

FIELDS OF FIRE

SERIES RULES 3RD EDITION



GMT 

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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 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 rulebook covers the base rules and should be used for all volumes, whilst each volume contains unique missions, counters and rules specific to the campaigns covered. In this 3rd edition there have been a few changes to the base rules from previous editions which clarify and amplify various situations without changing the core rules.

Fields of Fire is a complex game without being a complex game system. The basic components (movement, combat, orders, communication, etc.) are straightforward. You will constantly make difficult choices because of a shortage of necessary resources. It will be these choices—your choices—that determine whether you succeed in your mission. Thus the complexity lies in the interactions created by your choices, not in game mechanisms. The game is a good representation of company-level warfare, and you will find that real-life tactics will give you good results. We encourage you to familiarize yourself with the terminology and historical notes provided throughout the game; it will help you understand what is going on.

STOP! If you are unfamiliar with *Fields of Fire*, or you need a refresher on the rules, find the Field Manual and follow the exercises included there which are intended to teach you the concepts and rules of the game. This rulebook is intended as a rules reference and is not organized in such a manner as to teach the game.

Your role in *Fields of Fire* is that of a Company Commander. Your command will usually include a number of platoons, made up of rifle squads plus supporting weapons teams. Company Staff and off-map fire support will assist you as you attempt 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

Fields of Fire is played with 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 as explained in Section 2. The Action Deck generates events and resolves vari-

ous actions throughout the game, such as giving command and control capacity, resolving combat and random number selection.

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 scale of a turn is abstract too, and typically represents five 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, depending on the quality of the unit. A squad is represented by units of two to four steps while teams have one or two steps. A vehicle or aircraft unit represents a single vehicle or aircraft.

1.1.2 Campaigns

At the time of publication, *Fields of Fire* covers eight campaigns 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 Mission Books 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 instructions in the Mission Books 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 taken by units on the map. 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

This section provides details on the several types of components used during play. Section 2 details how they all work together to set up a game.

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 either face up or face down, as indicated for each mission, to create the map on which the game is played. Rules on using the Terrain cards, (how to move between them, Lines of Sight and stacking limits) are explained in detail in section 5. Additional rules for Urban Terrain decks are covered in section 13.



1.2.2 Action Cards

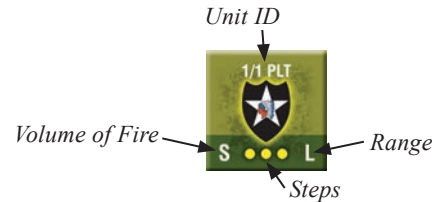
Action cards are used in all campaigns. They serve the purpose that charts and dice serve in many “traditional” war games.



The actions cards are explained in detail in section 2.

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 (6.2.2), a number of steps, and a Range rating.



A. Squads

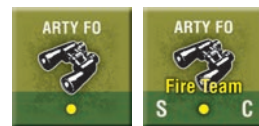
A squad is a unit of two or more steps and is the primary infantry combat unit of maneuver in the game. Four-step squads are represented with two counters: 4-step/3-step and 3-step/2-step.

B. Headquarters (HQs)



These are one-step units that function as the command elements of the company. The front side of an HQ is its command side, used when the unit commands itself and other units to perform actions. This side has no VOF or Range rating. HQs also have a named Fire Team side on the reverse that has VOF and Range ratings. This side is used when the unit engages directly in combat, either through a command (4.2.3j) or as a result of a combat Hit (6.4.3).

C. Forward Observers (FOs)/Spotters



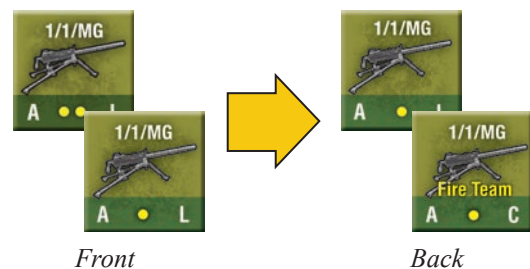
These are one-step units whose purpose is to call in indirect Fire Missions from off-map mortars or artillery, or to control close air support. They have no VOF or Range listed on the front, which is the observer side. The reverse side is its named Fire Team side that has VOF and Range ratings. This side is used when the unit engages directly in combat, either through a command (4.2.3j) or as a result of a combat Hit (6.4.3).

D. Weapons Teams



These are one-step or two-step units that represent the crew that operates specific crew-served weapons such as machine guns, rocket launchers, mortars, and recoilless rifles. One-step weapons teams have a named Fire Team on the reverse of the counter.

Two-step weapon teams are represented with two counters: 2-step/1-step and 1-step/Named Fire Team.



E. Vehicles/Aircraft



Each of these units represents a single vehicle or aircraft. Additional values for vehicles and aircraft that would not fit conveniently on the counter, such as crew size and AT Combat values, are located on the Vehicle and Anti-Tank Weapons Chart (see separate Player Aid).

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). Some Fire Teams are linked to a specific unit (“named” Fire Teams). These are usually found on the reverse of the Good Order unit.

G. Casualties



These counters represent one to three steps of soldiers killed or injured enough to be out of action. These steps have no capability. They exist only to be potentially evacuated or captured. They are not units and do not count against card or cover capacity limits.

H. Company Staff (CO Staff)



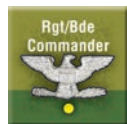
These are one-step units that assist the Company HQ or the Higher HQ. They differ according to nationality, era, and military organization.

I. Runners



These are one-step units with no ratings on their front (Good Order) side, and a named Fire Team on the reverse. They allow the Company HQ to communicate with a Platoon HQ when no radio or telephone network is available (4.3.2).

J. Higher Command



Occasionally your superiors may appear on a mission. At the Higher HQ level you may find units such as the Regimental / Brigade Commander or Battalion Commander.

Note: Unit counters may contain additional symbols not mentioned here. These indicate campaign specific rules and will be covered in the Mission Books.

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, etc.)



Use these to help determine who is under fire and the Net Combat Modifier (NCM) against them when resolving combat (6.2, 6.3 and 6.4).

B. Exposed/Pin



Use the front side of these to mark units Exposed during movement (5.1). Use the reverse side for units that are Pinned during combat (6.4). 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, caves and field fortifications (such as bunkers, pill-boxes, trenches and foxholes). These represent specific “areas” within a Terrain card that provide greater protection (5.3).

E. Ammo



Ammunition is only tracked for certain types of Weapons (7.18). Tracking can either be done on the Mission Log or with ammo markers. Ammo uses “Pollard” style markers that can be placed beneath an on-map weapon. 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 (PC) and Current Activity markers work together to regulate the appearance of the enemy during the course of a mission (8.1).

H. Visibility



The Visibility markers are used to remind the player how the current weather and light conditions affect the Net Combat Modifier (9.0).

1.2.5 Player Aids

A. Mission Log

The Mission Logs for each campaign can be copied and used to track the following information:

- Company organization, including units assigned to different HQs (2.3)
- Unit Experience Levels
- Ammunition and Fire Missions available and expended (when not using the on-map markers)
- Pre-designated actions for available pyrotechnic signals (4.4.1)
- Units or steps not committed to the mission or removed due to events

B. Player Aid Cards

These contain the charts and tables needed for play.

C. Command Display

A card with holding boxes to store assets, prisoners and casualties and number tracks to record the turn, current phase and available/saved commands for the HQs and Staff.

Each HQ/Staff unit has a Command marker that is placed on the number track to indicate how many Commands are available.

D. Helicopter Control Card

A card with holding boxes for use in campaigns featuring transportation helicopters (11.1).

E. Assault Planning Sheets

Player Aids used in specific missions to set up pre-planned assaults as described in section 11.

F. Mission Books

These mission books contain some or all of the following information:

- An introductory section explaining any campaign-specific rules.
- Details of your company organization, available equipment, and details of the enemy forces you might encounter.
- Mission instructions detailing all the information necessary to set up and play each of the missions in the campaign as well as available Attachments for each mission.
- 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. Adjacent cards are Close Range (See Range).

Area of Operations (AO): The AO is the piece of ground on which the company operates, defined by fixed left and right boundaries and a Limit of Advance (2.4). The company must not leave its AO, otherwise it will interfere with the plans of adjacent companies and increase the risk of becoming the victim of friendly fire.

Asset: An asset is a piece of equipment that facilitates command and control or visibility. Assets include pyrotechnics (smoke grenades and flares; 4.4), radios (4.3.5), and telephones (4.3.4). Place them in the applicable boxes on the Command Display until ready for use. They may also be placed under the units they are assigned to on the map.

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. Note that all fire conducted against vehicles, on the ground or in the air, is called ‘AT fire’; the target does not have to be a ‘tank’ (10.0).

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 (2.3.2).

Attempt: Some actions (e.g. spotting a hidden enemy, or calling for indirect fire) require Action cards to be drawn to see if a relevant icon is revealed indicating success. If no icon is revealed the command point is still spent but the intended action is not carried out (2.8).

Chain of Command: Military units have rigid structures so that they can function in the chaos of combat. Units can only receive Commands to perform actions from their Headquarters (HQ) or an HQ higher in the chain. Likewise, each HQ can only issue commands to itself, to its subordinate units, or to subordinate HQs lower in the chain (4.1).

Cleared Card: See Unoccupied, Occupied, Cleared, and Secured card.

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. HQs expend Commands, ordering units to perform various actions such as moving, firing, and rallying (see section 4 for complete rules on Commands & Actions).

Convert: To convert a unit means to change a unit’s ability. You convert steps, teams, and Limited Action Teams into various Limited Action Teams during the course of a mission as a result of combat effects, orders, HQ events or other circumstances (such as assigning a step to guard prisoners as per 8.15).



Combat Result: Convert one step to a Fire Team.

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 (8.1).

- **No Contact:** No VOF or PDF *markers* (including unactivated mines and Pending markers) are on the map and no enemy units have been Spotted.
- **Contact:** One friendly-occupied or enemy-occupied card is under a VOF marker, or there is at least one Spotted enemy unit on the map.
- **Engaged:** Two or more occupied cards (can include friendly-occupied cards and enemy-occupied cards) are under VOF markers.
- **Heavily Engaged:** Two or more occupied cards are under VOF markers, and at least one of those cards has both enemy and friendly units on it.

Engaged: A unit projecting a VOF. A unit becomes engaged when it Opens Fire (6.1).

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 Table of Organization & Equipment in the Mission Book. During a mission, the company gains Experience Points which can be used to increase the Experience Level of surviving units for the next mission (12.3).

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 firing 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 (7.16).

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

Grenade Attack: General term used to describe the attempt to make not only hand grenade attacks but also ranged attacks with rocket launchers, mortars, RCL guns and so on (7.10).

HQ: A Headquarters. In game are Company HQ (CO HQ) and Rifle Platoon HQs (PLT HQs). You may also come across Battalion HQ (BN HQ) and various support weapon HQs. Each HQ is made up of a small number of personnel—radio operators, runners and various other staff. As Company Commander you are part of CO HQ.

Illuminated: A Terrain card lit by illumination devices (9.2).

Infantry Unit: Any unit that is not a vehicle is an infantry unit.

Limited Action Team (LAT): See Team.

LOS: Line of Sight. The cards which are visible to a unit for the purposes of spotting, aiming and enemy activity checks. LOS extends to Very Long Range but can be blocked by terrain, visibility and smoke (5.2.1).

Net Combat Modifier (NCM): This is the value used to determine if a unit has been Hit or Pinned by fire. It is calculated for each unit by applying all modifiers on the Terrain card such as

cover, crossfire, concentrated fire on the unit or its cover marker, stacking penalties, etc., to the value of the strongest VOF currently affecting the unit (6.4).

Occupied Card: See Unoccupied, Occupied, Cleared, and Secured card.

Primary Direction of Fire (PDF): A marker which indicates the direction to a given unit's VOF marker. A PDF marker is not placed when opposing units on the same card (Point Blank Range) engage. Spotting for Fire Missions does not place PDF markers (6.3).

Range: Distance from a unit to its target. There are four ranges:

Point Blank (P) - Same card

Close (C) - Adjacent card

Long (L) - Two cards away

Very Long (V) - Three cards away

Reconstitute: To reconstitute means:

- To make a battlefield promotion of one step of a Good Order unit to replace the CO HQ or a Platoon HQ that was removed from play (6.5.2).
- To put a removed squad back into play during a mission by reforming it from 2 to 4 teams (4.2.3i).
- To reform squads, teams, HQs and Staff from steps between missions (12.2) or mission attempts (3.9).

Removed from Play: Remove from the map any unit replaced by generic LAT counters, such as a unit without a named Fire Team side that becomes a Fire Team or Assault Team, or any unit whose final step is converted to a Litter Team, Paralyzed Team, or Casualty. A friendly unit removed in this way can only be returned via Reconstituting (6.5.2). Enemy units are returned to the counter mix.

Secured card: See Unoccupied, Occupied, Cleared, and Secured card.

Smoke: There are a number of types of smoke pyrotechnics; commonly found in these missions are Hexachloroethane (HC), White Phosphorous (WP) and Colored Smoke (4.4.3).

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.



4-step squad



2-step MG Team

A diagram is provided in the Mission Book for each campaign to show how various units break down.

Team: There are several varieties of teams used in the game representing anything from a couple of soldiers, to a splinter of a squad due to combat results, or a larger support team. They are usually one-step units with a named Fire Team on the flip side.

- **Command Team:** All HQs, Staff, and runner units.
- **Weapons Team:** A one-step or two-step unit composed of a particular weapon, its crew, and ammunition carriers. Two-step weapons teams consist of two counters with a named Fire Team side on the flip side of one of the counters.
- **FO Team:** A forward observer unit that provides fire support from off-map agencies such as artillery, mortars, and aircraft.
- **Limited Action Team (LAT):** These are generic units created by Commands or as the result of combat during the Combat Effects Phase. As their name suggests, they have limits on their abilities (4.2.5). LAT is a collective abbreviation referring to the four types of LATs:
 - Assault Teams
 - Fire Teams
 - Litter Teams
 - Paralyzed Teams

Unoccupied, Occupied, Cleared, and Secured card:

- An Unoccupied Terrain card is one with no units or PC markers.
- An Occupied Terrain card is one with at least one unit on the card (regardless of the presence of PC markers). 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 card is Cleared if it is one that started the mission with a PC marker (or a scheduled PC marker in the case of Defensive missions) and has been cleared of both marker and enemy units.
- A Secured card is a “Cleared” card that is also friendly-occupied.

