

FIELDS OF FIRE RULE BOOK

Volume II: "With the Old Breed"

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1.0 Introduction

Welcome to *Fields of Fire*

Fields of Fire is a solitaire game that gives you the opportunity to command an infantry company in three different conflicts. This means you make all the decisions for your units. *Fields of Fire* is a diceless game; instead of dice, decks of cards are used to generate the battlefield, to resolve combats, to provide possible outcomes for your decisions, and to control the appearance and activities of the enemy. This volume is completely standalone, everything you need to play is included in the box. There have been a few changes to the base rules that are fully compatible with the first edition of Volume I, but they smooth the edges without changing the core rules.

Volume I looks at a US Army rifle company from the 9th Infantry Regiment in World War II, the Korean War, and the Vietnam War. Volume II is built around a US Marine Corps rifle company from the 5th Marine Regiment in the same three conflicts.

Fields of Fire is a complex game without being a complex game system. The basic components (movement, combat, orders, communication, etc.) are very straightforward. Within each component there are multiple activities to choose. Each activity will have an outcome, some favorable and some not. The interactions created by your choices mean you always have decisions to make. Each decision must be made for the game to continue. You will constantly be prioritizing choices because of a continuous shortage of necessary resources. It will be these choices—your choices—that determine whether or not you emerge successfully from your mission. Thus the complexity lies in the interactions created by your choices, not in game mechanics. Also, the game is heavy on actual military terminology and history. I encourage you to familiarize yourself with the terminology and historical notes. It will help you understand what is going on.

The historical Marine Corps *Field Manual for the Rifle Company*, FMFM 6-4, is available online from multiple sites.

Your role in *Fields of Fire* is that of a company commander. Your command will include three platoons, consisting of three squads each, plus supporting Weapons Teams (assigned either to the platoons or directly to you). Additionally, you may also have off map artillery. A Company Executive Officer, Company First Sergeant, and Company Gunnery Sergeant will be present to assist you. Your task in *Fields of Fire* is to successfully guide your company through a campaign of a number of missions. Before each mission you will have to formulate a plan of action and allocate your limited resources. During the mission you will issue orders to your units and choose the tactics to accomplish your objective. Your orders will win or lose the mission. After the mission you will raise your Experience Levels and incorporate replacements for your casualties in preparation for the next mission.

1.1 Concept

You use the following items to play the game: two decks of cards (a Terrain Deck and an Action Deck), counters representing the elements of your company and enemy units, and various markers. The Terrain Deck forms a map on which to play a mission (1.2.1). The Action Deck is used to generate events and resolve various actions throughout the game, such as giving command and control capacity, resolving combat, combat, dice rolls, etc.

1.1.1 Scale

A. Ground Scale

Ground scale is abstract. Each Terrain card represents a geographic area where company leaders can reasonably exercise command and control of their units through voice and hand signals. The size of this area depends on the terrain, ranging from 10-20 meters across in close terrain to 40-100+ meters in more open terrain. Accordingly, Range and Line of Sight are abstract as well.

B. Time Scale

The time of a turn is abstract, too, and typically represents 5 to 30 minutes. Missions last a given number of turns, normally 10, but some may have more turns or fewer turns depending on the historical situation. The turn limit represents the cumulative effect of fatigue and consumption of small arms ammunition.

C. Unit Scale

Infantry units have between one and four Steps with each Step representing two to four men. Units with two to four Steps are called squads, and units with a single Step are called teams. A vehicle or aircraft unit represents a single vehicle or aircraft.

1.1.2 Campaigns

Volumes I and II have seven campaigns between them spanning World War II, the Korean War, and the Vietnam War. The choice of campaign dictates what units and equipment are available, and which missions are to be completed. The corresponding Campaign Instructions in the Briefing Booklets detail friendly forces and equipment, as well as enemy forces that may be encountered. Playing a campaign gives you the broader experience of balancing mission accomplishment with sustaining sufficient strength for the next mission.

1.1.3 Missions

Each campaign has several missions that can be played standalone or in a series as part of a campaign. The Mission Instructions in the Briefing Booklets provide the rules and charts specific to each mission. Playing a mission involves two distinct parts: preparation and implementation. Preparation includes setup and planning of the mission. Implementation is the movement and action portion that is played in a series of game turns, each divided into a sequence of phases. While playing a turn your command elements receive Commands, which in turn are exchanged for Actions. This process of gaining Commands and expending them for Actions is the core engine of the game. Enemy forces enter play automatically as governed by the rules and mission charts, and Activity Checks guide their Actions. The sequence

of play differs slightly depending on whether you are attacking or defending.

1.2 Components

There are several types of components used during play. This section provides the orientation and location of information on the components, and the following sections detail how they all work together.

Volume II of the game contains the following:

- This Rule Book
- Two Briefing Booklets
- One Peleliu 1944 Terrain Deck (55 cards)
- One Chosin Reservoir 1950 Terrain Deck (55 cards)
- One Hue City 1968 Lowlands Terrain Deck (55 cards)
- One Action Deck (50 cards + 1 Reshuffle card and 4 Hint cards)
- Four two-sided hint cards and one reshuffle card
- Five sheets of 5/8" counters & markers (total of 880)
- Six Player Aid Cards:
 - One 11" x 17" Charts & Tables card
 - One 8½" x 11" Enemy Activity card
 - One 8½" x 11" Force Packages card
 - One 8½" x 11" Vehicle and AT Weapons Chart
 - One 8½" x 11" Helicopter Control Card
 - One 8½" x 11" Command Display
- One 8½" x 11" Mission Log Pad

1.2.1 Terrain Cards

Each campaign has a specific Terrain Deck that represents terrain typical to that area. During Play, you randomly lay out Terrain cards in a grid of rows and columns as indicated for each mission to create the map on which the game is played. The Hue City Terrain Deck in this volume also has Urban Terrain cards that are explained in 12.1 Urban Terrain Cards.

A. Cover & Concealment

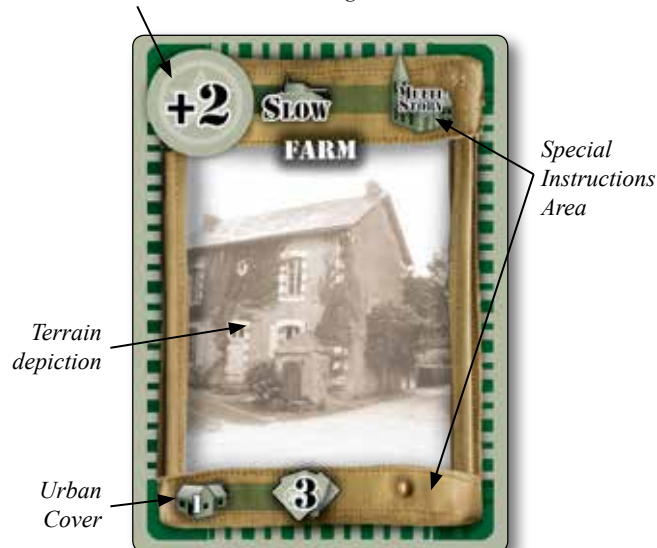
The number in the circle in the upper left indicates the intrinsic defensive value of the terrain on the card, and benefits all units that occupy that card.

Some cards have two values. Direct fire across a dark border uses the higher Cover & Concealment value. All other fire uses the lower value (including fire originating from within the card). Note that the higher number is in larger font, above and to the left of the lower number (1.2.1C).

Cover & Concealment

Dark Border blocks LOS & gets higher Cover & Concealment

Clear Border doesn't block LOS & gets lower Cover & Concealment



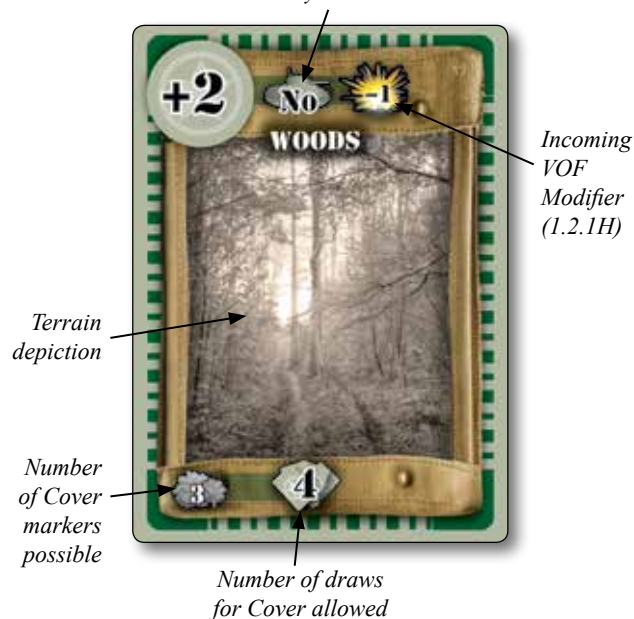
B. Trafficability

A tank icon with "SLOW" or "NO" on it indicates the card has limited trafficability to all vehicles. "SLOW" means a vehicle must stop moving when it enters that card. "NO" means a vehicle may not enter the card (7.3.1).

SLOW GO or NO GO

SLOW: Vehicles must stop when entering

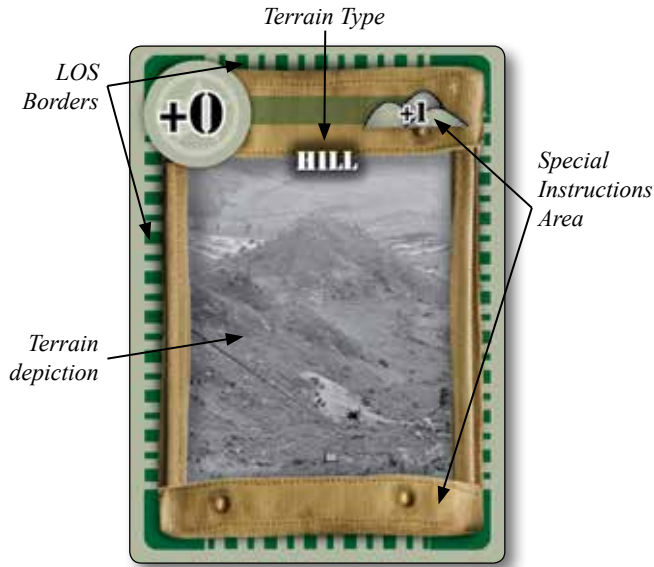
NO: Vehicles may not enter



C. Line of Sight Border

There is a border around the perimeter of each card that consists of white and dark segments. Dark borders block the tracing of Lines of Sight (LOS) but white borders do not (5.2.1). Because there can be eight cards adjacent to a given Terrain card, the border of each card is divided into eight areas. Use the solid area on the appropriate corner when fire enters the target card from a

card diagonally adjacent. Use the dashed area on the appropriate side when fire enters from a card orthogonally adjacent.



D. Hills

You place other Terrain cards on top of Hill cards to raise the elevation of the top card by one level. Multiple hills may be played on top of each other, each one raising the level by one. It helps to offset a Terrain card slightly from the underlying Hill card so it is easily recognizable (5.2.2).

E. LZ Potential

In campaigns where helicopters are used, a helicopter icon indicates the card may be used as a Landing Zone (7.3.2).

F. Potential Cover

Potential Cover is an abstraction of finding and using specific locations within a card that incrementally add to the intrinsic Cover of the card. On the lower left of each card is an icon (usually a tree or a building) containing a number. That number indicates the maximum number of Cover markers that can be found on the card. On the lower center of each card is an icon of cards, also containing a number. That number indicates how many cards to draw when attempting to locate a Cover marker (5.2.3; 1.2.4D).

G. Elevation /Multi-Story

Some cards have an icon in the upper right that indicates if the card contains elevation differences (plus or minus one level) or a multistory building (5.2.2).

H. Incoming VOF Modifier

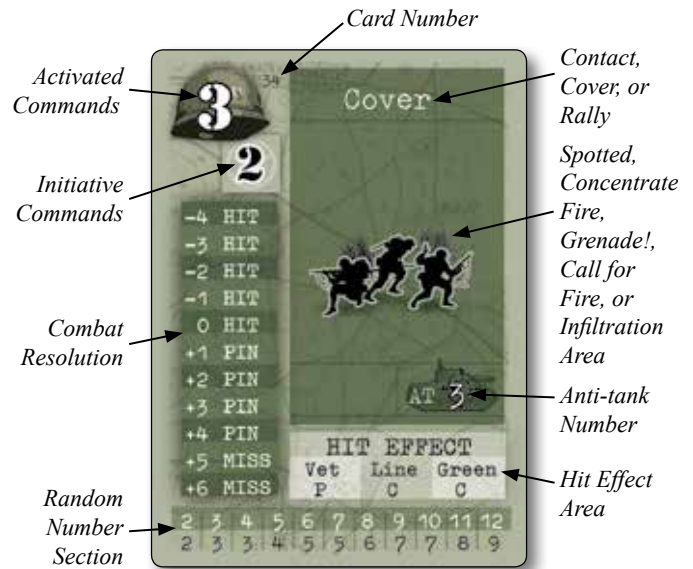
If a card has a Burst icon on it, apply the number in that icon as a modifier to any Incoming Volume of Fire (VOF) (6.2.2).

I. Capacity

Though it is not printed on the cards, every card has a maximum capacity for any one side of 16 Steps and 4 vehicles. As long as Steps are embarked on the vehicles they do not count against this limit.

1.2.2 Action Cards

Action cards are used in all campaigns. They serve the purpose that charts and dice serve in many “traditional” war games.



Higher HQ Event

A. Command Section

This section at the top left of each card has two numbers, a large one in a helmet on the top left, and a smaller one in a US star symbol below and to the right of the first number. The number in the helmet indicates how many commands are available to an HQ when it is Activated (operating under the command of its Higher HQ, 3.3). The smaller number in the star symbol tells how many commands are available to an HQ that has not been activated (operating on its own initiative, 3.3).

B. Action Attempt Section

The whole upper right quadrant of the card—in the darker rectangle—is the Action Attempt Section, and the items in that section (such as “Contact,” “Spotted,” “Higher HQ,” and “Anti-tank Number”) are described elsewhere in the rules.

C. Combat Resolution

This section appears along the left side of the card and vertically lists numbers from -4 to +6 and HIT, PIN, or MISS. The number is the net modifier for Volume of Fire plus Cover & Concealment and various other conditions. The words HIT, PIN, or MISS indicate whether the target has taken effective fire.

D. Hit Effect Section

This section is just below the Action Attempt section and is used when an infantry unit is HIT to determine the effect of that hit based on the Experience Level of the target unit (Veteran, Line, or Green).

E. Random Number Section (R#)

Along the bottom of the card is the random number generator. Many game functions require that something be determined randomly among a variety of options. The top number is the number of options and the bottom number is the result to use. For example, you may need to determine which of 3 options to use, so you draw a card, find the 3 column, and see a 2 under the 3. In this case, you would use option 2.

F. Drawing Cards

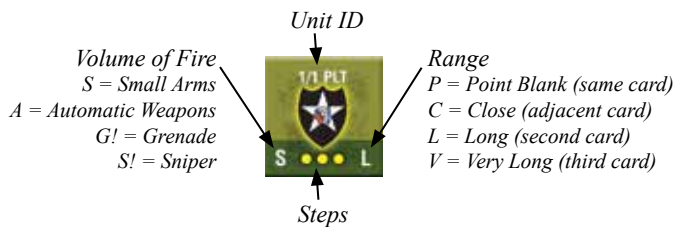
To ensure the Action deck is randomized sufficiently to give the proper distribution of results, most activities require a number of cards be drawn. *Always draw the full number to determine the result; do not draw until a result happens and then stop short.* If you encounter the reshuffle card, finish drawing the cards, reshuffle all cards, including the reshuffle card. Note that the reshuffle card does *not* count as one of the required card draws.

1.2.3 Units

Any non-vehicle unit is an infantry unit and has a unit identifier, a unit symbol, possibly a Volume of Fire (VOF) Rating, a number of Steps, and a Range Rating.

A. Squads

A squad is a unit of two or more Steps and is the primary infantry combat unit of maneuver in the game.



B. Headquarters (HQs)



These are one Step units that function as the command elements of the Company. They have no VOF or Range Ratings listed on the front. This is its command side, used when the unit commands itself and other units to perform actions. The reverse side is its Fire Team side that has VOF and Range Ratings. The Fire Team side is used when the unit engages directly in combat. An HQ on its Fire Team side can no longer command other units, only itself (4.1.4).

C. Forward Observers (FOs)/Spotters



These are one Step units whose purpose is to call in indirect Fire Missions from mortars, artillery, or to control close air support. They have no VOF or Range listed on the front, which is the observer side.

On the back is the Fire Team side that has VOF and Range Ratings and is used when the unit engages directly in combat. Such a unit cannot call in fire when it is on its Fire Team side.

D. Weapons Teams



These are one Step units that represent the crew that operates specific crew-served weapons such as machine guns, rocket launchers, mortars, and recoil-

less rifles. Weapons teams that are larger than one Step are treated as squads.

E. Vehicles /Aircraft



Each of these units represents a single vehicle or aircraft. Additional information for vehicles and aircraft that would not fit conveniently on the counter is located on the Player Aid card.

F. Limited Action Teams (LATs)



These units are one Step units labeled as Assault, Fire, Litter, or Paralyzed Teams. They are created during the course of play by combat or by command. Each has its own set of limitations (4.2.5).

G. Casualties



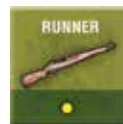
These are one Step units that represent soldiers killed or injured enough to be hors de combat. *These units have no capability.* They exist only to be potentially evacuated or captured. They do not count against card or cover capacity limits.

H. Staff



These are one Step units that assist the Company HQ or the Higher HQ. For the Company level these are the Executive Officer (XO) and the first Sergeant (1st Sgt). For a USMC company in Volume II, there is the Company Gunnery Sergeant (GySgt). The XO is the second-in-command, the 1stSgt is the senior enlisted advisor to the Company Commander, and the GySgt is the senior enlisted tactical advisor to the Company Commander (Note: For game purposes, the 1stSgt and GySgt are functionally equivalent). At the higher HQ level the term Staff encompasses the Regimental or Brigade Commander (Rgt/Bde Cmdr), Battalion Commander (Bn Cmdr), or the Battalion Operations Officer (BN S-3). The two levels, Company and Higher, function differently in the course of the game. All Battalion Level Staff and higher HQ units are considered to have an Experience Level of Line.

I. Runners



These are one step units with no ratings. They allow the Company HQ to communicate with a Platoon HQ when no radio or telephone network is available.

1.2.4 Markers

Fields of Fire uses a variety of markers to reduce both paper record keeping and the amount of information the player needs to remember.

A. Combat (VOF, PDF, Concentrated Fire, Crossfire)



Use these to help determine the Net Combat Modifier (NCM) when resolving combat (6.2 and 6.3).

B. Exposed/Pin



Use the front side of these to mark units Exposed during movement. Use the reverse side for units that are pinned during combat. Each side has a modifier that is part of the Net Combat Modifier (NCM) for any marked units.

C. Tactical Control



These markers represent the graphical controls that actual commanders put on their maps to help control fire and maneuver (2.4.1).

D. Cover



There are four types of Cover markers: basic, urban, field fortifications, and caves. These represent specific locations within the area of the card that provide greater protection (5.2.3; 1.2.1F).

E. Ammo



Ammunition is only tracked for certain types of Weapons, and that can be done on the Mission Log. Ammo markers are provided to aid players as well. These are “Pollard” style markers that can be placed beneath an on-map weapon. When the Pollard markers are used on map, the number on the top of the counter indicates the number of ammo points.

F. Assets



These counters represent various pieces of equipment such as radios, phones, phone lines, or pyrotechnic devices. These are normally held on the Command Display to denote allocation and reduce clutter on the map.

G. Potential Contact/Current Activity



The Potential Contact and Current Activity markers work together to regulate the appearance of the enemy during the course of a mission (9.1).

H. Weather/Visibility



The Visibility marker is used to remind the player how the current visibility condition affects the NCM.

1.2.5 Player Aids

A. Mission Log: 2-Sided, Expendable

A sheet of the Mission Log is used during a mission to track the following information:

- Company organization, including assigning units to or from different HQs (this is called “task organizing” and units so assigned are called “attachments”)
- Unit Experience Levels
- Casualties
- Ammunition available and expended (when not using the Ammo markers on map)
- Fire missions available and expended
- Pre-designated actions for available pyrotechnic signals
- Units or Steps not committed to the mission

B. Player Aid Card(s)

These contain the charts and tables needed for play.

C. Command Display

A one-sided card with a number track and sequence of play. The track is used to record the turn, current phase, saved Commands, and which HQ/Staff have completed their Command Phase. Each HQ/Staff unit has one marker that is placed on the number track to indicate how many Commands are available and then it is flipped to its Activation Complete side after the HQ/Staff completes its activation. The Activation Complete marker is placed on the number track to indicate how many saved Commands the HQ/Staff has.

D. Helicopter Control Card

A two sided card with holding boxes for helicopters for Vietnam War missions. One side is for US Army helicopters, the other is for Marine helicopters. They function the same, with the only distinction being the historical photographs used to represent the aircraft used by each service.

E. Briefing Booklets

These booklets contain the following information:

- An introductory section explaining its use.
- Campaign Instructions showing Company organization, available equipment, and an Enemy Force Packages Table showing the composition of revealed enemy forces.
- Mission Instructions detailing all the information necessary to set up, play, and determine completion and experience for each of the 29 missions in the game. Generally, the first page of each mission’s instructions contains information about US forces, while the second page contains information about enemy forces.
- Historical information for each campaign.

1.2.6 Glossary

Adjacent: To be on a card next to a given card is to be adjacent to that card. Including diagonals, there are eight possible adjacent cards to any specific card.

Asset: An asset is a piece of equipment that promotes command and control or visibility. Assets include pyrotechnics (smoke grenades and flares; 4.3.6), radios (4.3.5), and telephones (4.3.4). HQs and Staff units normally carry these. For HQ and Staff place them in the applicable boxes on the Command Display until ready for use. Other units may carry and use them by placing them under that unit.

AT-Capable: A unit (Vehicle or Infantry) that has a numerical listing in at least one of the four Range columns on the Vehicle and Anti-Tank Weapons Chart.

Attachments: These are additional combat units listed in the instructions for each mission that are available for that mission. Assign each such unit to a specific HQ on the Mission Log before the beginning of a mission (2.3.3).

Basic VOF: Fire from a combat unit as per the counter: Small Arms (S), Automatic Weapons (A), Heavy Weapons (H), and All Pinned. (6.2.1)

Chain of Command: Military units have rigid structures so that they can function in the chaos of combat. All units belong to a particular Headquarters (HQ) at the beginning of a mission.

Units can only receive Commands to perform Actions from their HQ or an HQ higher in the chain. For game purposes, the chain goes down from Regimental/Battalion HQ (which is usually off map) to Company HQ, then to Platoon HQs. Each HQ can only issue Commands to subordinate units and subordinate HQs, and to itself. For example, a unit of the 1st Platoon receives orders from the 1st Platoon's HQ. The 1st PLT HQ is subordinate to the CO HQ. The CO HQ is subordinate to the Battalion HQ, which is subordinate to the Regimental HQ and so on. This means that a unit of the 1st Platoon can receive orders from the 1st PLT HQ, CO HQ, Battalion HQ, Regimental HQ, or their Staffs, but it cannot receive orders from the 2nd PLT HQ. Limited Action Teams may receive orders from any HQ or Staff unit.

Combat Units: Combat units include any Good Order units, Assault and Fire Teams, Vehicles, and any other unit with a printed VOF value.

Commands and Actions: HQs exert command and control through the use of Commands. The more Commands held by an HQ, the greater its ability to direct its units in achieving their objective. You get Commands for an HQ by drawing an Action card and consulting the Command Section of the card (1.2.2.a) to determine the number of Activated or Initiative Commands received. HQs then expend Commands for Actions, causing units to perform various activities such as moving, firing, and rallying (4.0).

Convert: To convert a unit means to change a unit's ability as the result of combat and Actions. You convert Steps, Teams, and Limited Action Teams into various Limited Action Teams as you play out a mission.

Current Activity Level: An indication of the relative intensity of the situation during a mission. The Current Activity Level affects the ability to command, as well as controlling the rate at which enemy forces come into play. There are four levels: No Contact, Contact, Engaged and Heavily Engaged (9.1).

- **No Contact:** No VOF or PDF markers are on the map and no enemy units have been spotted.
- **Contact:** One friendly- or enemy-occupied card is under a VOF marker, and/or there is at least one spotted enemy unit on the map.
- **Engaged:** Two or more friendly- and/or enemy-occupied cards are under VOF markers.
- **Heavily Engaged:** Two or more friendly- and/or enemy-occupied cards are under VOF markers, *and* at least one card has both enemy and friendly units on it.

Engaged: A unit projecting a VOF marker.

Experience Level: A unit's experience governs its chances of successfully completing Actions. Experienced units are more likely to complete Actions successfully. All Infantry units have an Experience Level of Green, Line, or Veteran. Units start a campaign at the Experience Level prescribed by the Campaign Section in the Briefings Booklet. During a mission, the Company gains Experience Points, which increase the Experience Level of surviving units for the next mission.

Fire Support: Off map firing units, like field artillery, mortars, etc. that are available to provide heavier fire than that typically produced from within the Rifle Company on the game map. Different organizations (called "firing agencies") are often available. When their fire is requested, it is referred to as a Fire Mission. Mission Instructions list what fire agencies are available, the types of Fire Missions they may fire, who the eligible observers are, and the number of Action Cards to draw when requesting a Fire Mission.

Good Order Unit: This is any Infantry unit that is not a Limited Action Team and not Pinned.

Illuminated: A Terrain card lit by illumination devices.

Infantry Unit: Any unit that is not a vehicle is an Infantry unit. If the term unit is used in the rules, assume it is an Infantry unit.

Occupied, Unoccupied, Cleared, and Secured Cards: A Terrain card is Occupied if there is at least one unit on the card. Depending on the unit(s) present, the card can be friendly-occupied, enemy-occupied, or jointly-occupied (i.e., with units from both sides present). A Terrain card is Unoccupied if there is no enemy unit or Potential Contact marker on the card. A Cleared card is an unoccupied card that previously had a Potential Contact marker and is being counted for the purpose of achieving a mission. A Secured card is a card that is both friendly-occupied and cleared. Ignore any enemy casualties or VOF markers on a card when determining if the card is unoccupied or cleared.

Primary Direction of Fire (PDF): A marker which indicates the direction to a given unit's VOF marker. A PDF marker is not placed if you engage an enemy unit on your same card (Point Blank, 1.2.7). Spotting for Fire Missions does not place PDF markers.

Reconstitute: To reconstitute means to make a battlefield promotion of a Good Order unit to replace (between missions) the CO HQ or a Platoon HQ that was removed from play OR to put a squad back into play (during a mission) from 2 or 3 teams (10.2).

Removed from Play: Remove from the map any unit replaced by other counters, such as a squad that drops below two Steps and becomes a Fire Team or any team that is converted to a Litter Team, Paralyzed Team, or Casualty. A unit removed in this way can only be returned via reconstituting (10.2).

Special VOFs (these require an attempt): Sniper, Incoming, Mines, Grenade, Demolition Charge, and Flamethrower. Special VOFs have specific conditions governing their use.

Staging Areas: Off map areas that are an abstraction of areas not directly involved in the combat. Units move to and from Staging Areas during the course of a mission. These areas are never directly involved in combat.

Steps: A step is the common measurement of unit size in the game. Units have between one and four steps, with each step representing between two and four men. Units with two or more steps may break down into different units during play, either voluntarily or as a result of combat. Because these units have various weapons, a diagram is provided at the end of the rules to show how various units break down.

Team: A Team is any 1-Step unit. There are several varieties of Teams used in the game.

- **FO Team:** A forward observer unit that provides fire support from off-map agencies such as artillery, mortars, and aircraft.
- **Weapons Team:** A unit composed of a particular weapon and its crew, including machine guns, automatic rifles, recoilless rifles, and mortars.
- **Limited Action Team (LAT):** A unit created by Commands or as the result of combat during the Combat Effects Phase. As their name suggests, they have limits on their abilities. LAT is a collective abbreviation referring to the four types of LATs:
 Assault,
 Fire,
 Litter, and
 Paralyzed Teams
- **Command & Control Team:** All HQs, Staff, and runner units.
- **Vehicle:** Vehicles include helicopters and tracked, half-tracked, and wheeled vehicles (7.0).

Volume of Fire (VOF): Volume of Fire represents the type of fire that affects the occupants of a Terrain Card. It is used to determine the Net Combat Modifier for resolving combat. See Basic VOF and Special VOF.

1.2.7 Common Abbreviations

Other Abbreviations

BDE	–	Brigade
BN	–	Battalion
CAS	–	Close Air Support
CO	–	Company
FA	–	Field Artillery
FAC	–	Forward Air Controller
FD	–	Fire Direction
FM	–	Fire Mission(s)
FO	–	Forward Observer
HQ	–	Headquarters
LAT	–	Limited Action Team
LOS	–	Line of Sight
LZ	–	Landing Zone
MTR	–	Mortar
NCM	–	Net Combat Modifier
NET	–	Network (Phone or Radio)
PDF	–	Primary Direction of Fire
PLT	–	Platoon
RCL	–	Recoilless Rifle
RGT	–	Regiment
RKT	–	Rocket Launcher
Sgt	–	Sergeant
Sqd	–	Squad
TCM	–	Tactical Control Marker
TM	–	Team
VOF	–	Volume of Fire
XO	–	Executive Officer

Volume	Unit	Campaign	Era	Enemy
Vol. I – Keep Up the Fire!	9th Infantry, 2nd Infantry Division	Normandy 1944	WWII	German Army and Paratroops (Fallschirmjaeger)
Vol. I – Keep Up the Fire!	9th Infantry, 2nd Infantry Division	Naktong 1950	Korea	North Korean People's Army (NKPA)
Vol. I – Keep Up the Fire!	9th Infantry, 25th Infantry Division	III Corps 1967-68	Vietnam	Viet Cong (VC), North Vietnamese Army (NVA)
Vol. I – Keep Up the Fire!	9th Infantry, 2nd Infantry Division	Heartbreak Ridge 1951	Korea	North Korean People's Army (NKPA)
Vol. II – With the Old Breed	5th Marines, 1st Marine Division	Peleliu 1944	WWII	Imperial Japanese Army (IJA)
Vol. II – With the Old Breed	5th Marines, 1st Marine Division	Chosin Reservoir 1950	Korea	Communist Chinese Forces (CCF)
Vol. II – With the Old Breed	5th Marines, 1st Marine Division	Hue City 1968	Vietnam	North Vietnamese Army (NVA)

Volume of Fire Abbreviations

S	– Small Arms Fire
A	– Automatic Weapons Fire
H	– Heavy Weapons Fire
G!	– Grenade/Rocket Launcher Fire
S!	– Sniper Fire
F!	– Flamethrower
D!	– Demolition Charge

Range Abbreviations

P	– Point Blank Range (same card)
C	– Close Range (adjacent card)
L	– Long Range (second card)
V	– Very Long Range (third card)

Offensive & Patrol Mission Abbreviations

AP	– Attack Position
LOA	– Limit of Advance
LOD	– Line of Departure
OBJ	– Objective
PL	– Phase Line
RP	– Route Point

Defensive Mission Abbreviations

COP	– Combat Outpost
FPF	– Final Protective Fire
FPL	– Final Protective Line
MLR	– Main Line of Resistance

2.0 Preparing for a Mission

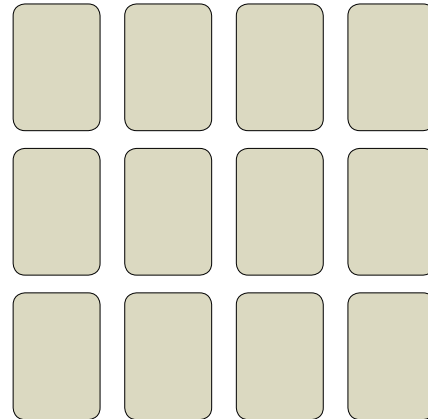
No company commander would willingly enter a battle without properly organizing his command, understanding the assets available to him and their capabilities, and mapping out the terrain on which his soldiers will operate. Before you begin playing a mission of *Fields of Fire*, you will have to spend a little time doing these things, too.

2.1 Choose a Campaign and a Mission

First, choose one of the campaigns listed above. Then, choose a mission from that campaign. If you just want to play a single mission by itself, you can choose any mission. However, if you want to play the entire campaign, you should start with Mission 1. Either way, look at your company's Order of Battle in the Briefing Booklets to see what forces you have available, and check the mission instructions, especially the Mission Details section, for set-up information about that mission.

2.2 Set Up the Map

The game map in *Fields of Fire* consists of Terrain cards arranged into a grid. The Mission Details will tell you how many rows and columns you need to lay out. Each mission has instructions on how to layout the map. Some are drawn completely at random, some have a fixed arrangement, and some have a mix of fixed and random sections. Columns extend vertically away from you, while rows extend horizontally across your front. Thus, a 4-column, 3-row map would look like this:



Player

2.2.1 Lay Out the Terrain Cards

Lay out the Terrain Cards as specified in the Mission Details into the requisite number of columns and rows. Unless the Mission Details tell you otherwise, place the Terrain cards face-up; for some missions where the quality of maps available in the historical campaign was poor, you are instructed to place the cards face-down. But the default is that you will know the layout of the battlefield in advance. When laying out the grid, leave a little room between the rows so that if you turn up a hill card and have to draw an additional Terrain card for that space, you can stagger their placement so that the hill card is not obscured by the one on top of it. Also, allow some space between cards so that you can place markers between them as the need arises. Keep the deck handy, as the map may expand over the course of the mission.

