

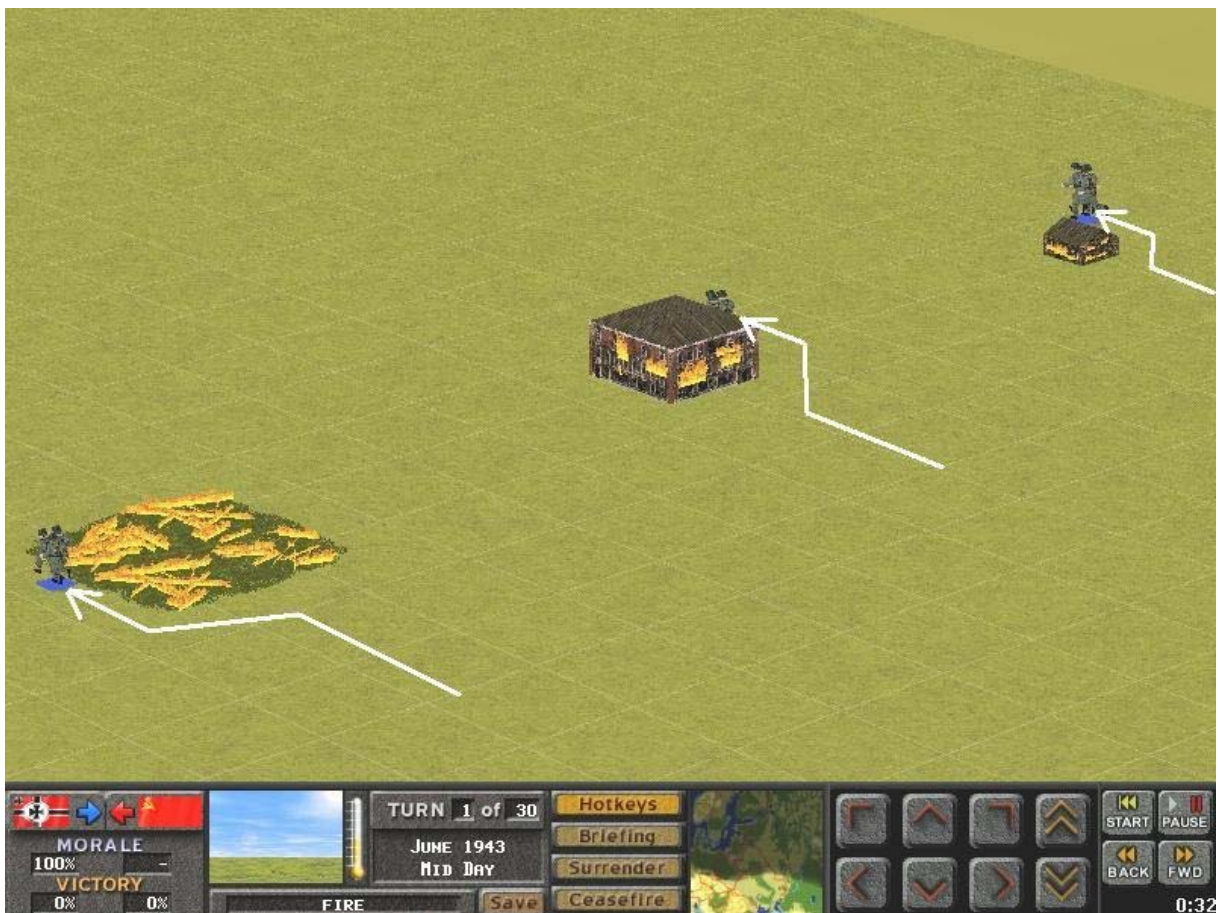
Burning Tiles

UNITS AVOID BURNING STUFF

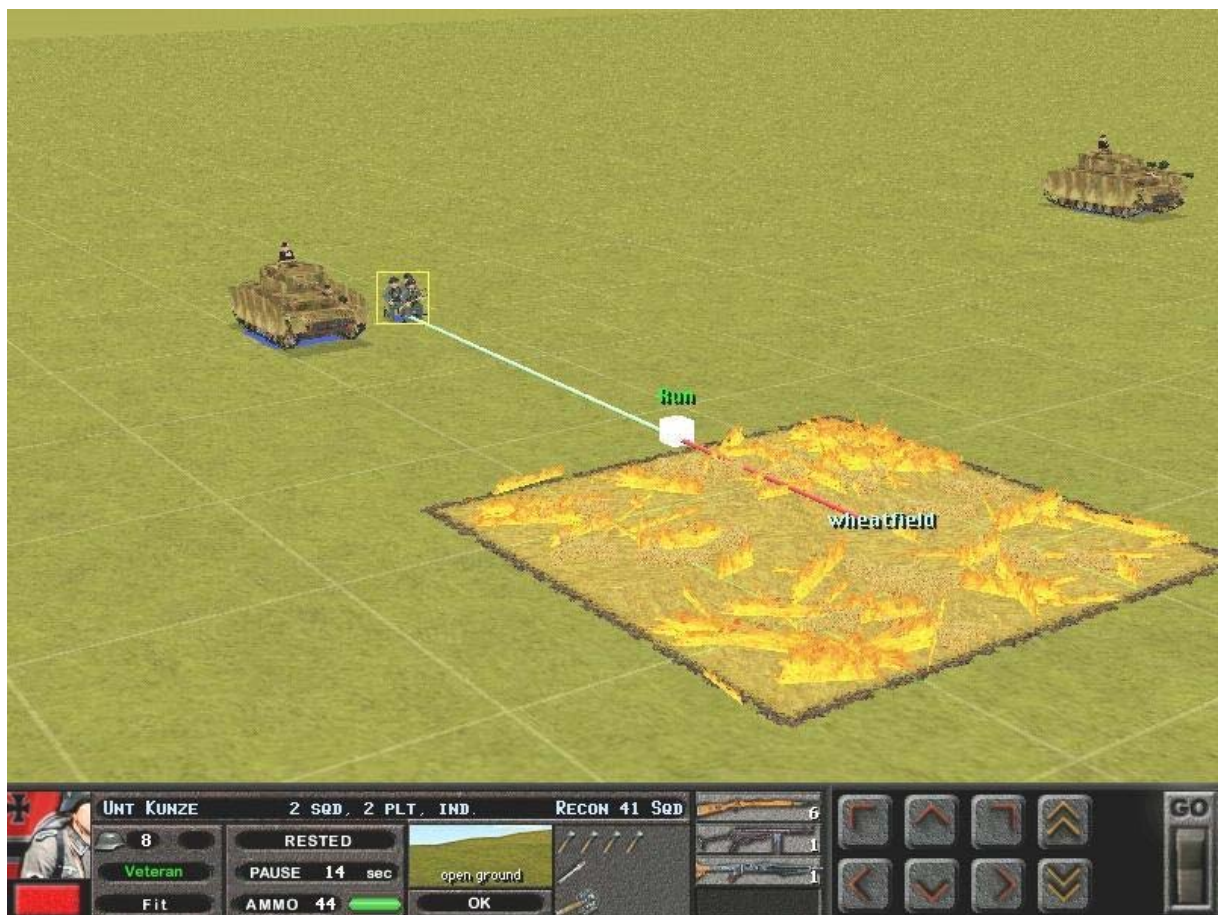
PIC 1 - I give everybody a fast move order smack through burning terrain and buildings.