Note: Ignore any Casualties or VOF markers on a card when determining if the card is Unoccupied or Cleared.

Vehicle: Vehicles include helicopters and tracked, halftracked, and wheeled vehicles (10.0).

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. Divided into Basic VOF and Special VOF (6.2).

- **Basic VOF:** Fire which occurs automatically from a combat unit as per the counter: Small Arms (S), Automatic Weapons (A), Heavy Weapons (H), and Pinned (6.2.2).
- **Special VOF:** VOF which requires more specific rules. Marked with an exclamation mark on the counter. Includes Grenade Attack (G!), Sniper (S!), Flamethrower (F!), Demolition (D!), Mines!, Incoming! and Air Strike! (6.2.3).

VOF Modifiers: These markers modify the Volume of Fire affecting either the whole Terrain card or specific units on the card. Crossfire, Concentrated Fire, Grenade Miss and Demo Miss (6.2.4).

1.2.7 Random Number Generation

Throughout the game, you will draw random numbers to determine random HQ events, to select enemy packages to place on the map, to determine the decisions enemy and friendly units might make, etc.



Along the bottom of the Action cards is a random number generator. The top row of numbers is the number of options you need to choose between and the bottom number is the result to use. For example, if you need to determine which of eight HQ Events will occur, you draw a card, find the 8 column, and use the number below the 8 as your result.

The rulebook and mission books uses the shorthand R# to mean “Random Number.” For example on a package menu it may say “On R#1-3/10 place a Leader with the package”—directing you to draw an Action card, check the result under the 10 column and place a Leader unit if the result is a 1, 2 or 3.

Important! *Fields of Fire* is a complex game with countless possible situations that may occur. If the situation is unclear, or if you’ve forgotten one of the many rules, simply use the random number generator to determine the correct course of action. Things happen in battle that are often strange or illogical, so the use of randomness is not inherently ahistorical. At this level, the actual commanders often had very limited insight into larger questions which made the actions on the battlefield often seem random.

2.0 Preparing for a Mission

No Company Commander would willingly enter a battle without properly organizing their command, understanding the assets available to them and their capabilities, and mapping out the terrain on which their 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 from the Mission Books. 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.

For beginners to the system, try the Stand-Alone Mission. This offers a streamlined introduction to the system dispensing with more complex rules like ammunition tracking, vehicles and communications.

Next, look at your company Table of Organization & Equipment (TO&E) in the Mission Book to see what forces you have available, and check the mission instructions for setup information about that mission.

Note: The *Fields of Fire* Series Rulebook provides the base rules for recreating a wide variety of infantry campaigns throughout the 20th and 21st century. However, each Mission Book contains additional campaign or mission specific rules, which are required to accurately simulate the historical situation. At any time, if the Mission Book's instructions, enemy priorities, etc., appear to contradict the Rulebook, assume that the Mission Book is correct.

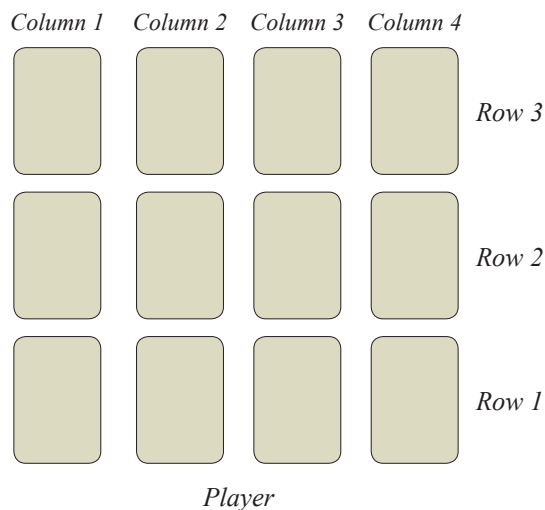
2.1.1 Mission Types

There are three basic categories of missions:

- Offensive missions will see you advancing up the map, flushing out and attacking enemy units as you go. More advanced versions of the Offensive mission will see you delivered to the battle in helicopters or amphibious vehicles (see section 11).
- In Defensive missions you will focus less on moving and more on dealing with often overwhelming enemies that come to you.
- A Combat Patrol mission is slightly different, where a single platoon will venture out into enemy lines in order to find out what is out there, often prior to an offensive mission in a campaign game.

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:



2.2.1 Lay Out the Terrain Cards

Lay out the Terrain cards as specified in the mission instructions into the requisite number of columns and rows. Unless the instructions 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. Face-down cards are flipped face up when your units have LOS to them (5.2). In addition to terrain, there will often be a Staging Area indicated on the map. This is usually 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) (2.5).

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.

If you turn up a Hill card, draw another Terrain card and place it on top of the Hill to indicate the type of terrain on top of the hill (which is one level above 'normal'). 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.

2.2.2 Place Visibility, Current Activity, and Potential Contact Markers



Consult the mission instructions for the visibility

level and use the appropriate markers (one for light level and one for adverse weather) 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 (8.2).

- In Offensive Missions put PC markers on the map when setting up the mission.
- In Defensive Missions PC markers are placed during the Enemy Activity Check Segment. Untriggered PC markers are removed at the end of every turn.
- In Combat Patrols, put PC markers on the map when setting up the mission and place new PC markers at the beginning of each Patrol.

(See section 8 for more on Potential Contact markers.)

2.2.3 Shuffle your Action Deck

The Action Deck should be shuffled and placed within easy reach next to the map. You will use this throughout the game to determine the results of action attempts, the effects of combat, the number of commands available and any time a random number is required.



Most activities require a number of cards to be drawn from the Action Deck. To ensure the deck is randomized sufficiently and gives the proper distribution of results, always draw the full number of cards even if the desired result appears earlier. If you encounter the reshuffle card, finish drawing the cards and then re-

shuffle all the cards, including the reshuffle card. Note that the reshuffle card does not count as one of the required card draws.

The various elements which make up each Action card are explained in 2.8.

2.3 Organize Your Company

All units in your company take orders from the CO HQ and CO Staff. In addition some may be attached to Platoons as noted in the Table of Organization & Equipment and can take orders from Platoon HQs.

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 the Mission Book. See the Table of Organization & Equipment for company details general to the whole campaign, and specific mission instructions for available attachments, fire support, etc. Note unit Experience Levels, ammunition, fire missions available, etc.

2.3.2 Designate Command Relationship of Attachments

The list of units in the TO&E are your company's core units, which will take part in every mission. In addition, certain units from other formations will be available to be assigned in each mission, for example heavy weapon teams, vehicles, and off-map mortar/artillery forward observers (FO). This is called "task organizing" and units so assigned are called "Attachments".

Refer to the Attachments Table in your Mission Book to find which units are available for your current mission. Like regular company units, the CO HQ & Staff can always give orders to Attachments. In addition, they can also be assigned to one of your Platoon HQs. Unless otherwise specified in the mission instructions, these Attachments automatically have an Experience Level of Line and they do not gain experience over the course of a campaign. Decide if any of these units are to be assigned to a Platoon HQ and note the attachment on the Mission log. If you are unsure, just distribute attachments between all your platoons; you can always experiment with different plans in later missions.

2.3.3 Designate Command Relationship of Unassigned Company Units

In the same way as above, you can also assign any regular company units (such as weapons teams, mortars, jeeps and so on) which are not already attached to a Platoon HQ. Any units that remain not assigned to a Platoon HQ can still be commanded by the CO HQ and any Staff as usual.

An Attachment or company unit assigned 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 Platoon during the course of a mission.

2.3.4 Distribute Assets

The TO&E may specify how some of your 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. Place assets as desired among the appropriate hold-

ing boxes on the Command Display or under the unit they are assigned to on the map.

You should also assign specific instructions to your Pyrotechnic signals (4.4.1). These instructions must be set before the mission begins and cannot be changed later, 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.

In some missions, Skills will be assigned to a platoon. Choose a Skill from the list in 12.7.

2.3.5 Place Units on the Map

Refer to the Unit Guide in the Mission Book to see which counters to use. Unless otherwise specified in the mission instructions, set up your company units and attachments:

- For an Offensive mission, in the Staging Area below row 1 (2.5)
- For a Defensive mission, between the Main Line of Resistance (2.4.1) and the Staging Area (2.5). (Some units can be kept back in the Staging Area if desired, but your priority should be to set up a defensive line.)
- Patrols vary according to era, see mission instructions for setup. Generally the platoon carrying out the patrol sets up on the first row.
- In some Combat Patrol and Defensive missions a Combat Outpost may be present forward of your lines, where some units can be placed (2.6.1)

Each HQ and Staff unit in play has an equivalent Command marker. Place these face down (on their "Activation Completed" side) above the Command Track.

2.4 Tactical Reference Points

Before you begin a mission, your chain of command will issue strict geographical limits within which your company can operate: the Area of Operations (AO). Within the AO, 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. Unless otherwise specified in the mission instructions they can be placed on both face-up and face-down cards.

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 (2.5) 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 (4.4.1).



The Left and Right Boundaries are fixed boundaries that your units may not cross at any time. Place these vertically, along the leftmost and rightmost 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 topmost 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 also usually 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.

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. The mission instructions will tell you where to place the MLR. If there are Field Fortifications and phone lines available for the mission, these can be set up behind the MLR before the mission begins.



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 designated platoon up to the stacking limit in a COP.

During a Defensive Mission, the MLR can be crossed by your units in certain circumstances. Each mission presents a unique situation that will be noted in the mission books, but generally the following apply unless stated otherwise:

- Designated units can move back and forth between the COP.
- Assault Teams may scout forwards up to one row in front of the MLR with Move or Infiltrate actions.



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 Weapons rules (7.2.4 and 7.16.2D, 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 TCMs. Use the Primary Objective (OBJ 1) to mark the farthest point from the MLR that the patrol is supposed to reach. You may also have to designate Route Points to mark out the path that the patrol follows.

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 (4.2.11). These are:

- Landing Zones (LZ; 11.1.3)
- Casualty Collection Points and MEDEVAC LZs (5.1.7)
- Registered Targets & Mortar/Artillery Concentrations (7.16.5)

2.5 Staging Areas

A Staging Area is a designated assembly area in which units prepare for an upcoming mission. 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 (or call for off-map fire) or Spot and they cannot be fired upon. Unlike regular Terrain cards (as described in 5.1.5), 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 but 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 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. A Telephone or Telephone wire in row 1 provides a connection to phones anywhere in the Staging Area. LOS for radio communication exists between staging cards and adjacent map cards on row 1.

B. Assault Staging Areas

Some missions require special Staging Areas. For helicopters: the Pickup Zone, Inbound, Outbound, and Loiter Areas which can be found on the Helicopter Control Card and for Amphibious Assaults the LVT setup chart for that mission.

Unlike the Main Staging Area, do not treat these as being adjacent to the map. Therefore, units may not use normal movement to enter the map from an Assault Staging Area.

No Line of Sight may be traced into or out of an Assault Staging Area.

2.6 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. A patrol of this size is typically meant to deceive the enemy, deny their reconnaissance, and possibly spoil their attack plans. The following rules are a guideline, and more specific information will be given in the mission instructions.

2.6.1 Combat Patrol Setup

Unlike Offensive and Defensive missions, patrols are carried out by just a single platoon, though you may also attach weapons teams, FOs, and Company Staff. The mission instructions will indicate which platoons can carry out patrols.

The map often includes company positions; foxholes, trenches, bunkers, or a Combat Outpost (COP) tactical control. All these positions may be occupied by the rest of the company who may not move (except to automatically retreat as per 3.5.2), but are able to support the patrol by fire. You may place units from a single Platoon up to the stacking limit in a COP.

Units positioned in a COP or other friendly field fortifications may be repositioned between patrols. Although they may not Move, HQs not on the patrol itself still draw for commands in order to support the Patrol.

No PC markers are placed on the COP.

2.6.2 Combat Patrol Objectives

There is no need to Clear or Secure the objective or route points, unless specifically required by the mission instructions. And 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).

2.6.3 Setting up for the Next Patrol

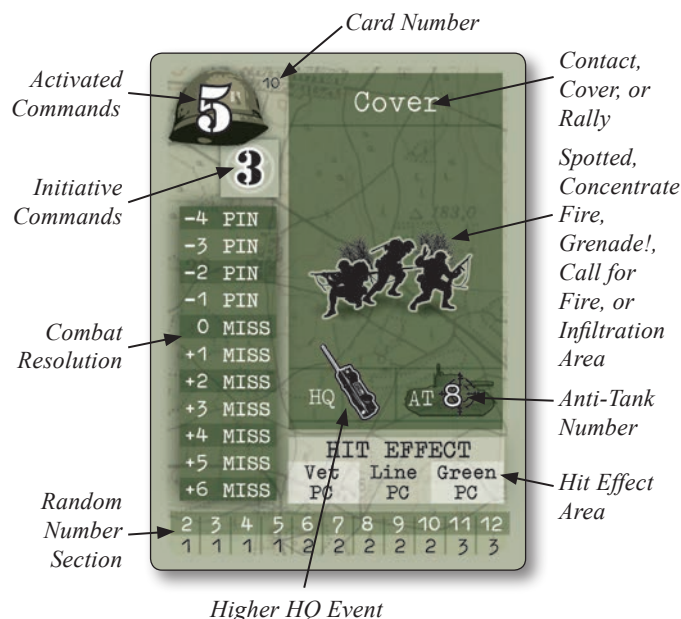
Some patrols have you set up a new map for each platoon you send. However, if the mission instructions indicate that Combat Patrols are to be performed on the same map:

- Place new PC markers between each patrol as these missions are assumed to take place over days and weeks.
- After each patrol, carry out the instructions in 3.9 to adjust the map in preparation for the next patrol as if beginning a regular mission Reattempt. Experience points are awarded even if the patrol failed to achieve its objectives.