2.2.2 Place Visibility, Current Activity, and Potential Contact Markers

Consult the Mission Details for the visibility level and use the appropriate marker to indicate it. Set the Current Activity level by selecting the No Contact marker; by definition, every mission will start with No Contact as the Current Activity marker. Place them near the top of the map, or anywhere they will serve you effectively as reminders. Place Potential Contact markers according to the Mission Instructions (see 9.1.2 for more on Potential Contact markers).

2.3 Organize Your Company

2.3.1 Fill Out the Mission Log

All of the information that you need to fill out the Mission Log before start of play can be found in either the Campaign Instructions or the Mission Information. Note the Experience Level and ammunition for all available units and record information about available fire support.

2.3.2 Distribute Assets

The Campaign Instructions may specify how some assets must be assigned. Apart from that, you will have leeway in assigning assets to Platoon HQs, Company HQ, Company Staff, or other units as you see fit. For HQ and Staff place assets as desired among the appropriate holding boxes on the Command Display for convenience, otherwise stack the asset with the unit that will carry it.

2.3.3 Note Attached Units, Assets, and Pyrotechnic Signals on the Mission Log

In addition to your three infantry Platoons and your command Staff, you will also have at your disposal a variety of other units, including weapons teams, vehicles, and off-map mortar/artillery forward observers (FO). Before the mission starts, you will have to designate the command relationship for each on the Mission Log.

On the Mission Log, note how you have decided to assign units given to your Company in the Campaign Instructions but not assigned to a particular HQ. Units that are assigned to you in the Mission Instructions automatically have an Experience Level of Line. They do not gain experience over the course of a campaign, unlike units listed in the Campaign Instructions as part of your Company. A unit attached to a Platoon is considered part of that Platoon for all purposes for the duration of the mission. A unit may not be reassigned to a different HQ or Company Staff during the course of a mission.

You should also assign specific instructions to your Pyrotechnic signals (4.3.6), since the whole point of using such signals is that everyone understands in advance what they will mean when they are used on the battlefield.

2.4 Determine Tactical Reference Points

Before you begin a mission, you receive from higher up the chain of command strict geographical limits within which your Company can operate. Within that area, you will also have to point out specific objectives for your own reference. These controls exist to coordinate maneuver and fire support, and also to prevent friendly fire. Commanders draw these controls on their tactical maps; they are represented here by Tactical Control markers.

2.4.1 Place Tactical Control Markers

There are two types of tactical controls in *Fields of Fire*: Linear and Point. Linear controls follow the seams between rows or columns of Terrain cards. Point controls are placed on a card and are specific to that card.

Many tactical controls are unique to certain types of missions. Consult the Mission Details to determine the type of mission and where and how to place the appropriate Tactical Control markers (TCM).

A. Offensive Mission TCM

Offensive Missions use the following linear TCM: Right and Left Boundaries, Line of Departure (LOD), Phase Lines (PL), and Limit of Advance (LOA).

The Line of Departure represents the official starting line for an attack. It runs horizontally across the map. Unless the Mission Instructions specify otherwise, place it between the Staging Area (2.4.2) and Row 1.

Phase Lines are used to coordinate advancing units. You can place up to two PLs, and they must run horizontally across the map. You can use them to key Actions with Pyrotechnic signals.

The Left and Right Boundaries are fixed boundaries that your units may not cross at any time. Place these vertically, along the left-most and right-most columns of Terrain cards. **Important:** *though your units can never cross these boundaries, enemy units may be placed outside them when Random Contacts are resolved. They also may move outside those boundaries during the Enemy Activity Check Segment.* In such cases, your units may fire across a boundary line, but may never move across it.

Design Note: In real life combat situations, Left and Right Boundaries would prevent adjacent companies from wandering across your company's front, and you from wandering across their front.

The Limit of Advance marks the line beyond which you may not advance during this mission. Place it horizontally, along the top-most row of Terrain cards. As with the Left and Right Boundaries, enemy units may enter play and move beyond the LOA; your units may fire across it but never move across it.

In short, the linear controls form a box outside of which your units may not move during a mission, although enemy units may appear, move and fire at yours from beyond those boundaries.

Offensive Missions use the following point TCM:

- Attack Position (AP),
- Primary Objective (OBJ 1) and
- Secondary Objective (OBJ 2).

The Objectives represent physical locations that you must occupy. The Attack Position is your last covered and concealed position before you reach an objective. Players generally have some leeway in placing Objective and Attack Position TCMs, but must adhere to any restrictions in the Mission Instructions.

A Tip: *It is best to designate an AP that is adjacent to both Objectives, and if possible you should place the Objective TCMs on cards with high Cover & Concealment ratings so that you can defend them relatively easily once you occupy them.*

B. Defensive Mission TCM

Defensive Missions use only one Linear TCM: the Main Line of Resistance (MLR). This represents the line before which the enemy advance must be stopped. In a Defensive Mission, you may set up your units between the Staging Area and the Main Line of Resistance. The Mission Instructions will tell you where to place the MLR.

Defensive Missions may also allow you to place a Combat Outpost (COP) Point TCM. A Combat Outpost is a position set up in front of your MLR in order to confuse and break up an enemy attack. You may place units from a single Platoon up to the stacking limit in a COP. You may also have two other Point TCM available to you: Final Protective Lines (FPL) and Final Protective Fires (FPF). These are prepared defensive fire schemes, and they are covered in detail in the combat rules (6.4 and 6.7.2D, respectively).

C. Combat Patrol TCM

Combat Patrol Missions use one Linear TCM: the Main Line of Resistance, which marks the point from which the patrol sets out from friendly lines.

Otherwise, Combat Patrol Missions use Point TCM. Use the Primary Objective (OBJ 1) to mark the farthest point from the MLR that the patrol is supposed to reach. You will also have to designate Route Points to mark out the path that the patrol must follow. This route may cross or come back on itself, so it is possible for a single Terrain card to have more than one Route Point marker on it.

D. General Purpose TCM

Several different Point TCM may be available to you if circumstances warrant, regardless of mission type. Some of them must be placed before play starts, or they may be placed as the mission is in progress. These are:

- Landing Zones (LZ; 7.3.2),
- Casualty Collection Points and MEDEVAC LZs (5.1.7), and
- Registered Targets (6.7.5).

2.4.2 Staging Areas

A Staging Area is a designated assembly area in which units prepare for an upcoming mission. In *Fields of Fire*, the Main Staging Area is represented by a row of face-down Terrain cards (do not use Terrain cards from the campaign you are playing. Use cards from a different campaign). Use the Helicopter Control Card to manage helicopter staging areas. In game terms, Staging Areas function as off-map holding boxes from which your units enter the map.

Units in a Staging Area may not fire and they cannot be fired upon. Staging Area cards have no stacking limits.

A. The Main Staging Area

Units enter and exit the map to and from a Main Staging Area by normal movement. Units may move between cards in a Main Staging Area as if they were moving between Terrain cards and are not marked Exposed.

A Line of Sight exists for communication purposes between all cards in the Main Staging Area. This means that within the Main Staging Area, you may automatically use all radios that require an LOS between units. All cards in the Staging Area are connected by phone lines. Thus Telephones used within the Main Staging Area do not need to be connected by wire.

B. Helicopter Staging Areas

Some missions in the Vietnam War campaign require Staging Areas for helicopters: the Pickup Zone, Inbound, Outbound, and Loiter Areas. Do not treat these as being adjacent to the map, like the Main Staging Area. Therefore, units may not use normal movement to enter the map from a Helicopter Staging Area. A card is provided to keep track of helicopter staging areas, with one side for Army and the other for Marine helicopters. There is no practical difference between the two beyond the historical pictures.

No Line of Sight may be traced into or out of a Helicopter Staging Area.

2.4.3 Air/Amphibious Assault Planning

Some missions begin with an Air or Amphibious Assault, in which your units enter the map by helicopter, amphibious tractor, or landing craft. In these missions, the transportation available may have to make multiple trips to bring in all of your units. In such cases you must create a Landing Plan before play begins, in which you specify the order in which your units will be transported to the map (7.4.5).

3.0 Sequence of Play

Once you have completed your planning and setup, you play out a mission in turns. Each turn is broken down into Phases and Impulses. Note that Offensive Missions and Combat Patrols use the same sequence. Defensive Missions follow a slightly different sequence (see sequence below and Turn Sequence Summary).

3.1 Friendly Higher HQ Event Phase

(Starting on Turn 2)

Starting on Turn 2, draw an Action card. If the Higher HQ icon is present, draw another Action card and check the R# under “10” and compare to the Friendly Higher HQ Events chart in the Mission Instructions to determine what event takes place. For some events you get experience only if you accomplish the event that turn, but doing so is optional. You may choose to forego the experience if you feel you have more pressing matters. Commands required to be spent by an event must come from the CO HQ.

3.2 Defensive Missions: Enemy Activity Phase

Note that both Enemy Activity Phases are identical, but its place in the Sequence of Play may change based on the type of mission (3.4).

3.2.1 Enemy Higher HQ Event Segment

(Starting on Turn 2)

Starting on Turn 2, draw an Action Card. If the Higher HQ Event icon is present, draw another Action Card and check the R# under '10' and compare to the Enemy Higher HQ Events in the Mission Instructions to determine what event takes place.

3.2.2 Enemy Activity Check Segment

Except for turn 1, place PC markers on cards or rows as indicated by the Mission Instructions. (You don't need to do this on Turn 1 because PC markers were placed during setup.) Check every enemy unit on the map for activity, keeping in mind any restrictions imposed by a Higher HQ event.

Draw an Action Card to randomly determine the order in which you check enemy-occupied cards. Count the number of enemy-occupied cards, assign each a number, then check under that R# to see which card is selected (e.g., you count 6 enemy-occupied cards, so you number them 1-6. Checking under R# 6 you see a '4.' The card you had previously assigned the number 4 is selected). On the selected card check enemy units in order based on their status as shown in the Activity Check Hierarchy tables, starting at the top (9.4).

3.3 Friendly Command Phase

During this phase you have the units in the Company perform Actions, including movement- and combat-related activities. Units perform Actions when ordered to do so by expending Commands. The sequence in which you activate units within the Command Phase flows down the chain of command from higher to lower, from Battalion to Company to Platoon. HQs are either Activated by their Higher HQ or they take the Initiative (3.3.2). HQs that are Activated tend to have more commands than those taking the Initiative. Draws for command points have modifiers based on the HQ's Experience Level and its current situation (where it is located, if it is under enemy fire, etc.; 4.1). If you activate a vehicle unit at any time during the phase, place an Activated marker on it as a reminder that it will act later during the Vehicle-Aircraft Phase.

3.3.1 Activation Segment

A. Battalion HQ (BN HQ) Impulse

If the BN HQ is on the map, automatically give it the maximum number of allowable Commands: 6 for a daytime mission or 4 for a limited visibility mission. (The number track on the Command Display contains reminders of these limits.) Then expend the Commands on any friendly units in play and in communication, including activating the CO HQ. You cannot save BN HQ Commands. If the BN HQ is not on the map, and the CO HQ is in communication with the BN HQ, automatically Activate the CO HQ.

Note: The BN HQ is considered to be on the map if any higher HQ leader (Rgt/Bde Cmdr, Bn Cmdr, or the Bn XO/S-3) is on the map.

B. Company HQ (CO HQ) Impulse

If activated by the BN HQ, draw an Action card for the CO HQ, giving it a number of commands this turn equal to the Activated Commands number (in the helmet) on the Action card, as modified by the Command Draw Modifiers Chart (4.1.2). Then expend these commands for Actions (subject to the limitations in 4.13) as per the Action Menu (4.2) on any friendly units in play and in communication and have those units execute the Actions. You may also save the commands up to the maximums (defined by Experience Level and time of day). You may expend previously saved commands at this time, too.

You may also activate a PLT HQ or CO Staff this Impulse if it is on the same card as a runner in Good Order that was dispatched on a previous turn. Return the runner to the CO HQ and mark it Exposed. You may dispatch the returned runner the same Impulse it returns.

C. Platoon HQ (PLT HQ) or Company Staff (CO Staff) Impulse

Draw an Action card for each PLT HQ or CO Staff activated in the preceding Impulse, in any order you choose, and give it a number of commands this turn equal to the modified (4.1.2) Activated Commands number. Then expend these commands for Actions (subject to the limitations in 4.13) on any friendly units in play and in communication (4.2). You may expend a PLT HQ command only on units that belong to or are attached to that HQ's Platoon. You may also save the commands up to the maximums (defined by Experience Level and time of day). You may expend previously saved commands at this time, too.

You must finish spending Commands from one PLT HQ or CO Staff unit before expending Commands from another such unit.

3.3.2 Initiative Segment

A. CO HQ Impulse (if not activated)

If you did not Activate the CO HQ in the preceding segment, draw an Action card for it and give it a number of commands this turn equal to the modified (4.1.2) Initiative Commands number (in the US Star symbol) on the Action card. Expend commands (4.1.3; 4.2) or save them just as in the command Impulses during the Activation Segment.

B. PLT HQ Impulse (if not activated)

For each PLT HQ you did not activate in the preceding segment, draw an Action card for it and give it a number of commands this turn equal to the modified (4.1.2) Initiative Commands number. Expend commands (4.1.3; 4.2) or save them just as in the command Impulses during the Activation Segment. You may expend a PLT HQ command only on units that belong to or are attached to that HQ's Platoon. You must finish spending Commands from one PLT HQ before expending Commands from another such unit.

C. CO Staff Impulse (if not activated)

Give one Command to each CO Staff you did not activate in the preceding segment. You may expend Commands (4.1.3; 4.2) or save them just as you did in the Command Impulses during the Activation Segment. You must finish spending Commands from one CO Staff unit before expending Commands from another such unit.

D. General Initiative Impulse

Draw an Action card and expend a number of Commands equal to the *unmodified* Initiative Commands number on *any* unit in play (4.2). You do not have to have an HQ or Staff unit issue these commands. If the mission is a Combat Patrol, halve that number, rounding any fractions down. Do not apply the normal Command Draw modifiers to this draw. These Commands cannot be saved (General Initiative commands cannot be used to Activate HQs).

3.4 Offensive Missions & Combat Patrols: Enemy Activity Phase

Follow the same sequence as Phase 3.2, except do not place new PC markers each turn during the Activity Check Segment—use the ones placed during the setup for the mission. Implement any Enemy Higher HQ Event immediately. Do not perform any further Activity Checks this turn for units affected by those events.

3.5 Mutual (Friendly & Enemy) Capture & Retreat Phase

Paralyzed or Litter Teams are captured if they are on a card with enemy Good Order units, Assault Teams, or Fire Teams, and there are no other friendly forces on the card (9.13).

Paralyzed Teams from either side that are on a card with a VOF marker and not Pinned or captured must retreat one card. The priority is to a card not under a VOF that has better net NCM and is towards the Team's edge of the map or LZ (6.3). In case of possible retreat locations with equal NCMs, draw an Action Card and use the R# to determine randomly. Mark a retreating Paralyzed Team as Exposed.

Retreat by one card any Litter Team plus one Casualty from either side that is on a card with a VOF marker and not Pinned and is towards the Team's edge of the map or LZ. The unpinned, retreating Litter Team will automatically pick up the casualty if neither is under a Cover marker or if both are under the same Cover marker. The priority is first to a card not under a VOF. If more than option is available, then go to the best cover modifier, or else use random selection (i.e., a Terrain Card where the net cover modifier is higher than that of the currently occupied card). Mark a retreating Litter Team as Exposed. The Litter Team does *not* retreat if there are no Casualty steps (**Note:** Any enemy unit that retreats off map is removed from play).

3.6 Mutual (Friendly & Enemy) Vehicle-Aircraft Phase

You may move and/or fire any activated vehicles in play (7). If both sides have activated vehicles, alternate their move and fire, one at a time, with the friendly player going first during Offensive Missions or Combat Patrols and second during Defensive Missions. Conduct all vehicle combat. Flip each unit's Activated marker to its Moved/Fired side when you finish that unit's activation.

3.7 Mutual (Friendly & Enemy) Combat Phase

Conduct all infantry combat in this phase (6.1). This is an abstraction of the cumulative Action that occurs throughout the time covered by the turn.

3.7.1 Volume of Fire (VOF) Segment

Use Volume of Fire (VOF), Primary Direction of Fire (PDF), Concentrate Fire, Grenade, Grenade Miss, Demo, Demo Miss, and Crossfire markers when determining the Net Combat Modifier (6.3). Adjust these markers as the situation changes on the map in either of the Enemy Activity Phases (3.2 and 3.4), the Command Phase (3.3), or the Combat Phase (3.7).

A. Update Fire Missions

Remove existing Incoming! and Air Strike VOF markers (6.7). Flip Pending Fire Mission markers to their active sides. Adjust the Current Activity marker as needed.

B. Evaluate Potential Contact Markers

Resolve the Potential Contact for each Terrain card containing both a Potential Contact marker and a friendly unit by drawing a number of Action cards based on type of PC marker and the Current Activity Level as shown on the Potential Contact Draw Chart (9.1.5). Contact is made if one of the Action cards contains the word Contact! If more than one PC marker needs to be resolved, do it in alphabetical order. Resolve multiple markers of the same letter in random order (9.1.5).

If enemy units are contacted, use the appropriate Potential Contact Table (per Mission Instructions) to determine which enemy package is coming into play. Place the units in that package on the map according to the mission's PC Placement Table and the rules for placement (9.2). Have any eligible friendly units automatically engage the new units by placing any applicable VOF and PDF markers (6.1.1). Update the Mission Log to add the new enemy units. If necessary, immediately change the state of the Current Activity marker, then resolve the next PC marker, possibly based on a new Current Activity Level (9.1.5).

3.7.2 Combat Effects Segment

Any Pinned units not under any VOF remove their Pinned markers. Determine the Net Combat Modifier (6.3) for every infantry unit on a card with a VOF marker and then draw an Action card (6.3.1) to determine if the fire has affected the unit (6.3.2). If the unit is hit, draw a second Action card to determine the effect of the hit based on the unit's Experience Level (6.3.3). Also resolve any Mine VOF attacks that have been triggered previously this turn (9.5). Once all combat is resolved, update any changes to VOF and PDF markers (6.2 and 6.2.3) and flip any mines back to their "Draw" side (9.5).

3.8 Clean Up Phase

Remove all Pyrotechnic, Illumination, Exposed, Moved/Fired, Concentrated Fire, Demo, Demo Miss, Grenade, and Grenade Miss markers. Casualties dropped off at a Terrain card with a designated Casualty Collection Point Tactical Control marker on it are evacuated in WWII and Korean War Missions. During Defensive Missions, remove any unresolved PC markers.

Activated number of Commands

Initiative number of Commands

Command Example:

1. CO HQ is automatically activated unless Higher HQ is in play. An Action card is drawn and the number of commands is in the helmet/larger number in the upper left.
2. 3 PLT HQ is in the same card and not under a cover marker. The CO HQ expends one command to activate 3 PLT HQ.
3. In the Activated Staff/PLT HQ segment, 3 PLT HQ draws a single Action card and receives the number of commands in the box on the upper left.
4. 3 PLT HQ expends one command to order 1st squad/3rd Platoon to move.
5. The CO HQ could have ordered 1/3 directly but as a company has 9 squads and weapons teams, it is inefficient for the CO HQ to do so. It is best to use the chain of command as much as possible.
6. The CO HQ is in communication with 2 PLT HQ in the next card via SCR536 radio. Radios, phones, pyrotechnic signals and runners all work to extend the ability of an HQ to command units in other cards. A command is expended to activate 2nd PLT HQ.
7. 2nd PLT HQ then expends a command to order 2nd Squad/2nd Platoon to do something. Note: The CO HQ is unable to command 2/2 directly as the squad does not have a radio.

If neither PLT HQ was activated, it would draw for initiative and receive the number of commands indicated in the square/smaller number in the upper left of the Action card.

4.0 Command & Control

The core mechanic of *Fields of Fire* is that HQs obtain a number of Commands and expend them for Actions to control themselves and other units. Generally, when a HQ is activated a card is drawn which determines the number of commands that HQ has for the turn. This represents the limited time, energy, and situational awareness of the HQ during the turn. Commands can be saved for use in later turns, with some limitations, which represents the HQ taking the time to create a plan of Action.

The act of exchanging Commands for Actions is called “orders,” “ordering,” or “issuing an order.” Commands are an abstraction of the HQ actually issuing verbal or written orders to effectively communicate the intent of the HQ.

All units are attached to a particular HQ at the beginning of a mission. An HQ can only issue Commands to subordinate units, to lower HQs and Staff, and to itself. For example, a unit of the 1st Platoon receives orders from the 1st Platoon’s HQ. The 1st PLT HQ is subordinate to the CO HQ and CO Staff. The CO HQ is subordinate to the Battalion HQ and BN Staff. This means that a unit of the 1st Platoon could receive orders from the 1st PLT HQ, CO HQ or Staff, Battalion HQ or Staff, but it cannot receive orders from the 2nd PLT HQ. Limited Action Teams may receive orders from any HQ or Staff unit.

4.1 Commands

During the Friendly Command Phase HQs receive Commands. The sequence in which you activate units flows down the chain of command from higher to lower, from Battalion to Company to Platoon. HQs are either Activated by their Higher HQ or they take the Initiative. HQs that are Activated by their Higher HQ tend to have more commands than those taking the Initiative. All Commands must be used or saved during the Impulse in which they are received; i.e. a CO HQ Command cannot be used during the PLT HQ Impulse. You choose the order that PLT HQ or CO

Staff draw for Commands in the Impulse they are activated or in the Initiative Impulse. When an HQ or Staff draws for Commands *it must use, save, or lose the excess before another HQ or Staff draws.*

4.1.1 Obtaining Commands

Battalion HQ Impulse

If the BN HQ is on the map, automatically give it the maximum number of allowable Commands (6 for a daytime mission or 4 for a night mission). Expend these Commands on any friendly subordinate units in play and in communication, including activating the CO HQ. You cannot save BN HQ Commands.

Note: The BN HQ is considered to be on the map if any higher HQ leader (Rgt/Bde Cmdr, Bn Cmdr, or the Bn XO/S-3) is on the map.

CO HQ Impulse

When the BN HQ is not on the map and the CO HQ is in communication with the BN HQ, automatically Activate the CO HQ. Draw an action card. The number in the helmet icon is the number of available Commands. This number may be modified by the conditions listed in 4.1.2. Subject to the limitations in 4.1.3, CO HQ Commands (including saved Commands) may be expended on any friendly subordinate units in play and in communication, or they may be saved.

Note: The CO HQ cannot be activated if it is not in communication with BN HQ.

PLT HQ/CO Staff Impulse

Draw an Action card for each Activated Platoon HQ/CO Staff. The number in the helmet icon is the number of available Commands. This number may be modified by the conditions in 4.1.2. Subject to the limitations in 4.1.3, PLT HQ/CO Staff Commands (including saved Commands) may be expended on any friendly subordinate units in play and in communication, or they may be saved.

Initiative Segment

If not activated during the Activation Segment, the CO HQ, PLT HQ, and CO Staff have an Impulse in the Initiative Segment. Draw an Action Card for the CO HQ and PLT HQ (but do not draw for CO Staff). The number in the star icon (beneath the helmet icon) is the number of available Commands. This number may be modified by the conditions in 4.1.2. Subject to the limitations in 4.1.3, CO HQ/PLT HQ/CO Staff Initiative Commands (including saved Commands) may be expended on any friendly subordinate units in play and in communication, or they may be saved.

General Initiative Impulse

Draw an Action card. The number in the star icon is the number of available Commands. If the mission is a Combat Patrol, halve this number, rounding down any fractions. Do not apply the normal Command Draw modifiers to this draw. You do not need an HQ or Staff unit to issue these Commands. Being in communication is not required. Expend the commands on any units in play. General Initiative Commands cannot be saved.

4.1.2 Modifications to the Command Draw

When drawing for Commands, whether in the Activation Segment or the Initiative Segment (but never in the General Initiative Segment), modify the number on the Action card as follows:

A. If the HQ or Staff is

- Pinned: -1
- Green: -1
- Veteran: +1
- Under a Cover marker (including Fortifications): +1

B. If the HQ or Staff's card has:

- A VOF of Small Arms (S): -1
- A VOF of Automatic Weapons (A): -2
- A VOF of Heavy Weapons (H), Sniper (S!), or Incoming!: -3

C. The Current Activity is No Contact: +1

An HQ activated by a higher HQ gets a minimum of one Command regardless of the modifiers. When drawing for Initiative, however, the modified total of Commands may be zero. Do not modify the General Initiative Draw for Offensive and Defensive Missions. When performing a Combat Patrol Mission, halve the General Initiative Draw, rounding down any fractions, as only a portion of the Company is being used.

4.1.3 Command Limitations

During a daytime mission the maximum number of Commands that any HQ or Staff can expend in one Impulse is six. In any mission with Limited Visibility (i.e., the Visibility Modifier is greater than +1) the maximum is four.

HQs and Staff may save Commands for later use based on their Experience Level, as follows:

- **Green:** Three for Daytime and two for Limited Visibility
- **Line:** Six for Daytime and four for Limited Visibility
- **Veteran:** Nine for Daytime and six for Limited Visibility

Use an HQ's Commands marker to track Commands expended during a given Impulse by adding the Commands drawn and adjusting it on the track as they are expended, subject to the limitations listed above. Then flip it to its Activation Complete side when it has completed its activation for that turn, leaving the marker on the number denoting the number of saved commands, if any.

There are some actions that *always* require an HQ/Staff to be the originator, even if attempted under General Initiative. These are: Exhort, Reconstituting the CO HQ or a Platoon HQ, Creating/Dispatching/Dismissing a Runner, Designating a New Tactical Control, Attempting to Reconstitute a Squad, and Firing an FPF or FPL

Example: B. CO HQ Impulse. Draw an Action card (refer to Action Card in example above on page 14).

The card drawn lists 4/2 for commands, so the CO HQ receives four Commands because it is Activated (it uses the left most number—inside the helmet illustration). Note that if the HQ had an Experience Level of “Green,” that “4” would be modified by –1, for a result of “3.” So we get a final result of “4.” The CO HQ uses two of these Commands to activate the 1st PLT and 2nd PLT HQs and decides to save the other two Commands for a later turn. We update the Command Display by moving the CO HQ Saved Commands marker to the “2” space.

4.1.4 HQ and Staff Fire Teams

An HQ or Staff unit on its Fire Team side may only issue Commands to itself. It cannot be activated by a higher HQ—it must draw for initiative. Any HQ converted to an Assault, Litter, or Paralyzed Team cannot issue Commands until it is reconstituted. CO Staff cannot be reconstituted during a mission.

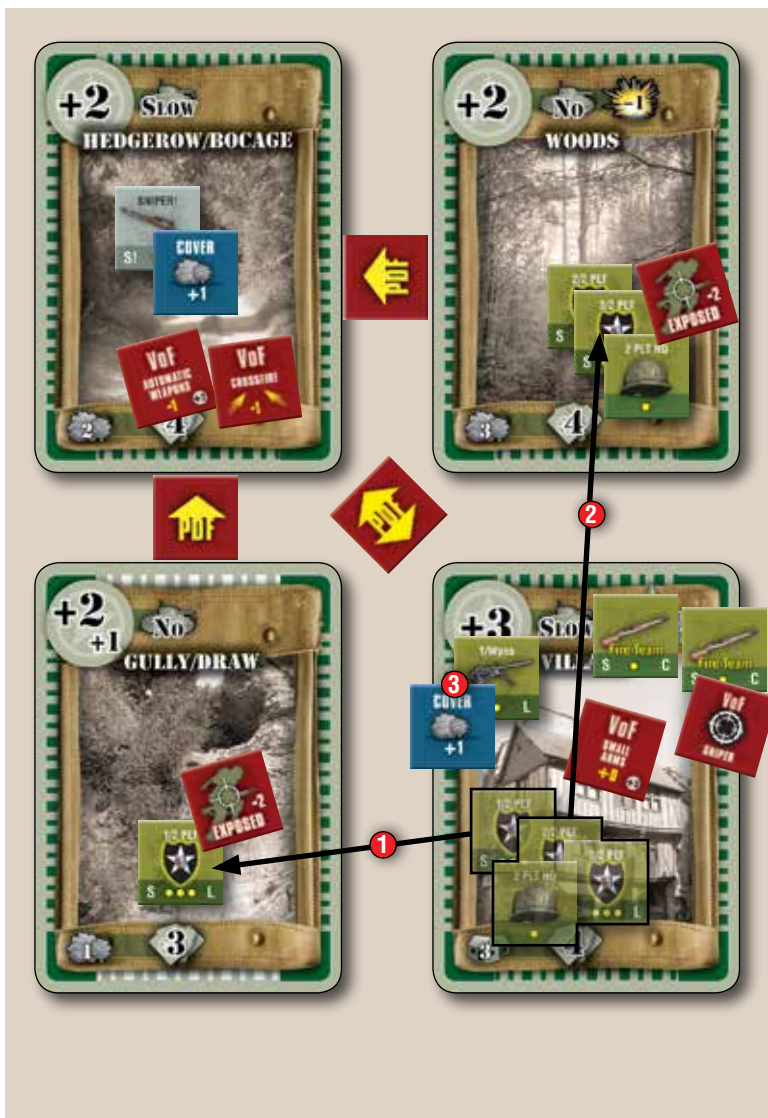
4.2 Actions

The complete range of possible Actions is broken into four classes. This is for ease of reference only. Not all units can perform all Actions; the limitations are listed below and summarized on the Action Menu Player Aid card. The Actions are listed by name, cost in Commands, the type of Command (automatic or attempt required), originator (the unit whose Command must be spent), permissible recipient units, and the specific details.

A unit may perform more than one Action in a given Impulse, but it may perform only one Action of any named type in that Impulse, except for movement within a Card (4.2.2.f). For instance, a unit could be ordered to Repair a Cut Phone Line and Create a Runner in the same Impulse, but could not Create a Runner another time in that same Impulse.

An Action can either be automatic or it may require an attempt.

- Perform an automatic Action immediately after you spend the Command. You do not need to draw an Action card.
- For an attempted Action, you must first draw a number of Action cards. For all Action attempts except Seeking Cover, the base draw is two Action cards. The number of cards drawn



Example: (The Sniper is spotted. 2nd PLT HQ and the US Weapons team have Field Phones). 2nd PLT is activated and draws a card to determine its Commands. The card shows 5/4. 2nd PLT HQ in this case is Veteran (+1 modifier to Commands), but the card containing the HQ has a Sniper! VOF on it (–3 modifier to Commands; 4.1.2A and B). Thus 2nd PLT HQ receives 3 Commands. It also has one Command saved from a previous turn, bringing 2nd PLT’s total available to four. The Commands are spent as follows:

- 1 One Command to order 1/2 into the Gully. Mark 1/2 Exposed and place a PDF from the Gully toward the Sniper. Since the Sniper is receiving fire from at least two cards, also place a Crossfire marker on the Sniper’s card.
- 2 Two Commands for a Platoon move to move the HQ along with 2/2 and 3/2 into the Woods. Mark all moving units Exposed and place a PDF from the Woods toward the Sniper. Leave the reciprocal PDF marker between the Bocage/Hedgerow and the Village. The Fire Teams there will keep up their fire.
- 3 One Command to order the Weapons team to Seek Cover. The Weapons team draws four cards, one of which has the word “Cover” at the top. Place the Weapons team under a “+1 Cover” marker.

[The Sniper will follow protocol and move away in the Enemy Activity Phase (9.6), but 2nd Platoon has put itself in position to possibly hem in the Sniper and catch him before he exits. Note the difficulty 2nd PLT HQ will now have in controlling his units since they are now spread out over three cards.]

ACTION MENUS

The number of cards drawn is modified by +1 for Veteran and –1 for Green based on the recipient experience for Movement and Combat actions, and originator experience for Rally actions. All Command & Control Actions are automatic; they require no Action Card draws.