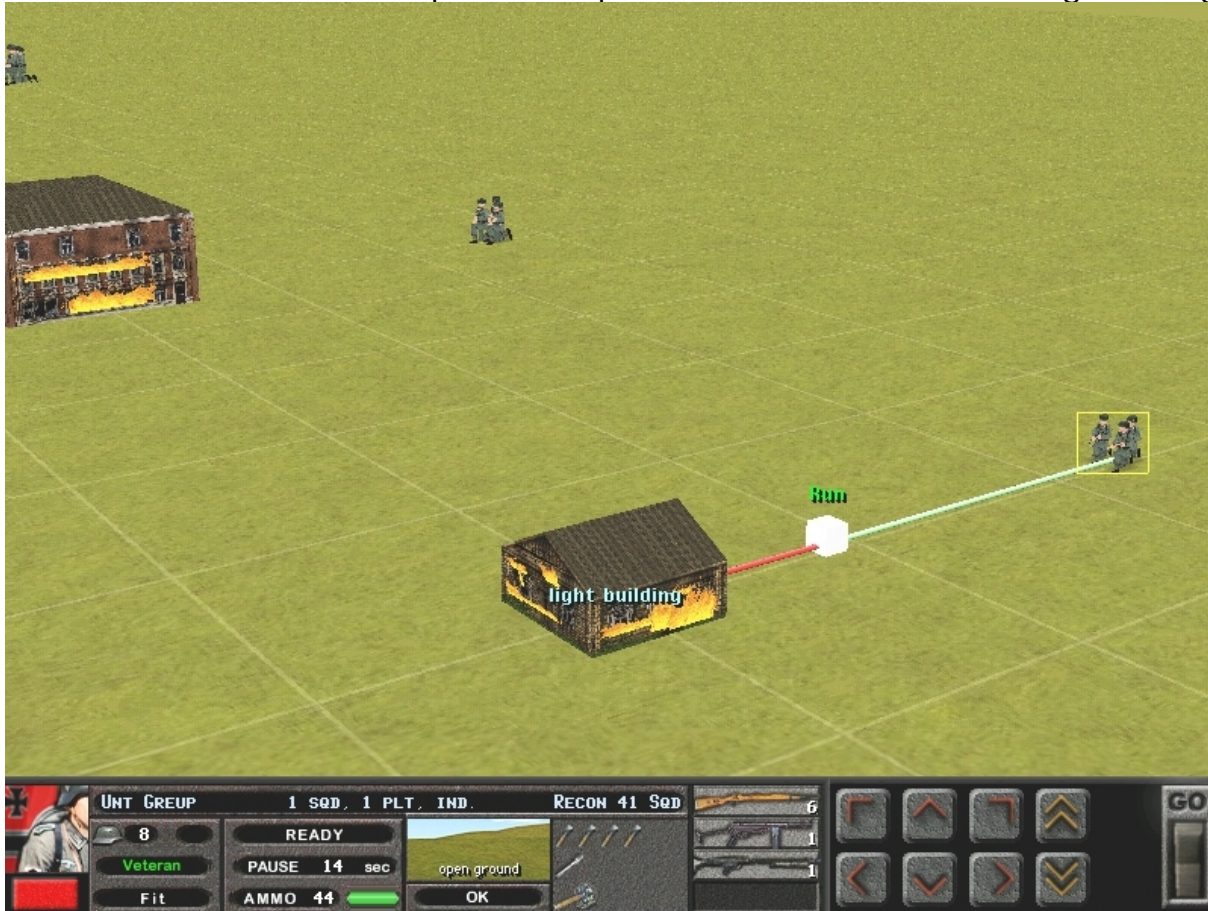
PICS 2 and 3 - Ha ha ha, they cancel the orders and re-plot to take themselves skirting around.



PICS 4 and 5 - Tanks and squads don't mind being given a move order up to the edge of the conflagration, but they won't accept an order telling them to go sit in the middle of it. (note how the movement line turns red to indicate 'verboten')



PIC 6 - And neither will squads accept an order to enter a burning building



Note - Sometimes terrain or buildings catch fire while a unit is in it, in which case it usually runs out after a turn or two unless its pinned. Other times panicking and routing units might run into flames by accident.

Also maybe you can force your men into flames if the leader is very good or if the men are high quality or if the fire isn't very big, but once they're in there they get jittery and might run out later.