2.7 Air/Amphibious Assault Planning

Some missions begin with an Air or Amphibious Assault, in which your units enter the map by helicopter, amphibious vehicle 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 (See section 11 for details of assault planning).

2.8 Understanding the Action Card deck

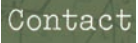


2.8.1 Command Section

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 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, 3.3.1). 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, 3.3.2).

2.8.2 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,” “HQ,” and “AT”) are described elsewhere in the rules.

	Indicates a successful attempt to Spot or Concentrate Fire		Indicates enemy contact during the Potential Contact Evaluation Segment
	Indicates a successful attempt to Infiltrate		Indicates a successful attempt to Seek Cover or Rally
	Indicates a successful Attempt to make a Grenade Attack		Indicates that a Call for Fire has gone off-target. Also indicates a triggered mine.
	Indicates a successful attempt to Call for Fire and a triggered mine		Indicates a Higher HQ Event
	Indicates a successful attempt to Call for Fire and a triggered mine. Also indicates the possibility of a Battalion Fire Mission if available for your current mission		Indicates a catastrophic failure when making a ranged Grenade Attack with a missile launcher or Concentrating Fire with Machine Guns, RCL and so on. (Does not indicate a successful Spotting attempt)
	Modifier for AT Combat		

2.8.3 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 (6.4.2).

2.8.4 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) (6.4.3).

2.8.5 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 (1.2.7).

2.9 Beginning Play

Now that your units are set up on the map, your organization chart is up to date, and your Action Deck is well shuffled, you are ready to start your mission. The game follows a strict sequence of play which you can find in section 3 and on the back page of this rulebook. This can seem quite complex at first so it is recommended that you play through one or two of the exercises in the Field Manual first to get a feel for how each turn plays out.

Using the Rulebook

We recommend using the Field Manual to learn how to play *Fields of Fire*. Once you are comfortable with the basics of the game, you may wish to look up specific rules from time to time as you play. The rulebook follows this structure:

Basic Game Play:

Sections 4-6 give an overview of basic gameplay:

Section 4 explains the command structure in detail and how orders are passed down. All of the actions available to units are provided in the Action Menus in this section (and also on the Player Aid).

Section 5 explains how the map is used. It covers movement, terrain and how Line of Sight is affected.

Finally, **section 6** explains the basic principles of combat. In general, your units and the enemy's will engage each other automatically according to the priorities explained in this section. As Commanding Officer, it's your job to provide leadership to give your units an edge over the enemy. Outflank their units, decide where to concentrate fire, when to close with the enemy and engage in point blank combat and when to drop back and call in fire support.

Detailed Reference Sections

Section 7 covers the wide variety of weapons and special units available to you (and your enemy). Specific rules for the actions you want to carry out can be looked up as you need them.

Section 8 provides details of how enemies are placed on the map and how certain enemy units act. Generally enemy units act in the same way as your own. All movement and combat principles apply to them as much as they apply to your own units.

Advanced Sections

Sections 9-13 cover rules which are only required in specific missions and can be ignored until you are ready to include them in your games. These cover limited visibility missions, vehicles, urban combat and rules for using experience points in between missions when playing the campaign.

Ready for Normandy Mission 1



3.0 Detailed 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, Segments and Impulses as set out on the Sequence of Play card. It is very important that you follow this sequence strictly to carry out each turn. In order to familiarize yourself with the sequence of play, which can be quite intimidating, read through the training exercises and examples of play in the Field Manuals. Play through each exercise, set up and follow along with each example until you are comfortable with the Sequence.

Important! What follows is the full sequence of play and all the instructions, or references to instructions, elsewhere in the rulebook that you will need to follow in each phase. This is here as a reference. For your first game, it is highly recommended that you read through the Field Manual which will teach you the sequence one step at a time. If you are learning with just the rulebook, it's recommended that you familiarize yourself with sections 4-6 before returning here.

Overall guidance

Follow the sequence of play to carry out a turn. Update VOF and PDF markers (6.2) and Activity Level (8.1) as soon as any changes on the map occur in all Phases, Segments and Impulses except the Combat Effects Segment (3.7.4), where the results of all combat activity occur simultaneously. After Combat Effects, carry out the Clean Up Phase, update VOF & PDF markers and move on to the next turn.

The mission isn't over until the end of the final turn, even if you have secured your objectives; there is always a chance that the enemy will counterattack. At the end of the final turn, if the objectives have not been met, both sides take a break as endurance and ammunition run low. Follow the sequence described in 3.9 to set up for a Reattempt. Otherwise, add up your experience points and, if you are playing a campaign, consult section 12 on preparing for the next mission.

All commands are detailed in the Action Menus in section 4 and on the Player Aid. Basic play involves activating HQs to gain Command Points, having HQs spend their Command Points on actions for subordinate units they are in communication with, and carrying out the actions on the map.

Sequence of Play

Carry out the instructions in each Phase, Segment and Impulse in the order presented. Complete one Phase/Segment/Impulse before moving on to the next.

3.1 Friendly Higher HQ Event Phase

(Starting on turn 2)

- Draw an Action card; if the HQ radio icon is present, determine an event on the Friendly Higher HQ Events Table by drawing another card and checking the R#. Follow the instructions in the Event Table.
- Unless otherwise specified, Friendly Events only affect Friendly (Player controlled) units.

3.2 Defensive Missions: Enemy Activity Phase

(See section 8 for detailed rules)

(Both Enemy Activity Phases, 3.2 and 3.4, are almost identical, but the place in the Sequence of Play changes according to the type of mission).

3.2.1 Enemy Higher HQ Event Segment

(Starting on Turn 2)

- Draw an Action card; if the HQ radio icon is present, determine an event on the Enemy Higher HQ Events Table.
- Unless otherwise specified, Enemy Events only affect Enemy units.
- Enemy units that are placed on the map, or who take actions or attempt to take actions as a result of a Higher HQ Event do not perform any further Activity Checks in 3.2.2.

3.2.2 Enemy Activity Check Segment

- Place PC markers as indicated by the mission instructions (8.1).
- Check every enemy unit on the map for activity (except those affected by 3.2.1).
 - Determine card order randomly. On each card, check units based on their status on the Enemy Activity Check Hierarchy tables (8.6.2).

3.3 Friendly Command Phase

(See section 4 for full details of each Segment in this Phase as well as instructions on command modifiers, eligibility, actions and communications).

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 (6 in daylight, 4 in Limited Visibility) and expend them on units (4.2). BN HQ does not save Commands.
- If BN HQ is not available and no Runners are on the map (4.3.2), move on to the CO HQ Initiative Impulse.

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 (4.1.2).
- Save those Commands or expend them (and any saved Commands) on units up to the maximum per turn according to Visibility and Experience Level, as indicated on the Command Display.

3.3.1c PLT HQ/CO Staff Impulse

- Select a PLT HQ or CO Staff that was activated by the CO HQ, draw an Action card and give it the modified number of Activated Commands (4.1.2).
- Save those Commands or expend them (and any saved Commands) on units up to the maximum per turn according to Visibility and Experience Level.
- Repeat for the next PLT HQ/CO Staff.

3.3.2 Initiative Segment

3.3.2a CO HQ Initiative Impulse

- If not activated in 3.3.1, draw an Action card and give it the modified number of Initiative Commands (4.1.2).
- Save those Commands or expend them (and any saved Commands) on units up to the maximum per turn according to Visibility and Experience Level.

3.3.2b PLT HQ Initiative Impulse

- Select a PLT HQ that was not activated in 3.3.1, draw an Action card and give it the modified number of Initiative Commands (4.1.2).
- Save those Commands or expend them (and any saved Commands) on units up to the maximum per turn according to Visibility and Experience Level.
- Repeat for the next PLT HQ.

3.3.2c CO Staff Initiative Impulse

- Select a CO Staff not activated in 3.3.1, give it one Command.
- Save that Command or expend it (and any saved Commands) on units up to the maximum per turn according to Visibility and Experience Level.
- Repeat for the next CO Staff.

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 single platoon mission, halve the number first (rounding down).
- General Initiative Commands cannot be saved.

3.4 Offensive Missions/Combat Patrols: Enemy Activity Phase

(See Section 8 for detailed rules)

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.
- Enemy units that are placed on the map, or who take actions or attempt to take actions as a result of a Higher HQ Event do not perform any further Activity Checks in 3.4.2.

3.4.2 Enemy Activity Check Segment

- Have all enemy units firing upon cards without valid targets (any non-casualty units) receive a Cease Fire order (and Open Fire elsewhere as per 6.1.1).
- Check every enemy unit on the map for activity (except those affected by 3.4.1).
 - Determine card order randomly.
 - On each card, check the units based on the Enemy Activity Check Hierarchy tables.

3.5 Mutual Capture & Retreat Phase

3.5.1 Capture Segment

- Any Paralyzed or Litter Team alone on a card with opposing, Unpinned infantry units with a VOF rating are captured.
- If a side does not take prisoners, Convert captured steps to casualties; otherwise, designate one step as a guard and remove the guard step and prisoners from play (8.15).
- Any enemy casualties on unoccupied or friendly-occupied cards are automatically captured and do not require guards. (*Exception: Casualties in front of the MLR on unoccupied cards are not captured; 8.15*).
- The Enemy never captures friendly Casualties.

3.5.2 Retreat Segment

- Check for the effects of CS Gas on any Good Order infantry units and vehicles not equipped with gas masks on a card (or card area) with CS Gas as per 4.4.3.
- Retreat any Unpinned, non-Exposed Paralyzed Team under a VOF marker one card towards that side's edge of the map or Landing Zone (11.1.3) according to these priorities:
 - Card with no VOF.
 - Card with best Cover & Concealment value.
- Retreat any Unpinned, non-Exposed Litter Team plus a Casualty under VOF marker one card according to the priorities above. The Litter Team will automatically pick up the Casualty if they are in the same area of the card. A Litter Team without a Casualty will not retreat.
- Mark retreating Paralyzed and Litter Teams Exposed.
- Enemy units who retreat from a card at their side's edge of the map will retreat off the map. Remove them from play. Do not extend the map. They will prioritize moving off the map rather than moving to Terrain cards located outside of the map boundaries.

Note that Retreat in this phase overrides any movement restrictions for LATs (4.2.5).

3.6 AT Combat & Vehicle Movement Phase

(See section 10 for detailed rules)

- Move vehicles and carry out AT Combat with Activated units (4.2.1i). If both sides have Activated units, alternate sides, starting with the player side in Offensive Missions and Combat Patrols, or the enemy side in Defensive Missions.
- Flip each unit's Activated marker as it finishes.

3.7 Mutual Combat Phase

(Detailed rules on combat can be found in section 6)

This phase is an abstraction of the cumulative action that occurs throughout the time covered by the turn.

3.7.1 Fire Mission Update Segment (7.16)

- Remove existing Incoming! and Air Strike! VOF markers.
- Flip Pending markers to their active sides.
 - (Remember to update the Activity Level before moving to the next step).

3.7.2 Potential Contact Evaluation Segment

(See section 8 for full details)

- For each card with a PC marker and a friendly unit, evaluate the PC marker according to the procedure in 8.2.
- Update the Mission Log and immediately update the Current Activity Level. Remove the PC marker before moving on to the next card.

3.7.3 Pinned Recovery Segment

- Remove Pinned markers from any vehicle or infantry units that are not under a VOF marker (including Mines whether activated or not).

3.7.4 Combat Effects Segment

(The effects in the segment are assumed to be occurring simultaneously. Resolve each card in any order and do not update PDF or VOF markers until the Clean Up Phase)

- For each infantry Unit on a card with a VOF marker:
 - Resolve any Flamethrower Attacks (7.14)
 - Determine the NCM (6.4)
 - Draw an Action card to determine if the fire is effective (6.4.1).
 - If the unit is Hit, draw another Action card to determine the Hit's effect based on the unit's Experience (6.4.2).
- This is also a good time to update the ammo levels of all units exerting a Basic VOF if you are using the ammunition tracking rules (7.18).

3.8 Clean Up Phase

- Remove Pyrotechnic, Smoke, Illumination, Exposed, Moved/Fired, Concentrated Fire, Booby Trap, Grenade and Grenade Miss markers.
- Evacuate Casualties from Casualty Evacuation Points.
- Have all enemy units firing upon cards without valid targets (any non-casualty units) receive a Cease Fire order (and Open Fire elsewhere as per 6.1.1).
- If this is a Defensive Mission, remove any unresolved PC markers.
- Adjust VOF, PDF and Activity Levels resulting from the Combat Effects Segment and Clean Up Phase.

After Clean Up, move the Turn marker up one turn on the track and return to the top of the Sequence of Play. If this is the end of the final turn as set in the mission instructions and the objectives have not yet been reached, move on to 3.9.

3.9 Reattempt

The turn limit represents the cumulative effect of fatigue and consumption of small arms ammunition. After the final turn, if the mission objectives have not been achieved, both sides are exhausted. Offensive units fall back to secure positions to recover and then launch another assault. This is represented with the Reattempt mechanic.

Check if reattempts are available in the mission instructions and follow the steps below to prepare for the reattempt.

- 1) Add up total experience points for the previous attempt.

Note: Keep track of points awarded for clearing and securing cards. You cannot receive experience points for clearing/securing the same card twice in the same mission, even in separate attempts.

- 2) Rally any weapons teams, spotters and HQs on their Fire Team sides to their Good Order side.
- 3) Reconstitute squads, HQs and company weapons teams (not Attachments) from LATs (regardless of where LATs are currently located on the map).
 - Note that the original platoon assignment of an LAT does not have to be tracked during the game. LATs can be used for reconstitution freely.
 - Each LAT, including Assault Teams, counts as 1 Green step during this sequence.
 - Use experience points to promote any steps you want in order to upgrade your squads, HQs Staff and Weapons Teams while reconstituting (according to 12.3).
 - Note that newly reconstituted HQs and Staff cannot be promoted and are always Green, regardless of the experience of the step used to reconstitute them.
 - LATs removed as prisoner guards and for other event related reasons cannot be used for reconstitution between Attempts.
- 4) Any LATs not used for reconstitution in Step 3 become Fire Teams.
- 5) Reposition friendly units to any Secured cards (friendly-occupied, cleared cards). You may place them underneath any cover markers already on the card. Phone lines can also be repositioned to Secured cards at this time if desired.
- 6) Remove all Casualties (friendly & enemy) from play. Remove any enemy Paralyzed and Litter Teams.
- 7) Leave any found Cover markers or Mines on the map.
- 8) 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 marker on the card which is available for use.
- 9) Flip any burning wrecks to wrecks.
- 10) Remove Pinned, PDF, and VOF markers.
- 11) Remove saved Command Points.
- 12) Resupply all assets and ammunition (friendly & enemy). Reset available Fire Missions to initial value. Remove any assets dropped on the map.
- 13) Place the Turn marker on Turn 1.
- 14) Start the Sequence of Play (note that this may result in PDFs and VOFs being placed immediately as per the Basic Combat Principles described in section 6).