4.2.1 Command & Control Actions

Name	Cost	Draw	Originator	Recipient	Details
a. Activate a subordinate HQ or Staff	1	Auto	Any HQ or Staff	Any subordinate HQ or Staff	Both the originator and the recipient must be on their command sides (1.2.3B, 3.3.1). BN HQ can only activate the CO HQ. Only CO HQ can activate PLT HQs or CO Staff.
b. Exhort	1	Auto	Any HQ or Staff	Any subordinate unit	You can declare this action once for any failed attempt. Draw one more Action card.
c. Deploy Pyrotechnic	1	Auto	Any HQ or Staff	Any Good Order unit with a pyrotechnic asset	Take the asset from Command Display or from under a unit stacked with it and flip it to its deployed side on the same card (or adjacent card for flares) as the unit deploying it. If there is an action associated with that device on the Mission Log, then perform or attempt all triggered actions (4.3.6 and 8.0).
d. Reconstitute a PLT HQ	1	Auto	CO HQ or CO Staff	Any Good Order unit from that platoon	Reduce the recipient by one Step and place the PLT HQ back into play on that card at a Green Experience Level (10.2.2).
e. Reconstitute the CO HQ	1	Auto	BN HQ or CO Staff	Eligible HQ or Staff	You may reconstitute the CO HQ only from one of the following units in the following order of precedence if that unit is still in play and on its command side: XO, any Platoon HQ, Arty FO, 1st Sergeant, CO GySgt, any Good Order Step in that Platoon (10.2.2).
f. Create a Runner	1	Auto	CO HQ	Any Good Order unit, Assault Team, or Fire Team	Reduce the recipient by one Step and place a Runner on the map where the recipient unit is located. You can have no more than two Runners in play at any given time (4.3.2).
g. Dispatch a Runner	1	Auto	CO HQ	A Good Order Runner unit	Move the Runner to any PLT HQ or CO Staff unit on the map that you want to activate next turn. Mark the Runner as Exposed (4.3.2).
h. Dismiss a Runner	1	Auto	CO HQ	A Good Order Runner unit	Remove the Runner from play and add a Step to a Good Order unit that can absorb at least one Step and that is located on the same card as the runner and the CO HQ (4.3.2).
i. Activate a Vehicle or AT-capable Infantry unit for the Vehicle Phase	1	Auto	Any HQ or Staff	An unpinned vehicle or AT-capable infantry unit	Mark the unit as Activated. You may move it or have it fire in the Vehicle Movement and Combat Phase (7.2 and 7.5).
j. Switch Radio/Phone to a Different Network	1	Auto	Any HQ or Staff	A unit with a radio or phone	Replace the same kind of radio or phone with one that has been removed from play. For example, if the SCR300 BN TAC radio has been destroyed, you can switch the SCR300 Arty FD net with the SCR300 BN TAC net (4.3.4 and 4.3.5).
k. Repair a Cut Phone Line	1	Auto	Any HQ or Staff on the same card as the cut line	A Good Order unit on the same card as a Cut Phone Line	Flip the Phone Line marker back to its normal side (4.3.4).
l. Designate a New Tactical Control	1	Auto	CO HQ (or PLT HQ on a Patrol Mission; 4.1.3)	The HQ itself	Place a new tactical control measure on the same card as the HQ that expends the command (see 5.1.7 for Casualty Collection Point and MEDEVAC LZ; see 7.4.5 for Landing Zones).

4.2.2 Movement Actions

Name	Cost	Draw	Originator	Recipient	Details
a. Move to an Adjacent Card	1	Automatic	Any HQ or Staff	Any Good Order unit* not marked as Exposed	Move the unit to an adjacent card and mark it as Exposed. If there is a Cover marker on that card, you may place the unit under that Cover marker. Do not mark a unit as Exposed if it moves from under a Trench, Bunker, or Pillbox Cover marker on the first card to under one of those Cover markers on the second card or moves between Attached Buildings on an Urban Terrain Card (see 5.1.2; see 12.7 for Urban Terrain).
b. Move a Platoon to an Adjacent Card	2	Automatic	PLT HQ	All Good Order units of that platoon on the same card that are not marked as Exposed	Have each unit in the platoon perform a Move to an Adjacent Card action (5.1.2).
c. Attempt to Infiltrate an Adjacent Card	1	2 (+/-)	Any HQ or Staff	Any Good Order unit* not marked as Exposed, and that does not have an A & an arrow symbol or an H VOF rating	Either the origin card or the intended destination card must have a VOF marker on it in order to purchase this Action. If that is the case, draw Action cards and check for the Infiltrate icon. If it is present, then the attempt succeeds; move the unit to the adjacent card but do not mark it as Exposed. If there is cover on that card, you may place the unit under a Cover marker. If the attempt fails, perform a regular Move to an Adjacent card action (5.1.4)
d. Attempt to have a Platoon Infiltrate an Adjacent Card	2	2 (+/-)	PLT HQ	All Good Order units of that platoon on the same card that are not marked as Exposed and that do not have an A & an arrow symbol or an H VOF rating	Have each unit in the platoon perform an Attempt to Infiltrate an Adjacent card action (5.1.4).
e. Attempt to Seek Cover	1	Cover # (+/-)	Any HQ or Staff	Any Good Order unit* not under a Cover marker and the card has not reached its Cover Potential	Draw of Action cards equal to the Cover Draw number on the unit's card and check for the text saying Cover. If it is present, then the attempt succeeds; place the unit under a new Cover marker and mark it as Exposed. If the attempt fails, do nothing (5.1.1).
f. Move to or from Cover	1	Automatic	Any HQ or Staff	Any Good Order unit*	Place the unit under a Cover marker and mark it as Exposed. (You may move the unit from under one Cover marker and place it under another in the same action; 5.1.1.)
g. Attempt to Infiltrate to or from Cover	1	2 (+/-)	Any HQ or Staff	Any Good Order unit* not marked as Exposed	If the card has a VOF marker, draw Action cards and check for the Infiltrate icon. If the icon is present, then the attempt succeeds; place the unit under a Cover marker but do not mark it as Exposed. (You may move the unit from under one Cover marker and place it under another in the same action.) If the attempt fails, perform a regular Move to or from Cover action (5.1.4).
h. Pick up, Load, Unload, Embark, or Disembark	1	Automatic	Any HQ or Staff	Any Good Order unit*	Have the unit pick up items from the card or from a different unit, or have a vehicle unit load or unload ammunition or casualties, or have an infantry unit embark on or disembark from a vehicle (5.1.6).

Notes: * Applies to LAT in certain cases (4.2.5).

4.2.3 Rally Actions

Name	Cost	Draw	Originator	Recipient	Details
a. Attempt to Remove a Pinned marker	1	2 (+/-), Automatic if no VOF	Any HQ or Staff	Any unit under a Pinned marker	If the recipient's card has any VOF marker on it, draw Action cards and check for the Rally icon. If the icon is present, then the attempt succeeds; remove the Pinned marker. If the attempt fails, do nothing. If there is no VOF marker on the card then the action is automatically successful (10.1.1).
b. Attempt to Convert a Paralyzed Team to a Litter Team	1	2 (+/-), Automatic if no VOF	Any HQ or Staff	Any unpinned Paralyzed LAT	If the recipient's card has any VOF marker on it, draw Action cards and check for the Rally icon. If the icon is present, then the attempt succeeds; exchange the Paralyzed Team for a Litter Team. If the attempt fails, do nothing. If there is no VOF marker on the card then the action is automatically successful (10.1.3).
c. Attempt to Convert a Litter Team to a Fire Team	1	2 (+/-), Automatic if no VOF	Any HQ or Staff	Any unpinned Litter LAT	If the recipient's card has any VOF marker on it, draw Action cards and check for the Rally icon. If the icon is present, then the attempt succeeds; exchange the Litter Team for a Fire Team. If the attempt fails, do nothing. If there is no VOF marker on the card then the action is automatically successful (10.1.3).
d. Attempt to Convert a Fire Team to an Assault Team	1	2 (+/-), Automatic if no VOF	Any HQ or Staff	Any unpinned Fire LAT	If the recipient's card has any VOF marker on it, draw Action cards and check for the Rally icon. If the icon is present, then the attempt succeeds; exchange the Fire Team for an Assault Team. If the attempt fails, do nothing. If there is no VOF marker on the card then the action is automatically successful (10.1.3).
e. Convert an Assault Team to a Fire Team	1	Automatic	Any HQ or Staff	Any unpinned Assault LAT	Replace the Assault Team with a Fire Team.
f. Attempt to Flip a unit with a Fire Team Side to Front	1	2 (+/-), Automatic if no VOF	Any HQ or Staff	The HQ or Staff itself, or any unpinned Fire LAT with a Weapons Team, FO, or HQ on its Good Order side	If the recipient's card has any VOF marker on it, draw Action cards and check for the Rally icon. If the icon is present, then the attempt succeeds; flip the Fire Team side back to its Good Order side. If the attempt fails, do nothing. If there is no VOF marker on the card then the action is automatically successful (10.1.2).
g. Detach Team	1	Automatic	Any HQ or Staff	Any Good Order 3-4 Step squad	Reduce the squad by a step and place either an Assault or Fire Team into play on the card.
h. Supplement Squad	1	Automatic	Any HQ or Staff	Any Good Order 2-3 Step squad and an unpinned Fire or Assault Team	Remove the Team from play and add the step to the squad.
i. Attempt to Reconstitute Squad	1	2 (+/-)	Any HQ or Staff	2 to 4 unpinned Assault or Fire Teams	Draw Action cards and check for the Rally icon. If the icon is present, then the attempt succeeds; remove the 2 to 4 Teams and replace them with a squad with an equal number of steps that has previously been removed from play. If the attempt fails, do nothing (10.2.1).
j. Flip a unit with a Fire Team Side to its Fire Team side	1	Automatic	Any HQ or Staff	Any Good Order unit with a Fire Team side	Flip the unit from its Good Order side to its Fire Team side (10.1.2).

4.2.4 Combat Actions

Name	Cost	Draw	Originator	Recipient	Details
a. Attempt to Spot	1	2	Any HQ or Staff	Any Good Order unit*	Draw Action cards, modified also by the Spotting modifiers on the Spotting Attempts Draw Modifiers Chart, and check for the Crosshairs icon. If the icon is present, then the attempt succeeds; remove any PC “?” marker. If the attempt fails, do nothing (9.3).
b. Attempt to Concentrate Fire	1	2 (+/-)	Any HQ or Staff	Any Good Order unit* with an S, A, A/S, or H VOF Rating	Draw Action cards and check for the Crosshairs icon. (Draw an extra card when firing a tripod-mounted machine gun according to 6.4.) If the icon is present and within the firing unit’s range and LOS, and along its PDF, then the attempt succeeds; place a Concentrated Fire marker on the target unit. If the unit tracks ammo, it expends 2 instead of 1 ammo point. If the attempt fails, do nothing (6.6).
c. Attempt to have a Platoon Concentrate Fire	2	2 (+/-)	PLT HQ	All Good Order units of that platoon with S, A, A/S, or H VOF Ratings on the same card	Draw two (+/-) Action cards for each unit and check for the Crosshairs icon. If the icon is present and the target unit is spotted, within the firing unit’s range and LOS, and along its PDF, then the attempt succeeds; place a Concentrated Fire marker on the target unit. If the attempt fails, do nothing (6.6).
d. Attempt to make a Grenade Attack	1	2 (+/-)	Any HQ or Staff	Any Good Order unit*	Draw Action cards and check for the Grenade icon. If the icon is present, then the attempt succeeds; place a Grenade Attack VOF marker on the target. If successful against an unpinned enemy unit with a VOF Rating on the same card, it makes a free grenade attack in response. If the original attempt fails, place a Grenade Miss VOF marker on the card and adjust the NCM accordingly for all occupants of the card, both friendly and enemy (6.5.1).
e. Attempt to Throw a Demolition Charge	1	2 (+/-)	Any HQ or Staff	Any demo capable unit with a demolition charge	Draw Action Cards and check for the Grenade icon. If the icon is present, then the attempt succeeds; place a Demo Attack VOF marker on the target. If the attempt fails, place a Demo Miss VOF marker on the card and adjust the Net Combat Modifier accordingly for all occupants of the card, both friendly and enemy (6.5.2).
f. Place a Demolition Charge	1	Auto	Any HQ or Staff	Any demo capable unit with a demolition charge	Place a Demo Attack VOF marker on the target (6.5.2).
g. Flamethrower Attack	1	Auto	Any HQ or Staff	Any flamethrower unit with a flamethrower	Place a Flame Attack VOF marker on the target (6.5.3).
h. Attempt to have a Platoon make a Grenade Attack	2	2 (+/-)	PLT HQ	All Good Order units of that platoon on the same card	Draw Action cards for each unit and check for the Grenade icon. If the icon is present, then the attempt succeeds; place a Grenade Attack VOF marker on the target. If successful against an unpinned enemy unit with a VOF Rating on the same card, it makes a free grenade attack in response. If the original attempt fails, place a Grenade Miss VOF marker on the card and adjust the NCM accordingly for all occupants of the card, both friendly and enemy (6.5.1).
i. Attempt to Call for Fire from an Off-Map Firing agency (Includes Air Strikes and Attack Helicopters)	1	Per Mission Instructions	Any HQ or Staff	Any eligible observer per Mission Instructions	Draw a number of Action cards per the Mission Instructions and check for the Burst icon (Draw an extra Action card if the fire is preregistered according to 6.7.5). If the icon is present and the Call for Fire prerequisites are met (6.7.1), then the attempt succeeds; expend an available Fire Mission on the Mission Log and place a Pending Fire Mission marker on the target card (6.7).
j. Call for Fire from an On-Map Mortar	1	Automatic	Any HQ or Staff	Any On-Map Mortar unit	Place the appropriate VOF marker on any spotted enemy card in the originator’s LOS and in range of the firing mortar. The firing mortar unit must have at least two Steps. The mortar unit expends ammo (6.7.4).

Notes: * Applies to LAT in certain cases (4.2.5).

4.2.4 Combat Actions (continued)

Name	Cost	Draw	Originator	Recipient	Details
k. Cease Fire	1	Automatic	Any HQ or Staff	All occupants of the card whether in communication with the originator or not	Remove any VOF/PDF generated by the occupants of the card. Note that units will open fire automatically on the closest spotted enemy in their LOS if the enemy unit's card does not have any friendly units (4.3.1, 6.1.1, 6.1.2, 6.2.3).
l. Shift Fire	1	Automatic	Any HQ or Staff	All occupants of a card with a VOF Rating whether in communication with the originator or not	Move the VOF/PDF in any desired direction, engaging any other card in the originator's LOS, including an unoccupied card (4.3.1, 6.1.2, 6.2.3).
m. Fire FPF/FPL	1	Automatic	CO HQ	All Good Order units tasked with an FPF and/or FPL during a Defensive Mission	For an FPF, place a Pending Fire Mission marker on the FPF marker's card. For an FPL, place a Heavy Weapons VOF marker along the LOS shown by the arrow on the FPL marker (6.4).

Note: * = Applies to LAT in certain cases (4.2.5).

for Seeking Cover is listed on the Terrain card itself. Modify the number of cards to draw based on the attempting unit's Experience Level modifier. For a Spotting attempt, use the Spotting Modifiers Chart. Whether an attempt succeeds or not depends on the Action being attempted (see the individual cases on the Action charts). Remember, for any attempted Actions: the card draw is always modified by the Experience Level of the unit that is attempting a Movement or Combat Action, or, for Rally Actions, by the HQ or Staff who gave the order.

The following notes apply to the Action charts on pages 17-21:

1. By itself, "card" refers to a Terrain card. Any reference to an Action card uses the full name.

2. When executing a Platoon Action, count the PLT HQ as a unit in the Platoon and draw cards using the Experience Level of the individual units making the attempt (i.e., The PLT HQ could be Green, and 1st Squad Veteran with each making the attempt individually, the PLT HQ drawing 1 card and 1st Squad drawing 3).

4.2.5 Pinned and LAT limitations

Units that are not pinned and not LAT units are considered to be in "Good Order." You may perform or attempt to perform only a limited set of Actions with Pinned and LAT units. These are also summarized on the LAT Limitations Chart.

Pinned

(This state takes precedence over any other LAT limitations listed below.)

- Reduce its VOF to All Pinned
- Apply a +1 Net Combat Modifier (as shown on the marker)

Movement Actions (4.2.2) Allowed:

- Move to an Adjacent card, but only if that card is a Staging Area or is friendly occupied with no VOF on it
- Attempt to Seek Cover
- Move to or from Cover

Rally Actions (4.2.3) Allowed:

- Attempt to Remove a Pinned marker

Combat Actions (4.2.4) Allowed:

None

Assault Team (Experience Level: Line)**Movement Actions (4.2.2) Allowed:**

- Move to an Adjacent card
- Attempt to Infiltrate an Adjacent card
- Attempt to Seek Cover
- Move to or from Cover
- Attempt to Infiltrate to or from Cover
- Pick up, Load, Unload, Embark, or Disembark

Rally Actions (4.2.3) Allowed:

- Convert an Assault Team to a Fire Team
- Supplement Squad
- Attempt to Reconstitute Squad

Combat Actions (4.2.4) Allowed:

- Attempt to Spot
- Attempt to Concentrate Fire
- Attempt to Make a Grenade Attack
- Cease Fire
- Shift Fire

Litter Team (Experience Level: Green)**Movement Actions (4.2.2) Allowed:**

- a. Move to the Staging Area or an Adjacent card, but only if that card is friendly occupied with no VOF on it
- c. Attempt to Infiltrate an Adjacent card, but only if friendly occupied
- e. Attempt to Seek Cover
- f. Move to or from Cover
- g. Attempt to Infiltrate to or from Cover
- h. Pick up, Load, Unload, Embark, or Disembark

Rally Actions (4.2.3) Allowed:

- c. Attempt to Convert a Litter Team to a Fire Team

Combat Actions (4.2.4) Allowed:

None

Fire Team (Experience Level: Green)**Movement Actions (4.2.2) Allowed:**

- a. Move to an Adjacent card, but only if that card is a Staging Area or is friendly occupied with no VOF on it. Fire Teams cannot be used to scout into cards with PC markers on them
- c. Attempt to Infiltrate an Adjacent card, but only if friendly occupied
- e. Attempt to Seek Cover
- f. Move to or from Cover
- g. Attempt to Infiltrate to or from Cover
- h. Pick up, Load, Unload, Embark, or Disembark

Rally Actions (4.2.3) Allowed:

- d. Attempt to Convert a Fire Team to an Assault Team
- h. Supplement Squad
- i. Attempt to Reconstitute Squad

Combat Actions (4.2.4) Allowed:

- a. Attempt to Spot
- b. Attempt to Concentrate Fire
- d. Attempt to Make a Grenade Attack
- k. Cease Fire
- l. Shift Fire

Paralyzed Team (Experience Level: Green)**Movement Actions (4.2.2) Allowed:**

- a. Move to the Staging Area or an Adjacent card, but only if that card is friendly occupied with no VOF on it

Rally Actions (4.2.3) Allowed:

- b. Attempt to Convert a Paralyzed Team to a Litter Team

Combat Actions (4.2.4) Allowed:

None

4.3 Communication

To order a unit to perform an Action, the originator (the ordering HQ or Staff) must be able to communicate with the recipient unit.

4.3.1 Visual-Verbal

In order to be in Visual-Verbal communication, both units must be on the same card, be unpinned, and either

- a) both are under the same Cover marker or
- b) neither one is under a Cover marker.

This is the basic method of communication and includes talking, shouting, and hand and arm signals. **Exception #1:** All occupants of a card can receive a Cease Fire (4.2.4.k) or Shift Fire (4.2.4.l) Command. **Exception #2:** Pinned units can always receive a Visual-Verbal Rally order.

4.3.2 Runners

Runners allow the CO HQ to activate its subordinate HQs and Staff the following turn (if the Runner is not hit or Pinned in the intervening Combat Phase). Runners are created during play (i.e., you do not start with any Runners). After being created, they are dispatched and dismissed with the corresponding Actions ordered by the CO HQ. You can have two Runners in play at any given time. When not in use, place them on the Command Display. They move automatically with the CO HQ.

The CO HQ spends a Command to Dispatch a Runner if there is one available, and then places the Runner next to the PLT HQ or Staff you wish to activate next turn. If the Runner is not hit or Pinned in the Combat Effects Segment, then the following turn the PLT HQ or Staff is activated and the Runner returns automatically to CO HQ. This was the primary method of command and control prior to the widespread usage of the radios at the company and platoon level.

4.3.3 Networks

To facilitate command and control, Radios and Field Telephone (RT) networks are established and maintained. You choose during mission planning if you want to use phones or radios. RTs communicate only on assigned networks. Each phone and radio counter shows the network to which it belongs. You can have units exchange lost or destroyed RTs with RTs of the same type from a different network at the cost of one Command each (4.2.1.j).

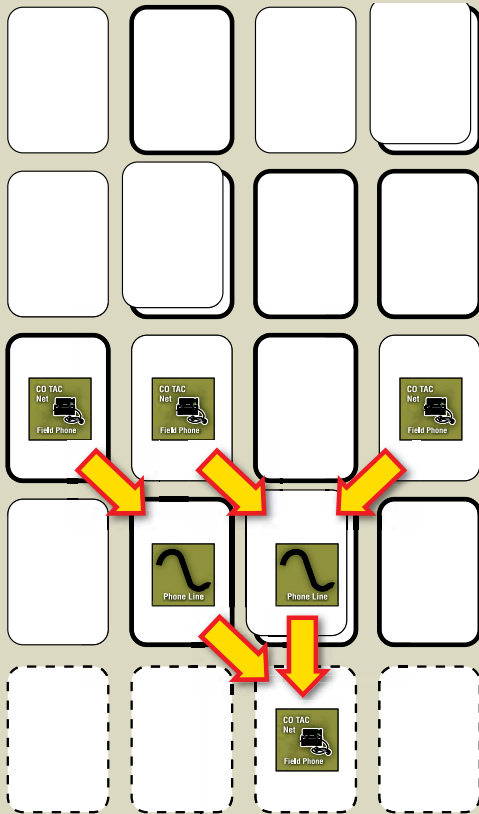
The organization of the RT networks depends on the purpose of the communication, as follows:

- 1) **CO TAC (Company Tactical Network):** This is used for tactical control of the Company, and allows the Company HQ to communicate with its Staff and Platoon leaders. The CO HQ's RT is the hub of the CO TAC net. RTs used by PLT HQs, Staff, and Weapons Teams must connect to the CO HQ's RT to communicate on the CO TAC Net. FOs and regimental Staff may not communicate on this network. The Battalion Staff may use the CO TAC Net if located with the CO HQ.
- 2) **BN TAC (Battalion Tactical Network):** This is used for command and control of the Battalion, and it allows the

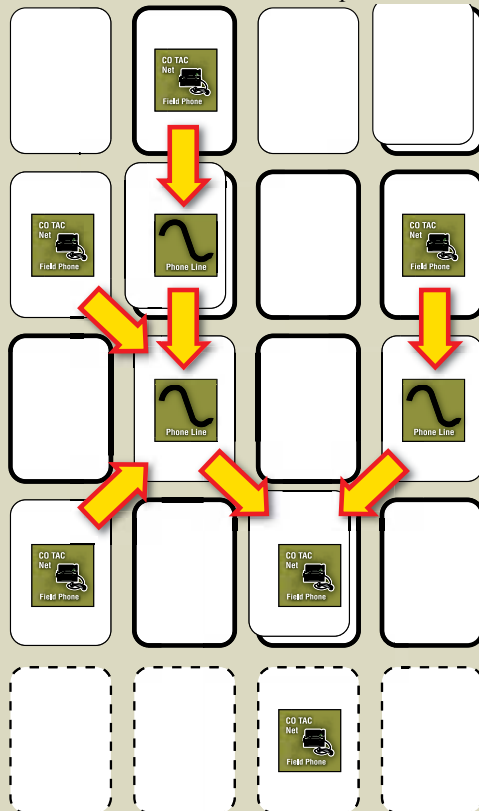
Phone and Radio Examples

Yellow arrows denote communication. Stacked cards are hills. Black outlines are dark-bordered cards.

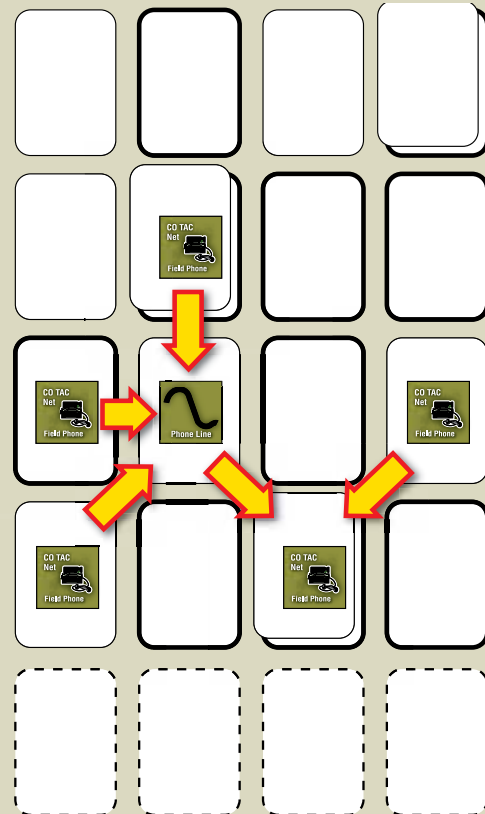
Phone Network from Staging Area:



Phone Network on Map 1:



Phone Network on Map 2:



SCR-536 Network:



Because it is on a hill, the Radio in row 1, col 3 has LOS to the other three and can communicate as long as none is under cover or pinned.

Also, the radios in row 1, col 1, and row 3, col 3 have LOS to one another and can communicate.

Battalion HQ to communicate with its Staff and CO HQs. The CO HQ's RT must connect to the Staging Area, if using phones, to communicate on the BN TAC Net. Only the CO HQ and the BN HQ (and the BN's Staff) may communicate on this network. (*Reminder: If the CO HQ is not in communication with the BN HQ, the CO HQ cannot Activate.*)

- 3) **ARTY FD (Artillery Fire Direction Network):** This is used for control of artillery Fire Missions, and it allows the Arty FO to communicate with artillery units that are providing fire support to the Company. The Arty FO's RT must connect to the Staging Area, if using phones, to communicate on the ARTY FD Net. Only the Arty FO may communicate on this network.
- 4) **MTR FD (Mortar Fire Direction Network):** This is used for control of mortar Fire Missions, and it allows the Mtr FO to communicate with off map mortar units that are providing fire support to the Company. The Mtr FO's RT must connect to the Staging Area, if using phones, to communicate on the MTR FD Net. Only the Mtr FO may communicate on this network.
- 5) **AIR CTL (Air Support Control Network):** This is used for control of air support missions, and it allows an FAC to communicate with aircraft providing fire support to the Company. The FAC's RT must connect to the Staging Area, if using phones, to communicate on the AIR CTL Net. Only the FAC may communicate on this network.

4.3.4 Field Telephones

You may have units with field telephones communicate with units on other cards, or with units off map, or with units in different areas (different Cover markers) of the same card. Field phones on the CO TAC Net automatically connect to the CO HQ's phone, if calling from the same card with the CO HQ, or from a card adjacent to it. Field Phones on networks other than the CO TAC Net automatically connect to their respective off-map agencies, if calling from a card adjacent to the Staging Area.

Field telephones must connect via an unbroken string of Phone Line markers when they are more than one card apart. As you move units, you may have them lay down one Phone Line marker per card. This does not require an Action and occurs automatically when a laying unit leaves a card. To use its phone, a unit with a phone does not need a Phone Line marker for the card it occupies, but it does need one for each intervening card between it and the CO HQ (for the CO TAC Net) or the Staging Area (for the other networks). You can have a unit lay a Phone Line only if the unit is carrying one. Note that there are only eight Phone Line counters available to the Company. Any number of phones and phone networks may be supported by a given Phone Line marker. You must assign Phone Line markers to units at the beginning of the Mission as you do with any other asset.

During the Combat Effects Phase on cards containing both Incoming! VOF and Phone Line markers, there is a 1-in-2 chance of cut phone lines. To find out if a phone line is cut, select an Action card, noting the result in the "2" column of the card's Random Assignment Area. If the result is a "1," flip the Phone

Line marker to its cut side. You may not use that Phone Line for communication until the line is restored. You can restore a cut Phone Line in the following Command Phase by performing an Action to do so. If a Phone Line marker is on a card with a Good Order enemy unit but no Good Order friendly unit, there is a 2-in-3 chance that the enemy will discover the line and cut it during the Combat Effects Phase.

If the last or only step of a unit with a phone becomes a casualty, there is a 1-in-2 chance that its phone will be destroyed. Select an Action card, noting the result in the "2" column of the card's Random Assignment Area. If the result is a "1," the phone is destroyed; remove it from play. If the result is a "2," place the Phone marker on the map. You can have another unit pick it up and use it if commanded to do so (4.2.2h).

4.3.5 Radios

Radios allow communication with units in other cards, or between units in cover and those not in the same cover (with some exceptions). The Mission Instructions dictate the available types of radios. Put radios in the proper boxes of the Command Display. Radio technology determines the effectiveness of the radio. The following types are used in various eras:

A. Early Handheld Radios (SCR536)

Because of its limited broadcast strength, the SCR-536 allows radio communication only within Line of Sight (as if Daylight, and ignoring smoke). The SCR-536 does not work from under a Cover marker.

B. Man pack, VHF-FM Radios (SCR300, PRC25, PRC77, PRC119), and Vehicle Radios

These can communicate anywhere on the map with other radios in the same network, unless the Mission Instructions indicate otherwise. (Some campaign-specific terrain is more drastic and interferes with radio traffic.)

C. Advanced Handheld Radios (ICOM, PRR, PRC148, PRC152)

When these squad radios are in use, not only are the PLT HQs in communication with the CO HQ, the squads are in communication with their PLT HQ throughout the same and adjacent cards.

If the last or only step of a unit with a radio becomes a casualty, there is a 1-in-2 chance that its radio will be destroyed. Select an Action card, noting the result in the "2" column of the card's Random Assignment Area. If the result is a "1," the radio is destroyed; remove it from play. If the result is a "2," place the Radio marker on the map. You can have another unit pick it up and use it if commanded to do so (4.2.2h).

4.3.6 Pyrotechnics

Pyrotechnic devices have three basic purposes: Signaling, Illuminating, and Concealment. The Action of deploying a Pyrotechnic device is the same regardless of the purpose for which it is being used. Aerial rocket devices, such as colored flares and illumination, may be placed on the same card as, or any card adjacent to, the unit deploying them. Non-aerial devices can only be placed on the same card as the deploying unit.

Signaling devices are either colored smoke or colored flares. The campaign instructions assign Pyrotechnic devices to the Company. You then assign specific Actions from the Action Menu to each color and type of device, noting the relationship on the Mission Log. All units with a clear LOS to the signal will perform or attempt to perform the particular Action when seeing the device.

You can use a Pyrotechnic to initiate the Actions listed on the following chart, assuming these criteria are met: 1) the unit with the device must be the one ordered to Deploy the Pyrotechnic, 2) only one Action is associated with the device, and 3) the prerequisites for performing that associated Action are met (e.g., each unit has the necessary LOS to the device, is in the required state, etc.). The chart lists the Actions by mission type (offensive, defensive, or patrol) and the shorthand to put on the mission log. You may also develop a standard operation procedure (SOP) for signals you prefer and use it to save time between missions.

Offensive Mission Pyrotechnic Signal Options	
Command	Mission Log Entry
Cease Fire	CF
Shift Fire	SF
If Adjacent to PL#, move across that PL	XPL#
If Adjacent to Primary Objective, move to it	M2PO
Infiltrate from Attack Position to Primary Objective	InfAP2PO
If Adjacent to Secondary Objective, move to it	M2SO
Infiltrate from Attack Position to Secondary Objective	InfAP2SO
If Adjacent to signal, move to it	M2S

Defensive Mission Pyrotechnic Signal Options	
Command	Mission Log Entry
Cease Fire	CF
Shift Fire	SF
Fire the Final Protective Fires (FPF)	FPF
If Adjacent to signal, move to it	M2S

Patrol Mission Pyrotechnic Signal Options	
Command	Mission Log Entry
Cease Fire	CF
Shift Fire	SF
If Adjacent to Route Point #, move to it	M2RP#
If Adjacent Primary Objective, move to it	M2PO
If Adjacent to signal, move to it	M2S

General Pyrotechnic Options in Missions with Helicopters or Airstrikes

Command	Mission Log Entry
Mark Landing Zone LZ (colored smoke option only)	LZ
Mark friendly positions (colored smoke or WP only)	Mark

A. Colored Flares

Colored flares are visible from anywhere on the map regardless of LOS. There are four types of colored flares available for signaling: Red Star Parachute (RSP), Green Star Parachute (GSP), Red Star Cluster (RSC), and Green Star Cluster (GSC). (While handheld illumination devices are in reality flares, they are not used for signaling but are used during night missions to mitigate the effects of darkness on combat; 8.1.)

B. Colored Smoke (Non-aerial)

Colored smoke is for signaling only and has no screening effect on LOS or combat. Colored smoke appears only at the level where it was placed (it does not billow upwards to any significant degree), and units must be able to trace a normal LOS to that level in order for it to be used as a signal. There are four types of colored smoke available for signaling: Red, Green, Yellow, and Purple.

C. Smoke (Non-aerial)

You can use either Smoke or WP (White Phosphorus) smoke to provide concealment. The campaign instructions list available smoke devices. Smoke and WP smoke provide the defensive concealment printed on the marker. Units in a card with smoke cannot fire out of the card, but can fire within the card. Smoke appears at ground level, and units must be able to trace a normal LOS to it in order for it to be used as a signal. Smoke blocks Line of Sight at all levels as it does billow up in significant quantity.

WP smoke has a combat effect as well as a screening effect. You can deploy WP smoke like any other Pyrotechnic device, or you can deploy it during an Attempt to Make a Grenade Attack Action. When part of a grenade attack, conduct the attempt normally, but place the deployed WP marker in addition to any results of the grenade attack. WP Smoke may also appear as part of a Fire Mission for screening or as a prerequisite to an air strike (see Indirect Fire Missions). WP Smoke may also be available as ammunition for Tanks, Recoilless Rifles, or Rocket Launchers per the mission instructions.

