Ammo Depleted	Out of Command
Movement	No	Normal	1 hex*
Change Formation	No	Yes	No
Change Facing	Yes	Yes	No

\* Unit may NOT move adjacent to an enemy unit.

Fire Combat	Pinned	Ammo Depleted	Out of Command
Offensive Fire	No	No	Only at unit in ZOC
Defensive Fire	Yes— 1/2 FP only	No	Normal
Withdrawal Fire	Yes— 1/2 FP only	Yes— 1/2 FP only	Normal
Retreat Fire	Yes— 1/2 FP only	Yes— 1/2 FP only**	Normal

\*\* NA if enemy unit is retreating before melee

Melee	Pinned	Ammo Depleted	Out of Command
Melee Initiation	Can't Initiate	+1 to Initiation dr	Can't Initiate
Melee Strength	Normal	Normal	Normal