No additional PC markers are placed, the Spotted and Unspotted status of all units remains the same. The offensive simply carries on from where it left off and you attempt to take the Objectives again.

See the end of section 12 for a visual guide on how to reconstitute your company in between missions/mission attempts.

4.0 Command & Control

The core mechanic of *Fields of Fire* is that HQs obtain a number of Commands and spend them on *actions* to control themselves and other units. Cards are drawn to determine the number of commands that the HQ has for the turn which have a variety of modifiers.

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. As described in 2.3, at the beginning of a mission units may be attached to a particular PLT HQ. An HQ can use Commands to take actions itself, or it can issue Commands to subordinate units as shown in the table below.

Company units which are not attached to a Platoon take orders from the CO HQ or Staff. Limited Action Teams are not considered attached to any platoons and may receive orders from any HQ or Staff unit.

4.1 Commands

During the Friendly Command Phase, HQs receive Commands. The Friendly Command Phase in the Sequence of Play (3.3) represents how these commands flow 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 have to act on their own 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.*

Command Reference Table

HQ / Staff	Can Activate (4.2.1a)	Can give other orders (besides Activate) to
BN HQ	CO HQ*	Any unit
CO HQ	CO Staff, All lower HQs	Any unit except higher HQs
CO XO	None	Any unit except higher HQs
1st Sgt	None	Any unit except higher HQs and the CO XO
GySgt (USMC companies)	None	Any unit except higher HQs, CO XO and 1st Sgt
PLT HQ, Weapon Team HQs, Tank HQ	None	Any Unit attached to their own platoons. Any LAT.

* While off-map, can only activate the CO HQ if it is in communication on the BN TAC Network (4.3.3).

4.1.1 The Friendly Command Phase Sequence

Follow the Friendly Command Phase instructions below to Activate HQs and give orders to units to carry out actions. Complete the instructions for one segment/impulse before moving on to the next. The complete list of actions can be found on the Action Menu Player Aid and in 4.2.

Activation Segment

In this Segment, HQs receive Command Points from Higher HQs and use them. The minimum number of Commands for a unit Activated in this Segment, after modifiers, is one.

Note: The Command track is split into upper “Command Tracking” and lower “Saved Commands” zones. Track commands for an HQ in the top zone then slide the marker down into the Saved Commands zone when you are finished. Slide all HQs on the track up into the Command Tracking zone during Clean Up.

BN HQ Impulse

Unless specified otherwise in the mission instructions, the BN HQ starts off the map. If any Higher HQ leader (Rgt/Bde Cmdr, Bn Cmdr, etc.) enters the map due to events or special rules, the BN HQ is considered to be “on the map”.

Use one of the following procedures:

- If the BN HQ is off-map, and the CO HQ is in communication via a BN TAC radio or phone (4.3), it will automatically Activate the CO HQ. Flip the CO HQ Command marker to its Commands Available side.
- 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). BN HQ may expend these Commands on orders to itself or on any friendly subordinate units in play and in communication, including Activating the CO HQ. You cannot save BN HQ Commands.
- BN HQ may be unavailable due to damaged radios/phones, cut phone lines (4.3.4), Higher HQ Events, or after a Higher HQ leader on the map is eliminated (6.5.2). In this case, the CO HQ is not Activated and the turn begins at the CO HQ Initiative Impulse (unless Runners from the previous turn are already on the map - 4.3.2).

CO HQ Impulse

Use the following procedure:

- If the CO HQ was Activated in the BN HQ Impulse, 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, but a minimum of one command is always given. Mark these on the Command Track with the CO HQ Command marker.
- Subject to the limitations in 4.1.3, CO HQ Commands (including previously saved Commands) are now spent on orders to itself or any friendly subordinate units in play and in communication, including Activating PLT HQs and CO Staff (4.2.1a), or they may be saved.
- Flip the Command marker of any HQ Activated by the CO HQ with an Activate action (4.2.1a) to its Commands

Available side and if it has any commands remaining that can be saved, slide it down into the Saved Commands zone.

- After you have finished spending the CO HQ's Commands, flip its Command marker to its Activation Completed side and if it has any commands remaining that can be saved, slide it down into the Saved Commands zone.

PLT HQ/CO Staff Impulse

Use the following procedure:

- Select an Activated PLT HQ or CO Staff and draw an Action card. The number in the helmet icon is the number of available Commands for this HQ. This number may be modified by the conditions in 4.1.2, but a minimum of one command is always given. Mark this on the Command Track with the Command marker for the Activated HQ or Staff.
- Subject to the limitations in 4.1.3, the Activated PLT HQ/CO Staff may now expend Commands (including saved Commands) on orders to itself or any friendly subordinate units in play and in communication, or they may be saved.
- After you have finished spending Commands from the selected PLT HQ or CO Staff, flip its Command marker to its Activation Completed side, slide it into the Saved Zone, then select the next Activated HQ, and repeat the process.

Note: PLT HQs do not need to be selected in number order.

Initiative Segment

In this Segment, HQs receive a small number of Initiative Command Points and use them in the same way as in the Activation Segment. The minimum number of Commands for a unit drawing Initiative Commands, after modifiers, is zero.

CO HQ Initiative Impulse (if not Activated in the Activation Segment)

Use the following procedure:

- If you did not Activate the CO HQ in the preceding segment, flip the CO HQ Command marker to its Commands Available side and draw an Action card. Give the CO HQ the number of commands equal to the modified (4.1.2) Initiative Commands number (the smaller number, in the star symbol) on the Action card. Mark these on the Command Track with the CO HQ Command marker.
- Subject to the limitations in 4.1.3, CO HQ Commands (including previously saved Commands) may be expended on orders to itself or any friendly subordinate units in play and in communication, or they may be saved.
- After you have finished spending the CO HQ's Commands, flip its Command marker to its Activation Completed side and slide it down into the Saved Zone.

PLT HQ Initiative Impulse (if not Activated in the Activation Segment)

Use the following procedure:

- Flip the Command markers of any PLT HQs that were not Activated in the Activation Segment to their Commands Available side.
- Select a PLT HQ which was not Activated in the Activation Segment and draw an Action card for it, giving it a number of

commands equal to the modified (4.1.2) Initiative Commands number. Modifiers may reduce the number of Commands given to zero. Mark these on the Command Track with the Command marker for that PLT HQ.

- Subject to the limitations in 4.1.3, PLT HQ Commands (including saved Commands) may be expended on orders to itself or any friendly subordinate units in play and in communication, or they may be saved.
- After you have finished spending Commands from the selected PLT HQ, flip its Command marker to its Activation Completed side, slide it down into the Saved Zone, select the next HQ, and repeat the process.

CO Staff Initiative Impulse (if not Activated in the Activation Segment)

Use the following procedure:

- Flip the Command markers of any CO Staff that were not Activated in the Activation Segment to their Commands Available side.
- Select a CO Staff which was not Activated in the Activation Segment and give it one Command. This number is not modified. Mark the point on the Command Display with the Command marker for the CO Staff.
- Subject to the limitations in 4.1.3, CO Staff Commands (including saved Commands) may be expended on orders to itself or on any friendly subordinate units in play and in communication, or they may be saved.
- After you have finished spending Commands from the selected CO Staff, flip its Command marker to its Activation Completed side, slide it down into the Saved Zone, select the next CO Staff, and repeat the process.

General Initiative Impulse

In this Impulse a few additional command points are made available for the company to spend on orders to any units in play, including those which were Activated in the Activation Segment.

Use the following procedure:

- Draw an Action card. The number in the star icon is the number of available General Initiative Commands. If the mission involves only a single platoon (such as a Combat Patrol), halve this number, rounding down any fractions. No other modifiers affect this draw.
- Expend the commands on orders to any units in play. Besides the exceptions listed in 4.1.3, you do not need an HQ or Staff unit to issue these Commands. Being in communication with an HQ is also not required.

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 CO Staff Initiative Impulse or General Initiative Impulse), 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 (basic cover, fortifications or buildings): +1

B. If the HQ or Staff are under a VOF*:

- Small Arms VOF: -1
- Automatic Weapons VOF: -2
- Heavy Weapons, Sniper, Grenade, Incoming! or Air Strike! VOF: -3

C. The Current Activity Level is No Contact: +1

* Only the strongest (lowest) VOF affecting the HQ is taken into account. Note that HQs on a card targeted by a Sniper are considered affected by it regardless of the Sniper's actual target unit in the previous turn (7.15).

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 (see section 9) the maximum is four. These are noted on the Command Display track.

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

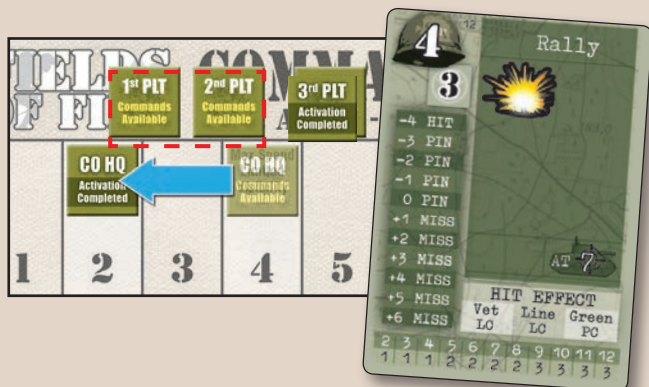
- **Green:** Three for Daytime and two for Limited Visibility
- **Line:** Six for Daytime and four for Limited Visibility
- **Veteran:** Nine for Daytime and six for Limited Visibility

There are some actions that always require an HQ/Staff to be the Originator, even if attempted under General Initiative. These are:

- Exhort (4.2.1b)
- Reconstitute a Platoon HQ (4.2.1d)
- Reconstitute the CO HQ (4.2.1e)
- Creating/Dispatching/Dismissing a Runner (4.2.1f,g,h)
- Designating a New Tactical Control (4.2.1i)
- Attempt to Reconstitute a Squad (4.2.3i)
- Fire FPF or FPL (4.2.4m)

Example: Activation Segment - CO HQ Impulse.

The CO HQ was Activated in the previous Impulse by the BN HQ. An Action card is Drawn, it shows 4/3 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." This CO HQ has an experience level of Line 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 note the CO HQ's two saved commands with its marker on the Command Display track.

4.1.4 Effect of Combat Hits on HQ & Staff Units

All saved Commands for an HQ or Staff converted to a Litter Team, Paralyzed Team or Casualty (6.4.3) are lost. An HQ or Staff flipped to its Fire Team side retains its saved Commands but may only issue Commands to itself until it rallies back to its command side. An HQ or Staff on its Fire Team side cannot be activated by a Higher HQ—it must draw for initiative. HQs (but not Staff) reduced to casualties or LATs can be Reconstituted during a mission (6.5.2).

Example: (The Sniper is Spotted.) 2nd PLT HQ 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; 4.1.2A), but the card containing the HQ has a Sniper VOF on it (-3 modifier to Commands; 4.1.2B). Thus 2nd PLT HQ receives three Commands.



It also has one Command saved from a previous turn, bringing 2nd PLT HQ's total available to four. The Commands are spent as follows:

- 1 One Command to order 1/2 into the Gully (Move to Adjacent Card 4.2.2a). 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 One Command to order the LMG team to seek cover (Attempt to Seek Cover 4.2.2e). The LMG team draws three cards, one of which has the word “Cover” at the top. Place the LMG team under a “+1 Cover” marker and mark it Exposed.

3 Two Commands for a Platoon Move to move the HQ along with 2/2 and 3/2 into the Woods (Move a Platoon to an Adjacent Card 4.2.2b). 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 Orchard. The Fire Teams there will keep up their fire.

[The Sniper will follow protocol and move away in the Enemy Activity Phase (8.8). Note that 2nd PLT HQ will now have difficulty controlling their units since they are spread out over three cards.]

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 noted in the Action Menu. Specific Limitations for LATs can be found in 4.2.5. 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 never perform the same action more than once in an Impulse except for Move within a Card (4.2.2f). 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 a second time in that same Impulse.

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

- Automatic actions are carried out 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 Seek Cover (4.2.2e) and Call for Fire from an Off-Map Firing Agency (4.2.4i), the base draw is two Action cards. The number of cards drawn for Seeking Cover is printed on the Terrain card itself (5.3). The number to draw to Call for Fire is noted in the mission instructions. Modify the number of cards to draw based on the attempting unit’s Experience Level.
- For a Spotting attempt, modify the base of two cards by items in the Spotting Modifiers Chart.

Each action requires the drawing of a certain icon on the Action cards to be deemed successful. For example, an attempt to Concentrate Fire requires the drawing of a card with a Crosshairs icon. (See the individual cases on the Action Menus.)

When attempting actions:

- For Movement or Combat Actions, the card draw is modified by the experience of the Recipient (the unit attempting the action).
- For Rally Actions, the card draw is modified by the Originator (the HQ or Staff who gave the order).
- When ordering itself to take actions (HQ spending its own points on itself, other units using General Initiative to take actions, etc.), a unit is both Recipient and Originator and its own experience level therefore applies.
- Command & Control Actions are always Automatic.

Notes on Action Menus:

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 each individual unit 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 one card and 1st squad drawing three).