D. Tear Gas (CS, Non-aerial)

CS gas has a combat effect as well as a screening effect. US units have gas masks that negate the combat effect. The screening effect is identical to Smoke. In the Enemy Activity Segment, all enemy units in a card with CS that are Good Order units are immediately converted to Fire Teams. All units then check to see if they fall back with 2-in-3 chance of falling back. Units that fall back are marked Exposed and move one card with their first priority being a card that is out of LOS of all US units. The next priority is the card with the highest Cover & Concealment value. If more than one of the allowable cards fits the priorities,

determine the card randomly. Those that remain are Pinned. CS gas can be deployed in handheld pyrotechnics, like a Smoke or WP Grenade. It may also be deployed with 40mm Grenades or a CS Projector. The 40mm Grenades and CS Projector allow CS to be deployed at Close Range. The 40mm Grenade can be used by any GI capable (40mm Grenade Launcher equipped) US Squad. The CS Projector is an Asset that cannot be fired from inside a building.

5.0 Infantry Movement & Terrain

5.1 Movement

You move your infantry units on the map in the Command Phase by using Commands to purchase movement Actions (4.2.2). Physically move each unit as soon as you purchase its Action. The two basic forms of movement for infantry are movement within a card and movement to another card.

5.1.1 Movement within a Card

Possible Movement Actions are 4.2.2e, f, and g.

The rules for moving within a card are:

- Mark any unit that moves, unless it successfully infiltrates, with an Exposed marker.
- You may not have a unit under a Cover marker Attempt to Seek Cover.
- A unit may move within a card an unlimited number of times in a given Command Impulse or phase even if already marked Exposed.
- If multiple Trench, Bunker, or Pillbox markers exist in a given card, you may move units between them without having to mark them as Exposed.
- Pinned and LAT units may be limited (4.2.5).

5.1.2 Movement to Another Card

Movement is to an adjacent card, including diagonally. Possible Movement Actions are 4.2.2a, b, c, and d.

The rules for moving to another card are:

- Mark any unit that moves, unless it successfully infiltrates, with an Exposed marker.
- You may not move a unit that is marked with an Exposed marker to a new card.
- When entering another card that has an unoccupied or friendly occupied Cover marker, the moving unit may move directly under the Cover marker.
- If Trench, Bunker, Pillbox, or Attached Building markers exist in two adjacent cards, units may move between them without being marked as Exposed.
- Pinned and LAT units may be limited (4.2.5).
- Although diagonal movement is generally allowed, Infantry units (Friendly or Enemy) *cannot* move *through* a PDF when moving diagonally.

5.1.3 Exposed Units

Moving in a combat environment entails a degree of risk that is represented by Exposed markers. All movement which is not a successful Infiltration (or between Adjacent Bunkers, Pillboxes, Trenches, or Attached Buildings [12.7]) will gain the moving unit an Exposed marker. A unit marked Exposed cannot move to another card, but may move within the card, including Seeking Cover. A unit remains Exposed until the marker is removed in the Clean Up Phase.

There is a Staging Area of notional cards adjacent to the bottom edge of the map in most missions. Do not mark units Exposed when moving between notional cards in the Staging Area. Thus, it is possible to move units between multiple notional cards in the Staging Area during a Command Phase as long as Commands are available to do so.

5.1.4 Infiltration

Infiltration is movement under enemy fire. Any Good Order unit (or LAT in certain cases) not marked as Exposed, and that does not have an A & an arrow symbol or an H VOF rating, may attempt Infiltration. Either the origin card or the destination card must have a VOF marker on it in order to purchase this Action. If so, draw two (+/-) Action cards and check for the Infiltrate icon. If it is present, then the attempt succeeds: move the unit to the adjacent card but do not mark it as Exposed. If there is cover on that card, you may place the unit under a Cover marker. If there is no Infiltrate icon present, the attempt fails and becomes a regular Move to an Adjacent card Action (it still costs a Command and an Exposed marker is placed on the unit[s]). Infiltration within a card requires that the card have a VOF marker (4.2.2.g). In Urban Terrain (12.0), it is impossible to infiltrate from an adjacent card using the inherent cover of buildings (exception: Attached Buildings, 12.7) due to the requirement (per 12.2) that a 'Move to Cover' Action be used, unless there is a Breach (12.6).

5.1.5 Stacking

Stacking is having more than one unit on a card. You may have no more than 16 Steps and four vehicles per side on a card (1.2.II). Steps embarked on vehicles do not count. The number of Steps under a cover marker may affect combat (5.2.3). Casualties do not count against card capacity limits, nor do Brewed Up or Wrecked vehicles.

5.1.6 Transportation of Items and Units

Having a unit or a vehicle perform a Pick Up, Load, Unload, Embark, or Disembark Action allows that unit to acquire or offload assets, casualties, ammunition, and/or passengers. You can use this Action in three different situations: to have a unit pick up or drop off items, to have a unit embark on or disembark from a vehicle, or to have a vehicle load or unload items.

A. Transport Capacity

A vehicle can carry an unlimited number of assets. The transport capacity of infantry units, however, is limited per the chart below. In addition to assets, a unit or vehicle may carry any one type of the following: casualties, prisoners, one type of ammunition, or, for vehicles only, Infantry unit Steps. Each Step of an Infantry

unit has a transport capacity of one (an Infantry Step is equivalent to a transport point). The transport capacity of each vehicle is listed on the Vehicle and Anti-Tank Weapons Chart.

When a unit becomes a casualty it loses its ability to transport and drops any it currently carries on its card.

When a unit that is transporting casualties or assets becomes Pinned or Paralyzed (neither can perform a Pick Up, Load, Unload, Embark, or Disembark Action), it does not drop what it is carrying, but it will not be able to transport the casualties or assets any farther until rallied to a status that will allow it to do so (when carrying casualties—only—Litter Teams are the exception to this; 3.5).

Note: You cannot transport Prisoners.

Each point of transport capacity can carry one of the following:

Item	Vehicle	Infantry Step
Friendly Casualty	1	1
MG Ammo	6	6
MTR Ammo	2	2
RCL or RKT Ammo	3	3
Flamethrower (2 Shots)	1	1
Demolition Charge	Unlimited	2+Any other Ammo and Assets
Infantry Step	1	N/A
Assets (Radios, Phones, Phone Line, Pyrotechnic, Rifle Grenades)	Unlimited	6+Any other Ammo

Example: A demolition Team (1 Step) can carry 2 demolition charges + 3 RKT Ammo + 1 Smoke + 1 WP Smoke (2 of 6 Assets); A CO HQ (1 Step) can carry the BN TAC Net Radio + CO TAC Net Radio + 4 Pyrotechnic devices + up to 2 Demolition Charges.

B. Picking up and Dropping off Loads

A unit, whether it is marked Exposed or not, may pick up and drop off items up to its Transport Capacity. You must give a unit a Pick Up, Load, Unload, Embark, or Disembark Command to pick something up, but you can have a unit drop something off without a separate Command. Mark any unit that picks something up as Exposed; you do not have to mark a unit as Exposed if it merely drops something off without otherwise exposing itself. If you want another unit to acquire and use what was dropped off, such as ammo, then you must order the second unit pick it up.

C. Embarking and Disembarking from Vehicles

A vehicle, whether it is marked Exposed or not, may embark or disembark a unit up to the vehicle's Transport Capacity as per 7.4. You must give the vehicle a Pick Up, Load, Unload, Embark, or Disembark Command to embark a passenger (which happens in the Command Phase), but you can have a vehicle disembark a passenger (which happens in the Vehicle-Aircraft Phase) without a separate Command. Mark both the vehicle and the unit involved in either an embarkation or disembarkation as Exposed.

D. Loading and Unloading Vehicles

A unit, whether Exposed or not, may load items onto a vehicle or unload items from a vehicle, up to the vehicle's Transport Capacity. You must give the unit a Command to load or unload. Mark both the vehicle and the unit involved in either loading or unloading as Exposed.

5.1.7 Evacuating Casualties

You can gain Experience Points by successfully evacuating friendly casualties from the map. If a casualty is transported and dropped off at the appropriate point, that casualty is considered to be evacuated by a notional ambulance or by helicopter. Remove the casualty in the Clean Up Phase. Place any evacuated casualties in the appropriate holding box on the Command Display for ease of calculating Experience Points earned and number of wounded returned to duty for the next mission.

For WWII, Korea, and Volume II Vietnam (Hue City) missions, you must designate a Casualty Collection Point Tactical Control, either prior to the mission start or after the mission begins (if after the mission begins, you must use a Designate a New Tactical Control command).

For Volume I Vietnam missions, you can evacuate casualties one of two ways: either by helicopter from any LZ to the Pick Up Zone as per 7.4.5, or by dropping off a casualty at the MEDEVAC LZ Tactical Control on a card containing an HQ or Staff unit (to direct operations). You can designate an LZ as the MEDEVAC LZ either before or after a mission begins, or switch it during a mission, but there can only be one in play at a time. You may use an LZ as both a regular LZ and the MEDEVAC LZ in the same turn.

5.2 Terrain

Each campaign will have a deck of Terrain cards which will be used to build a game map. The Mission Details will tell how you many rows and columns of Terrain cards you need to build the map. Columns indicate the number of cards to lay vertically left to right; rows indicate the number of rows to lay horizontally away from you.

The Mission Instructions also indicate whether to lay the Terrain cards face up or down. This reflects the accuracy of the maps used historically. When placed face down, reveal the cards to the extent of the LOS of units actually on the map, not in the Staging Area. During play, reveal a hidden card when a friendly non-aircraft unit has an LOS to it. If the hidden card is a Hill, draw other cards until you get a non-Hill card.

5.2.1 Line of Sight (LOS) and Range

Line of Sight (LOS) is traced along the eight straight lines (only) from a card to the eight adjacent cards and beyond. (Thus, you may not trace a LOS left/right over two cards and up/down/diagonally one.) You may automatically trace a LOS into all adjacent cards.

A LOS is blocked past another card if either border being traced through on that card is dark. LOS can always cross a dark border on the originating card, and it can always cross a dark border on the target card. Thus, the LOS must pass through light borders on both the entry and exit sides of a card to trace to a card beyond it.

During normal visibility, the maximum LOS is three cards (Very Long Range), not counting the starting card. During Limited Visibility the maximum LOS range is reduced to adjacent (Close Range). Being on higher elevation does not increase the observer's range. Line of sight is reciprocal; every card your card can see can also see your card in return. (**Exception:** *Cards with Smoke, Incoming!, or Air Strike on them. Units from outside a card with Smoke, Incoming!, or Air Strike can see into the card, but units in such cards cannot see out; 4.3.6C.*) On standard Terrain cards, buildings and Urban Cover markers—including Multi-Story markers—do not block LOS at any level. On Urban Terrain cards, the LOS is much more restrictive and is detailed in 12.0.

Note: See the LOS example on pages 45 & 46.

5.2.2 Elevation

Elevation is a relative measure in *Fields of Fire*. The base elevation is level 1 for all missions. Hills and Upper Stories add +1 to the base elevation. A single hill is level 2. An Upper Story (5.2.2B) is at level 2. An upper story on a hill is level 3.

Higher elevation allows units to trace an LOS over blocking terrain at lower levels. Higher elevations see over any lower elevations despite intervening dark borders, i.e., units at level 2 see over level 1 Terrain cards. Same level terrain blocks LOS to any lower level terrain, i.e., a level 2 terrain cannot see over another level 2 Terrain card to a level 1 Terrain card beyond it.

A. Hills

Hill cards raise the elevation by one level. They do not provide Cover & Concealment modifiers. Upon drawing a Hill card, draw another card and place it on top of the hill to show the terrain on the hill. There can be multiple Hill cards under a Terrain card, each raising the elevation by 1 level. If a face down card is a hill, when that card is revealed draw another Terrain card to go with it. There is no limit to the number of successive Hill cards a player can deal, each raising elevation by one level, before dealing a card containing specific terrain. Multiple hills do not change the ability to move in or out of a card, but only provide additional LOS benefits. The dark LOS borders on the Hill card supersede any light borders on the non-Hill Terrain card.

B. Multi-Story

Terrain cards marked with the words “Multi-Story” designate urban areas containing buildings taller than one level. A unit discovering a building (cover) on a Multi-Story card can move to the building's upper floors, increasing the unit's elevation by one level. Place an Upper Story Cover marker atop units that move to the upper floor of a multi-story building. When you find cover on a Multi-Story card you get both the Upper Story Cover marker and a regular Cover marker (5.2.3C), which represents the first floor. Consider these separate Cover markers for purposes of commands, combat, and movement. Units can move between the two Cover markers or directly to and from no cover and the Upper Story Cover marker.

A Church Tower marker is special type of Upper Story Cover marker, you may use it only on a Church Terrain Card. Note there are specific rules for the urban terrain decks (12.0).

C. Terrain with Elevation

Some Terrain decks have the elevation printed directly on the card. In this case the terrain represented is so hilly or mountainous that using Hill Cards is not practical.

5.2.3 Cover

Cover is a terrain feature below the detail found on standard tactical maps, and is often called “micro-terrain.” Cover provides protection from fire and is incremental to the Terrain card's basic Cover & Concealment value. Each Terrain card indicates a maximum number of Cover markers it can contain. A Cover marker represents a distinct location within the area of the card. Once discovered, a Cover marker remains in place for the rest of the Mission. Unless specified on the marker, there is no limit to the number of Steps that you can place under a given Cover marker, but only units of one side can be under a given Cover marker at any one time.

Note: Ignore any casualties under a Cover marker when determining if the Cover marker is occupied.

However, putting too many troops under the same Cover marker increases their vulnerability to indirect fire and grenades. For every Step above three that is under a Cover marker, each unit attacked by a Grenade or Incoming! VOF receives a -1 modifier.

Example: *Five Steps under a Cover marker would all receive the benefit of the cover's +1 modifier; but if attacked by Grenade VOF they would also receive a modifier of -2 because there are two Steps over the three-Step limit. The net modifier would be -1. This also applies to preprinted cover as found on the urban Terrain Cards to units of each side. It is not cumulative between both sides (12.8).*

Urban Terrain cards have the cover printed on the card instead of a marker (12.1) as it would be impractical to have every unit in some sort of Cover marker. The Cover marker areas in an Urban Card can be occupied by units from both sides, unlike a standard Cover marker.

If a Terrain card has a VOF marker on it, that card confers on its occupants its basic Cover & Concealment value as part of the Net Combat Modifier. Some cards have two Cover & Concealment values, separated by a slash with the higher value on the left. Use the higher value when the PDF crosses a dark border, and the lower number when it crosses a light border. (Notice that the borders are such that they cover the corners appropriately for diagonal PDFs.) Use the lower value for Grenade, Incoming!, same card VOF, and Air Strike VOF markers (1.2.1A). If a card has a Burst icon (1.2.1H) on it, add the value in that icon to any Incoming! VOF in addition to the card's Cover & Concealment.

There are four types of Cover markers:

A. Basic Cover

This marker adds one to the Net Combat Modifier. It counts against the Terrain card's Cover Potential.

B. Field Fortifications

The Mission Instructions list available field fortifications. They include Foxhole, Trench, Bunker, and Pillbox markers. They do not count against a Terrain card's Cover Potential. Bunker and Pillbox markers hold a limited number of Steps; this number is in parentheses on those markers. In addition, they have a limited firing arc as depicted by the arrow on the marker. This arrow must point in the same direction as the Bunker or Pillbox marker's orientation. Orient a Pillbox or Bunker marker for US forces (when available) as desired when placing them at the start of a mission. For enemy Pillboxes or Bunkers, point the arrow on the counter toward the unit that made contact. You cannot change the orientation of the marker, and units under (inside) the marker may fire only in the indicated direction. Units in Pillboxes and Bunkers may not fire at Point Blank Range (the same card), but may be targeted by units in the same card. Activity checks may call for the enemy units to exit the Bunker or Pillbox and engage in Point Blank combat, but in so doing they lose the benefit of the Bunker or Pillbox marker and are marked as Exposed. If the occupants do not exit the Bunker or Pillbox they will continue to exert their VOF in the indicated direction. This is an exception to the general rule about enemy units occupying the same card as friendly units (6.2b and 6.2.3).

C. Urban Cover

Use these markers on cards with urban cover symbol, such as Farm, Village, Multi-Story, and Church. These markers count against a Terrain card's Cover Potential. (Exception: An Upper Story or Church Tower marker does not count against a card's Cover potential. The binocular symbol on the Church Tower signifies that only a single step may be in this cover.) The result from the Urban Cover Probability Table lists for each campaign which of the various Cover markers to use. Each campaign will indicate the chance of basic cover (representing rubble), light buildings, and strong buildings when cover is found on an urban Terrain card. If a result is Light Building or Strong Building and the card contains a multi-story or church indicator, you get an Upper Story or Church Tower marker (respectively) in addition to the indicated building marker (5.2.2B). Urban cover does not block LOS in any way.

D. Caves

Cave entrances come in four varieties: small, medium, large, and armored. Each has a capacity limitation in Steps based on the size indicated by the number in parentheses on the marker. In addition, they have a limited firing arc as depicted by the arrow on the marker. Point the arrow on the counter to the card that made the contact. You cannot change the orientation of the marker, and units under (inside) the marker may fire only in the indicated direction. Units in caves may not fire at Point Blank Range (the same card), but may be targeted by units in the same card. Activity checks may call for the enemy units to exit the cave and engage in Point Blank combat, but in so doing they lose the benefit of the Cave marker.

6.0 Infantry Combat

The two basic components of Infantry Combat are Volume of Fire (VOF) and Primary Direction of Fire (PDF). These indicate how much and in what direction a unit is firing.

Infantry Combat is a two-part process. First, during the course of a game turn friendly and enemy units engage each other by placing Volume of Fire (VOF) and Primary Direction of Fire (PDF) markers. This may happen:

- automatically by rule,
- by a friendly unit being given an order or,
- through an enemy Activity Check.

Second, during the Combat Effects Phase all engaged units resolve their respective combats.

The Basic Combat Principle.

Infantry combat by units with Basic VOF capability is automatic. It does not require Commands or Actions. With each on-map activity, all friendly units must be checked to see if they are eligible to open fire. If not already engaged, your units with a clear LOS and range to a spotted enemy unit will immediately open fire. Any activity during the course of a turn may result in units engaging. This applies equally to enemy units. Any non-Engaged enemy units will open fire on your friendly units as soon as your units become spotted in range of enemy Basic VOF.

The resolution of all this activity is consolidated in the Combat Effects Phase. Combat is directed at a card and all its occupants.

6.1 Engaging/Opening Fire

In game terms, you have units "open fire" by placing a Basic VOF on the target card and placing a PDF marker pointing from the firing unit to the target (if the target card is not also the firing unit's card), and/or by issuing an order for a special VOF, passing an attempt check, and placing a Special VOF marker.

6.1.1 Opening Fire

A non-Engaged unit opens fire (becomes Engaged) with its Basic VOF when it has a spotted enemy unit within range and LOS. This is automatic and mandatory. This may occur due to:

- Movement of the friendly unit,
- Spotting revealing a previously unspotted enemy unit,
- Movement of the enemy unit (enemy activity checks), or
- Placement of a spotted unit on the map while resolving a potential contact.

If multiple spotted enemy-occupied cards come into view at the same time, a unit engages according to the following priorities:

- 1) Closest card
- 2) Card projecting the highest VOF
- 3) Randomly

A unit does *not* automatically engage an enemy unit on a card in LOS that contains both friendly and enemy units. However, once units are Engaged, they will not cease or shift fire without Commands, even if the target card becomes jointly/friendly occupied.

If a unit enters a card where there is firing already going on (i.e., it is occupied by enemy units and friendly units *or* has a PDF marker pointing away from it), the entering unit joins in the existing fire. You may need to adjust the VOF marker, however, depending upon the VOF rating of the unit that just entered the card.

6.1.2 Continuing to Fire

An Engaged unit will continue to fire at the same card until:

- Ordered to cease fire,
- Ordered to shift fire,
- Ordered to move to another card,
- An Incoming! marker is placed on the firing unit's card
- Smoke is placed on the firing unit's card or along the PDF, or
- An enemy unit enters its card.

An Engaged unit will not stop firing merely because there are no more enemy units on the target card, or because Smoke appears on the target card (or along the PDF), or because a change in a unit's status has reduced its range such that the target card is now beyond its range. However, Smoke along the PDF will block fire through the card with the Smoke (move the VOF from the target card to the card with the blocking Smoke).

6.2 Volume of Fire (VOF) and Primary Direction of Fire (PDF) Markers

VOF markers indicate the amount of fire entering a card. The best VOF entering a card is the only one applied, with a lower number being better than a higher number. The VOF marker a firing unit generates is based on the firing unit's VOF Rating. Basic VOF markers apply to all units on a card, while Special VOF (6.2.2) apply in various different ways.

Place Basic VOF markers on targeted cards based on the following procedure:

- If units are firing into the card from outside the card, then place one Basic VOF marker in the upper left of the card, regardless of how many units or cards are involved. The VOF marker will reflect the best (lowest) VOF Rating of all units firing. The VOF applies to all occupants of the card regardless which side they are.

Note: Until you become familiar with the VOF and PDF mechanics you may want to use a VOF for every firing unit being sure to place the best VOF on top.

- If units from both sides occupy a card *and* no fire is coming from outside the card, then place two VOF markers: place the best friendly Basic VOF marker in the upper left and the best enemy Basic VOF marker in the lower left.

Primary Direction of Fire (PDF) markers are mnemonic devices to show where a VOF originated. When a firing unit places a Basic VOF marker on any target card other than its own card, a PDF marker must also be placed (6.2.3).

6.2.1 Basic VOF

Basic VOFs are the VOFs printed on the unit counters. They usually require no Commands or attempts to implement.



All Pinned: (+2)

Small Arms (S) NCM value: +0

Automatic Weapons (A) NCM value: -1

Heavy Weapons (H) NCM value: -3

Assault Rifles (A/S): -1/+0*

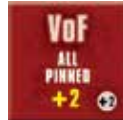
* Units with a VOF rating of A/S are equipped with assault rifles and generate an Automatic Weapons VOF marker at Point Blank Range (same card) and a Small Arms VOF marker at any other range.

G! Superscript



A unit with a G! superscript is equipped with grenades or rocket launchers in addition to its base weapon. In addition to having it fire with its normal VOF Rating you can have it Attempt to Make a Grenade Attack at Close Range; see Special VOF (6.2.2).

All Pinned VOF: +2



Use this marker when all units firing into that card are Pinned. Overrides Basic S, A, or H VOF.

Anti-Tank Note: Any VOF in a white circle is a modifier for AT Combat (7.6) only. Also, some unit types are listed on the Vehicle and Anti-Tank Weapons Chart as having different Gunnery modifiers at different ranges. Use the Gunnery modifiers from the Chart during AT Combat only.

6.2.2 Special VOF

Most of these VOFs are not automatic (those that are automatic are notated as such). They always require Commands and special procedures to be followed before a VOF may be placed. Note they do not create PDF markers but they may need to "follow" a PDF marker to be used. Some of these create a VOF marker while others serve to modify existing VOF markers.

Grenade (G!) Net Combat Modifier (NCM) value: -4 or -3



Place a Grenade Attack VOF marker as a result of a successful Attempt to Make a Grenade Attack. A grenade attack applies either to a single unit or to a group of units under a single Cover marker. A target can be attacked by multiple grenade VOFs and they are cumulative. Do not apply the Rain/Snow, Fog, Smoke, or Current Visibility modifiers to this VOF. Use the -4 modifier for US and German grenades and the -3 modifier for Chinese, Japanese, North Korean, Viet Cong, and NVA grenades.

Note: If a unit targeted by one or more successful Grenade Attacks moves out of the card, remove all the Grenade! VOFs and replace them with a single Grenade Miss VOF.

Grenade Miss NCM modifier: -1

Place a Grenade Miss VOF marker when an Attempt to Make a Grenade Attack fails. The Grenade Miss VOF applies to the entire card, including Urban Terrain (12.11), and is cumulative with the VOF for the card. Place only one Miss VOF regardless of the number of failed attempts (Grenade Miss VOFs are *not* cumulative with each other). Apply all Visibility modifiers normally to a Grenade Miss.

Concentrated Fire NCM modifier: -1

Place a Concentrated Fire VOF marker on a unit or group of units under a single Cover marker as a result of a successful Attempt to Concentrate Fire Action (4.2.4b and 4.2.4c). It is cumulative with the VOF for the card. A unit can be the target of multiple concentrated fires, all of which are cumulative.

Sniper (S!) NCM value: -3 for target & (S) for the card (Automatic)

Snipers hit one unit in the target card with a -3 VOF. Place the rest of the card under a Small Arms VOF. This special VOF randomly targets one unit on the target card (use R# per 1.2.2E). If some units are marked as Exposed, select the target from those units only. For purposes of drawing for Commands, it affects all HQs in that card as if they were under a Heavy Weapons VOF (see modifiers for command draws). Sniper VOF markers can exist simultaneously with other VOF markers on the same card. Other VOF markers on the card still affect units not targeted by the Sniper. Reselect the Sniper's target each Combat Phase while the Sniper is in play.

Crossfire NCM modifier: -1

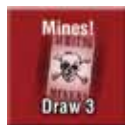
Place this VOF marker on a card when there are two or more PDFs directed at a given card. It is cumulative with the other VOF markers. Place no more than one Crossfire marker on any given card.

Pinned units can be used to generate a Crossfire.

Incoming! / Air Strike NCM value: -3 to -8

Place a Pending Fire or Air Mission marker on a card after a successful Call for Fire. Incoming! and Air Strikes apply to the entire card. In the Combat Phase flip it to its Incoming! or Air Strike side. An Incoming! or Air Strike marker blocks LOS through and out of a card. Remove it at the start of the following Combat Phase. Its NCM modifier varies depending on the unit that is firing.

The NCM modifier to use when the target is a US Infantry unit is printed on the Spotter unit (e.g., mortars or artillery). The -1 on the Incoming! marker (in a white circle) is the modifier to use when the target is a Vehicle. Also, if the target Terrain card contains a Burst icon, apply any number in that icon as a modifier to Incoming! fire, but not to Air Strikes. Do not apply the Rain/Snow, Fog, Smoke, or Current Visibility modifiers to this VOF (**Note:** Also remember to use the lower Cover value on the Target Card).

Mines NCM value -4

Mines are placed as a possible result of resolving a Potential Contact marker (9.5).

Demolition (Demo) Charge (D!)

Demolitions are used to attack a specific Cover marker or building area of an urban Terrain Card (6.5.2).

Demo Miss NCM Modifier: -2

Place a Demo Miss VOF marker when an Attempt to Make a Demo Attack fails. It applies to the entire card and is cumulative with the VOF for the card. Place only one Miss VOF regardless of the number of failed attempts. Apply all Visibility modifiers normally to a Demo Miss (6.5.2).

Flamethrower (F!)

Flamethrowers can be man packed or Vehicle mounted. Man-packed flamethrowers can only attack at Point Blank Range. Vehicle-mounted flamethrowers can attack at Close and Point Blank Ranges. Flame attacks can only be made against a specific Cover marker or building area of an urban Terrain Card (not any of the street areas) (6.5.3).

6.2.3 Primary Direction of Fire (PDF)

Place a PDF marker when units on a card exert a VOF into another card. Place the marker on the edge of the firing card with the arrow pointing toward the target card. All units on a card only fire along the PDF. When there is a reciprocal PDF, flip the PDF marker to its back showing two arrows to reduce clutter.

A PDF does not limit the ability to attempt Spotting. PDF restrictions also do not apply to FOs when Calling for Fire. In other words, they can call down fire in any direction, including Calling for Fire elsewhere when there are Enemy units on their own card.

Units moving into a card that already has a PDF marker immediately open fire along the PDF.

After placing a PDF, ALL units on the firing card continue to fire along the PDF until the VOF marker is removed. Attempts to Concentrate Fire and *ranged* Grenade Attack Actions may only be attempted along the PDF.

Remember, you must place a VOF and PDF marker when units with a printed VOF Rating have spotted enemy units within range and LOS (6.1.1).

Units that have Ceased Fire, yet still have enemy units within range and LOS, automatically open fire on the closest spotted enemy unit (forcing the placement of a new VOF and PDF marker). **Note:** This means that ceasing fire is only truly effective if there are no longer any enemies within range or LOS. If multiple enemies are eligible, follow the priorities in 6.1.1.

A VOF may change but the PDF stays the same.

Example: Your 2/2 PLT (A VOF at L Range) is engaged in its right-front with an enemy unit two cards distant. 2/2 becomes a Fire Team as a result of enemy fire. 2/2's VOF becomes S and its range drops to C. The PDF stays the same (right-front) but its VOF is moved to the adjacent card.

If a lone enemy unit with a friendly VOF marker on its card moves to another card in LOS and along the same PDF, any friendly fire against that unit follows the unit to the new card.

If a lone enemy unit on the same card with a friendly unit and its VOF marker moves to another card in LOS, any friendly fire against that unit follows the unit to the new card and a PDF marker is placed.

A firing unit loses its PDF if an enemy unit enters its card. It automatically shifts its fire to the unit that entered its card.

A US unit will not open fire through a card containing another US unit. However, a US unit with an existing PDF will continue to fire at a card even if another friendly unit moves into that card.

Example #1 from the Advanced Tutorial (page 11): A sniper moves away...

Note that the US PDFs and VOF into the card the sniper vacated are not removed. They remain until the US units either move or get a cease fire or shift fire order. Note also that the Pinned marker on the US 2/1 squad remains. It will be removed at the end of the VOF Segment as long as there is no enemy VOF on the Village card at that time.

Because the sniper has moved to a new card and currently has no PDF/VOF, we must now immediately check to see if there are any units in his LOS and range upon which he can open fire. In this case, there is only one such unit—the 1/2 squad in the Gully. So we place the sniper's PDF facing toward the gully, and sniper VOF on the 1/2 unit, and a Small Arms VOF on the gully card.

Example #2 from the Advanced Tutorial (page 9): Units from the 1st Platoon have moved forward...

Because all the moved 1st Platoon units have the spotted German Sniper in their range and LOS, they immediately open fire on the Sniper's card. We place PDFs from both cards, as well as an Automatic VOF on the Sniper's card (it's the best VOF of all the firing units) and a Crossfire marker on the sniper's card as it now is the target of PDFs coming from different angles.

Example #3 from the Advanced Tutorial (page 9): ...and the fifth command to order the 2/2 squad there to move forward into the Farm to its front. 2/2 is not currently firing, so we check to see if there are any targets in his range and LOS after he moves. The only possible target in his LOS is the enemy mortar spotter, and it is still Unspotted, so we place no PDF/VOF for 2/2.

Example #4 from the Advanced Tutorial (page 10): Because 2/2 is within range and line of sight of the newly-spotted Mortar spotter and is not currently firing, it now opens fire on the enemy spotter. We place a PDF from 2/2's card facing the spotter's card, and place a Small Arms VOF on the Hill/Farm card.

Example #5 from the Advanced Tutorial (page 11): A lone enemy unit (sniper) moves away but still in LOS...

We extend the VOF of the US units in the R2C2 Hedgerow/Bocage into the Sniper's hex. This is the only case in which a US unit can "follow" a moving enemy unit—when the move extends within range and along the unit's PDF. So we place an Automatic Weapons VOF on the Sniper's new card.

6.3 Combat Resolution & Effects

Calculate the Net Combat Modifier (NCM) for each unit during the Combat Phase to determine if it is affected by the fire.

The formula is:

- NCM** = The best (lowest) VOF modifier from All Pinned, S, A, H, F!, D!, Grenade, Sniper, or Incoming!
- + The net modifier due to visibility, illumination, and observation devices.
 - + All applicable modifiers based on the defending unit's status and cover.
 - + All other applicable modifiers such as Concentrated Fire, Crossfire, Demo Miss, Grenade miss.

In most cases not all the above factors are present and it is fairly easy to group units on a card by status (Pinned, under cover etc.). The NCM will be the same for units of the same status. Remember, some modifiers only apply to certain types of fire or under specific conditions.

The Minimum NCM is -4 and the Maximum is +6. A NCM of less than -4 is considered a -4 and a NCM greater than +6 is considered a +6.

When you resolve combat, draw an Action card for each unit on a target card with a VOF marker. On the left side of the Action card you will find the NCM from -4 to +6 and the result of HIT, PIN, or MISS (6.3.2). Find the NCM that applies to the unit to determine which result happens. If a unit is HIT, immediately draw another Action card and in the lower center check the Hit Effects section under the target unit's Experience Level (6.3.3). Apply all results immediately. All combat resolution is considered simultaneous, so do not change VOF and PDF markers (if necessary) until all combat resolution is complete.

Example: *A mortar and a sniper is firing...*

...the lowest applicable modifier for this fire is the -3 NCM, generated by either the Incoming mortar fire or the Sniper (although the Sniper NCM applies to only one unit). It doesn't matter which we use; the base combat NCM is still -3. This is modified as follows:

- +1 Terrain Modifier of card [Note that you use the smaller number to the right for Incoming Fire on cards that have split Intrinsic Defense Terrain Values.]
- +1 Squad is under a cover marker
- -2 Squad has an Exposed marker

So the final NCM is "-3."

We draw an Action card and -3 is a HIT.

6.3.1 Combat Effects

Resolve all Infantry combat in the Combat Effects Phase. All such combat is considered simultaneous (thus you can choose the order of resolution). You must resolve the effects of combat on each unit on a card containing a VOF marker, and do so for each unit individually.

For each unit, find the Net Combat Modifier (NCM) according to the formula in 6.3.1. Once you have determined the NCM, draw an Action Card and find the NCM in the Fire Results section along the left side of the card. Next to the modifier, you will find its effect.

There are three possible results: MISS, PIN, or HIT. If you draw a card with a HIT result, immediately resolve the effect of that HIT. Draw another card and refer to the Hit Effect section in the lower center of the card to find the effect on the target unit.

6.3.2 Using the Fire Results Section of an Action Card

The first column of this section contains numbers between -4 and +6 depicting the NCM of the target unit. The second column shows the result of the Fire, either HIT, MISS, or PIN, and applies to combat against Infantry units. The effects of these results are:

A. MISS

No effect. But, if the unit is Pinned, remove the Pinned marker (see "B. Pinned" below).

B. PIN

Place a Pinned marker on the unit. For efficiency you may stack multiple units beneath a single Pinned marker instead of a marker.

A Pinned marker is removed when:

- A unit successfully passes an Attempt to Remove a Pinned marker order,
- It receives a MISS result following an attack,
- No enemy VOF is on the card at the beginning of the Combat Effects Segment, or
- The unit is eliminated.

A Pinned unit generates an All Pinned VOF. If all units firing into a card are Pinned, place an All Pinned VOF on the targeted card.

C. HIT

Place a Pinned marker on the unit. In addition, draw another card to discover the effect of the hit.

6.3.3 Using the Hit Effects Section of an Action Card

The Hit Effects section of the Action Card is grouped according to the Experience Level of the unit. Under each level of experience is one or two letters. Check the column corresponding to the Experience Level of the unit that receives a hit. Each letter shows the Limited Action Team to which one Step of the unit Converts. If a unit has only one Step, and the result is two letters, use only the first letter. If all but one step of a multistep unit are converted to LATs, the last step becomes a Fire Team.

Hit Effect resolution is a combination of the physical and morale effects of fire on the unit. Because combat can have a variety of effects on units, both positive and negative, units can possibly convert into any type of Limited Action Team. For example, a Paralyzed Team could Convert to a Litter Team, which is an improvement in its state.

The possible effects are:

C = Casualty

Convert the Step to a casualty unit. Casualties last the duration of the mission and cannot rally. They can neither move nor fight. You should have other units evacuate them as soon as possible. Do not resolve combat against casualties.

P = Paralyzed Team

Convert the Step to a Paralyzed Team. If reduced to the last step, remove the original unit from play.

L = Litter Team

Convert the Step to a Litter Team. If reduced to the last step, remove the original unit from play.

F = Fire Team

Convert the Step to a Fire Team. If the Good Order unit has a Fire Team on the reverse side, flip it to its Fire Team side. Otherwise, if reduced to the last step, remove the original unit from play, and replace it with a generic Fire Team marker of the appropriate nationality. Some nationalities have different Fire Teams with different VOF ratings. When a unit Converts to a Fire Team, it cannot have a more powerful VOF Rating than its normal capability. (A lower VOF modifier as listed in 6.2.1 makes a VOF Rating more powerful.)

A = Assault Team

If a Good Order unit does not have a Fire Team side on its reverse, Convert the Step to a generic Assault Team and remove the original unit from play. If a Good Order unit does have a Fire Team side on its reverse, flip the unit to its Fire Team side. If it is already on its Fire Team side, leave it there.

Under the results for A = Assault Team, the restriction on not Converting a unit to an Assault Team if it has a Fire Team on its reverse side does not apply to a generic Fire Team whose reverse side contains another Fire Team with a different weapon type. Convert such a Fire Team to an Assault Team when it receives an A result.

6.4 Weapon Types and Restrictions

Weapon types and VOF are related, but there are some specifics that need to be addressed separately. See the Weapons Capability Chart for a summary of the abilities of the various weapon types.

Small Arms

Rifles, carbines, submachine guns, assault rifles, and magazine-fed light machine guns produce a Small Arms (S) VOF. Units equipped with assault rifles or large numbers of submachine guns may instead produce an Automatic Weapons (A) VOF, but only at Point Blank Range, the A/S VOF (6.2.1). You do not keep track of small arms ammunition.

Machine Guns

These are belt-fed machine guns and are either bipod or tripod mounted. (An arrow symbol over the A indicates a tripod mount.) They produce an Automatic Weapons (A) VOF. Tripod-mounted machine guns have a greater range and are capable of Grazing Fire and Final Protective Lines (FPLs). You also get an extra draw when using them for an Attempt to Concentrate Fire Action because of their steadier aiming base and sustained fire capability, but they cannot fire at all if marked with an Exposed marker, and they can never use infiltration movement. You must keep track of machine-gun ammunition.

- **Grazing Fire.** Normally, when firing along a PDF into another card, the VOF is exerted into the closest enemy occupied card along the PDF and within LOS. However, if a tripod-mounted machine-gun unit is firing, it exerts a VOF into every card along its PDF—and within its LOS—as long as all the cards are at the same elevation.
- **Final Protective Lines (FPL).** You can place an FPL Tactical Control on a tripod-mounted machine gun during a Defensive Mission. An FPL is exerted on a diagonal (only) as indicated by the arrow on the FPL marker. Machine guns designated with an FPL control do not open fire automatically. They must be ordered to perform a Fire FPF/FPL Action by the CO HQ. Once they start firing they will continue until they run out of ammunition or they receive a Cease Fire Command. An FPL generates a Heavy Weapons VOF on all cards along the diagonal PDF, is not affected by Limited Visibility, and uses two ammunition points per turn.
- **Overhead Fire.** Tripod-mounted machine guns and heavy weapons may fire over the heads of intervening friendly

troops. Machine guns and other units with a Heavy Weapons VOF Rating can fire over a friendly unit that is at least one level lower than the firing unit. Do not place a VOF marker on the card being fired over. For example, if a tripod-mounted machine gun is on a hill at level 2 and a friendly unit is adjacent at level 1 and an enemy unit at Long Range is also on level 1 or 2, the machine gun can fire on the enemy unit and no VOF is placed on the friendly occupied card. That is, a tripod-mounted machine gun can fire from a level 1 card over a friendly unit on an adjacent level 1 card if the target is at a higher elevation.

Mortars

Mortar fire can come from off map, from on map by a squad of two or three Mortar tubes working together, or from on map by a single tube team. You may never have them target their own cards. You may not have them fire from under a Building, Bunker, Cave, or Pillbox Cover marker, or from a +3 Jungle or Woods terrain card. They cannot fire at all if marked with an Exposed marker, and they can never use infiltration movement. You must track mortar ammunition. Mortars have no restrictions on firing over the heads of friendly troops. Enemy mortars may fire over their units in the same way.

Rocket Launchers / Recoilless Rifles

Light rocket launchers and recoilless rifles have a Grenade (G!) VOF. Heavy, tripod-mounted versions have a Heavy Weapons (H) VOF. No RKT or RCL may fire from a Building, Bunker, or Pillbox cover marker. H VOF RKT/RCL may not fire when marked with an Exposed marker. Panzerfausts (WWII German AT Rockets) may fire only at vehicles; all others may be used for both AT Combat and Infantry Combat. Some types of rocket launchers enter play as ammunition on regular units and are expended as such when used, e.g., Panzerfaust and B40/RPG2/7 rockets. You must track rocket and recoilless rifle ammunition.

Hand / Fragmentation Grenades

You may only use these on the same card. You do not track hand grenade ammunition.

Demolition Charges

Demolition Charges are used to reduce enemy field fortifications, seal caves/tunnels, and to create breaches in urban warfare. Some units receive an allotment of Demolition Charges as an Asset at the beginning of a mission.

Flamethrowers

Flamethrowers, whether man-portable or Vehicle-mounted, are designed to reduce enemy field fortifications. Man-portable flamethrowers are only effective at Point Blank Range. The more powerful Vehicle-mounted flamethrowers may fire at Close Range. You must track flamethrower fuel (ammunition).

Rifle Grenades

Rifle Grenades have a Grenade (G!) VOF. Some units receive one allotment of Rifle Grenades at the beginning of a mission with no further supply until the next mission. When fired they are expended (whether they hit successfully or not). They are not transferable among units. These weapons were high angle fire

weapons, so as with mortars, you cannot fire them from under a Building, Bunker, or Pillbox Cover marker. Units equipped with Rifle Grenades place their normal VOF based upon their VOF rating, but also can be ordered to Attempt to Make a Grenade Attack to attack with their Rifle Grenade.

40mm Grenade Launchers (Vietnam and later)

Grenade Launchers have a Grenade (G!) VOF. You may have a US 40mm grenade launcher fire from under a Building, Bunker, or Pillbox Cover marker because its trajectory is much flatter than that of a rifle grenade. Since the 40mm-grenade ammunition is small and light and the standard load is large, you do not have to track it. Any unit from Vietnam or later that has a superscript G! VOF is considered to have 40mm Grenade Launchers.

Armored Fighting Vehicle / Tank

All medium and heavy tanks have a Heavy Weapons VOF, which is a combination of the vehicles' machine guns and cannons. You must track tank ammunition. When their ammunition runs out, remove them from play.

6.5 Grenade, Demolition Charge, and Flamethrower Attacks

6.5.1 Grenade Attacks

Direct a Grenade Attack toward a specific unit or Cover marker. You may have any unit with a printed VOF Attempt to Make a Grenade Attack against enemy units in the same card. You may have a unit with a G! VOF Rating and a printed Range Attempt to Make a Grenade Attack out to its printed Range. You may have a

Combat Example:

Infantry Combat occurs after all the command segments, enemy Activity Checks, potential contact resolution and volume of fire adjustments.

Here the only Volume of Fire (VOF) in play is the Small Arms Fire on the Village card. A VOF applies to ALL units in the card. Here it is only the 1st squad 3rd platoon. The Modifiers are totaled.

1. The Cover & Concealment for the card (+2)
2. The VOF (+0)
3. Any unit status markers (Exposed, Pinned, Cover, Concentrated Fire; in this case, Exposed, so -2)
4. Any card level markers (Crossfire, Grenade Miss) (none)

Net is 0.

An Action card is drawn and the infantry Combat section referenced according to NCM.



Here are three cards to show the three possible results: HIT, PIN, MISS.



HIT

A HIT would PIN the unit and another card is drawn to see the effect.

PIN

A PIN places a Pinned marker on the unit.

MISS

A MISS is no effect and, if Pinned, the Pinned marker is removed.



Hit Effect is based on experience of the unit, in this case Line. The letter indicates a Step is changed into a Fire Team Limited Action Team (LAT).

unit with a G! superscript above a different VOF Rating Attempt to Make a Grenade Attack at enemy units in an adjacent card.

Grenade Attacks are not automatic—you must perform an Attempt to Make a Grenade Attack Action. You have a base draw of two Action cards, modified by Experience Level, when making the attempt. (For instance, draw only one card for Fire Teams because their Experience Level is Green.) The attempt is successful if the Grenade icon is present on one of the cards. If two or more grenade icons are drawn a Critical Hit occurs and the target loses the benefit of cover (including field fortifications). If the target is not under a Cover marker then place a second Grenade Attack marker.

You can direct multiple Grenade Attacks toward the same unit or Cover marker. Grenade VOF is cumulative with other Grenade Attacks, but not with other types of VOF. Remove any Grenade Attack marker in the Clean up Phase.

When a Good Order unit, enemy or friendly, has a Grenade Attack attempted on it (whether successful or not) from the same card, it gets a free Attempt to Make a Grenade Attack at the unit that tried to attack it, unless the attacking unit is unspotted.

If a Grenade Attack fails, place a Grenade Miss VOF marker on the target card, if one is not already present. All occupants of the card suffer the effects. Remove any Grenade Miss marker in the Clean up Phase. If the target of a successful Grenade Attack moves prior to Combat Resolution, the Grenade Attack is treated as Grenade Miss.

Example: If a card with multiple units is under Automatic Weapons VOF (–1 modifier), and one unit suffers two successful –4 Grenade Attacks and one Grenade Miss, the unit suffers a –9 modifier, not a –10 modifier (Note after the NCM is calculated the lowest possible NCM is –4). The other units on the card receive the –1 modifier from Automatic Weapons VOF and –1 for the Grenade Miss for a final NCM of –2.

6.5.2 Demolition Charge Attacks

Demolition Charges (DEMO) can serve several different functions in the game. Mission / Campaign Instructions indicate what units are eligible to use DEMO and how many Demolition Charges are available. Demolition Charges are Assets and are expended like ammunition. Demolition Charges may be used to attack a specific occupied Cover Marker, reduce a field fortification, seal a cave entrance, or create a breach in urban terrain.

Demolition Charges may be thrown or placed. When using a Demolition Charge in a card with a VOF in play it must be thrown, otherwise it is placed. Placement of a Demolition Charge is automatic when commanded. When thrown it is treated like a grenade attack (thus requiring an attempt). If the attempt fails then the Demo Miss VOF marker is placed (–2 NCM) and affects all occupants of the card in the combat phase. Unlike Grenade Attacks, if the occupants of a successful Demo Attack leave the Cover marker, field fortification, cave entrance or urban terrain the attack is *not* treated as a Demo Miss, the attack will still have the effects listed below. The Demo Miss VOF is cumulative with both Demo and non-Demo VOF on the card. Remove all Demo and Demo Miss markers in the Clean up Phase.

Demolition Charges that are successfully thrown or placed on a specific Cover marker or field fortification have the following effects in the Combat Phase:

1. All occupants become Casualties
2. If the field fortification is a Bunker or Pillbox it is removed and replaced with foxholes
3. If the field fortification is designated by the mission instructions or force package as a cave entrance it is sealed and removed from play
4. Standard Cover markers remain in play.

In urban terrain, a successfully placed or thrown Demolition Charge will have the following effects in the Combat Phase:

1. All enemy occupants of the specific card section attacked are considered HIT. Immediately draw a card to for each unit to determine the hit effect.
2. A Breach marker is placed (12.6)

6.5.3 Flamethrower Attacks

Man-portable flamethrowers can be used to attack a specific enemy Cover or field fortification (Foxholes, Trenches, Bunkers, Pillboxes). Man-portable flamethrowers may only attack enemy field fortifications at Point Blank Range. A Flamethrower Attack is automatic. When ordered, place the Flamethrower Attack marker on the targeted enemy Cover or field fortification and expend one of the two available shots per Flamethrower Asset. In the Combat Phase, prior to other combat being resolved, any targets of a Flamethrower Attack are considered automatically hit, with the hit result being determined normally. Any occupants that do not become Casualties are then placed outside the field fortification or Cover and marked Exposed, at which point they are then attacked by the general VOF for the card along with all other units. They also remain subject to any Concentrate Fire that was targeting the Cover or field fortification. If the target was a cave entrance, the surviving occupants retreat into the cave and are removed from play. Vehicle-mounted flamethrowers function the same, but may attack at Close Range as well as Point Blank, and they carry more fuel. If the target was a Bunker or Pillbox it is removed from play.

6.5.4 Jam

A Weapons Team or squad unit (armed with a machine gun, rocket launcher, recoilless rifle, or similar Weapon that has an A, G!, or H VOF) that draws a card containing the word “Jam” when attempting a Grenade Attack at close range or attempting to Concentrate Fire has experienced a serious Weapons malfunction. Remove the unit from play and replace the Steps with Fire Teams.

6.6 Concentrated Fire Attacks

Concentrated Fire represents VOF in addition to the Basic VOF against specific targets within LOS and along the PDF of the firing unit. It contributes –1 to the Net Combat Modifier. You may Attempt to Concentrate Fire with any Good Order unit with an S, A, A/S, or H VOF Rating. The target may be a specific Cover marker or a random, spotted, enemy unit. If LOS is subsequently lost due to Smoke or Incoming! the Concentrate Fire marker remains in place.

Draw two cards, modified for the firing unit's Experience Level (and weapon-type if firing a tripod-mounted machine gun). The attempt is successful if the Crosshairs icon is present on one of the cards. If the attempt fails, nothing else happens—there is no additional ammunition expenditure or modifiers. If two or more Crosshairs icons are drawn a Critical Hit occurs and the target loses the benefit of Cover or field fortifications. If the target is not under a Cover marker then place a second Concentrate Fire marker.

If the attempt succeeds, place a Concentrate Fire marker on the target. If the target is a Cover marker, the Action affects all units under the Cover marker. Note that a Concentrate Fire Action is not a replacement for Basic VOF; you can have a single unit place both. Concentrate Fire markers are cumulative.

If the firing unit tracks ammunition, it uses two ammunition points instead of one. Remove Concentrate Fire markers in the Clean Up Phase (6.5.1).

6.7 Indirect Fire Missions

Fire missions are requests for support from artillery, mortars, and air strikes, and are collectively referred to as Fire Support. The Fire Support Available Table in the Mission Instructions lists:

- a) Firing Agency (the organizations providing fire support)
- b) Ammo (the available types of Fire Missions)
- c) Mod (the NCM for each Fire Mission)
- d) Draws (the eligible observers and number of cards each is allowed to draw when attempting a Call for Fire Action)
- e) #FMs (the number of Fire Missions available for each type of Fire Mission)

In order to receive Fire Support you must first make a Call for Fire Action. First make sure that the prerequisites (6.7.1) are met, then select the type of Fire Mission you want to make (6.7.2). Finally, resolve the attempt.

6.7.1 Call for Fire Prerequisites

Target

You may only attempt a Call for Fire Action on a valid target. For most Fire Missions a card with a spotted enemy unit is a valid target. For Smoke/White Phosphorus intended to conceal or screen movement, however, it may target any unoccupied card, or a card containing unspotted enemy units (6.7.2C).

Availability

You may only attempt a Call for Fire Action if you have an available Fire Mission (FM). The # FMs column of the Fire Support Available Table in the Mission Instructions indicates how many missions of each type are available. Mark them on the Mission Log when expended.

Eligibility

The Draws columns of the Fire Support Available Table indicate which units can function as observers; i.e., which units can attempt a Call for Fire Action. You can use only the indicated units to Call for Fire. Some Missions allow for CO HQs (and even PLT HQs) to Call for Fire. They are capable of doing this via the CO TAC Net or the BN TAC Net (in the CO HQ's case).

The number of card draws is based upon the actual observer. The card draws for HQs are lower to signify that the process is less efficient when not handled by an FO.

LOS

The eligible observer must have an LOS to the intended target.

Communication

The eligible observer must be in communication with both the originator and the firing agency; i.e., an FO who is ordered by an HQ to Call for Fire needs to be in communication with that HQ to receive the order and to be able to communicate on the appropriate Fire Direction (FD) Net. For example, an Artillery FO may have a CO TAC Field Phone and his Arty FD Net radio. The CO HQ may use a Command to have the Artillery FO attempt a Call for Fire Action via the Phone and then the Arty FO communicates with the Artillery as the firing agency with his Arty FD Net radio. When the CO HQ is eligible, he may use the Bn TAC Net to communicate with any firing agency. When PLT HQs are eligible, they use the CO TAC Net to communicate with any firing agency (the CO HQ relays the PLT HQ to the appropriate network without the use of any additional Commands).

6.7.2 Available Fire Mission Types

A. High Explosive (HE)

This is the most common type of Fire Mission, intended to cause enemy casualties.

B. Time-on-Target (TOT)

This is a more complex Fire Mission where all rounds of the first volley hit the ground at the same time. It is effective, but it takes time and planning.

C. Smoke / White Phosphorous (WP)

A Smoke Mission typically creates smoke for screening the movement of friendly forces or marking targets for air attacks. A WP Mission is a combination of HE and smoke and so has both blast and screening effects, though neither of these is as effective as an individual Smoke or HE Mission. WP is most often used to mark targets for air attack. This type of Fire Mission may target an unoccupied card in order to screen friendly forces and movements.

D. Final Protective Fire

Also called FPF, this is a pre-registered Fire Mission used during Defensive Missions. When called, the firing agency fires the mission at rapid-fire either until told to stop or until it runs out of ammo. The intent of FPF Missions is to breakup enemy assaults. If an FPF Mission is listed as available in the Mission Instructions, place an appropriate FPF Marker before the mission begins on any card not occupied by friendly forces and within LOS of an observer.

E. Illumination

Parachute flares fired to provide illumination during night missions.

F. Air Strike

For real world commanders, this mission is more complex than a standard Call for Fire, and is delivered from helicopters or fixed-wing aircraft. This type of FM has the additional prerequisite of a “mark.” A mark is a visual cue intended to aid the pilot in identifying the target. You must first place a mark before you can attempt an air strike, thus it takes two Commands. A mark is either colored smoke pyrotechnic placed on the closest friendly card to the target or a WP Fire Mission on the intended target.

G. Battalion Fire Mission

A variation of an HE or TOT Mission is the Battalion Fire Mission, which is only available to artillery. If a drawn card contains the 3-Bursts icon and if the Mission Instructions say Battalion Fire Missions are available, then you may perform a Battalion Fire Mission. Choose two Terrain cards bordering the original target card; place a Pending Fire Mission marker on these cards, too. These two cards do not have to be in the LOS of the observer.

6.7.3 Resolving an Attempt to Call for Fire

Draw a number of Action cards, modified by Experience Level, as indicated on the Mission Instructions for the type of Fire Mission being performed. The attempt is successful if the Burst icon is present on one of the cards. If successful, place a Pending Fire Mission marker on the target and expend an available Fire Mission on the Mission Log. If not successful, do not place any markers and do not expend an available Fire Mission. Flip all Pending Fire markers to their Active (Burst icons) sides at the beginning of the VOF Segment.

One of the inherent dangers of indirect fire is a “short round.” The complexity of the procedure coupled with the stress of combat means that from time to time a Fire Mission does not hit its intended target. If a drawn card contains the Burst icon with the word “Short” in it, the “Short” draw takes precedence over any other draw made in that call for fire. The Fire Mission has gone awry. If the firing agency was artillery or mortars, place the Pending Fire Mission marker one card closer to the observer along its LOS, unless the observer is calling in fire on his own position (the observer occupies the target card). In this case, randomly choose a bordering card and place the Pending Fire Mission marker there. When a “Short” is drawn for an air strike mission, randomly choose a card bordering the mark and place the marker there.

6.7.4 On-Map Mortars

On-map mortars have two methods of lay, “lay” meaning how they engage targets. Direct Lay is when the mortar crew can observe the target. When they are used this way, they fire just like any other infantry unit. One-Step mortar teams may only use Direct Lay. A Call for Fire Command can be issued to an on-map two- or three-Step Mortar unit that is in communication with a unit on the proper TAC Net.

When firing Direct Lay—meaning that the Mortar is firing at a card to which it has LOS, whether the H-rated squad or the G!-rated team—that fire is treated exactly like any other Direct Fire (**Exception:** *Mortars can always fire over friendly units*). Thus, it places a PDF, making it eligible to help qualify for Crossfire.

Also, like any other Direct Fire, it is subject to the Terrain Effects dictated by the card borders that the fire crosses. (*Remember that G!-rated mortar teams must be given an order to fire. H-rated teams open fire automatically.*)

Indirect Lay involves employing indirect fire using an observer just like off-map artillery and mortars. Only two- and three-Step mortar units (often called mortar sections or Platoons historically) may use Indirect Lay. Indirect Lay firing requires someone who is eligible to command the Mortar to spot for him and give him an order to call down fire. The mortar can either have his own radio or phone or be co-located on a card with another unit that has a radio or phone (this is considered “good enough”). There is no card draw; he automatically places the ‘H’ VOF. Note that the Mortar will *not* continue to do this every turn—it will need to be ordered every time you want it to fire Indirect. When using Indirect Lay, on map mortars do not have to trace a straight LOS to the target, but must be in range traced in cards including diagonally and not including the card the mortar occupies.

When firing Indirect Lay the mortar does *not* place a PDF, thus it does not help qualify a card for Crossfire. Also, it is treated the same as Incoming! in regard to terrain effects (i.e., it uses the ‘lower’ number and also the ‘-1’ on some cards).

6.7.5 Registered Targets

The instructions for some missions indicate that you can begin the mission with a registered target for off-map artillery (but not mortars). If so, place a Target marker on the card of your choice. You may also place a Target marker on a card after a successful Fire Mission on that card from either off-map artillery or off-map mortars. You can have no more than one Target marker in play per firing agency. Remove the Target marker if the firing agency fires at a different target.

Add another card to the draw for an Attempt to Call for Fire from an Off-Map Firing unit (4.2.4i) for any fire by the registered firing agency on the card containing its Target marker.

6.8 Ammunition

Managing limited ammunition is a critical aspect of modern infantry combat. You must track ammunition expenditure for units that require it, both friendly and enemy, on the Mission Log. Whenever any of the following weapons fires, indicate the expenditure of an ammo point on the Mission Log.

Use Ammo markers only when moving ammo around the map. Ammo markers only depict the basic types; in some missions there are various specific calibers and you must note them on the Mission Log as different calibers that are not interchangeable. The number on a marker indicates the number of ammo points it represents.

6.8.1 Ammo Types

A. Machine-Gun Ammo (MG Ammo)

Each point represents about 200 to 300 rounds of ammunition. Each Step of a unit can carry up to six points. Expend one ammo point each time you have an A VOF Rating unit fire. Expend two points for a successful Attempt to Concentrate Fire Action. Expend two points each turn that an FPL is used.

Note that in the WWII missions, some of the German squads contain machine guns. Similarly, in those Vietnam missions where the NVA appear, their squads also contain machine guns. You do need to track ammo for these units, and each such unit receives the amount of ammo listed for an LMG (Germans) or MG (NVA). When a squad runs out of MG Ammo, place an Out of Ammo marker on it, reducing its ratings to those found on the marker.

Note also that some units (like the Germans in WWII) start with more ammo than they can carry at one time.

B. Mortar Ammo (MTR Ammo)

Each point represents six to eight rounds. Each Step of a unit can carry up to two points. Expend one point each time you have a mortar fire, regardless if it hits or misses.

C. Recoilless Rifle Ammo (RCL Ammo)

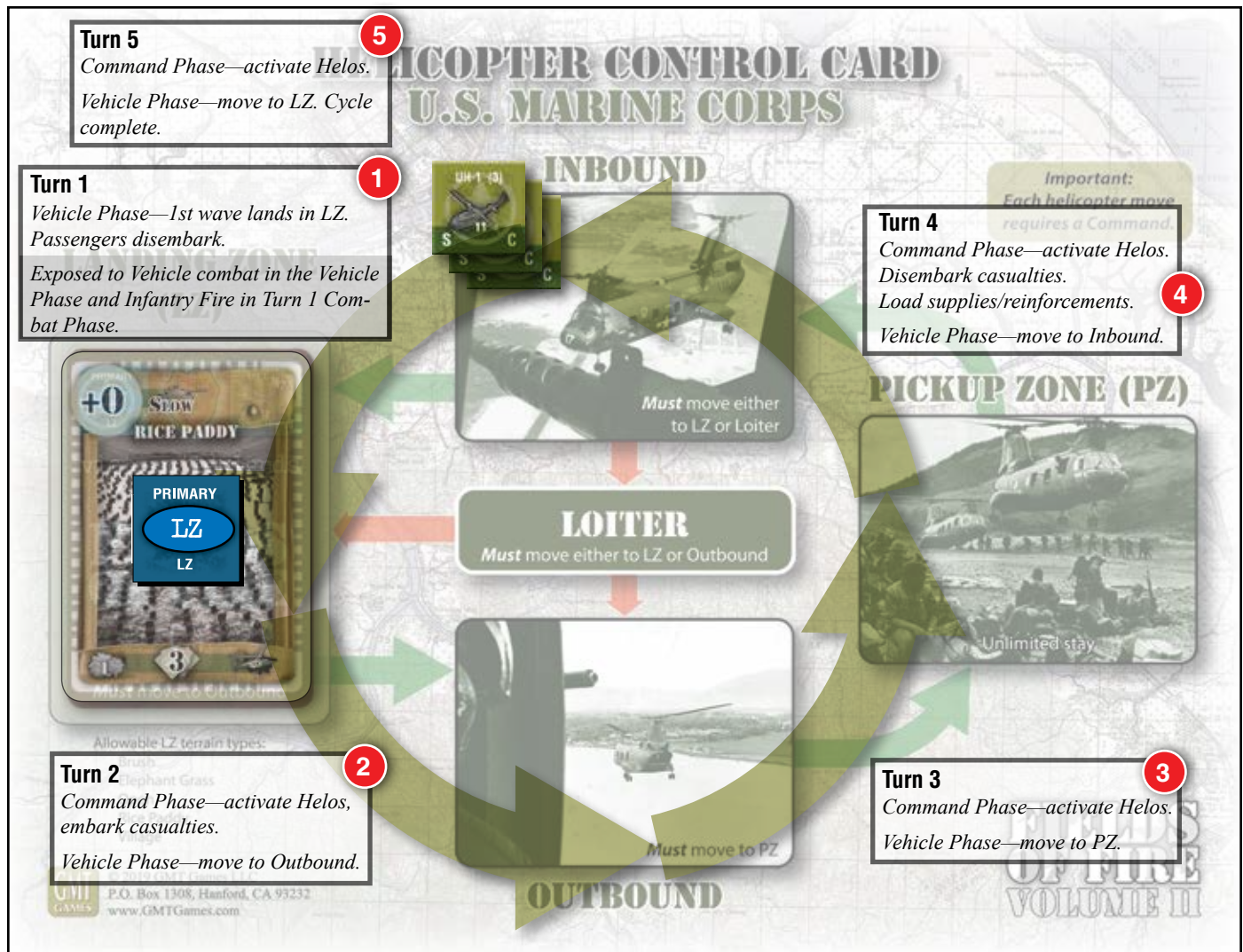
Each point represents two to three rounds. Each Step of a unit can carry up to three points. Expend one point each time you have a recoilless rifle unit fire, regardless if it hits or misses.

D. Rocket Ammo (RKT Ammo)

Use this ammo for units armed with a Bazooka, RPG, or Panzerfaust. Each point represents two to three rounds, and each Step of a unit can carry up to three points. Some squads have rocket launchers, and specific counters are provided for that ammo (Panzerfaust and B40/RPG). Given the bulky size and weight of rocket ammo, you must track its use. If a unit that uses this ammo runs out, it loses its Close Range G! capability.

Helicopter Movement Cycle

At start the 1st Wave is in the inbound box. During the Command Phase it must be activated to conduct the landing in the Vehicle Phase of turn 1.



E. Flamethrower (F!)

Man-portable flamethrowers were expendable units that came preloaded with several seconds worth of fuel. When it was expended the trained operator would be resupplied with another unit. The US M2-2 flamethrower had 2 x 2 gallon fuel tanks and expended about half a gallon per second at an effective range of 20m, and weighed in at 68 pounds. The Flamethrower Ammunition marker has 2 shots, or roughly 3.5 seconds of fuel per shot in game terms. So a flamethrower trained Infantry unit will need to be equipped with a Flamethrower Ammunition marker. Without a flamethrower, the unit is flipped to its Fire Team side. If a flamethrower Infantry unit receives a new Flamethrower Ammunition marker, it is automatically flipped to its Good Order side.

F. Demolition Charge (DEMO)

The US demolition charge (M37) is a satchel containing 8 2.5 lb blocks (M5A1) of plastic explosives (C4) for a total of 20 lbs. The M5A1 blocks could be removed and fused individually for small demolition tasks or used as one large charge. Typically the charge was fused with a time fuse and a fuse igniter. It could also be rigged with an electric blasting cap connected by wire to a detonator. Throwing a twenty-pound charge is quite a feat, and getting close enough to a target under fire could present a challenge. Only units permitted by the Campaign or Mission Instructions may use a demolition charge. Demolition charges may be moved about as ammunition by units not permitted to employ them.

G. Tank Ammo (any Vehicle with A or H VOF rating)

Tank ammunition represents a combination of main gun rounds and machine-gun ammunition for the various machine guns. For flame Vehicles it represents the fuel. Tanks do not reload during a mission. A tank that is out of ammunition has no VOF, and is removed from play per 6.4.

Note: From Vietnam onward, US units have 40mm grenade launchers with a superscript-G! capability. Because the ammo for these weapons is small, units carry a sizable number of rounds so they do not run out of ammo during a mission.

6.8.2 Out of Ammo Units

Running out of ammo occurs when the last ammo point is fired.

There are two ways out-of-ammo units are indicated:

- 1) If a weapons unit (MG, mortar, rocket launcher, recoilless rifle, etc.) runs out of ammunition and is a one-Step unit and its Fire Team side has an S or A/S VOF, flip the unit to its Fire Team side.
- 2) If a weapons unit runs out of ammunition and has more than one Step or it's a one-Step unit but its Fire Team side has something other than an S or A/S VOF, place an Out of Ammo marker on the unit. Until the unit can pick up more ammo, it has an S VOF Rating and a Range Rating of Close, regardless of what is printed on its counter.

A unit that has an Out of Ammo marker placed on it continues to fight with its new VOF rating and is not required to leave the map per 9.9.

6.8.3 Resupply

Resupplying an out-of-ammo unit requires that the out-of-ammo unit be on the same card with available ammo. If no ammo is on the card the out-of-ammo unit must either move to an ammo supply or have another unit bring ammo to the out-of-ammo unit. Finally, an order (4.2.2h) must be given to the out-of-ammo unit. This allows the unit to obtain ammo from the card or the unit carrying the ammo.

A unit with an Out of Ammo marker or a weapons team on its Fire Team side must be given a Pickup Order (4.2.2h). The marker is removed and the Mission Log updated with the new ammo points. The unit may resume firing.

A unit flipped to its Fire Team automatically rallies to its front side to be resupplied when ammo becomes available. Upon resupply update the Mission Log or Ammo Marker with the new ammo supply points and flip the Fire Team to its front side. The unit may resume firing.