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 the Originator’s 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	CO HQ, BN HQ	CO HQ: Any subordinate HQ or Staff BN HQ: CO HQ only	Both the Originator and the Recipient must be on their command sides (1.2.3B, 3.3.1). Only the BN HQ can activate the CO HQ. Only the CO HQ can activate PLT HQs or CO Staff. Flip the Command marker of the Activated HQ to its Commands Available side.
b. Exhort ¹	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 or Unpinned Assault Team / Fire Team 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 aerial devices) 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 (4.4.1 and 9.2).
d. Reconstitute a PLT HQ ¹	1	Auto	CO HQ or CO Staff	CO Staff or Any Good Order unit from that platoon	Reduce the Recipient by one step or remove the CO Staff unit, and place the PLT HQ back into play on that card at a Green Experience Level (6.5.2).
e. Reconstitute the CO HQ ¹	1	Auto	BN HQ or CO Staff	Eligible HQ or Staff	You may reconstitute the CO HQ from its second-in-command (i.e. the XO). If XO already removed from Play, use one of the following units in this order of precedence: any Platoon HQ, Arty FO, CO Staff (in rank order) (6.5.2).
f. Create a Runner ¹	1	Auto	CO HQ	Any Good Order unit or Unpinned Assault Team / Fire Team	Reduce the Recipient by one step and place a Line rated Runner in the CO HQ Assets box on the Command Display. You can have no more than two Runners in play at any given time (4.3.2).
g. Dispatch a Runner ¹	1	Auto	CO HQ	A Runner unit in the CO HQ Assets box	Place the Runner on the map on a card with 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	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 area of a card as the CO HQ (4.3.2).
i. Activate for AT Combat & Vehicle Movement	1	Auto	Any HQ or Staff	Any vehicle or Unpinned AT-capable infantry unit	Mark the unit as Activated. During the AT Combat & Vehicle Movement Phase you may have the unit take Vehicle Actions (AT Fire, Vehicle movement, etc.) (10.5).
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 could switch the SCR300 Mtr FD NET radio with the SCR300 BN TAC radio (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	1	Auto	CO HQ or CO Staff (or PLT HQ in a single-platoon mission)	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 11.1.3 for Landing Zones).

¹ Requires Originator HQ/Staff to carry out in General Initiative (4.1.3).

4.2.2 Movement Actions (Use Recipient experience for command draw modifier)

Name	Cost	Draw	Originator	Recipient	Details
a. Move to an Adjacent Card	1	Auto	Any HQ or Staff	Any Good Order unit ¹ 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 13.7 for Urban Terrain).
b. Move a Platoon to an Adjacent Card	2	Auto	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). All units move to the same card. (Units on the card who are out of communication with the Originator remain in place.)
c. Attempt to Infiltrate an Adjacent Card	1	2 (+/-)	Any HQ or Staff	Any Good Order unit ¹ not marked as Exposed, and that does not have a tripod 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 use this action. 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 to the original intended destination card (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 a tripod symbol (⚙) or an H VOF rating	Have each unit in the platoon perform an Attempt to Infiltrate an Adjacent card action (5.1.4). All units move to the same card. (Units on the card who are out of communication with the Originator remain in place).
e. Attempt to Seek Cover	1	Cover # (+/-)	Any HQ or Staff	Any Good Order unit ¹ on a card that has not reached its Cover Potential and is not under a Cover marker	Draw 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 within a Card	1	Auto	Any HQ or Staff	Any Good Order unit ¹	Place the unit in the desired area of its card (under a Cover marker, out-of-cover, a separate area of an Urban Combat card, etc.) and mark it as Exposed (5.1.1).
g. Attempt to Infiltrate within a Card	1	2 (+/-)	Any HQ or Staff	Any Good Order unit ¹ not marked as Exposed and that does not have a tripod symbol (⚙) or an H VOF rating	Requires a VOF marker on the card. Draw Action cards and check for the Infiltrate icon. If the icon is present, then the attempt succeeds; place the unit in the desired area of its card (under a Cover marker, out-of-cover area, etc.). If the attempt fails, perform a regular Move within a Card action (5.1.4). <i>Note: Not available on Urban Combat cards (13.2.1).</i>
h. Pick up, load, unload, embark	1	Auto	Any HQ or Staff	Any Good Order unit ¹	Have an infantry unit pick up items from the card or from a different unit, or load/unload items on/off a vehicle, or embark on a vehicle. Or have a vehicle embark all infantry units, casualties and load/unload any items in their card area. Mark any infantry units involved Exposed (5.1.6). Note: Dropping items can be carried out without an action (5.1.6B) and Disembarking is carried out as part of vehicle Actions (10.2.2).

¹ Also available to Pinned units and some LATs with restrictions (4.2.5).

4.2.3 Rally Actions (Use Originator experience for command draw modifier)

Name	Cost	Draw	Originator	Recipient	Details
a. Attempt to Remove a Pinned marker	1	2 (+/-), Auto 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 (6.5.1).
b. Attempt to Convert a Paralyzed Team to a Litter Team	1	2 (+/-), Auto if no VOF	Any HQ or Staff	Any Unpinned Paralyzed Team	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 (6.5.1).
c. Attempt to Convert a Litter Team to a Fire Team	1	2 (+/-), Auto if no VOF	Any HQ or Staff	Any Unpinned Litter Team	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 (6.5.1).
d. Attempt to Convert a Fire Team to an Assault Team	1	2 (+/-), Auto if no VOF	Any HQ or Staff	Any Unpinned Fire Team	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 (6.5.1).
e. Convert an Assault Team to a Fire Team	1	Auto	Any HQ or Staff	Any Unpinned Assault Team	Replace the Assault Team with a Fire Team.
f. Attempt to Flip a unit with a Fire Team Side to Front	1	2 (+/-), Auto if no VOF	Any HQ or Staff	Any Unpinned named Fire Team (including originator HQ itself)	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 (6.5.1).
g. Detach Team	1	Auto	Any HQ or Staff	Any Good Order 3-4 step squad or 2-step weapons team	Reduce the squad or weapons team by a step and place either an Assault or Fire Team into play on the card. Transfer any assets to the detached team as desired. Two-step squads may not split into two teams with this action.
h. Supplement Squad	1	Auto	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 Squad¹	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 (6.5.2).
j. Flip a unit with a Fire Team side to its Fire Team side	1	Auto	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.

¹ Requires Originator HQ/Staff to carry out in General Initiative (4.1.3).

4.2.4 Combat Actions (Use Recipient experience for command draw modifier)

Name	Cost	Draw	Originator	Recipient	Details
a. Attempt to Spot	1	2	Any HQ or Staff	Any Good Order unit ² with LOS to an Unspotted enemy	Draw Action cards, modified 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 marker being used to indicate an Unspotted unit. If the attempt fails, do nothing (8.5).
b. Attempt to Concentrate Fire	1	2 (+/-)	Any HQ or Staff	Any Good Order S, A, A/S or H VOF rated unit ² projecting a VOF onto a card with Spotted enemy units	Select either a stack of units under a cover marker or one random unit out of cover as the target. Draw Action cards and check for the Crosshairs icon. If the icon is present, 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 (7.11).
c. Attempt to have a Platoon Concentrate Fire	2	2 (+/-)	PLT HQ	All Good Order S, A, A/S or H VOF rated units of that platoon on the same card who are projecting a VOF onto a card with Spotted enemy units	Select either a stack of units under a cover marker or the “out of cover” area as the target. Have each unit make an Attempt to Concentrate Fire on the target. Each attempt in the “out of cover” area is placed on one random unit (7.11).
d. Attempt to make a Grenade Attack	1	2 (+/-)	Any HQ or Staff	Any Good Order unit ²	Select either a stack of units under a cover marker or a single unit out of cover as the target. Draw Action cards and check for the Grenade icon. If the icon is present, then the attempt succeeds; place a Grenade VOF marker on the target. If the attempt fails, place a Grenade Miss Modifier on the card. The targeted units may make a free Grenade Attack in response (7.10).
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 Modifier on the card (7.13).
f. Place a Demolition Charge	1	Auto	Any HQ or Staff	Any demo-capable unit with a demolition charge not under a VOF	Place a Demo Attack VOF marker on the target (7.13).
g. Flamethrower Attack	1	Auto	Any HQ or Staff	Any unit with a flamethrower	Place a Flame Attack VOF marker on the target (7.14).
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	Select a single unit out of cover or one stack of units under a cover marker as the target. Have each unit carry out an Attempt to make a Grenade Attack on the target.
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 (modified by experience) and check for the Burst icon (Draw an extra Action card if the fire is Registered according to 7.16.5). If the icon is present and the Call for Fire prerequisites are met (7.16.1), then the attempt succeeds; expend an available Fire Mission on the Mission Log and place a Pending Fire Mission marker on the target card (7.16).
j. Call for Indirect Fire from an On-Map Mortar	1	Auto	Any HQ or Staff	Any Good Order, 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 (7.3.2).
k. Cease Fire	1	Auto	Any HQ or Staff	Any unit in communication exerting a VOF regardless of the chain of command	Remove the VOF/PDF generated by all occupants of the card. Once the order is given, it is passed on and carried out by all units on the card whether they are in communication or not. Note that units will immediately Open Fire automatically on enemies in LOS (6.3.3).

(4.2.4 menu continued on next page)

4.2.4 Combat Actions (Use Recipient experience for command draw modifier)

Name	Cost	Draw	Originator	Recipient	Details
l. Shift Fire	1	Auto	Any HQ or Staff	Any unit in communication exerting a VOF regardless of the chain of command	Move the VOF/PDF in any desired direction, engaging any other card in the <i>Originator's</i> LOS, including an unoccupied card (but not one with Unspotted opposing units). Once the order is given, it is passed on and carried out by all units on the card whether they are in communication or not (6.1).
m. Fire FPF/FPL¹	1	Auto	CO HQ	FPL: Good order unit with FPL marker. FPF: Self	For an FPF, place a Pending Fire Mission marker on the FPF marker's card (7.16.2D). For an FPL, place a Heavy Weapons VOF marker along all cards in LOS in the direction shown by the arrow on the FPL marker (7.2.4).

¹ Requires Originator HQ/Staff to carry out in General Initiative (4.1.3).

² Also available to Pinned units and some LATs with restrictions (4.2.5).

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 only perform or attempt to perform a limited set of actions with Pinned and LAT units. These are also summarized on the LAT Limitations Chart (Charts & Table Player Aid).

There are no restrictions on Command & Control Actions except where the Action Menu states a Good Order unit is required as Recipient. Although, as they cannot use Visual-Verbal communication, an alternative means of communication is required for Pinned units to give and receive orders (4.3).

Note: LAT restrictions apply equally to friendly and enemy units with the exception of requiring a *friendly-occupied card* to move to (8.6.1C). Also be aware that the Automatic Retreat movement of Paralyzed Teams and Litter Teams (3.5.2) is not affected by these limitations. These restrictions do not apply to Pinned vehicles, which have their own set of penalties (10.7).

Assault Team (Experience Level: Line)

Movement Actions (4.2.2) Allowed:

- a. Move to an Adjacent card.
- c. Attempt to Infiltrate an Adjacent card.
- e. Attempt to Seek Cover.
- f. Move within a Card.
- g. Attempt to Infiltrate within a Card.
- h. Pick up, Load, Unload, Embark.

Rally Actions (4.2.3) Allowed:

- e. Convert an Assault Team to a Fire 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.

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.
- c. Attempt to Infiltrate an Adjacent card, but only if friendly-occupied with no VOF on it.
- e. Attempt to Seek Cover.
- f. Move within a Card.
- g. Attempt to Infiltrate within a Card.
- h. Pick up, Load, Unload, Embark.

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.

Litter 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.
- c. Attempt to Infiltrate an Adjacent card, but only if that card is friendly-occupied with no VOF on it.
- e. Attempt to Seek Cover.
- f. Move within a Card.
- g. Attempt to Infiltrate within a Card.
- h. Pick up, Load, Unload, Embark.

Rally Actions (4.2.3) Allowed:

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

Combat Actions (4.2.4) Allowed:

None.

Paralyzed 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.*

Rally Actions (4.2.3) Allowed:

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

Combat Actions (4.2.4) Allowed:

None.

Pinned

(This state takes precedence over any of the LAT limitations listed above)

- If the unit has a Basic VOF rating (S, A, A/S or H) it is reduced to Pinned (+2).
- Apply a +1 Net Combat Modifier when receiving fire (as shown on the marker).
- Pinned units are not able to use Visual-Verbal communication (4.3.1).

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.*
- e. Attempt to Seek Cover.
- f. Move within a Card.

Rally Actions (4.2.3) Allowed:

- a. Attempt to Remove a Pinned marker.

Combat Actions (4.2.4) Allowed:

None (but Cease Fire and Shift Fire orders given to a unit on the same card is assumed to reach them).

* Pinned Units and Paralyzed Teams must drop any assets or casualties they are carrying before they are able to move to an Adjacent card (5.1.6E).

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

This is the basic method of communication and includes talking, shouting, and hand and arm signals.

In order to be in Visual-Verbal communication, both units must be Unpinned and both must be in the same area of a card. For example:

- Both are under the same Cover marker
- Both are in the out-of-cover area
- Both are in the same Building Area of an Urban Terrain Card (section 13)

Exception: Pinned units can be given a Visual-Verbal Attempt to Remove Pinned marker order (including a subsequent Exhort order). Their Pinned status is ignored in this case.

Note: When Cease Fire (4.2.4k) and Shift Fire (4.2.4l) orders are given to a unit, the order will be passed on to all occupants of a card (including Pinned units) regardless of whether they are in Visual-Verbal communication or not.

4.3.2 Runners

Runners allow the CO HQ to Activate its subordinate HQs and Staff on the following turn (if the Runner is not hit or Pinned in the intervening Combat Phase). Runners do not begin on the map; place them in the CO HQ Assets box on the Command Display. They move automatically with the CO HQ and can be dispatched and dismissed with the corresponding actions ordered by the CO HQ (4.2.1g, 4.2.1h). Campaign instructions will note if a company begins with Runners. If not, Line-rated Runners can be created from existing units (4.2.1f). You can have two Runners in play at any given time.