7.0 Vehicles

While the focus of this game is on infantry, in the 20th Century a wide variety of vehicles were used to support infantry. There are two basic classes of vehicles in *Fields of Fire*: ground vehicles and helicopters. You move a ground vehicle from card to card. You place a helicopter indicating whether it is landing or flying low. You move all vehicles and perform combat against them in the Vehicle Movement and Combat Phase. Movement and combat occur over the course of the phase, so movement may be interrupted by combat but continue afterwards. If allowed by the Vehicle and Anti-Tank Weapons Chart, you may be able to both move and perform combat with a vehicle. The Vehicle and Anti-Tank Weapons Chart (on the back of the Briefings Booklet) lists all the relevant data for all vehicles. For the sake of simplicity, all combat against a vehicle is referred to as Anti-Tank (AT) Combat.

7.1 Commands

7.1.1 General

Vehicles, like infantry units, are organized into Platoons and companies with a functioning chain of command. Ground-based vehicles are in Platoons, but helicopter units form flights. A Vehicle Platoon has a Platoon Headquarters (PLT HQ), and a Helicopter Flight is commanded by the CO HQ. Vehicle PLT HQs can only activate vehicles in their same Platoon. The CO HQ uses one command to activate all Helicopters in a single Card or Staging Area as each Card or Staging area is a Flight of Helicopters.

Unlike an infantry PLT HQ, these units may command their Platoon and still function as a combat or transport unit because a vehicle has enough crew members to perform more than one task.

All vehicles in a Platoon have their own radio net. The PLT HQ is always in communication with all members of its Platoon. They also communicate on the Company Tactical Net in Vietnam or later missions OR on the Battalion Tactical Net in WWII or Ko-

rean War missions. During the Command Phase, you may have the CO HQ activate a vehicle PLT HQ, just as it would activate any other PLT HQ or Staff. If not activated by the Company HQ, draw for the HQ in the Platoon HQ Initiative Impulse. You may have it save Commands just like any other HQ or Staff unit. You may have only the Company HQ or an individual vehicle's PLT HQ activate individual vehicles that belong to its Platoon unless you attached the vehicle to a particular Platoon before the beginning of the mission. You may also activate any vehicle that belongs to a Platoon or flight by General Initiative. You may never attach a helicopter to an infantry PLT HQ.

Some vehicles, such as trucks and jeeps, have limited crews and/or no radios and are not indicated in the Mission Instructions as being part of a vehicle Platoon. Jeeps and similar small vehicles have no crew. Whatever unit is embarked on it functions as the driver. Trucks come with a small crew but do not normally have radios. They must be given a Command to move individually. You can activate a truck for movement using any HQ or Staff unit in Visual-Verbal communication or by General Initiative.

There are some anti-tank or anti-aircraft guns that are considered vehicles for all purposes except they may not move during the course of a mission. These are indicated on the Vehicle and Anti-Tank Weapons Chart under the Mobile column. Certain aircraft, such as Attack Helicopters, Forward Air Controller (FAC) Aircraft, and Fixed Wing Gunships (AC47), are treated as special cases.

7.1.2 Attack Helicopters

You call for an Attack Helicopter in the same manner as a Close Air Support Mission. If the call is successful, you have activated the Attack Helicopter. Place it directly on a card whenever you wish during the Vehicle Movement and Combat Phase. You do not "fly" it from card to card, and so it is only vulnerable to reaction AT Combat on the card on which you place it. However, check for reaction AT Combat against the aircraft when you place it.

Attack Helicopters are deployed in a two-aircraft section. The two aircraft counters are called by a single call for fire at a specific target card. If both are undamaged, you may attack the target card and any one Adjacent card (if desired) with its VOF. If only one aircraft is undamaged, you may attack the target card only. "Short" fire (6.7.3) also applies to Attack Helicopter missions, though only the new target card receives attacks.

An Attack Helicopter may loiter for an additional turn (a total of two turns). If you want the helicopter to attack a different target the second turn, you must go through the call procedure again. Otherwise, an Attack Helicopter automatically performs a second attack on its original targets, suffering potential reaction AT Combat as before.

7.1.3 Forward Air Controller Aircraft

A FAC Aircraft does not require commands, and you may have it loiter for an additional four turns (for a total of five turns.) Each turn you may have it perform one Attempt to Call for Fire from an Off-Map Firing unit Action (but only if it's Air Support from a fixed wing aircraft or an attack helicopter) and you may have it mark the target with a WP marker. The range of the WP

Rocket is Close Range. Place the FAC on a card of your choice during the Vehicle Movement and Combat Phase. You do not "fly" it from card to card, and so it is only vulnerable to reaction AT Combat on the card where you place it. In Vietnam missions, Attack Helicopters and Airborne FACs are only vulnerable to Small Arms, Automatic Weapons, and 12.7mm HMG.

7.1.4 Fixed Wing Gunships

During Vietnam missions, gunships fly at higher altitudes and are not vulnerable to AT Combat. They only fly during night missions.

Like the FAC, you automatically activate an AC47 by placing it anywhere on the map during the Vehicle Movement and Combat Phase. You can move it to any card each subsequent turn and can have it loiter for the entire mission once available. Once placed, it can place 3 Heavy Weapons VOF and place 3 air-dropped illumination markers in any combination of 3 cards that it occupies or are adjacent to it. It does not require ongoing Call for Fire Action.

7.2 Activating Vehicles

In contrast to Infantry, you may activate a vehicle only once during a turn. Activate a vehicle during the Command Segment, and place an Activated marker on it at that time as a reminder. Though activated during the Command Segment, do not perform a vehicle Action with the unit until the Vehicle Movement and Combat Phase. You may move or initiate combat only with activated vehicles. You may have a non-activated vehicle perform combat only in reaction to the fire and movement of other vehicles. Move and fire each activated vehicle one at a time until its activation is complete. If both enemy and friendly vehicles activate, alternate Actions with the attacking side going first. Flip a unit's Activation marker to its Moved/Fired side when you have finished its Action, and remove all the markers in the Clean Up Phase.

7.2.1 Preplanned Transport

In some missions the transport Vehicles have a preplanned schedule. The mission instructions will indicate if the transport is preplanned and what the schedule is for the transport to arrive, drop off your units, and leave the map. Vehicles on preplanned missions need not be activated. They carry out their schedule only. They may exert a VOF (if the Vehicle has a printed VOF) while in the course of their preplanned schedule.

7.3 Movement

7.3.1 Ground Movement

You may move a ground vehicle from one card to another for an unlimited number of cards. However, it must stop moving when it enters a "SLOW" trafficability card and you may not have it enter a "NO" trafficability card (1.2.1b). A vehicle may not move after it fires, but it may move before firing if there is a number in its Move & Fire column on the Vehicle and Anti-Tank Weapons Chart on the Player Aid card (7.5c).

7.3.2 Air Movement

When an Attack Helicopter enters play, place it on the card of your choice; you do not move it from card to card. It is only vulnerable to AT Combat on the card where it is placed. It does not suffer the +1 moving target modifier.

A helicopter that has a Transport Capacity on the Vehicle and Anti-Tank Weapons Chart is a transport helicopter. A transport helicopter is available for:

- an assault landing (landing units into an unoccupied Landing Zone),
- bringing in supplies or reinforcements, or
- evacuating casualties.

You must activate a transport helicopter to place it on the map. You may place a transport helicopter only on a card with a Landing Zone point control, which can only be on a card labeled “LZ” (Landing Zone). In order to land a transport helicopter after its initial movement onto the map, another unit must first mark the designated LZ with a Pyrotechnic.

Attack Helicopters are those without a Transport Capacity. Consider Attack Helicopter movement as making an attack run. Attack helicopters are available on call as air support missions and are placed on the target card.

7.4 Transport

The parenthesized value on the vehicle counter indicates the number of Steps it may carry. It may also transport items equal to the maximum allowable for that number of Steps (5.1.6).

7.4.1 Embarking

To embark an infantry unit or casualties onto a vehicle, have the vehicle perform an Embark Action (4.2.2h) during the Command Phase. Place an Exposed marker on the embarked units if they do not already have one. Place embarked infantry units beneath the vehicle counter. You may move the vehicle normally in the Vehicle Phase. Units may start a mission embarked on vehicles by placing them beneath vehicle units at the beginning of the mission.

7.4.2 Disembarking

Passengers

You can have a vehicle disembark its passengers during the Vehicle Phase, either before or after the vehicle moves. You do not need to issue a specific order for disembarkation. Place an Exposed marker on the Vehicle and on any passenger that disembarks.

Equipment

To disembark equipment or ammo from a vehicle, have the vehicle perform an Unload Action (4.2.2h) during the Command Phase. Place an Exposed marker on any vehicle unit that performs a Transport Action if it does not already have one. You may move the vehicle normally in the Vehicle Phase.

7.4.3 Riding in Jeeps or Trucks

Jeeps have no crew—an embarked unit serves as the operator. Jeeps and trucks are open vehicles. An embarked infantry unit may fire or be fired upon like any other infantry unit in the Combat Effects Segment. It may also suffer the adverse effects of AT Combat as a passenger in a targeted vehicle. If a vehicle moves, any passengers it is carrying are Exposed, and the passengers derive no cover from the vehicle while embarked.

7.4.4 Riding on Tanks

Units, casualties, and ammunition may ride on tanks when necessary. A tank may carry a number of Steps equal to its transport capacity on the Vehicle and Anti-Tank Weapons Chart. A tank carrying any casualties or passengers may not engage in combat until the passengers have disembarked or have been unloaded (but it can engage in combat if only carrying ammo). Any Infantry unit riding on a tank that is the target of an Anti-Tank attack, the result of which is Brewed Up, Knocked Out, or Pinned, is automatically HIT. Resolve the hit's effect immediately. Immediately disembark the affected passengers and place an Exposed marker on them, which is applicable in the subsequent Combat Effects Phase. Passengers may be engaged like any other infantry unit in the Combat Effects Phase, but have no VOF of their own while embarked. If the vehicle moves, then the passengers are Exposed, as the passengers derive no cover from the vehicle while embarked.

7.4.5 Helicopter Assault

The non-linear (no front line) characteristic of guerilla warfare and the advent of the helicopter as a weapon technology ushered in a new form of military operation during the Vietnam War: the Helicopter Assault. Helicopter Assault is the transport of troops into a combat situation (a Landing Zone [LZ]) via helicopter transport. Air Assault Planning, Staging Areas, and Landing Zones make up Helicopter Assaults.

Apply the rules for Vehicle Commands and Helicopter Movement to Helicopter Assaults.

Landing Zones (LZ)

A Landing Zone (LZ) is an on-map area of one, two, or three cards. The mission will designate a starting LZ configuration. LZ Tactical Control Point markers may only be placed on terrain cards with the helicopter icon. When setting up the map, double check that the cards marked with LZ Point controls are either Open, Village, Brush, Elephant Grass, or Rice Paddy.

Be sure to consider the number of helicopters planned for the first wave and that the LZ is large enough to accommodate those aircraft. LZ stacking is also four vehicles. Per turn, four helicopters may takeoff and four may land. LZs can be designated in LZ capable cards during the course of a mission by taking a Designate a New Tactical Control action (4.2.11).

Staging Areas

Helicopter operations are governed by four off-map Staging Areas, called the Pickup Zone (PU Zone), Inbound, Outbound, and Loiter Staging Area. A Player Aid Card, called The Helicopter Control Card, is provided for you to track where your aircraft are

Tank Combat Example:**Tank vs Tank**

Vehicle movement and combat happens in the Mutual Vehicle-Aircraft Phase. Activated vehicles can move and/or initiate combat. In the Mutual Vehicle-Aircraft Phase, vehicles not activated may only react to the movement or firing of activated vehicles. US vehicles are activated by expending a command. Enemy vehicles are activated via enemy Activity Checks. Vehicles include helicopters.

1. The North Korean T34/85 moves into our example area via an Enemy Activity Check.
2. The US M4A3E8 from the regimental Tank Company reacts to the move by engaging the T34/85.

On the player aid card the offensive and defensive values of the various vehicles are listed.

The range based offensive modifier for the M4A3E8 is Close Range (Adjacent card) -3

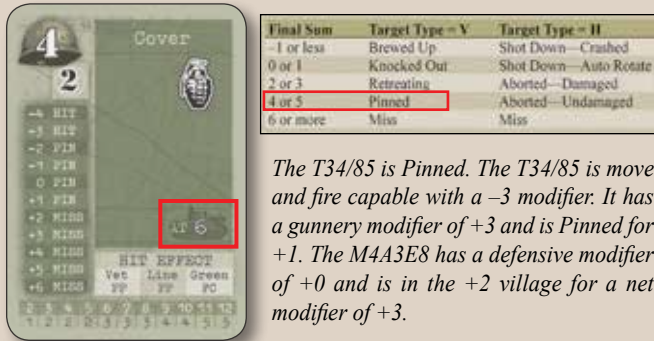
The defensive modifier for the 34/85 +1

The T34/85 was moving +1

The Rice Paddy has +0

For a Net Modifier of -1

An Action card is drawn and—referencing the AT#—the modifier is added and the Vehicle card is consulted.



The T34/85 is Pinned. The T34/85 is move and fire capable with a -3 modifier. It has a gunnery modifier of +3 and is Pinned for +1. The M4A3E8 has a defensive modifier of +0 and is in the +2 village for a net modifier of +3.

as they transit between the various areas. The Card is two-sided with one for Army Aviation and the other for Marine Aviation. The areas are identical, but the images are service specific. Helicopters moving between areas on the Helicopter Control Card and from the Card to the map must be activated. One command activates all Helicopters in any one on map LZ card or area on the Helicopter Control Card. Fuel limitations force the aircraft to move, Helicopters in the on map LZ, Inbound, Outbound, or Loiter *must* move to the next area (even if not activated), helicopters in the PU Zone may remain as long as you desire. Helicopters in the on-map LZ must move to the Outbound area. The Outbound area must move to the PU Zone. Helicopters in the Inbound area must move to either an on-map LZ or the Loiter area, if the LZ is full or if you want to wait a turn. Helicopters in the Loiter area must move to either the on-map LZ or the Outbound area. For a mission that begins with a helicopter assault, start the loaded helicopters in the Inbound Staging Area so that landings can begin on turn 1 of the mission.

Note: Though highly unlikely, it is possible that you may not have enough commands to move all in-flight helicopters. In this case, they still must move. However, commands must FIRST be spent on moving the helicopters. In other words, you cannot purposefully use those commands elsewhere knowing that the helicopters will be moving anyway.

A helicopter loads units and ammo in the PU Zone Staging Area in a turn and leaves that same turn for the Inbound Staging Area. The second turn it leaves the Inbound Staging Area and enters the LZ card on the map, where it can unload its passengers or ammo and pick up casualties. In the third turn it departs the LZ (after loading any troops, casualties or ammo) for the Outbound Staging Area. In fourth turn it arrives back at the PU Zone, where it can unload the casualties and load new passengers or ammo. Thus, a complete round trip from PU Zone to Inbound to Map LZ to Outbound to PU Zone takes four turns.

Example: A planned landing on Turn 3 can be delayed until Turn 4. If the helicopter does not land on Turn 4 it must return to the Pickup Zone. On Turn 5 it returns to the Pickup Zone Staging Area. On Turn 6 it may begin the whole Helicopter Assault process anew.

The following rules also apply to Helicopter Assault Staging Areas:

- Units in a PU Zone, Inbound, Outbound, or Loiter Staging Area cannot fire or be fired upon.
- Units without helicopter transport cannot move from the map to either of the helicopter Staging Areas (or vice versa), or between those four Staging Areas.
- Any unit leaving the map must land in the PU Zone. Any unit leaving the PU Zone must land on the map LZ or return/abort to the PU Zone.
- There are no capacity limits in any PU Zone, Inbound, Outbound, or Loiter Staging Area.
- A helicopter must be in one of the helicopter Staging Areas or on the map.

- There is no LOS from anywhere to the helicopter Staging Areas.

Air Assault Planning

A helicopter assault is a complex operation and requires careful planning. This is usually done during Task Organization (2.4.3) so the first wave lands on turn 1. Scenarios with mid-game air assaults will allow for a planning phase in the turn before the air assault arrives.

An Air Assault plan should include the following:

- Designate a Landing Zone as described before. LZs may span up to three adjacent cards. Consider the number of helicopters in the first wave and be sure the LZ is large enough to accommodate those aircraft.
- Load/embark the units for the first wave. There is usually not enough room on them to transport all the troops of the Company to the LZ at the same time. You'll need to split some Squads into Assault or Fire Teams, leaving unit Steps in the Staging Area.
- Have UH1 Troop Transports land and disembark troops to secure the LZ. Landing aircraft are vulnerable to Reaction AT Combat if the LZ is within range of an enemy unit.
- Place the first wave units on the Inbound Staging Area if you intend to land on the first turn.
- Use CH-47 Heavy Lift helicopters to bring heavier elements or the remainder of the Company.

You don't need to land assault waves one after another, and you can build in delays in the Landing Plan by moving the follow on waves from the PU Zone to Inbound area as needed. In some cases, you might feel the LZ is too "hot" to bring in the helicopters safely. In addition, the assault plan must take into account the maximum capacity of 4 vehicles per card (1.2.1i). If the number of helicopters exceeds the LZ's capacity at the end of the Vehicle Movement and Combat Phase, or if more helicopters try to land in the same turn than the LZ can accommodate, the excess aircraft immediately abort their landing. If helicopters land on a card containing a VOF marker, they receive fire prior to disembarking any passengers. Helicopters on LZ cards at the beginning of the Vehicle Phase may take off so that other helicopters may land.

Example: Sample Landing Plan (This is optional; there is no obligation to use this):

1st Wave:

Three UH-1s (3-Step capacity each) Total of 9-Steps—a full strength Platoon is 12-Steps. Each Squad leaves behind one-Step (if they have the Step to leave, this is annotated on the Company Log).

Stick 1 – 1st PLT HQ [1], 1/1st PLT (–) [2] = 3 Steps

Stick 2 – Wpns / 1st PLT [1], 2/1st PLT (–) [2] = 3 Steps

Stick 3 – Wpns / 1st PLT [1], 3/1st PLT (–) [2] = 3 Steps

Designer's Note: Troops assigned to an aircraft are called "sticks" or "chalks."

In the Vehicle Movement and Combat Phase, move the first wave on the LZ Card from the Inbound Staging Area. Have UH1 Troop Transports land and disembark troops to secure the LZ. Landing aircraft are vulnerable to Reaction AT Combat if the LZ is within range of an enemy unit. Move the second wave from the PU Zone Staging Area to the Inbound Staging Area. You can have several more UH1s land additional Company elements with the purpose of expanding the fire support capability of the LZ. In the ensuing Vehicle Movement and Combat Phase, the first wave can depart while the second wave disembarks troops.

7.5 Vehicle Actions

You may have a vehicle perform one (and only one) of the following Actions during the Vehicle Movement and Combat Phase:

- A. Fire
- B. Move
- C. Move then Fire
- D. Reaction Fire, or
- E. Spot

The Move & Fire column on the Vehicle and Ranged Weapons Chart indicates whether a unit can use a Move then Fire Action. An AT-capable infantry unit activated during the Command Phase also fires during the Mutual Vehicle Aircraft Phase.

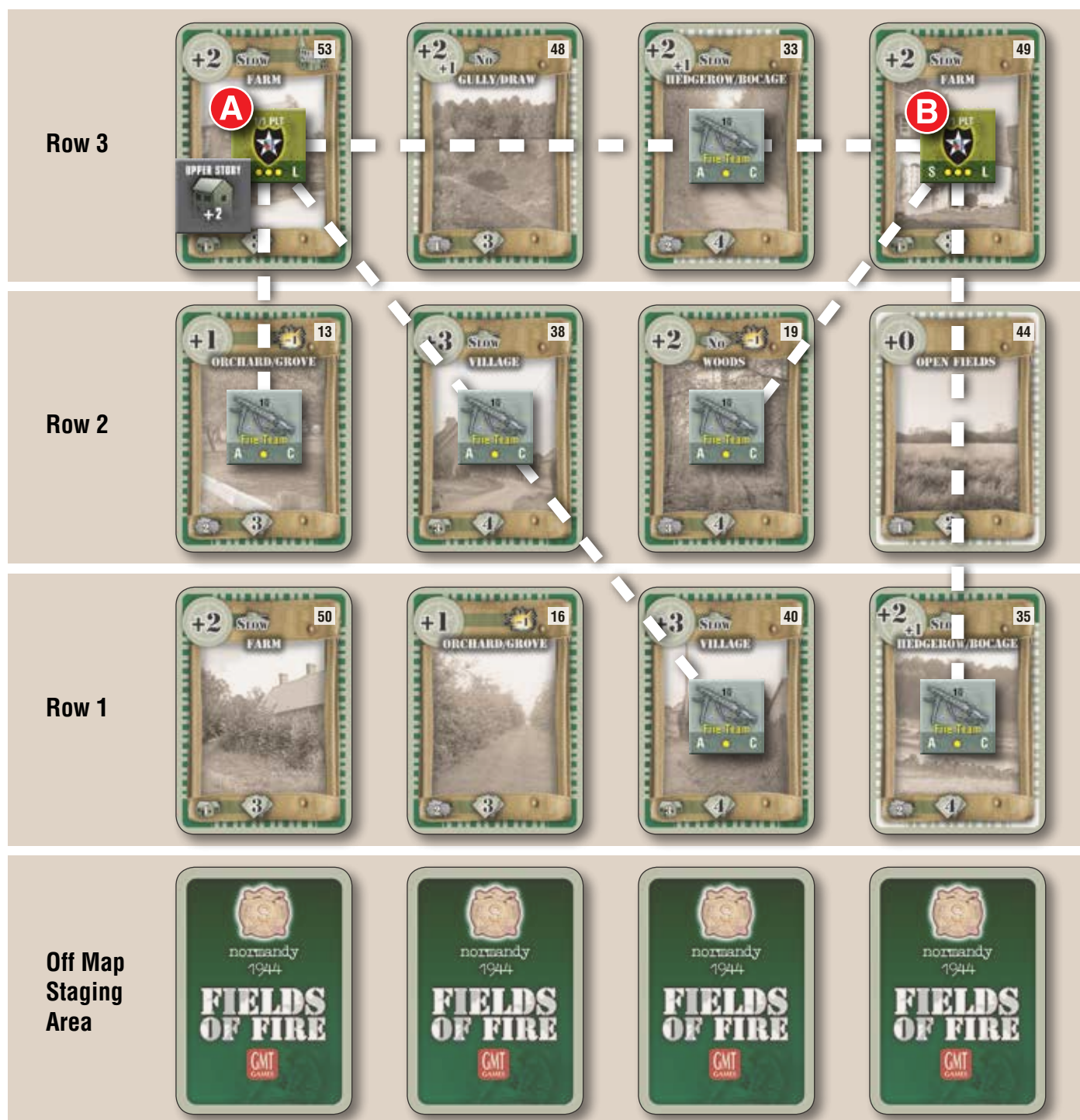
A. Fire

Fire against vehicle and helicopter targets is called Anti-Tank (AT) Combat. A unit allowed to execute such fire is called an AT-capable unit (see Glossary, 1.2.6). The only time a unit can perform AT Combat is in the Mutual Vehicle-Aircraft Phase.

Anti-Tank fire is resolved immediately. The target vehicle must be in the firer's LOS. Vehicle fire against an infantry target (regardless if it is AT capable or is listed on the Vehicle and Anti-Tank Weapons Chart) places a VOF marker which is resolved in the Combat Effects Segment. Flip the "Activated" marker to its "Moved/Fired" side.

Fire is the only Action available during the Mutual Vehicle Aircraft Phase to an AT-capable infantry unit.

If a unit fires, first resolve any VOF present on the card from which it fires, then resolve the unit's AT Combat, and finally resolve any Reaction Fire from AT-capable units that have an LOS. Enemy AT-capable units ALWAYS reaction fire if in range and LOS.

**US unit A:**

- A unit always has a clear LOS to an adjacent card (except if in Smoke or under an Incoming! VOF), so US unit A can see the enemy units on cards 13 and 38 regardless of blocking card sides or the spotting unit's height.
- In addition, blocking sides of the spotting unit's card and target's card do not matter, so US unit A also has a clear LOS to the units on card 33.
- However, US unit A has a clear LOS to the enemy unit on card 40 only if it (the US unit) is on the upper floor of the Multi-Story card it is on. If it is, then you ignore the blocking card sides on card 38, thus providing unit A with a clear LOS to card 40.

- Note also that US unit A cannot see the enemy unit on card 19. An LOS can only be traced along straight lines. To see this unit, the LOS would have to go straight one card and then diagonally one card (or vice versa), and that is not allowed.

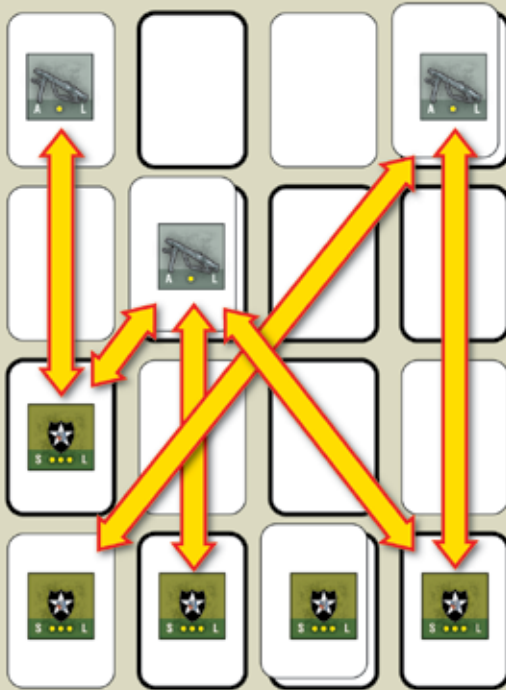
US unit B:

- This unit has a clear LOS to both of the enemy units on cards 33 and 19 because they are on adjacent cards.
- This unit has a clear LOS to the unit on card 35 because unit B can ignore the dark border on its own card [5.2.1].

Line of Sight Examples

Stacked cards are hills. Black outlines are dark-bordered cards.

Basic LOS

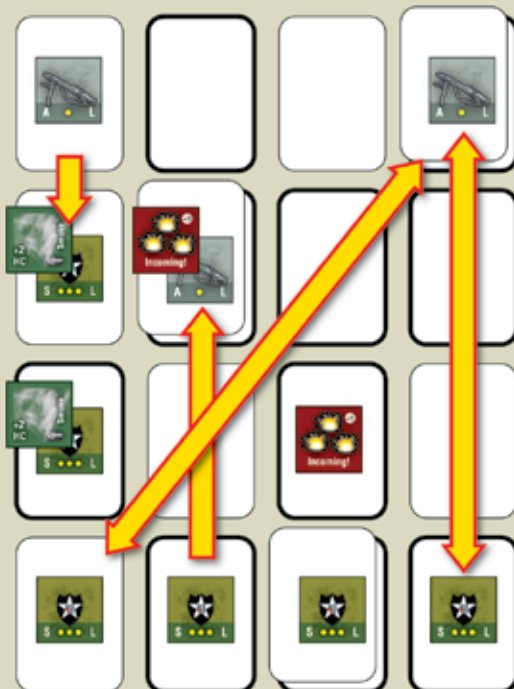


Night LOS



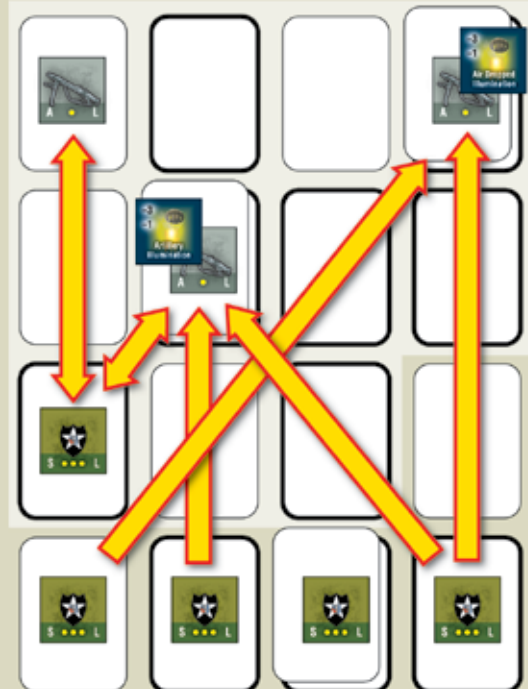
Limit of basic night/limited visibility LOS (includes Rain and Fog).

LOS with Smoke and Incoming



You cannot see out of Incoming, but you can see in. Thus you continue to maintain a PDF into Incoming. You cannot see through or over Incoming.

Night LOS with Illumination



Now that illumination is introduced, the US units can see into the illuminated area (represented by the lighter background) but the Germans cannot see out of it. The reciprocal LOS still exists between row 2, col. 1 and row 3, col. 2.

Note: A vehicle does *not* have to be activated to fire at infantry in the Combat Phase (3.7). The purpose of activation is to allow it to fire at vehicles and/or move in the Mutual Vehicle-Aircraft Phase. Moreover, a vehicle that has moved and/or fired in the Mutual Vehicle-Aircraft Phase can still fire at infantry in the Combat Effects segment (i.e., resolve its VOF). Infantry fired at by a Vehicle that earlier fired at another vehicle does not have to be in the same card as the targeted vehicle. However, in the Combat Effects segment the firing vehicle must fire along any already-established PDF. Pinned Vehicles generate All-Pinned VOFs just like Infantry units do. Additionally, when Pinned they may be activated, but are bound by the restrictions imposed on Pinned units in 4.2.5.

B. Move

Move the vehicle to an adjacent card. Resolve any VOF present on the card from which it begins movement before movement. If it survives that initial attack, move it onto another card. If that card has a VOF marker on it, immediately resolve the VOF present on that card. Lastly, resolve any Reaction Fire from any AT-capable units that have an LOS.

After resolving any Reaction Fire, and if the activated vehicle survives, you may continue to move the vehicle (if allowed by the movement restrictions), resolving VOF and Reaction Fires, card by card.

C. Move then Fire

If the Move & Fire column for a vehicle has a number (even a 0) in it, you may move such a unit as above and have it fire after entering any card. However, you must cease moving it after it has fired.

D. Reaction Fire

As activated vehicles move and fire, they potentially come under fire from reacting units. Reacting units are inactive vehicles or AT-capable infantry and activated vehicles or AT-capable infantry that have not yet fired. You may have such a unit fire in reaction to any vehicle that fires or moves within its LOS. You do not need to expend Commands to fire these reacting units. You cannot have a unit react to Reaction Fire. If a vehicle is in the LOS of a vehicle or AT-capable infantry unit when it performs an activity in lieu of firing (i.e., spotting), that activity makes it vulnerable to reaction fire just as if it had moved or fired.

The VOF resolution against moving/firing vehicles is only for those weapons which do not have a specific line on the Vehicle/AT Weapons Chart. Thus, a weapon that has both a VOF and a listing on the Vehicle/AT Weapons Chart would *not* get to attack a moving vehicle twice (with both its VOF and its Gunnery Modifier). It would only attack with its Gunnery Modifier.

After you've completed the movement and combat of all activated vehicles, have all friendly vehicles that were not activated receive attacks from any VOF present on their cards.

E. Spot

You may have an activated vehicle that is not under a Pinned marker attempt to spot an unspotted enemy unit in its LOS in lieu of firing. Perform the spotting attempt using the same procedure

as for other spotting attempts. Resolve any VOF fire before the spotting attempt. Treat the activated vehicle as if it had just fired.

7.6 Resolving AT Combat

Complete the following Steps in order:

- A. Determine the firing unit's Gunnery Modifier by cross-referencing the type of firing unit with the range to the target card on the Vehicle and Anti-Tank Weapons Chart.
- B. Add to this the defensive value of the target vehicle type from the Defensive Value column of the target.
- C. Add any Cover & Concealment modifiers present on the target unit's card.
- D. If the firing unit has a Move then Fire capability and has moved, add the modifier from the Move & Fire column.
- E. Finally, add any other applicable modifier listed at the bottom of the Vehicle and Anti-Tank Weapons Chart.

The final result is called the AT modifier. Draw an Action card and add the AT modifier to the AT number shown on that card to get a final sum. Look up the final sum on the Anti-Armor Table under the Anti-Tank Combat Resolution and Modifiers Chart to determine the AT Combat result.

If the firing unit has a Quick Shot capability, the target is not a helicopter, and the AT combat result is -4, -2, 0, 2, or 4, then the firing unit has obtained a Quick Shot result. You may have a unit that obtains a Quick Shot result fire another AT Combat. And you may continue to do so as long as Quick Shot results are obtained. You cannot obtain a Quick Shot result against a helicopter.

Follow a different procedure when firing a vehicle or an AT-Capable unit that has a G! VOF. (Such units have smaller caliber weapons like 37mm guns.) In this case, draw Action cards as in an Attempt to Make a Grenade Attack (two cards modified by Experience Level). If successful, then follow the procedure above (determine the net AT modifier, draw to get an AT number, and add them together) to determine the final AT combat result on the Anti-Armor Table.

7.7 AT Combat Results

While you resolve combat against vehicles and helicopters identically, there are different combat results for each. The following general concepts apply to all AT Combat Results:

- A Wreck marker provides cover like any other Cover marker. While such a marker does not count against the maximum number of Cover markers allowed for a Terrain card (1.2.1f), it does count against the vehicle capacity limits (1.2.1i), which also apply to LZs.
- A Burning Wreck marker does not provide cover, but does count against the vehicle capacity limits, which also applies to LZs. The smoke from a burning wreck is not cumulative with other burning wrecks on the same card. Smoke from a burning wreck blocks LOS.
- The Vehicle and Anti-Tank Weapons Chart lists the size of each vehicle type's crew in Steps.

A. Combat Results for Vehicles

1) Brewed Up

Replace the vehicle with a Burning Wreck marker. Convert each crew and passenger Step to a casualty.

2) Knocked Out

Replace the vehicle with a Wreck marker. Convert each crew and passenger Step to a Fire Team and inflict a HIT result on each. Resolve the HIT as if it occurred during the Combat Effects Phase. Place the teams under the Wreck marker, but mark them Exposed.

3) Retreating

The vehicle crew decides discretion is the better part of valor. Remove the vehicle and any passengers it is carrying from play for the remainder of the mission.

4) Pinned

Place a Pinned marker on the vehicle to indicate that it is but-toned-up. Pinned vehicles have a -1 modifier if targeted in AT Combat. They may not Spot. They incur a +1 modifier if firing in AT Combat. Remove the Pinned marker at the end of the Vehicle Movement and Combat Phase, but only if the vehicle was not the recipient of any form of attack during that phase.

5) Missed

No effect.

B. Combat Results for Helicopters (& FAC Aircraft)

1) Shot Down – Crashed

Replace the helicopter with a Burning Wreck marker. Convert each crew and passenger Step to a Casualty.

2) Shot Down – Auto Rotate

Replace the helicopter with a Wreck marker. Convert each crew and passenger Step to a Fire Team and inflict a HIT result on each. Resolve each HIT as if it occurred during the Combat Effects Phase. Place the teams under the Wreck marker, but mark them Exposed.

3) Aborted – Damaged

Immediately move the helicopter to the Enroute Staging Area. Consider it damaged enough to be unavailable to support the rest of the mission. Return the helicopter and any passengers to the Pickup Staging Area in the following turn where the aircraft lands and is unable to leave. Any dropped passengers may fly in on another undamaged helicopter.

4) Aborted – Undamaged

The helicopter aborts the current Action, but is still available to support the mission during subsequent turns. Immediately move the helicopter to the Enroute Staging Area, where you may have it re-enter the map in a subsequent turn. Retain any passengers on board.

5) Missed

No Effect

7.8 Ammunition

Vehicle weapons systems that consume ammo will consume ammo each time they fire. In other words, if a weapon fires at a Vehicle in the Mutual Vehicle-Aircraft Phase, and then fires at infantry in the Combat Effects segment, it will have consumed two points of Ammo.

8.0 Visibility

Each Mission lists the visibility condition. Normal visibility is +0 or +1. When the Visibility Modifier is greater than +1, the mission takes place under the effects of Limited Visibility. Place a Visibility marker near the map to note the Visibility Modifier dictated by Mission Instructions.

Note that Grenade, Incoming!, Mines, Claymores, and Booby Trap VOF are not affected by the Visibility Modifier.

8.1 Limited Visibility Effects

Limited Visibility affects Commands, LOS, and combat.

1) Commands:

The maximum number of commands that can be spent by an HQ or Staff unit during Limited Visibility is 4. The maximum number of saved Commands by experience in Limited Visibility is:

Green	2
Line	4
Veteran	6

2) Line of Sight

During Limited Visibility the maximum LOS range without Illumination or a night observation device is reduced to Close Range (adjacent).

3) Combat

The Visibility Modifier (normal or limited) is part of the NCM. Apply the Visibility Modifier of between +0 and +5 to the Net Combat Modifier (NCM).

8.2 Illumination

The Campaign Instructions list available illumination. Illumination is available for any mission that has one or more turns where the visibility is Moon of any value. Illumination can be delivered from several sources. Use it to mitigate the effects of Limited Visibility at night. Illumination does not help in Rain/Snow or Fog conditions.

Place an Illumination marker on a card either by deploying a Pyrotechnic or by calling in an Illumination Fire Mission. The Illumination marker has one or more modifiers mitigating the Visibility Modifier. Apply the top modifier to the card containing the Illumination marker. Apply the bottom modifier, if present, to all adjacent cards. (The Illumination Modifier plus the Visibility Modifier can never be less than +0.) Any card that is under the effect of illumination is illuminated. Illuminated units can see adjacent cards per normal LOS rules, as well as other Illuminated

cards out to normal visibility range. Remove Illumination markers during the Clean Up Phase.

8.3 Night Observation Devices

8.3.1 Active Infrared

This includes IR Illuminators and Receivers that are mounted either on small arms or on vehicles. Do not apply any Visibility Modifier when firing any unit so equipped at Point Blank range (on the same card). Do not apply any Visibility Modifier when firing a vehicle unit so equipped out to Close Range (into an adjacent card).

8.3.2 Passive Infrared

This includes goggles and Starlight scopes. The Campaign Instructions indicate the specific effectiveness of available devices as the quality changes over time. You can fire a unit equipped with Passive IR regardless of the Visibility out to its full range. Do not apply any Visibility Modifier when firing a unit so equipped at any range. Passive IR is ineffective in illuminated areas. In such cases, use the illumination modifiers.

8.3.3 Thermal Sights

You can fire a unit equipped with Thermal Sights regardless of the Visibility, Rain/Snow, Fog, or Smoke out to its full range. Do not apply any Visibility Modifier when firing a unit so equipped at any range.

Unit Note: The AC-47 Spooky does *not* have any night observation system, thus it must drop illumination in order to avoid the visibility penalty.

8.4 Smoke

Smoke is an artificial form of Limited Visibility. Smoke occurs as the result of a Pyrotechnic, a Fire Mission, or a burning wreck. Smoke includes Smoke grenades, WP Smoke, or Incoming! and Air Strike VOF markers (dirt and dust kicked up by incoming artillery and mortars). You can trace an LOS into, but not through or out of, a card containing smoke (Note that this does create a rare instance where LOS is not reciprocal). Smoke and WP smoke provide a defensive benefit to the occupants of the card, except to Incoming! and Grenade attacks. Multiple sources of smoke are not cumulative; use only the single best, defensive benefit.

Clusters and parachutes are *not* considered Smoke.

9.0 The Enemy

9.1 Potential Contact

Enemy contact is a function of US units occupying a card with a Potential Contact (PC) marker combined with the level of Current Activity. The Current Activity is dynamic, changing immediately as conditions change. Review and update the Current Activity level as the situation changes on the map. This most often occurs during Enemy Activity Checks, Friendly movement during the Command Phase, and as Potential Contact is resolved. Place the Current Activity marker next to the Current Visibility marker near the top of the map for easy reference.

The Current Activity Levels in increasing order are:

1. No Contact:

No VOF or PDF markers are on the map and no enemy units have been spotted.

2. Contact:

One friendly- or enemy-occupied card is under a VOF marker, or there is at least one spotted enemy unit on the map.

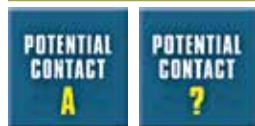
3. Engaged:

Two or more friendly- or enemy-occupied cards are under VOF markers.

4. Heavily Engaged:

Two or more friendly- or enemy-occupied cards are under VOF markers and at least one card has both enemy and friendly units on it.

9.1.1 Potential Contact (PC) Markers



Potential Contact (PC) markers control the type and location of enemy contact (9.2). In some missions, they can move, representing potential enemy movement. The markers have two sides. One side has the letter A, B, or C. The other side has a question mark. The letter represents the likelihood and severity of enemy contact, with A being the most severe, and C being the least severe. The “?” is used to mark unspotted enemy units.

9.1.2 Initial Placement of PC Markers for Offensive Missions and Combat Patrols

For Offensive Missions, put PC markers on the map when setting up a mission. The Mission Instructions indicate which type of PC markers to place by card row, whether to place them letter side showing or “?” side showing, and how to place them. Place one marker of the indicated type on each card that is not occupied by a friendly unit in that row. Some missions may dictate placement of enemy forces on the map in addition to PC markers.

If a mission calls for PC markers of different letters to be randomly placed, select a number of markers of each letter equal to the number of Terrain cards to be marked. Flip all the PC markers so that their “?” sides are up, mix them thoroughly, and then place the required number in play with their “?” sides up. For example, if the Mission Instructions say to randomly place

eight markers of letters B and C, mix eight letter B markers and eight letter C markers, and then randomly place eight of those 16 in play showing their “?” sides. If there are not enough PC markers of one letter, select as many as possible of that letter and then select an equal number of the other letter or letters. For instance, several Vietnam missions say to place PC markers randomly on 25 cards. In this case, select all 16 A markers, all 16 B markers, and all 16 C markers, randomize them, and place 25 of them in play showing their “?” sides.

9.1.3 Placement of PC Markers for Defensive Missions

For Defensive Missions, place PC markers on cards or entire rows as indicated by the Mission Instructions during the Enemy Activity Checks. Then resolve them normally (9.1.5). Remove any PC marker not resolved by the end of a particular turn.

9.1.4 Counter Attacks

Some Offensive Missions call for a counter attack on a particular turn or as a result of an Enemy Higher HQ Event. During a counter attack turn, place a PC marker of the type indicated in the Mission Instructions on every US-occupied card. This may take place over a number of turns as specified in the event. Some missions may have a different set of enemy force packages just for counter attacks. The sequence of play for the mission is still that of an Offensive Mission, but the Activity Checks (9.4) are made with Assault tactics for the next three turns or until the mission ends, whichever comes first.

9.1.5 Resolving PC Markers

PC markers are resolved during the VOF Phase. Wherever a US unit is on a card with a PC marker, there is a potential enemy contact. If any PC marker is on its question mark side with a US unit, flip it to its letter side before resolving it (but not those “?” being used to mark unspotted enemy units).

To resolve a marker, check the Potential Contact Draws Chart (also on a hint card) and cross-reference the marker’s letter with the Current Activity Level. If the cross-reference says “Auto,” you make contact without having to draw any cards. If the cross-reference is a number, you must draw that number of cards. If any card drawn contains the word “Contact!” in the upper center, you make contact. If the word “Contact!” is not drawn there is no contact with the Enemy. In either case remove the PC marker. Adjust the Current Activity marker as enemy forces appear, if necessary (9.1).

If more than one PC marker needs to be resolved, do it in alphabetical order. Resolve multiple markers of the same letter in random order.

When you make contact, consult the Mission Instructions to determine the type of contact based on the letter of the PC marker (9.2.1).

If two PC markers end up on a card due to some event (such as a Counterattack), remove the lower letter (A is highest).

You can move vehicles through Terrain cards without resolving their PC markers. Resolve contact only on the card where the vehicle ends movement.

9.2 Generating Enemy Forces

Upon making contact, determine the type of enemy contact and place it on the map as follows.

9.2.1 Type of Enemy Contact

For each PC marker where contact has occurred determine the type and disposition of the enemy. Draw an Action card and check the random number under 10. Cross-reference this number under the PC marker letter in the Mission Information to find a resulting enemy force. Check the #/Result on the Enemy Force Package Table in the Campaign Instructions for an exact description of the enemy.

The Enemy Force Package Table provides the following information:

Package Name – usually descriptive, but see Description for exact details.

Place VOF/PDF? – Determines whether or not the enemy immediately opens fire. Enemy forces that do not initially have a VOF/PDF will likely automatically open fire the moment the on-map situation changes during subsequent turns.

Unit Spotted? – Determines if you can see the new unit or not. If Yes, your eligible available units will open fire on it. If No, flip the PC marker to its “?” side and place on top of the newly arriving enemy as a reminder the unit(s) is unspotted.

Placement – Determines where to place the unit. This column’s information is only used if the Mission Unit Placement table shows “Per Package Placement Table.” You must continue to roll on the Mission Unit Placement table to find a direction.

Description – shows the types and number of units to be placed:

- Mines,
- Incoming (NCM #),
- Sniper,
- Illumination,
- Leaders (choose randomly)
- Forward Observers,
- Teams,
- Squads,
- Guns/Weapons, or
- Combination of the above.

Always just place one of any indicated unit type. If multiple units are listed, place those with a + sign together on the same card. Place those separated by a / character on separate cards. In that way, a complex contact may occur from multiple directions simultaneously. Annotate the back of the Mission Log with enemy unit and ammo information.

If the generated package cannot be set up because one or more units are not available due to counter mix limits, disregard the original package and draw additional cards until you generate a package that contains unit types that are all still available.

9.2.2 Location of Enemy Contact

All Mines and Incoming markers are placed on the card where the contact occurred; for all others a location must be determined. Draw an Action card and check the random number under 10. Reference this number under the Unit Placement Table in the Mission Information to find a resulting placement. This placement indicates the direction and distance of the enemy forces relative to the Terrain card where contact occurred. Be sure to check the Mission information for any special force or placement instructions.

If the placement result is “Per Package Table Placement,” refer to the Placement column in that campaign’s Enemy Force Package Table to determine whether to place the units on the same card as where the contact occurred, on cards adjacent to the contact card, or on cards at the current maximum LOS range from the contact card. If that column tells you to place the unit on an adjacent card, or at max LOS, continue to draw on the Unit Placement Table until you get a direction (Front/Side/Rear; Left; Right). Note that when placing at max LOS, the enemy unit must never be placed beyond its max range.

The direction is relative to the player’s orientation to the map (Front is the next row toward the top of the map in relation to the player, left is to his left, etc.). The Mission Instructions indicate whether or not the enemy is spotted and whether or not it is in cover and the type of cover, if applicable. Do not place a unit that is listed after a “/” character on the same card as another unit in the same package; continue to check for placement until you determine a different card.

Whenever placing a unit at max LOS, it must be able to see the unit triggering the contact. This represents contact being made by the enemy unit opening fire.

You cannot place a package on a card where the card is already along the PDF of another enemy unit; continue drawing cards until a valid location is found. You cannot place an enemy package on a card that already contains enemy units. **Exception:** *When you receive a ‘+’ result, those units are placed together.* Continue drawing cards until a valid location is found.

An enemy package may appear on a card containing US units if called for by the Package Tables.

Note: If a mortar team gets on a card with your units, they will, by rule, only be able to engage those on-card units, thus you will need to flip the mortar unit to its Fire Team side in order for them to be able to engage those units. Enemy forces may go on a card that still has a PC marker. In this case, leave the PC marker in place.

An enemy force may not go on a card that currently has an enemy Volume of Fire marker. Continue drawing cards until a valid location appears. This applies in reverse, too. That is, you can’t place an enemy VOF on a card with an enemy unit, even one that has not yet been spotted by US units. **Exception:** *When a US unit is on a card that contains both an Enemy unit and a PC, if that PC triggers an enemy unit that places a VOF, that triggered Enemy unit will place its VOF on the card of the triggering unit (targeting the US unit that triggered it, per 9.2.4). Thus, in this*

case only, Enemy units do place VOFs on cards that contain other Enemy units. You will find that in most cases, it is still advantageous for the Enemy to do so, as their own troops are generally in field fortifications. This represents interlocking fortifications firing close in fire to prevent the US from overrunning the card.

Enemy units placed that are firing through intervening PC markers along the line of fire cause those intervening PC markers to be removed if at the same level (the enemy will not intentionally fire through its own troops; the enemy will fire over the heads of its own troops that are at a lower elevation).

The placement of Enemy forces may cause the map to expand past its original configuration by placing additional Terrain cards. US units may not leave the original boundaries unless specifically indicated by the Mission Instructions. This may even cause the map to extend into the Staging Area. (If so, the main Staging Area expands as well to allow US movement off-map. If this happens, simply “push” the Staging area card as far as it needs to go in order to accommodate the map expansion.) To expand the map, draw a new Terrain card from the deck and place it where needed. If it’s a Hill card, place it and continue to draw until you get a non-Hill card to put on it. If an enemy unit is to be placed at max range, and the Terrain Card allows for LOS to pass through it, continue to draw Terrain Cards until max range is reached for the enemy unit, or a Terrain Card is drawn that blocks LOS through it.

9.2.3 Enemy Cover

The Mission Instructions list a default Cover Level. Place all enemy units in that package being placed on the same card under the indicated Cover marker unless

- a) the unit’s package specifically mentions another type of cover, in which case use that one instead, or
- b) it indicates the unit is Exposed, in which case do not use any Cover marker.

When an Enemy Force Package makes no mention of Cover, place the Enemy unit(s) in Default Cover according to Mission instructions. When it says “under [fortification type],” place the unit(s) under that fortification type. When it says “in Cover,” place the unit(s) under a +1 Cover marker. When it says “No Cover,” then no cover is placed for the unit(s). Enemy units placed in Multi-Story building cover are placed on the ground floor, unless otherwise indicated by the package instructions.

9.2.4 Enemy Firing (VOF/PDF)

When placed, enemy units will always target the unit that triggered their placement. **Exception:** *In Vol. I Vietnam and Vol. II Peleliu missions only, enemy units can be generated on the card of US units that did not trigger them, thus causing them to open fire on that card rather than the unit that triggered them. This represents the extensive use of tunneling by the enemy in Vietnam and the cave and spider holes on Peleliu.*

If the placement location drawn does not legally allow the enemy unit to target the triggering US unit, redraw for a different placement. Continue drawing until the above requirement is met. If that package cannot legally be placed to comply with this, redraw

for a different package. If NO available package could legally comply, then discard the contact entirely.

9.3 Spotting the Enemy

Some enemy units are placed in play automatically spotted as per the Enemy Force Package Tables. Many enemy units come into play unspotted. Unspotted applies to all occupants of a card. You may not have friendly units engage enemy units on an unspotted card, even though enemy units on that card may be engaging friendly units. Friendly forces are always considered spotted by the enemy.

In order to spot an enemy unit, a unit must be commanded to make an Action attempt during the Command Phase with a base draw of two cards, as modified by the modifiers on the Spotting Attempts Draw Modifiers Chart. As per the rules for Action draws, the minimum draw is always one card. Note some modifiers pertain to the unit attempting to spot, while others pertain to the enemy unit it is trying to spot.

A card can never contain both spotted and unspotted enemy units. If one unit on the card is spotted, all units on that card, including those that move in, are spotted. An unspotted enemy unit that moves into a card with a spotted enemy unit is automatically spotted.

An unspotted enemy cannot be purposely targeted. There are only two cases where an unspotted enemy unit can be affected by a friendly VOF:

- If you receive a Battalion Fire Mission and one or both of the adjacent cards you choose has unspotted enemies present.
- If an unspotted enemy unit ends up on a card that already has a friendly VOF on it (one example of this would be if US units are firing into an empty card and a PC placement result puts an enemy on that card)

9.4 Enemy Activity Checks

During the Enemy Activity Check segment of each turn, check each Enemy unit individually. Remember first to determine randomly in what order to check each enemy-occupied card, then within each card to check Pinned/LAT units, Good Order units, and Leaders, in that order. Each enemy unit will be checked only **once per turn**, regardless what change of status may occur.

There are three different Activity Check Hierarchy Tables:

- Pinned/LAT,
- Offensive, and
- Defensive.

On the Offensive and Defensive Hierarchy Activity Tables, there are columns for different enemy tactics (Defensive: Delay, Hasty, Deliberate; Offensive: Assault, Overrun). Find the hierarchy and the tactics the enemy is using for the mission in the Mission Details table and then use the corresponding column for all Activity Checks. Check all Pinned and LAT units on the Pinned/LAT table. Note that during a Counterattack the tactics might change (9.1.4).

For all charts, find the first case that applies to the unit, starting at the top and proceeding to the bottom of the appropriate tactics column. Randomly determine the order in which you check the enemy-occupied cards. For each card, check Pinned/LAT units first, then Good Order units, and then any leaders. Draw a card using the Random Number section appropriate to the applicable case to determine what Action or attempts, if any, the unit performs. Implement or attempt that Action immediately before moving on to the next enemy unit.

An enemy unit not otherwise engaged against a friendly unit must engage (place a VOF marker and PDF marker) any friendly unit that moves into its LOS; no draw is necessary. Unlike friendly forces, Enemy units will engage cards that contain units from both sides. If more than one occupied card is in its LOS, it engages the largest target in terms of friendly Steps. If equal, use a random selection (1.2.2.e) to determine the enemy PDF. An enemy unit loses its PDF if a US unit enters its card; it switches its fire to the entering unit. Enemy units will *not* continue to fire into a card where there are no longer any valid targets (any non-casualty units). In this case assume the enemy has received a Cease Fire Command.

Do not make an Activity Check for any unit whose Action is mandated by another rule, such as a unit that is out of ammo. If a result is drawn on the Enemy Activity Hierarchy tables that an enemy unit cannot legally perform, and there are no alternatives listed for that result, or if there is no row that applies to the unit in its current state, then that enemy unit does nothing.

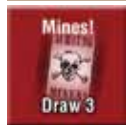
When an enemy unit needs to choose among targets on its own card, it selects the largest target first, then randomly among equal sized targets.

Enemy units that move are subject to the same restrictions as US units that move. Thus, mark any enemy unit that moves, including one that Falls Back or Seeks Cover, with an Exposed marker. In addition, certain unit types, as listed in 6.4, cannot fire if marked with an Exposed marker.

Enemy units that receive a Fall Back result will move away from US units into one of the 3 cards to the rear (or two cards if it is on the edge of the map). The first priority for the Fall Back move is the card that is out of LOS of any US units. Next priority is the card with the highest terrain value. If more than one of the allowable cards fits these priorities, then determine the card randomly. If an enemy unit is targeting a US unit on its card and it receives a Fall Back result, it will continue to target that same US unit after executing the Fall Back (unless, of course, it has Fallen Back onto a card that also contains a US unit). Do not extend the map if an enemy unit leaves it due to a Fall Back result from an Activity Check Hierarchy. Remove the unit from play instead.

Note that some Enemy Activity Hierarchy results will call for an enemy unit to be removed and be replaced with a PC marker. In all such cases, place the same letter PC marker that was placed on the row at setup. If there is a PC marker already present, do not place another—simply remove the enemy unit.

9.5 Mines, Booby Traps, and Claymores



Place any Mines VOF marker discovered via Potential Contact on the same card as the unit resolving the Potential Contact. Every unit currently on the card, friendly or enemy, must immediately do a mine check. As indicated on the marker, draw three Action cards for each unit. If any card contains a Burst icon, then the unit has been hit; flip the Mine marker to the explosion side as a reminder to implement the hit(s) during the Combat Effects Segment. For infantry units, the VOF for a mine is -4 and for AT Combat the VOF is -2.

Thereafter, you must have each infantry unit or vehicle, friendly or enemy, that enters or moves within a mined card check for a mine attack by drawing three cards for each unit and checking for a Burst icon. This applies whether it's the same turn that the mine was discovered or a later turn. You do not need to check for a mine attack when a unit leaves a mined card. You cannot remove a mine.

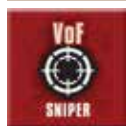
Booby Traps appear in the same manner as mines. A Booby Trap does not persist, however, but attacks only once. When a booby trap appears, it automatically attacks one unit with a -4 mine attack. If multiple units occupy the card, determine randomly which one to attack. There are no separate Booby Trap markers; use a Grenade Attack marker as a reminder when one appears.



Claymore Mines are available as indicated in the Mission Instructions. Place them at the start of the mission on or adjacent to any US occupied card, no more than one per card. If an enemy unit enters or appears on a card with a Claymore, after all enemy units have moved, the Claymore attacks one unit with a -4 mine attack. If multiple units could be attacked, determine randomly which one to attack. Remove the Claymore after it is used once.

Note: Mines, Booby Traps, and Claymores are *not* affected by Limited Visibility.

9.6 Snipers



Upon contacting a sniper, draw an Action card to determine the placement of the sniper per the Contact Placement Table in the Mission Instructions. However, always place it unspotted at maximum LOS range from the affected card. A sniper may attack with Grenades, and it may employ a free Grenade Attack when it is the subject of an enemy Grenade Attack.

A sniper remains in play and continues to attack the card that brought the sniper on the map until spotted. Once it is spotted, you must move a Good Order sniper one card away from any friendly units during each Activity Check Segment until it is out of friendly LOS or has exited the map (exiting the map removes it from play). When a Good Order Sniper is Spotted and thus following his instructions to move one card away from US units until out of LOS, his first priority is the allowable card that is out of LOS of all US units. His next priority is the card with the highest terrain value. If more than one of the allowable cards fit the priorities, then determine the card randomly. Once out of LOS of

any US units, the sniper regains its unspotted status. In contrast, Snipers in field fortifications or caves remain in place if spotted.

If no targets exist on the target card, the sniper will engage the closest friendly-occupied card in its LOS. If multiple potential target cards exist, engage the card with the most Steps. If there are still multiple cards possible, determine the new target card randomly (6.2.2).

If a Sniper no longer has any eligible targets, leave it in place until another target appears.

Note that snipers are not governed by the Enemy Activity Hierarchy, but by this section. However, if Pinned or reduced to an LAT, snipers then will follow the Enemy LAT Activity Hierarchy.

If a vehicle moves into a card that is being targeted by a Sniper, the vehicle is subject only to the S VOF from the Sniper, not from the H (the H only affects the specific target). However, if a vehicle is ON a card when a Sniper is choosing a target, that vehicle is part of the target selection process and, if selected, will then be subject to the H VOF from the Sniper (in this case the sniper has the time to target the crew).

9.7 Leaders



When a leader appears via a PC marker, randomly choose a leader. There is no functional difference between available enemy leaders.

When an enemy leader is in play, draw an additional card for any Action attempts made by enemy units in Visual-Verbal communication with the leader. Flip an enemy leader alone on a card to its Fire Team side during the first Enemy Activity Check Segment after being left alone.

9.8 Indirect Fire Spotters



Place an enemy Incoming! VOF marker on the same card as the unit resolving the Potential Contact that created the marker. There is always a spotter controlling Incoming! VOF. Draw an Action card to determine the placement of the spotter per the Contact Placement Table in the Mission Instructions, but always place it unspotted at maximum LOS range from the affected card. The initial fire happens automatically without the need for a draw.

Provided the spotter remains in Good Order and has Fire Missions remaining, it continues to call for fire with the following priority:

1. Units in the same card as its Incoming! VOF marker.
2. The card within its LOS that has a vehicle.
3. The card within its LOS that has the most Steps.
4. If multiple cards have an equal number of Steps, and are at the same range, then determine the target randomly.
5. If no target exists, the spotter does nothing.

The number of available missions (including the initial one), the Net Combat Modifier, and the number of draws for all fires after the first are included in the mission instructions. After the automatic Call for Fire during Placement, an enemy spotter Calls for Fire normally in the Enemy Activity Check Segment. A Fire Mission is expended only if the Call for Fire draw was

successful. Remove Good Order spotters from play when they have expended all their available Fire Missions.

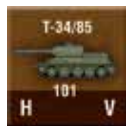
Like the sniper, Enemy spotters are not governed by the Enemy Activity Hierarchy but by their own rules in this section. However, if Pinned or reduced to an LAT, Enemy spotters will then follow the Enemy LAT Activity Hierarchy.

9.9 Enemy Ammunition



Track enemy ammunition and Fire Missions on the back side of the Mission Log, or with the markers provided (some players prefer tracking ammo on map). In the Clean Up Phase, remove from play any unspotted enemy Weapons team that runs out of ammunition. Have any spotted, Good Order enemy Weapons team that runs out of ammo attempt to leave the map by moving one card away from friendly units during each Activity Check Segment until it is out of friendly LOS or has exited the map, in which case remove it from play. You must move the enemy unit along the path of greatest cover and concealment that still takes it away from the closest friendly units. If more than one allowable card fits the priorities, then determine which card randomly. Enemy Squads that track ammo do not attempt to leave the map when they run out of ammo.

9.10 Enemy Vehicles



Enemy vehicles may be activated for movement or combat in the Vehicle Phase via an Activity Check. The Mission Instructions provide the specific vehicle priorities for enemy vehicles when activated. When Vehicles from both sides are activated, if the mission is an Offensive or Patrol mission the Player's side goes first, for Defensive missions the enemy goes first, and then activations alternate afterwards.

9.11 Enemy Fanaticism

Campaign or Mission Instructions may designate enemy forces in play as Fanatic. Fanatic enemies do not Convert to Litter or Paralyzed Teams when hit. Any hit result that is an L (Litter Team) is treated like an F (Fire Team) and any P (Paralyzed) is treated like a C (Casualty). They are Pinned normally.

9.12 Enemy Human Wave Attacks

Some enemy contacts will have force packages designated as Human Wave Assaults. All Hit results are C (and they do *not* pin). Human Waves are never Pinned.

9.13 Prisoners

Consider any Paralyzed or Litter Teams captured if there are no other same-side forces on the card AND there are any Good Order units, or Assault or Fire Teams from the opposite side. Vehicles cannot take or execute prisoners. If a side does not take prisoners per the Campaign Instructions, automatically convert any captured units to casualties (their captors have shot them). Otherwise, any single step unit with a printed VOF can guard any

number of captured Steps taken on a given card. The guard Step is immediately removed from play along with the prisoners. If the guarding step is friendly, it is not available for the remainder of the mission, but returns between missions and retains its original experience (it is not considered an LAT). Enemy casualties are automatically captured if their card is Cleared by the end of the Mutual Capture & Retreat Phase. Simply remove them from play and place them on the Asset Holding Card (10.3.1). Enemy units never capture friendly casualties.

Note: This is a streamline from Vol. I as too much energy was expended on “what ifs” with taking, guarding, and transporting prisoners when it does not actually happen often, and, in reality, is fairly mundane.

10.0 Rallying, Reconstituting, & Experience

You may change the state of a unit in a reduced state during a mission by rallying or reconstituting the unit. You may increase the Experience Level of a unit between missions by spending Experience Points. You may also promote and replace units between missions.

10.1 Rally

10.1.1 Rallying Pinned Units

Rally is used to remove Pinned markers. Rally Action 4.2.3.a.

10.1.2 Rallying Units from their Fire Team Side

Rally is used to flip units with a fireteam side to their Good Order side (i.e., Weapon Team, FO, HQ). Rally Action 4.2.3.f. Units that flip back to their Good Order side retain their original experience level.

10.1.3 Rallying an LAT

You may increase the state of a unit from a lower numbered state to a higher numbered state by successfully performing a Rally Action on the unit. The unit states are:

1. Paralyzed Team
2. Litter Team
3. Fire Team or Assault Team
4. Good Order

Use Rally Actions 4.2.3.b-e.

If a unit has incurred a combat result (6.3.3) that has caused its original counter to be replaced by an LAT counter (Paralyzed, Litter, Assault, or generic Fire Team), the unit can never be rallied back to its original counter. The highest state it can attain via Rally orders during a mission is a (generic) Fire Team or Assault Team.

10.2 Reconstituting

10.2.1 Squads

You may reconstitute a squad unit which has been removed from the map. Any two, three, or four fire/assault teams may be given an Attempt to Reconstitute Squad order (4.2.3.i). If the attempt is successful remove the fire/assault teams and replace them with a 2- or 4-step squad, respectively.

Thus, in practice, a regular squad can regain its original Good Order counter during a mission through first rallying Steps up to fire/assault teams and then reconstituting the teams into a squad. The experience of the Reconstituted unit, however, is based on the experience of the LAT (Line for Assault, Green for all others) and the table in 10.6.

It is intentional that there is no mechanism to track which LATs have come from which specific units. Units reduced to LATs become small clumps of men with varying agendas. In the heat of battle they are reorganized as they are. Where they belong can be sorted out later.

You can never have a unit rally/reconstitute such that it ends up with more firepower than it started with.

10.2.2 Headquarters

Reconstituting a HQ is returning an HQ unit to the map that has been removed by converting an eligible Good Order step into the desired HQ unit. Reconstituted HQs always enter play as Green experience.

Note: An HQ on its fire team side flips through a rally Action (4.2.3f).

Platoon HQ



A Platoon HQ may be reconstituted from the XO, 1st Sgt, or any Good Order step from that Platoon. Any eligible unit can be used; no chain of command restricts who can be used in sequence to replace a PLT HQ. See Command & Control Action 4.2.1.d.

Company HQ



The Company HQ reconstitutes from its XO, any Platoon HQ, Arty FO, 1st Sergeant, then CO GySgt—in that order. If a higher-level unit is still in play, but on its Fire team side, it must first be rallied then used to reconstitute the CO HQ; it cannot be skipped over unless removed from play. For example, for the 1st Sgt to be able to reconstitute the CO HQ, the XO, all PLT HQs, and the Arty FO must have been removed from play. See Command & Control Action 4.2.1.e.

10.2.3 Weapons Teams and FOs

Once their counter is removed from play, it may not return via rally or reconstitution during the course of a mission. If they have been turned into Paralyzed or Litter Teams, they can be rallied to generic Fire or Assault teams and used to reconstitute squads.

10.3 Experience

10.3.1 Gaining Experience

The Company receives Experience Points by accomplishing tasks during the course of a mission. The mission instructions indicate how many points each task is worth.