Activating HQs and Staff with Runners

- Have the CO HQ spend a Command to Dispatch a Runner (4.2.1g) if there is one available, and place the Runner next to the PLT HQ or Staff you wish to activate next turn. Mark the Runner Exposed.
- If the Runner is not Hit or Pinned in the Combat Effects Segment, then in the CO HQ impulse of the following turn, so long as the PLT HQ or Staff are still present and not on their Fire Team side, the PLT HQ or Staff is Activated and the Runner returns automatically to the CO HQ box on the Command Display.
- Runners who were unable to deliver orders due to being Pinned, flipped to their Fire Team side, or because the HQ/Staff unit is no longer on the same card as the Runner, return to the CO HQ Assets Box on the Command Display at the beginning of the first CO HQ Impulse that they are in Good Order.

This was the primary method of command and control prior to the widespread usage of the radios at the company and platoon level.

Note: If the CO HQ becomes a Casualty while Runners are in its assets box, keep them there as Runners will be part of the next CO HQ (do not “drop” them onto the Terrain card).

4.3.3 Networks

To facilitate command and control, Radios and Field Telephone (RT) networks are established and maintained. The mission instructions will state whether phones, radios or both are available. For missions which allow both, choose which you want to use for each Network. Some Networks can use phones while others use radios in the same mission, but a single Network must use either phones or radios, not a mix.

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 (4.2.1j).

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 other units must connect to the CO HQ's RT to communicate on the CO TAC Net. CO TAC phone lines do not need to connect to the Staging Area.

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 Battalion HQ to communicate with its Staff and CO HQs. 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.)

If the BN TAC is using phones, the CO HQ's RT must connect to the Staging Area to be able to communicate.

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. Only the Arty FO may communicate on this network.

If the ARTY FD is using phones, the Arty FO's RT must connect to the Staging Area to be able to communicate.

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. Only the Mtr FO may communicate on this network.

If the MTR FD is using phones, the Mtr FO's RT must connect to the Staging Area to be able to communicate.

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. Only the FAC may communicate on this network.

If the AIR CTL is using phones, the FAC's RT must connect to the Staging Area to be able to communicate.

4.3.4 Field Telephones

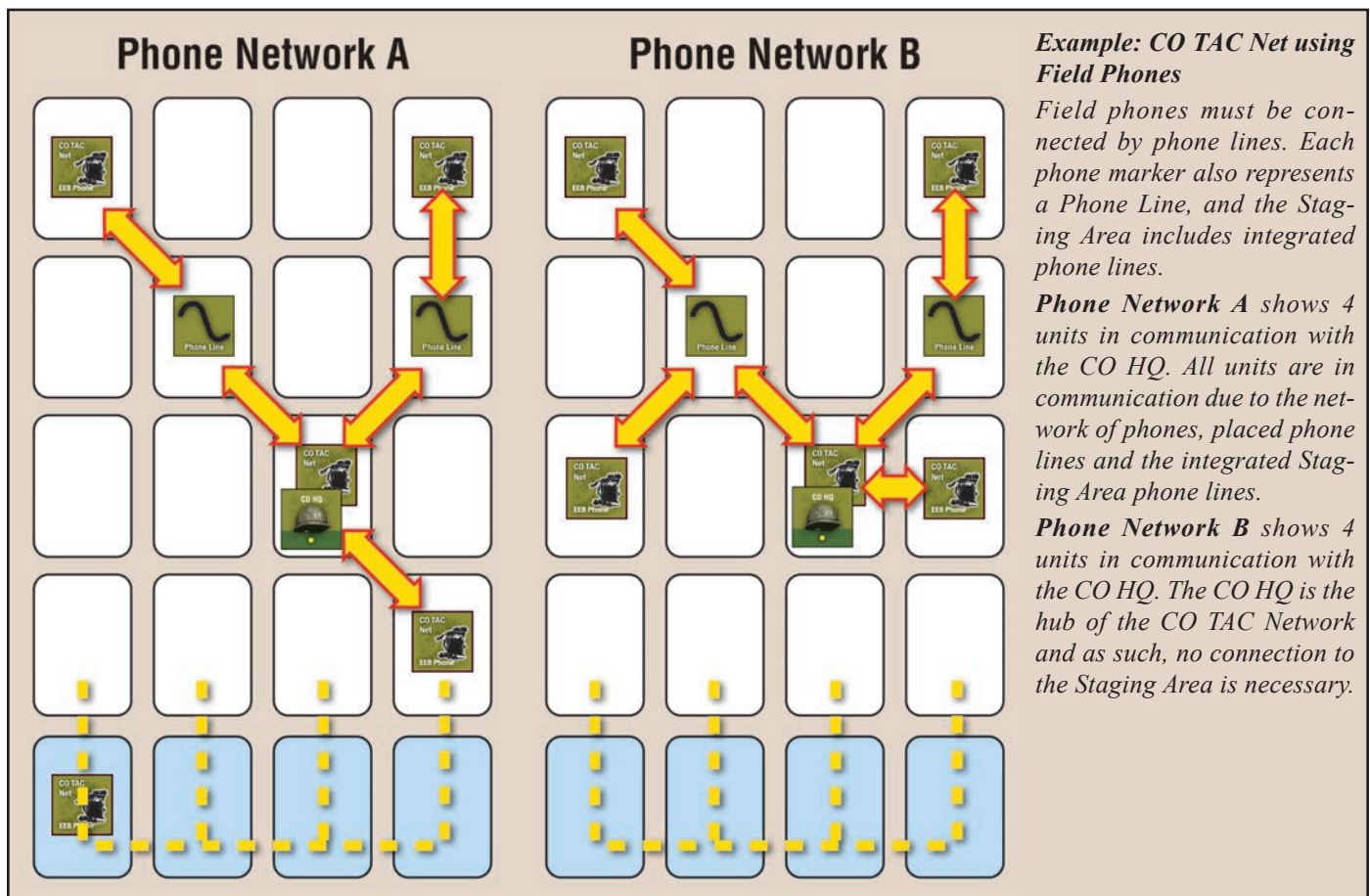
Field telephones enable communication between units out of Visual-Verbal communication. That is, units on other cards or off-map, units in different areas (different Cover markers) of the same card and Pinned units.

The following rules apply to field telephones and phone lines.

Connecting Phone Lines

Field telephones must connect via an unbroken string of Phone Line markers or other phones (the field phone counter itself acts as a Phone Line). Any number of phone networks may be supported by a given Phone Line marker.

The CO HQ's phone must be part of the connection for the CO TAC Network to function. Other Networks must connect to the Staging Area. The number of Phone Line markers available (if any) is noted in the mission instructions for the campaign. During a mission, units assigned Phone Lines may lay down one Phone Line marker per card. This does not require an order and occurs automatically when a laying unit leaves a card.



Combat Damage to Phone Lines

During the Combat Effects Phase if a card containing a Phone Line marker has an Incoming! or Air Strike! VOF, draw a random number. There is a 1-in-2 chance (R#1/2) of cut phone lines. If the Phone Line is cut, flip the counter to its cut side. You can restore a cut Phone Line by performing an action to do so in the Command Phase (4.2.1k).

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 (R#1-2/3) that the enemy will discover the line and cut it during the Combat Effects Phase.

Combat Damage to Field Phones

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. Remove destroyed phones from play. If the phone is not destroyed, place it 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 enable communication between units out of Visual-Verbal communication. That is, units on other cards or off-map, units in different areas of the same card (e.g. under different Cover markers) and Pinned units.

The mission instructions dictate the available types of radios. Put radios in the appropriate 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 (e.g. SCR536)

Because of its limited broadcast strength, radios such as the SCR536 allow radio communication only within Line of Sight (as if Daylight, and ignoring smoke). Early Handheld Radios do not work from under Cover markers.

B. Vehicle Radios, Man pack and VHF-FM Radios (e.g. SCR300, SCR610, PRC25, PRC77, PRC119)

These can communicate anywhere on or off 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 (e.g. 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.

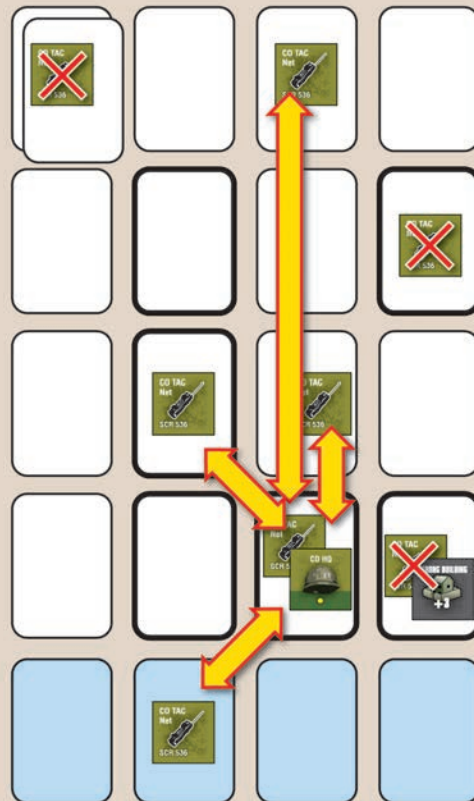
Example: CO TAC Net using SCR536 Radios

SCR536 radios require LOS to operate and do not work at all while under a cover marker. As such, elevation, terrain LOS borders, and cover must be taken into account when determining if units are in communication. In this diagram, stacked cards indicate hills and black borders indicate dark terrain borders.

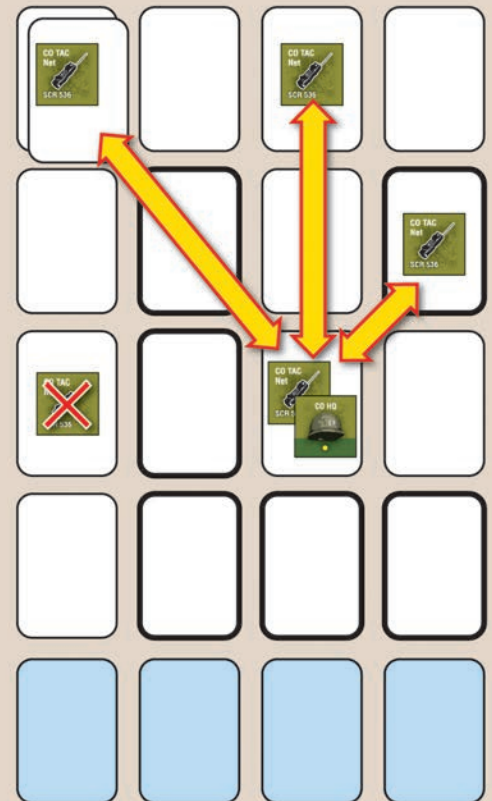
Radio Network A shows 4 units in communication with the CO HQ and 3 out of communication units. There is LOS from the Staging Area to the map, so communication with the SCR536 is possible. The CO HQ is the hub of the CO TAC Network and as such units without LOS to the CO HQ may not communicate with one another.

Radio Network B shows 3 units in communication with the CO HQ and 1 out of communication. There is LOS to the hill at the top left of the map, so communication with the SCR536 is possible. The CO HQ is the hub of the CO TAC Network and as such, no connection to the Staging Area is necessary.

Radio Network A



Radio Network B



Combat Damage to Radios

If the last or only step of a unit with a radio becomes a Casualty, there is a 1-in-2 chance (R#1/2) that its radio will be destroyed. If the radio is destroyed, remove it from play, otherwise 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).

4.4 Pyrotechnics



Pyrotechnic devices have three basic purposes: Signaling, Illuminating, and Screening. The action of deploying a Pyrotechnic device (4.2.1c) is the same regardless of the purpose for which it is being used.

- **Aerial** devices 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. (Although Urban Combat allows for some exceptions, see 13.9.)

All Pyrotechnic devices are one-use Assets. To deploy a Pyrotechnic device, place it on the appropriate target card flipped to its deployed side.

4.4.1 Signaling Devices

Check the TO&E for each campaign to see which Pyrotechnic devices are assigned to your company then assign specific actions from the menu below to each color and type of device. Note the assignment on the Mission Log. All units with a clear LOS to the signal will perform or attempt to perform the particular action as soon as the Pyrotechnic is deployed. All rules pertaining to Moving and Infiltrating to Adjacent Cards apply (4.2.1a, 4.2.1c).

Colored Flares (Aerial)

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)
- Green Star Cluster (GSC)

Colored Smoke (non-Aerial)



Colored smoke is for signaling only and has no 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. Colored smoke cannot be used for signaling during night missions (Moon +2 or higher) but can be used during Limited Visibility caused by weather.

Signaling Actions

You can use a Signaling Device 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 can be associated with the device.
- 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 Combat Patrol) and the shorthand to put on the mission log.

Offensive Mission Pyrotechnic Signal Options

Command	Mission Log Entry
Cease Fire*	CF
If Adjacent to Phase Line #, Move straight forwards across it.	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
(CO HQ only) Fire the Final Protective Fires (FPF)	FPF
(CO HQ only) Fire the Final Protective Line (FPL)	FPL
If Adjacent to signal, Move to it	M2S

Patrol Mission Pyrotechnic Signal Options

Command	Mission Log Entry
Cease Fire	CF
If Adjacent to Route Point #, Move to it	M2RP#
If Adjacent to Primary Objective, Move to it	M2PO
If Adjacent to signal, Move to it	M2S

* As per 4.2.4k, units will Cease Fire, then immediately Open Fire on enemies in LOS according to the Engagement Priorities Chart (6.1.1).

4.4.2 Illumination Devices

Handheld Illumination (Aerial)



Handheld illumination devices are used during night missions to mitigate the effects of darkness on combat as described in 9.2.

Artillery or air-dropped (Aerial)

In some missions illumination may also be available as a Fire Mission (7.16.2E) or dropped from Gunships (10.8.7).

4.4.3 Screening Devices

Smoke (non-Aerial)



HC Smoke and White Phosphorus (WP) can be used to provide concealment. The TO&E lists your available smoke devices for the campaign. Both WP and HC 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 (5.4). Smoke blocks Line of Sight at all levels as it billows up in significant quantity.



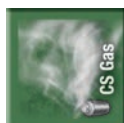
WP smoke has a combat effect as well as a screening effect. You can deploy WP smoke like any other Pyrotechnic device, or you can deploy it offensively with an Attempt to make a Grenade Attack action (4.2.4d). Conduct the attempt normally (7.10):

- On a successful attempt, place the WP marker on the target unit and apply the combat result noted on the counter during the Combat Effects segment.
- On an unsuccessful attempt, place the WP marker on the card (not on any specific target) along with a Grenade Miss marker. The WP combat value has no effect.

The screening effect of the WP smoke will take effect regardless of the Grenade Attack result (although as noted in 7.10.2, the target of a successful Grenade Attack never benefits from smoke cover).

WP Smoke may also appear as part of a Fire Mission for screening or as a prerequisite to an air strike (7.16.2). It may also be available as ammunition for Tanks, Aircraft, Recoilless Rifles, or Rocket Launchers per the mission instructions.

CS Gas (non-Aerial)



CS Gas has a combat effect as well as a screening effect. Units that have gas masks that negate the combat effect will be noted in the mission instructions.

The effects of CS Gas on LOS are identical to Smoke and it gives a +1 defensive modifier.

- In the Retreat Segment (3.5.2), all Good Order infantry units that are in a card (or area of a card) with CS Gas and are not equipped with gas masks are immediately converted to Fire Teams (either generic fire teams or named fire teams as appropriate for each unit).
 - All the units then check to see if they Retreat. There is a 2-in-3 chance (R#1-2/3) that they will. Units that Retreat are marked Exposed and move to an adjacent card. (Units already marked Exposed do not Retreat.)
 - The first priority for a destination is a card that is out of LOS of all opposing 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. Any units that do not Retreat are Pinned.
- All vehicles in a card with CS Gas that are not equipped with gas masks automatically become Pinned.

CS gas assets are deployed like other non-Aerial devices. In addition, squads equipped with 40mm Grenade launchers may deploy them at up to Close Range (no draw is necessary).

5.0 Movement, LOS & Terrain

5.1 Movement

You move your infantry units on the map in the Command Phase by having an eligible HQ use its Commands to issue Move Action orders to them (4.2.2). Physically move each unit as soon as the order is issued. The two basic forms of movement for infantry are Movement within a card (5.1.1) and Movement to another card (5.1.2).



Note: AT Guns are treated like “Infantry” units for most purposes but many cannot Move. These are noted with an icon on the counter and on the Vehicle and Anti-Tank Weapons Chart under the column “Mobile: Yes/No”. Units noted as “Mobile: No” cannot Move/Infiltrate within a card or to adjacent cards, or Seek cover while on their good order sides.

5.1.1 Movement within a Card

Possible Movement Actions are 4.2.2e (Attempt to Seek Cover), 4.2.2f (Move Within a Card), and 4.2.2g (Attempt to Infiltrate within a Card).

The rules for moving within a card are:

- Mark any unit that Moves, unless it successfully Infiltrates, with an Exposed marker (5.13).
- You may not have a unit under a Cover marker attempt to Seek Cover (4.2.2e). But you may move from one cover marker directly to another.
- So long as command points are available, a unit may use Move within a Card actions (4.2.2f) to move between areas within a single Terrain 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 in how and where they can move (4.2.5).

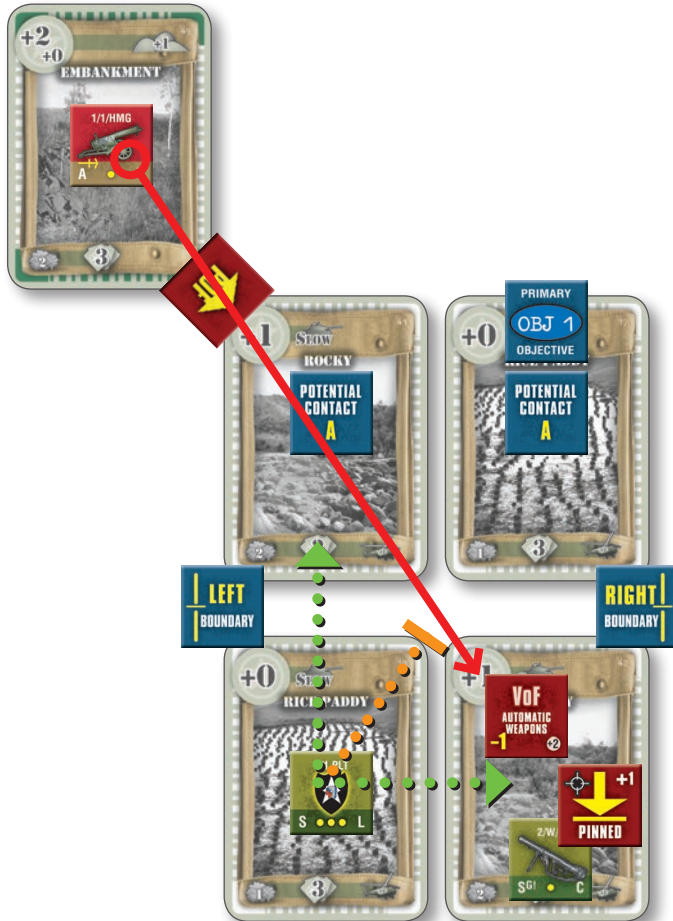
5.1.2 Movement to Another Card

Movement is to an adjacent card, including diagonally. Possible Movement Actions are 4.2.2a (Move to an Adjacent Card), 4.2.2b (Move Platoon to an Adjacent Card), 4.2.2c (Attempt to Infiltrate to an Adjacent Card), and 4.2.2d (Attempt to have a Platoon Infiltrate to an Adjacent Card).

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 in how and where they can move (4.2.5).
- Although diagonal movement is generally allowed, units (friendly or enemy) can *not* move *through* a PDF when moving diagonally. (See also 13.2.5 for additional restrictions when playing Urban Combat missions).



PDF from the North Korean HMG blocks diagonal movement to the Primary Objective.

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 [5.1.2], or Attached Buildings [13.7]) 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.

Do not mark units Exposed when moving between cards within the Staging Area (2.5). Thus, in the same way as moving between field fortifications and buildings, it is possible to move units between multiple cards in the Staging Area during a Command Phase as long as Commands are available to do so (but not more than one move in the same Impulse).

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 a tripod symbol (⚙) or an H VOF rating, may attempt Infiltration as long as either the origin card or the destination card has a VOF marker on it.

- Draw two Action cards (modified by experience) 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 an available cover marker on that card, you may place the unit under it.
- 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).
- Infiltration within a card requires that the card has a VOF marker (4.2.2g).
- Areas within Urban Terrain cards (section 13) cannot be traversed with an “Infiltrate within a Card” action, so it is not possible to move unexposed (**Exception:** Attached Buildings 13.7).

5.1.5 Stacking

“Stacking” has two main meanings (beyond piling counters on one another to keep things orderly):

1. Having more than one unit on a card.

- You may not have more than 16 steps and four vehicles per side on a card at any time during a turn (see the note below for possible exceptions).
- Steps embarked on vehicles do not count.
- Casualties do not count.
- Brewed up and wrecked vehicles do not count except when using the card as a Landing Zone (see section 11).

2. Having more than one unit under a cover marker or in an Urban Combat building.

- Some cover markers have a hard limit on how many steps can fit in them. This is indicated on the counter (5.3.2).
- Except for the Out-of-Cover area, having more than 3 steps in a single area will cause penalties when calculating combat effects (5.3).

Note: Certain situations outside of player control (Pre-planned Amphibious invasion forces, Higher HQ events, etc.) may result in a card becoming overstacked by infantry units. If this is the case, you must move someone out at the first opportunity to get back into limits.

5.1.6 Transportation of Items and Units

Having a unit or a vehicle perform a Pick Up, Load, Unload, or Embark action allows that unit to acquire or offload assets, casualties, ammunition, and/or passengers. You can spend command points on ordering this action in four different situations:

- One point to have a unit pick up any ammo, assets and casualties in their card area (including items loaded on a vehicle).

- One point to order a unit to embark a vehicle.
- One point to order a unit to load items or casualties onto a vehicle.
- One point to order a vehicle to load or unload any ammo, assets and casualties and to embark any infantry steps. (Can be all carried out as one single action.)

Note: As can be seen, if someone is eligible to give orders to a vehicle, it is more efficient to have the vehicle carry out the action than ordering individual units if you want to carry out both loading and unloading.

A. Transport Capacity

The transport capacity of a vehicle is noted on its counter and on the Vehicle and Anti-Tank Weapons Chart. This indicates the maximum load a unit is able to transport from one location to another.

The transport capacity of an infantry unit is one per step. (e.g. a 1-step MG team has a transport capacity of one, a 4-step Mortar Section has a transport capacity of four, etc.)

In addition to assets, an infantry or vehicle unit may carry any one type of the following: casualties, one type of ammunition, or (for vehicles only) infantry unit steps. Ammunition carried by infantry units does not count towards vehicle transportation limits.

Each point of transport capacity gives a unit the ability to carry the following:

Item	Vehicle	Infantry Step
Casualty	1	1
MG Ammo	6	6
MTR Ammo	2	2
RCL or RKT Ammo	3	3
Flamethrower Fuel (2 Shots)	1	1
Demolition Charge	Unlimited	2+ any other Ammo and Assets
Infantry Step	1	N/A
Assets (Radios, Phones, Phone lines, Pyrotechnics, Asset weapons*)	Unlimited	6+Any other Ammo

* Weapons with their own counter such as Rifle Grenades, RPGs, etc.

Note: The Transport capacity does not restrict the amount of assets, ammo and other items that a unit can be assigned. However any unit that has surpassed its Transport Capacity may not Move, either to another card or within its own card.

Examples:

- *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

An infantry 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 order (4.2.2h) to pick something up, but you can have any unit, including Litter and Paralyzed Teams, drop something off without a separate Command any time you need to (outside of the usual sequence of play if necessary).

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 to pick it up.

C. Embarking and Disembarking from Vehicles

A vehicle may embark or disembark a unit up to the vehicle's Transport Capacity as per 10.2. You must give the vehicle a Pick Up, Load, Unload, Embark order to embark a passenger (which happens in the Command Phase), but an Activated vehicle disembarks its passengers as part of a Vehicle Move action (which happens in the Vehicle-Aircraft Phase). Mark the infantry 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 the infantry unit involved in either loading or unloading as Exposed.

E. Combat Effects

When a multi-step unit breaks down to separate LATs, place any items transported with the final non-casualty step. Ammo can only be passed on to ammo-tracking fire teams as noted in the breakdown charts. Any other ammo (transported or in use) is lost.

When a unit becomes a Casualty it loses its ability to transport and drops any assets or casualties that it is currently carrying on its card. Any ammo (transported or in use) is lost.

When a unit that is transporting Casualties or Assets becomes Pinned or Paralyzed, it does not drop what it is carrying, but it will not be able to Move any farther until it either drops the Casualties and Assets it is transporting voluntarily, or is Rallied to a status that will allow it to continue.

If such a unit is forced to move (due to an event, automatic retreat, etc.), it will leave behind any Casualties or Assets.

5.1.7 Evacuating Casualties

You can gain Experience Points by successfully evacuating friendly casualties from the map.

The instructions for the campaign in your Mission Book will explain how casualties should be evacuated. You may need to move them to a card designated as a Casualty Collection Point (CCP), evacuate them by helicopter or amphibious transport, or move them to a MEDEVAC LZ with an HQ or Staff unit (to direct operations).

A card can usually be designated as a CCP or MEDEVAC LZ before a mission begins or during the mission with a Designate New Tactical Control command (4.2.11). The location can be

switched during the mission but only one can be in play at a time. Once a Casualty has been transported and dropped off at one of these points, 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.

5.2 Terrain

Each campaign has a deck of Terrain cards which will be used to build a game map. The instructions in the Mission Book will tell you how many rows and columns of Terrain cards you need to build the map. Columns extend vertically away from you, while rows extend horizontally across your front (2.2).

Although terrain cards are placed face up by default, mission instructions may sometimes instruct you to place them face down instead. This reflects the accuracy of the maps used historically. When placed face down, reveal cards to the extent of the LOS of units on the map according to the mission instructions. During play, reveal a hidden card when a friendly non-aircraft unit has LOS to it. If the hidden card is a Hill, draw a new Terrain card to place on top of it (as described in 2.2.1). If you draw subsequent Hill cards, keep placing them on top of each other until you draw a non-hill Terrain card.

Note: Unless specific restrictions are mentioned in the Mission Book, face-down Terrain cards are treated exactly the same as face-up cards. Enemies can move into them, Tactical Control markers and PC markers can be placed on them, etc.

5.2.1 Line of Sight (LOS) and Range

Terrain borders, limitations of range, reciprocal LOS and Urban terrain are taken into account when determining LOS between units. The following rules apply:

Terrain card LOS Borders

There is a border around the perimeter of each Terrain card that consists of white and/or dark green segments. Dark borders block the tracing of Lines of Sight (LOS) but white borders do not. Check the color of the side or corner borders in the direction you want to check Line of Sight (LOS). LOS is traced along the eight straight lines (only) from a card to the eight adjacent cards and beyond. (Thus, you may not trace LOS left/right over two cards and then up/down/diagonally one.)

Regardless of the color of the borders on Terrain cards, you may automatically trace LOS into all adjacent cards (Close Range). For LOS to pass through to a second card (Long Range) and third card (Very Long Range), both the entry and exit sides of the cards passed through must have white borders.



LOS Example 1

- German squad 4/Gp and US squad 1/1 have no LOS to each other as only one border of the Hedgerow is white.

Note: Some campaigns feature Terrain cards with black borders. These indicate that Movement of units is impossible in these directions. LOS across these borders is the same as for the rest of the card (which will either be all-white or all-dark).

LOS and Range Limitations

During normal visibility, the maximum LOS is Very Long Range (3 cards, not counting the starting card), although the maximum Range of actual weapons will likely be shorter than this. During

LOS Example 2

- US 1/1 squad and Arty FO in the Jungle have no LOS to any NVA units due to the green borders of the Bamboo. (US 1/1 squad would not Open Fire even with LOS in this situation due to the presence of the US Litter Team.)