Possible Mission tasks include but are not limited to:

- Capture an enemy casualty
- Capture enemy prisoners
- Clear # of cards
- Clear all rows
- Clear another card that had a PC B or C marker
- Clear another card that had a PC A marker
- Clear cards in certain column #
- Clear rows in certain row #
- Clear more than # cards
- Clear other cards on rows # and #
- Clear perimeter cards
- Complete HQ event marked “*” that turn
- Each friendly-occupied card without enemy troops at mission end
- Inflict (but not capture) enemy casualty

Army Skill Name	USMC Skill Name	Effect	Experience Point Cost
NCO	ESPIRIT D’CORPS	One General Initiative Command	2
NCO	SEMPER FI	Covert a Paralyzed Team to an Assault Tm	2
NCO	SEMPER FI	Covert a Paralyzed Team to a Fire Team	1
NCO	SQUAD TACTICS	Spawn an Assault or Fire Team from 4 or 3 Step Squad	1
GOOD TRAINING	GOOD TRAINING	+1 draw to any Action attempt	1
TRAINED EYE	TRAINED EYE	Automatically successful Spot attempt	1
USE THE GROUND	USE THE GROUND	Automatically successful find Cover attempt	1
EXTRA MAGS	EXTRA MAGS	Automatically successful Concentrate Fire attempt	1
DEER SLAYER	DEER SLAYER	Automatically successful Infiltrate attempt	1
STAR PITCHER	STAR PITCHER	Automatically successful Hand Grenade Attack attempt	1

- Knock out or brew up enemy vehicle
- Perform a successful Grenade! attack
- Secure the attack position card
- Secure the primary objective card
- Secure the secondary objective card
- Successfully evacuate a friendly casualty

You do not transport an enemy casualty to capture it, but you must Clear its card by the end of the Mutual Capture and Retreat Phase to gain experience points for it. Place captured enemy casualties on the Command Display to aid in keeping track.

“Clear” means all enemy units and PC markers are removed. “Secure” means a friendly unit occupies the location. “Clear and Secure” means both.

Determine whether a card is cleared at the end of a mission. You do not get points for a card that is cleared during a mission but then reoccupied by the enemy before the mission is over, and you cannot get double points for clearing a card twice.

10.3.2 Using Experience Points

At the conclusion of a mission, Experience Points are used to promote Steps. Promotions never happen during the course of a mission. Returning casualty Steps may also serve to promote a unit.

After completing a mission, do the following in the indicated order:

- Tally Experience Points.
- Demote to Green all Steps ending the mission as LATs.
- Promote Steps.
- Add available replacements.

It costs one Experience Point to promote a Step from green to line. It costs three Experience Points to promote a Step from line to veteran. You may increase a Step in experience by only one level between missions. Then you may use Experience Points to purchase Skills for the next mission (10.7). The Company loses unused Experience Points.

You cannot use Experience Points to promote attached or supporting Steps assigned to the Company by the Mission Instructions (engineers, heavy weapons Company, etc.).

10.3.3 Using Experience Points After Combat Patrols

Each patrol in a Combat Patrol mission is considered a separate mission, so you do accumulate and spend Experience points between each Patrol, but only units that participated in the Patrol mission may be promoted.

10.4 Replacements

At the end of a successfully completed mission the Company receives replacement Steps. You only receive replacement Steps after the successful completion of a mission, not for reattempting a mission.

Replacements generally arrive as Green, but after a mission, some replacements become veterans as lightly wounded men return to the Company. Return one out of every four casualty Steps per mission as a veteran, rounding any fractions down (i.e., 7 casualty steps returns 1 Veteran step; 8 casualty steps returns 2 Veteran steps). You can add the Steps to any unit in the Company.

These Veteran Steps that return are in addition to any replacements listed in the Campaign Instructions. For example, if the US forces in a WWII mission lost 6 Steps, then the US would get 6 Green replacement Steps and one Veteran Step.

Note: When counting casualties for the sake of determining how many veteran Steps you receive, count *all* casualties—evacuated or not. But only count those from the mission just completed—there is no carryover from mission to mission. For missions that have been reattempted, count the number of Casualties remaining after the last successful attempt.

Allocate the replacements Steps as indicated on the Mission Instructions to the Company and then determine the final Experience Level of individual units. Once the combined experience of a multi-Step unit is determined (10.6), all Steps are at that Experience Level for the next mission.

You can also use a replacement Step to reconstitute an HQ or Staff unit, but that unit has an Experience Level of Green.

Weapons Teams and FOs attached to your Company for a mission are automatically replaced for subsequent missions and do not require replacements—their parent organization takes care of that for you.

10.5 Rotations

Some campaigns have rotations where veteran Steps rotate out of the Company per the Campaign Instructions.

10.6 Multi-Step Unit Experience Levels

For Two-Step units:

- Veteran + (Green or Line) = Line
- Line + Green = Green

For Three-Step units:

- 2x Veteran + Green = Line
- 2x Veteran + Line = Veteran
- 2x Line + Any = Line
- 2x Green + Veteran = Line
- 2x Green + Line = Green
- Veteran + Line + Green = Line

For Four-Step units:

- 3x Veteran + Any = Veteran
- 2x Veteran + Any = Line
- 3x Line + Any = Line
- 2x Line + Veteran + Green = Line
- 2x Line + 2x Green = Green
- 3x Green + Any = Green

10.7 Skills

Skills may be purchased with experience points between missions, or may be provided via a Higher HQ Event, or provided at the beginning of a mission in the mission instructions and are tracked with a Skill Marker. When acquired, Skill Markers are immediately allocated to PLT HQ or CO Staff on the holding display. No one HQ or Staff may have more than three Skill Markers at any one time. Skills are expendable, single use items that may be used during an Action attempt to make the Action automatically successful, or provide an additional draw, or be used for a general initiative COMMAND. For Skills that cause an attempt to be successful, the cards still need to be drawn to determine if a critical hit or jam takes place. If a Skill is held by a PLT HQ it can be used for the benefit of any unit in or attached to that platoon. If a Skill is held by a CO Staff unit, it can only be used for the benefit of that unit. Skills are limited by what is available in the counter mix. Skills not used by the end of a mission are lost.

11.0 Victory Conditions

You must successfully complete a mission before moving on to the next mission in the campaign. The Mission Instructions will indicate what constitutes the successful completion of a mission and the number of times the mission may be attempted. You may only re-attempt a mission if you failed to complete it.

11.1 Reattempting a Failed Mission

Perform the following Steps when reattempting a mission. Also apply all of these to any patrol after the first one in a Combat Patrol mission except where you regenerate the map between patrols (which represents a different area); 11.4.

- 1) Assign any Experience Points earned from the previous attempt, but do not add replacements. These must wait until successfully completing the mission.
- 2) Reconstitute squads from LATs if enough remain, and automatic rally. Leave remaining LATs as Fire Teams.
- 3) Reposition friendly units to any friendly secured card. You may place them underneath any already available cover.
- 4) Remove any enemy Paralyzed and Litter Teams. Remove all casualties, too.
- 5) Remove any friendly units taken prisoner by the enemy.
- 6) Leave any found Cover markers or mines on the map.
- 7) Leave any enemy unit that is under a Cover marker in that cover, but place any enemy unit not under cover under the best cover available on its card.
- 8) Flip any burning wrecks to wrecks.
- 9) Remove Pinned, PDF, and VOF markers.
- 10) Start a new Mission Log.
- 11) Remove saved Command Points. Reset all assets, too.
- 12) Use the same number of turns, fire-support missions, and ammunition points for the new mission as for the original mission.

11.2 Winning a Campaign

You may choose between three methods of determining successful completion of a Campaign:

- 1) **Standard:** The traditional method is to successfully complete each mission in the campaign within the number of attempts given in the Mission Instructions, except for Combat Patrols. If you fail to complete a mission (excluding a Combat Patrol) the Battalion Commander relieves you of your command.
- 2) **Survivor:** Another method is the “survivor” method. *Fields of Fire* has a role-playing aspect to it, with you the player in the role of a Company Commander. In survivor mode, the goal is to complete the campaign with the CO HQ not becoming a casualty. In survivor mode, you must attempt to successfully complete each mission, but if you fail after any re-attempts the campaign does not end, you continue to the next mission. If you fail a mission you may not use experience points to promote the CO HQ to Line or Veteran.
- 3) **Hardcore:** The final path to victory is “hardcore” mode, in which you must successfully complete each mission *and* not have the CO HQ become a casualty.

11.3 Between Missions

Perform these activities, in the listed order, between missions:

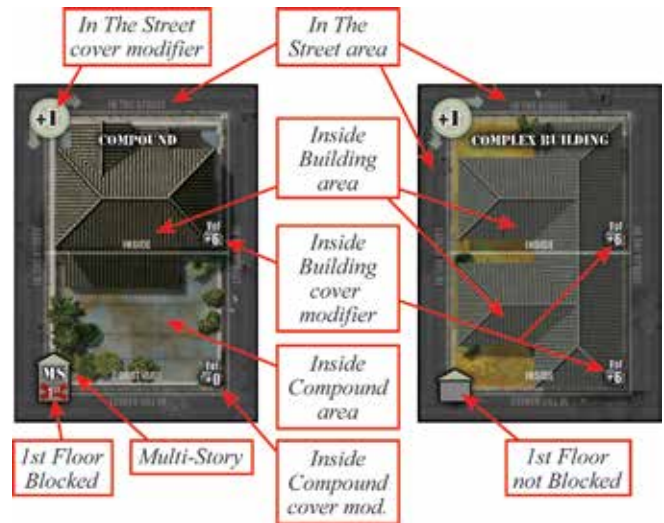
- 1) Remove any friendly units taken prisoner by the enemy.
- 2) Remove any unused Skills from the Command Display.
- 3) Start a new Mission Log.
- 3) Reconstitute squads from LATs if enough remain, and automatic rally. Leave remaining LATs as Fire Teams.
- 4) Spend Experience Points on promotions and Skills
- 5) Add replacements, steps that left play as guards for prisoners, and returning casualties to the Company and adjust Experience Levels accordingly on the Mission Log or the Asset Holding Card
- 6) Remove saved Command Points and reset the Command Display
- 7) Reset all Assets as per the new mission on the Asset Holding Card or with units

11.4 Combat Patrols

Patrolling is a constant activity for Infantry units in combat. Most patrols take place at the squad level, and thus are below the level for inclusion in the campaign. The Combat Patrol missions are built around a platoon. You may attach weapons teams, FOs, and have Company Staff units join a Combat Patrol. A patrol of this size is typically meant to deceive the enemy, deny their reconnaissance, and possibly spoil their attack plans. The map often includes the company positions, foxholes, trenches, bunkers, or a Combat Outpost (COP) tactical control. For more information on Combat Outposts and Route Points see 2.4.1.B and C. All these positions may be occupied by the rest of the company that may be able to support the patrol by fire. The other units from the company may not move, but can participate by fire if they are placed on the map. If a COP or other friendly field fortification is in play, non-patrol units may be changed out between patrols. Non-patrol HQs still draw for commands to support the Patrol as long as they do not move. There is no need to Clear or Secure the objective or route points, unless specifically required by the mission instructions. Therefore, it is not necessary for every unit from the patrol to stay on the path of the route points. Only one unit needs to “touch” each point as they go (though more than one may do so). If Combat Patrols are performed on the same map, place new PC Markers between each patrol as these missions are assumed to take place over days and weeks, also apply 11.1. No PC Markers are placed on the COP if one is in play.

12.0 Urban Warfare

The challenges of close urban terrain for combat are many, necessitating unique Terrain cards and rules to account for them. You will notice that the Urban Terrain cards have areas within the card. In open terrain these areas within a card are represented with Cover markers, but in urban terrain the cover is more obvious and the relative ranges are much shorter. So no Cover markers are used in Urban Terrain cards.



12.1 Urban Terrain Cards

The sub-sections of Urban Terrain cards have their own description and Cover & Concealment modifier (CCM). Each sub-section functions as a pre-existing Cover marker. Unlike standard Cover markers, however, units from both sides may occupy a given section. The Line of Sight (LOS) also depends on the placement of the units on the card. Each Urban card has a Building or Buildings area and “In The Street” areas. Each card is a basic city block with the spaces between each card representing the streets and alleys. A street is divided between two Adjacent cards with each having the physical half closest to its Building. The Building or Buildings occupy the central physical space so that units not in the Buildings must be placed along one of the four sides to indicate which street they occupy. Units must use a Move Action to move between the areas of a given card, to include the four street areas. The opposite street area would require transiting the Building or staying in the street and going around the Building.

Building types:

Large Interior Building: Building like a church, library, or post office with a large interior space. At Hue, several key objective Buildings were government offices of this type.

Complex Building: Building with many interior rooms like residential and small office spaces. The complexity of the structure is abstracted into two interior areas making clearing the Building more difficult.

Compounds: Building with wall and an interior courtyard or garden. This style of Building was very common in Hue, and is also found in many areas of the world. The wall restricts first floor access and visibility. Some compounds have extensive gardens with bushes and trees that provide additional cover and concealment within the wall.

Large Compound: This is a large walled-in space that can be attached to an Adjacent Building.

Detached light Buildings: Small wood and corrugated tin sheds or shacks, etc.

Urban Terrain cards can be used alongside regular Terrain cards that function normally.

12.2 Movement & Combat in the Building Area of an Urban Terrain Card

All Urban Terrain cards—except for Compounds—have Inside Building and In The Street areas. When attempting to enter an Urban Terrain card from a different card—except for Compounds—units must always move to the In The Street area first. Once In the Street, the now-Exposed unit can enter the Building with a Move into Cover Command (this represents the traffic problem of getting in and out of Buildings through a limited number of doors or windows). Units from both sides may occupy a single Building area. If units from both sides occupy the same Building area, they exert their VOF into that Building area only. If units from one side occupy a Building area, and units from the other side are anywhere else on the same card, the unit exerts its VOF onto the card (Point Blank) like normal.

A unit may enter a non-barricaded Building area if:

- It is friendly Occupied *or*
- It is unoccupied (no PC markers or Enemy units with a printed VOF rating) *or*
- It is enemy occupied *and*
 - the enemy units are under a Grenade Attack *or*
 - the enemy units are Pinned *or*
 - the card has a Smoke, WP Smoke, or CS Gas marker on it.

For Complex Buildings a unit may move from one Building area on the card directly to the other Building area on the card without having to go into the In The Street area. This move is subject to the above restrictions.

For detached Buildings, each Building area is a separate Building. Thus entering and exiting require transiting one of the four street areas.

Vehicles may only move into or through the street area. They may not move into the Buildings.

12.3 Multi-Story Buildings & Rooftops

All upper stories are abstracted into a single upper story indicated by placing the units on an Upper Story marker. To move to the upper story the unit must first enter the Building at the first floor and then move to the upper story. In complex Buildings units may move from the upper story of one area to the other, but may only go up or down within one area, so you cannot go up in one then down into the other. You must go up, then to the adjacent upper story, then down. Rooftops provide an additional LOS benefit, as they are considered higher than the Upper Story marker. Rooftops must be accessed from the upper story via an additional Move Action. Rooftop markers are provided for future expansions. Upper Stories are vulnerable to Mortar, RCL, and Tank fire. Any H VOF or Incoming! VOF has an additional -1 to the NCM for units in upper stories. Rooftops provide less protection than Buildings and the cover modifier is *not* cumulative with the cover modifier of the Building.

Design Note: Many architectural styles have flat roofs, and when a “lip” surrounds the roof it is militarily useful. In Hue, however, the architectural style made the rooftops unusable.

12.4 Compounds

Walled Compounds present a challenge to both attackers and defenders. To enter a Compound, a unit must move from the In The Street to the courtyard either by a Breach (12.6) or by entering when not Exposed, and becoming Exposed (i.e., waiting a turn to enter the courtyard). Units within the Compound are impervious to all external VOFs except indirect fire (Incoming! VOF or Air Strikes). There is no LOS into or out of the courtyard. units in the courtyard, unless a Compound has a Building area or an attached Building (12.7). In such a case, units in the courtyard and Building have LOS to one another and combat may occur (12.2). Units in the upper story of the Building may fire into other cards normally as well as the Compound. Units firing into a Compound from the upper story of the Building or attached Building (12.7) may automatically play a Concentrate Fire (your choice if you want to conserve MG Ammo, the enemy will always concentrate fire) on the Compound in the VOF Phase. When Foxholes (Spider Holes) are played in courtyards, units in them cannot fire outside of the courtyard. When placed on a Compound, a bunker is allowed to fire into other cards from under the Compound along the indicated bunker PDF.

Design Note: In some instances the NVA dug fighting holes under the walls of Compounds that allowed them to fire out. These were essentially bunkers with a limited firing arc and the wall providing protection. They proved to be difficult to find and hazardous to neutralize.

12.5 Barricades

Buildings may be barricaded to prevent entry from the street. Barricades may be placed as part of an enemy force package or by mission instructions. A Barricade can be removed by Breaching (12.6). A barricaded building can *only* be entered if it is breached.

12.6 Breaching

Breaches are used to facilitate entry into a compound, to allow entry into a barricaded Building, and to allow entry into a Building without going through the In The Street area (creating a large entrance for troops to enter the Building quickly).

A Breach may be created by the following Weapons:

Breaching Table	
Weapon	Method of Breaching
Demolitions (DEMO)	Demolitions must be placed by a unit by carrying the demo to the In The Street area of a Compound or Barricaded Building. If under a VOF the demo is placed and detonated with a successful Grenade Attack attempt. If not under a VOF the COMMAND is still expended for the Grenade Attack attempt, but it is automatically successful. If the Grenade Attack attempt is successful, place a Breach marker. Any enemy units in the courtyard or barricaded Building being breached suffer a successful grenade attack VOF in the Combat Phase. If not successful, place a Grenade Miss
M20 3.5 inch rocket launcher	3.5-inch rocket launcher attempts a Grenade Attack and if two grenades are drawn, then a Breach marker is placed. Otherwise a normal Grenade Attack occurs
106mm Recoiless Rifle (RCL)	A successful Concentrate Fire attempt will place a Breach marker. Otherwise, a normal VOF remains in place on the targeted card.
M48 Tank (90mm cannon)	A successful Concentrate Fire attempt will place a Breach marker. Otherwise, a normal VOF remains in place on the targeted card

12.7 Attached Buildings

Especially large or complex Buildings can span two or more cards by placing an Attached marker between two cards, this allows for T intersections. There is no street area on the sides that are attached. Units may move between cards that are attached without being marked as Exposed and without exiting the Building and entering the In the Street area. Occupants of attached Building cards have LOS down both sides of the street perpendicular to the attached sides.

12.8 Area Stacking Limits

Areas have the same stacking limitations as standard Cover markers per side. The player should note that Grenade Attacks and Concentrated Fire hits all occupants of a given area AND side. For example, if a US squad and two enemy squads occupy the same area, a successful Grenade Attack by the US unit would affect both *enemy* squads. It is very risky to put too many troops into one area. Cross Fires and Grenade Misses still apply to all occupants of a card.

12.9 In-Card Movement

Exposed units may continue to move within an Urban Terrain card as long as they have Commands available to expend. For example, a HQ could order a squad to move within the card two or three times (or more). Also keep in mind that each area functions like a Cover marker for Visual-Verbal communications. In practice, due to the highly segmented battlefield, your HQs will have to do lots of running around to position units. They should have more Commands than normal, however, since they do not have to expend any to seek cover.

12.10 Urban Line of Sight (LOS)

LOS is heavily influenced by architectural style. This influences whether or not the rooftops are available for use, how high the upper stories go, the variety of Building types, and the presence of compounds. Due to this localization factor, Urban LOS is Campaign-specific. Each Campaign will articulate the LOS details for its particular setting.

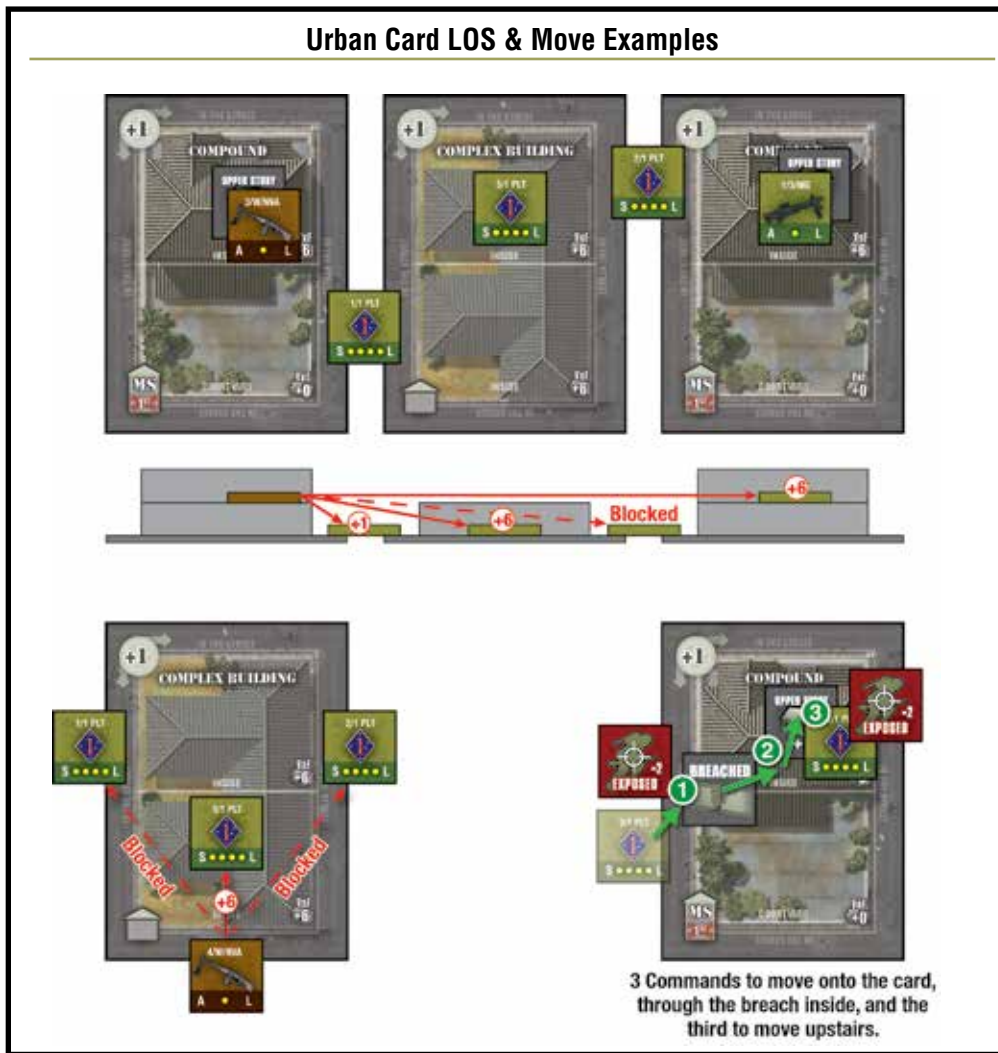
In Hue City, French Colonial architecture made the rooftops not militarily useful, the Multi-Story Buildings are only two and three stories. There were many compound walls, and the streets had trees, bushes, and low walls that provided some basic cover. A Multi-Story Building can have a LOS over a single story Building into Buildings on the other side, but not into the street between the Adjacent Building and the Building on the other side. The LOS between opposite street areas is blocked by the Buildings in the center of the card. LOS also blocks VOF for direct fire Weapons (everything except Fire Missions, air strikes, and mortars). For Complex Buildings and Detached Buildings, a VOF affects all Building areas. They function like multiple Cover markers.

12.11 Hand Grenades & Pyrotechnics in Urban Terrain

The shorter physical ranges and the division of streets between Urban Terrain cards make the use of Hand Grenades and hand thrown Pyrotechnics a little different than the standard rule. This rule does not apply to rocket, mortar, recoilless rifles, or rifle grenade based Grenade Attack attempts. A hand thrown Grenade Attack attempt, deployment of smoke, WP, or CS Gas grenade against an "In the Street" area can be directed at either side of the street. For example, a unit wanting to cross the street may deploy a smoke grenade to the other side of the street, and then move. The effects of Smoke, WP and CS Gas only affect the area in which they are deployed on an Urban Terrain card. Units on the main (ground) level of Urban Terrain card may attempt against any other area at the same level. For Upper Stories and Rooftops, grenade attacks and Pyrotechnics may be deployed up or down in the same area. Upper Stories and Rooftops may make Grenade Attacks and deploy Pyrotechnics to Upper Stories or Rooftops on the same level in a complex Building. Upper

Stories and Rooftops can also make hand thrown Grenade Attacks or deploy Pyrotechnics to the street areas, or compound areas. Units in the streets or compound areas cannot make hand thrown Grenade Attacks against Upper Stories or Rooftops of a Multi-Story Building. The rooftops of single story Building areas may be the target of hand thrown Grenade Attacks or Pyrotechnics.

Urban Card LOS & Move Examples



Thrower	Target	Allowable
In the Street	In the Street	Yes
In the Street	Adjacent In the Street	Yes
In the Street	Ground Floor	Yes
In the Street	Single Story Rooftop	Yes
In the Street	Upper Story	No
In the Street	Upper Story Rooftop	No
In the Street	Compound	Yes
Ground Floor	In the Street	Yes
Ground Floor	Adjacent In the Street	No
Ground Floor	Ground Floor	Yes
Ground Floor	Single Story Rooftop	Yes
Ground Floor	Upper Story	Yes
Ground Floor	Upper Story Rooftop	No
Ground Floor	Compound	Yes
Single Story Rooftop	In the Street	Yes
Single Story Rooftop	Adjacent In the Street	Yes
Single Story Rooftop	Ground Floor	Yes
Single Story Rooftop	Single Story Rooftop	Yes
Single Story Rooftop	Upper Story	No
Single Story Rooftop	Upper Story Rooftop	No
Single Story Rooftop	Compound	Yes
Upper Story	In the Street	Yes
Upper Story	Adjacent In the Street	No
Upper Story	Ground Floor	Yes
Upper Story	Single Story Rooftop	No
Upper Story	Upper Story	Yes
Upper Story	Upper Story Rooftop	Yes
Upper Story	Compound	Yes
Upper Story Rooftop	In the Street	Yes
Upper Story Rooftop	Adjacent In the Street	Yes
Upper Story Rooftop	Ground Floor	No
Upper Story Rooftop	Single Story Rooftop	No
Upper Story Rooftop	Upper Story	Yes
Upper Story Rooftop	Upper Story Rooftop	Yes
Upper Story Rooftop	Compound	Yes
Compound	In the Street	Yes
Compound	Adjacent In the Street	No
Compound	Ground Floor	Yes
Compound	Single Story Rooftop	Yes
Compound	Upper Story	No
Compound	Upper Story Rooftop	No
Compound	Compound	Yes

13.0 Streamlining Play for Beginners

Although the basics of this game are simple, there are several layers of detail that can be daunting to players who are unfamiliar with military concepts and jargon. It may be worthwhile for beginners to consider the streamlined suggestions below to make the game flow a bit easier until they become comfortable with the base mechanics. Once it becomes familiar, then they can layer on the detail at their convenience. For beginners and experienced players alike, the following may also be used to lighten the load for shorter playing times, and they may come in handy when playing the game just as a standalone mission. The following may have some impact on play balance—generally they should help the player.

13.1 Experience

The experience system can be time consuming, especially between missions. It also necessitates checking the log when attempting Actions on the map, which can slow play. Statistically speaking, the Line Experience Level is most common. Thus to streamline play, just set aside all experience references and treat all units as Line experience.

13.2 Ammunition

Tracking ammunition for Heavy Weapons can be fiddly whether using on-map markers or making tick marks on the log. To speed play and reduce cross referencing and logbook notations, set aside all tracking of ammunition. You can choose to not track any ammunition, or just particular types. Machine-gun ammunition is the most time consuming, so setting it aside would be the biggest time saver. Note that RPG/B40 and Panzerfaust rocket launchers have specific on map counters because their supply is very limited, so it may change play balance dramatically to not track these types of ammunition.

13.3 Communications

Maintaining communications networks is very time and activity intensive. Communication can be abstracted by assuming that units use whatever means (visual, radio, field phone, runner, or Pyrotechnic) is necessary, so that all communications rules are set aside—no radios, field phones, runners, or Pyrotechnics. When setting aside all communications rules, Staff and HQs are always in communication. For some realism though, Pinned Staff and HQs are still unable to communicate; they can only command themselves and are restricted by the Pinned rules. This allows a player to focus on what to do on the map with his units without being concerned with how to tell them. It is also best if using this to also use the 13.1 Experience streamline since the Veteran advantage coupled with abstracted communication would make the player side too powerful. It is also best when using this to set aside all +1 Command draw modifiers.

Field of Fire Credits

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Turn Sequence Summary

3.1 Friendly Higher HQ Event Phase (Starting on Turn 2)

- Draw an Action card; if the HQ icon is present, determine an event on the Friendly Higher HQ Events Table.

3.2 Defensive Missions: Enemy Activity Phase

3.2.1 Enemy Higher HQ Event Segment (Starting on Turn 2)

- Draw an Action card; if the HQ icon is present, determine an event on the Enemy Higher HQ Events Table.

3.2.2 Enemy Activity Check Segment

- Place PC markers as indicated by the Mission Instructions.
- Check every enemy unit on the map for activity.
 - Determine card order randomly.
 - On each card, check units based on their status on the Activity Check Hierarchy tables.

3.3 Friendly Command Phase

During the segments of this phase:

- For a unit or HQ to receive a command, it must be in the Chain of Command of the HQ or leader issuing the command and in communication with it.
- Place an Activation marker on any Vehicles activated.

3.3.1 Activation Segment

3.3.1a BN HQ Impulse

- If the BN HQ is not on map, activate the CO HQ.
- If the BN HQ is on map, give it the maximum number of Commands and expend them on units (4.2). BN HQ do not save COMMANDS.

3.3.1b CO HQ Impulse

- If activated by the BN HQ, draw an Action card and give it the modified number of Activated Commands listed.
- Save those Commands or expend them (and any saved COMMANDS) on units up to the maximum per day and per Experience Level.

3.3.1c PLT HQ/CO Staff Impulse

- If activated by the CO HQ, draw an Action card and give it the modified number of Activated Commands listed.
- Save those Commands or expend them (and any saved COMMANDS) on units up to the maximum per day and per Experience Level.

3.3.2 Initiative Segment

3.3.2a CO HQ Impulse

- If not activated above, draw an Action card and give it the modified number of Initiative Commands listed.
- Save those Commands or expend them (and any saved COMMANDS) on units up to the maximum per day and per Experience Level.

3.3.2b PLT HQ Impulse

- If not activated above, draw an Action card and give it the modified number of Initiative Commands listed.
- Save those Commands or expend them (and any saved COMMANDS) on units up to the maximum per day and per Experience Level.

3.3.2c CO Staff Impulse

- If not activated above, give it one COMMAND.
- Save that COMMAND or expend it (and any saved COMMANDS) on units up to the maximum per day and per Experience Level.

3.3.2d General Initiative Impulse

- Draw an Action card and expend on any units a number of Commands equal to the unmodified Initiative Commands. If it's a Combat Patrol, halve the number first. General Initiative Commands cannot be saved.

3.4 Offensive Missions/Combat Patrols: Enemy Activity Phase

3.4.1 Enemy Higher HQ Event Segment (Starting on Turn 2)

- Draw an Action card; if the HQ icon is present, determine an event on the Enemy Higher HQ Events Table. If the Event is a Counterattack change the posture for the Enemy for the following 3 turns to Assault.

3.4.2 Enemy Activity Check Segment

- Check every enemy unit on the map for activity.
 - Determine card order randomly.
 - On each card, check units based on their status on the Activity Check Hierarchy tables.

3.5 Mutual Capture & Retreat Phase

- Capture any Paralyzed or Litter Team alone on a card with Infantry units with a VOF Rating from other side.
- If side does not take prisoners, Convert captured Steps to casualties; otherwise, designate guards and remove guard and prisoner steps from play.
- Retreat any non-Pinned/non-captured Paralyzed Team under VOF marker one card to better cover and mark Exposed.
- Retreat any non-Pinned/non-captured Litter Team plus a Casualty under VOF marker one card to better cover and mark Exposed.

3.6 Mutual Vehicle-Aircraft Phase

- Move and fire activated Vehicles; if both sides have activated Vehicles, alternate sides, starting (for Offensive Mission or Combat Patrols) with the US or (for Defensive Mission) with the enemy.
- Conduct Vehicle combat.
- Flip each unit's Activated marker as it finishes.

3.7 Mutual Combat Phase

3.7.1 VOF Segment

3.7.1a Update Fire Missions

- Remove existing Incoming! and Air Strike VOF markers.
- Flip Pending markers to their active sides.
 - Adjust the Current Activity marker as needed.

3.7.1b Evaluate Potential Contact Markers

- For each card with a PC marker and a friendly unit, draw a number of Action cards based on the PC marker and the Current Activity Level on the PC Draws Chart.
 - If a card contains Contact!, Contact is made; immediately change the Current Activity marker.
 - If enemy Contact is made, determine enemy package to use and placement per 9.2.
 - Place any applicable VOF and PDF markers.
 - Update the Mission Log.

3.7.2 Combat Effects Segment

- For any Pinned Vehicle or Infantry units on a card without a VOF marker, remove the Pinned markers.
- For each Infantry unit on a card with a VOF marker:
 - Resolve any Flame Attacks.
 - Determine the NCM.
 - Draw an Action card to determine if the fire is effective.
 - If the unit is hit, draw another Action card to determine the hit's effect based on the unit's experience.
 - Adjust VOF and PDF markers as needed.

3.8 Clean Up Phase

- Remove Pyrotechnic, Illumination, Exposed, Moved/Fired, Concentrated Fire, Grenade, and Grenade Miss markers.
- Evacuate casualties from Casualty Collection Points.
- If a Defensive Mission, remove any unresolved PC markers.