- NVA 12.7mm MG has LOS to the US Litter Team in the Bamboo as the cards are Adjacent. They Open Fire.
- NVA Mtr Spotter in the Elephant Grass has LOS to the US Litter Team in the Bamboo as LOS passes through the left & right white borders of the Rice Paddy. They make a successful attempt to Call for Fire.



Limited Visibility (9.1), the maximum LOS is reduced to Close Range (adjacent). Being on higher elevation (5.2.2) does not increase the observer's range.

Reciprocal LOS

Line of Sight is reciprocal; every card your units can see can also see your units in return.

Exception: Cards with *Smoke*, *Incoming!*, or *Air Strike!* on them. Units from outside a card with *Smoke*, *Incoming!*, or *Air Strike!* have LOS into the card (but not through to cards beyond), while units on such cards cannot see out (5.4).

Even if only part of a card is in LOS (such as the Upper Story of a multi-story building), a Basic VOF can be placed on the card. However, targeting individual units or cover markers with VOF (such as Concentrated Fire, Grenade Attacks or Sniper VOF) requires that the target is in actual LOS of the unit attempting to place the VOF (see Fig 1 below).

Examples of Reciprocal LOS:



Fig 1: LOS blocked by green borders of Hedgerow card.



Fig 2: US LMG enters Upper Story cover. LOS can now pass over the Green borders. (Note that LOS is reciprocal—the enemy squad can also place a VOF on the US card.)

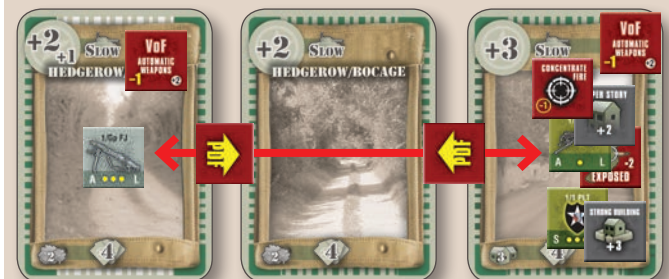


Fig 3: Enemy squad Concentrates Fire on US units—only the LMG in the Upper Story can be targeted (Basic VOF continues to cover the whole card).

Urban LOS

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 section 13.

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 LOS over blocking terrain at lower levels as follows:

- Generally higher elevations can see over any lower elevations despite intervening dark borders, i.e. units at level 2 see over level 1 Terrain cards. However when looking straight up or downhill (i.e. from level 3 to level 1, but with a level 2 card with dark borders in between), LOS is blocked.
- Same level terrain blocks LOS to any lower level terrain, i.e. a unit on level 2 terrain cannot see over another level 2 Terrain card to a level 1 Terrain card beyond it.
- Unless the elevation levels are known in advance, enemy units on face-down Terrain cards are assumed to be at level 1.

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 one level.

If a Hill is drawn when revealing face-down Terrain cards, draw another Terrain card from the deck to go on top of it (as per 2.2.1). Unless restricted by the mission setup instructions, 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 “Multi-Story” icons designate urban areas containing buildings taller than one level. When you find cover on a Multi-Story card you get both the Upper Story Cover

marker and a regular Building Cover marker, which represents the ground floor. Consider these separate Cover markers for purposes of commands, combat, and movement.



A unit discovering a building (cover) on a Multi-Story card can move directly to the building's upper floors, increasing the unit's elevation by one level. Place an Upper Story Cover marker of the same value as the building Cover marker atop units that move to the upper floor of a multi-story building. Remember that any LOS benefits from the increased elevation are reciprocal (5.2.1).

Units can move between the two Cover markers or directly to and from no cover and the Upper Story Cover marker (4.2.2f). A Church Tower marker is a special type of Upper Story Cover marker with a step limit of 1. It is placed if building cover is discovered on a Church Terrain card. (Church Terrain cards are marked with an Observation Post (OP) icon as a reminder.)

Note: There are specific rules for the terrain decks used in Urban Combat campaigns (13.0).

C. Terrain with Elevation



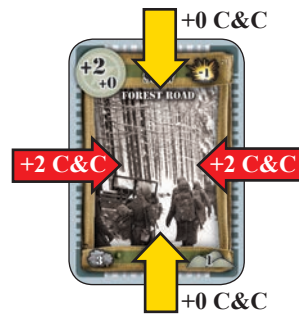
Some Terrain decks have the elevation printed directly on the card. In this case the terrain represented is so hilly or mountainous that using Hill cards is not practical. Such decks will generally have the terrain level marked on every card so are easily told apart from those using the individual Hill cards described in A.



Example: A German squad on a hill is at elevation level 2. It has LOS over the Hedgerows to the US LMG Team on the far side. This LOS is reciprocal; the LMG team also has LOS to the German unit on the hill.

5.2.3 Cover & Concealment Value

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 (NCM). Some cards have two Cover & Concealment values, with the higher value in larger text above the smaller, lower value.



On this card, If fire were entering across both the white and the dark borders at the same time, we would use the larger number (+2).

Determine the Cover & Concealment value according to the following points:

- Use the higher Cover and Concealment number if *any* fire is coming across a dark border.
- Use the lower number if *all* fire is coming across white borders, or as Incoming fire, indirect Mortar fire, or from within the card itself.
- If a card has a Burst icon on it, add the value in that icon to any Incoming! VOF in addition to the card's Cover & Concealment. (This may be positive or negative depending on the terrain.)

These LOS borders may also affect the draw for Spotting attempts as per the Spotting Attempt Draw Modifiers chart (8.5).

5.2.4 Other Terrain Card Icons

Other icons on the Terrain cards are used in the Vehicle rules in sections 10 and 11. You may find the following:

Landing Zone



Designates that this Terrain card is suitable for landing helicopters on (11.1.3).

Trafficability



Indicates the ease at which vehicles can pass through this card. See 10.5.2 for details of Vehicle Movement actions and how they may be affected by these icons.

5.3 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 (5.2.3). Each Terrain card indicates the maximum number of Cover markers (the Cover Potential) that can be found on this card with an Attempt to Seek Cover action (4.2.2e). Other Cover markers such as upper stories, enemy fortifications, etc., do not count towards this maximum.



Example: This Canal has a Cover Potential of 1 indicated by the number at the bottom left. The bush icon indicates that any cover discovered on this card is Basic +1 Cover. The base number of cards to carry out a Seek Cover Attempt (4.2.2e) is indicated by the bottom center number, three.

A Cover marker represents a distinct “area” within a Terrain 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, Incoming! or Air Strike! VOF receives a –1 stacking penalty 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 pre-printed cover as found on the Urban Terrain cards to units of each side. It is not cumulative between both sides (13.8.1).

Urban Terrain cards have the cover printed on the card instead of a marker (13.1). Unlike standard Cover markers, areas of cover within an Urban Terrain card can be occupied by units from both sides.

5.3.1 Basic Cover



This marker adds one to the Net Combat Modifier (NCM). It counts against the Terrain card’s Cover Potential.

5.3.2 Field Fortifications



The instructions for each mission indicate the usual type of Field Fortifications that the enemies encountered will use and those available to your units at the start of the mission. They include Foxhole, Trench, Bunker, and Pillbox markers. Field Fortifications 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. Orient your own Pillbox or Bunker markers (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. Redraw any enemy activity “Shift Fire” results.

Note: Being in a Bunker or Pillbox does not affect a unit’s LOS, only its ability to fire in a certain 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.

Even if opposing units enter the card, so long as 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 (6.2.1).

During the Enemy Activity Check Segment, enemy units drawing results, such as “Fall Back” or “Grenade Attack” where point blank opposing units are present, will exit the Bunker or Pillbox to Move or engage in Point Blank combat.

In so doing they lose the benefit of the Bunker or Pillbox marker and are marked as Exposed.

Occupants of bunkers may also be removed through use of Demolition charges and Flamethrowers (7.13, 7.14).

Note: Units with limited firing arcs will open fire on enemy units that appear in front of them regardless of the direction other units on the same card are firing (see 6.3.5).

Example: 2/1/HMG team (in a bunker) and 2/1 rifle squad (out of cover) are firing at a German squad to the front. A German Assault Team infiltrates their card. Squad 2/1 immediately shifts fire to the Assault Team as per 6.2.1. The HMG team in the bunker continues firing off-card despite the presence of the German unit (they assume they are being protected by the squad).



If the German Assault Team falls back to the Enclosed Field in a later turn, 2/1’s fire will not follow it as there is already a PDF being exerted from this card. (This would be an exception to 6.3.4. As mentioned at the end of section 1, in an open sandbox like Fields of Fire such edge cases where two rules might apply are common. Draw a random number if you are uncertain as to which will occur.)

Note: While the use of the double-headed PDF arrow to indicate close combat is not necessary, flexible use of markers can help to remind us of what is happening in complex situations.

5.3.3 Urban Cover



Consult the Cover Table in your mission book when a successful Attempt to Seek Cover action is carried out on a Terrain card with an urban cover icon (such as Farm, Village, or Church). The chart indicates the chance of discovering Basic Cover (representing rubble), Light Buildings, or Strong Buildings. Like Basic Cover, Light and Strong Buildings count against a Terrain card's Cover Potential.



If a Light Building or Strong Building is revealed on a card which contains a multi-story or church indicator, place an Upper Story or Church Tower marker (respectively) in addition to the indicated building marker (5.2.2B). Upper Story and Church Tower markers do not count against a Terrain's Cover Potential. The binoculars icon on the Church Tower indicates that it is an Observation Post and that only a single step may be in this cover.

Urban cover does not block LOS in any way.

5.3.4 Caves



Cave entrances come in various sizes. Each cave 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, such as Grenade Attacks and HQ Events may call for the enemy units to exit the cave and engage in Point Blank combat, but in doing so they lose the benefit of the Cave marker.

If the occupants do not exit the Cave, 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 (6.2.1).

Occupants of caves may also be removed through use of Demolition charges and Flamethrowers (7.13, 7.14).

Note: Certain campaigns will feature bunkers, pillboxes, caves and other similar heavy-duty fortifications with a maximum capacity higher than three. The stacking penalty (5.3) does not apply to these structures except if hit by point blank Hand Grenade Attacks. Such cases will be noted in the mission instructions.

Critical Hits from ranged G!-rated weapons, flamethrowers, and demolitions are also effective ways to take out such formidable defenses.

5.4 Smoke and Blocked LOS

LOS may be blocked as a result of Smoke (Smoke grenades, WP Fire Missions or burning wrecks) or Incoming! and Air Strike! markers (as a result of dirt and dust kicked up by explosions). You can trace LOS into, but not through or out of cards with such markers (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 from Incoming!, Air Strike!, Mines! and Grenade attacks. Multiple sources of smoke are not cumulative; use only the single best, defensive benefit. Colored smoke, and pyrotechnics such as flares, clusters and parachutes do not block LOS.

At the more complex scale of Urban Combat, smoke in one part of a card may prevent units from firing through to areas on the far side (13..9.3).

6.0 Combat

The two basic components of Combat against infantry targets are Primary Direction of Fire (PDF) and Volume of Fire (VOF). These indicate how much and in what direction a unit is firing. Carrying out Combat against infantry targets is a two-part process:

1. 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 as per the rules in 6.1
 - By a friendly unit being given an order
 - By an enemy unit receiving an order during the Enemy Activity Check Segment.
2. During the Combat Effects Segment all engaged units resolve their respective combats simultaneously.

All combat against vehicle targets is resolved in the AT Combat & Vehicle Movement phase as explained in section 10.

The Basic Combat Principle

Combat by units with Basic VOF (S, A, A/S, H, Pinned) is automatic (6.2.2). It does not require Commands. With each on-map activity, all units must be checked to see if they are eligible to Open Fire. If not already engaged, units with a clear LOS and range to a Spotted eligible target (any non-casualty units on the opposing side) will immediately Open Fire. Any activity during the course of a turn may result in units engaging. This applies equally to friendly and enemy units. However, enemy and friendly units have slightly different priorities when multiple targets are available (6.1.1).

The resolution of all this activity is consolidated in the Combat Effects Segment (6.4). During this segment only, VOFs and PDFs are not updated as changes (combat results) occur. Updating of VOFs and PDFs restarts in the Clean Up Phase.



Example: 1/3 squad and 2/W/3 MG team are searching for the enemy in heavy rain, which reduces their visibility to Close range (adjacent card). As a result of an Enemy Random Event (3.4.1), the rain stops. Immediately the map is checked for any necessary updates, as a result they Open Fire on a North Korean Fire Team which is now visible at Long Range.

6.1 Engaging / Opening Fire

In game terms, you have units “Open Fire” by placing their Basic VOF (6.2.2) 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). Some Special VOF require issuing an order and passing an attempt check before placing a VOF marker (6.2.3).

Unless Overhead Fire (7.2.3) is possible, the Basic VOF is always placed on the *closest occupied card* along the PDF and will shift if intervening cards become occupied as noted in 6.1.2.

6.1.1 Opening Fire

A non-Engaged unit opens fire (becomes Engaged) with its Basic VOF when it has a Spotted eligible target (a non-casualty unit from the opposing side that it is possible to open fire on) within range and LOS. This is automatic and mandatory. This may happen whenever changes occur on the map, for example:

- Movement of friendly and enemy units
- Spotting reveals a previously Unspotted enemy unit
- Smoke or Incoming! markers are removed
- Placement of a unit on the map while resolving a potential contact.

If multiple cards with Spotted opposing units come into view at the same time, units engage according to the following priorities:

Friendly Unit	Enemy Unit	Sniper (friendly or enemy)
1. Closest card	1. Card with most friendly steps (random if equal)	1. Card with HQ, Staff or Leader present (closest, then random)
2. Card projecting strongest (lowest) VOF (random if equal)	2. If choosing a target on the same card: Unit/Cover marker with most steps	2. Card projecting the strongest (lowest) VOF (most steps if equal, then random)

- Friendly units will not automatically Open Fire on a card where units from both sides are present.
- When first placed, enemy units which place a PDF/VOF will always Open Fire on the card which triggered its placement (8.4.3).
- As per 7.15, on the card that they engage, Snipers will pick a single random target, prioritizing Exposed units, for their Sniper VOF (even if HQ units are present).

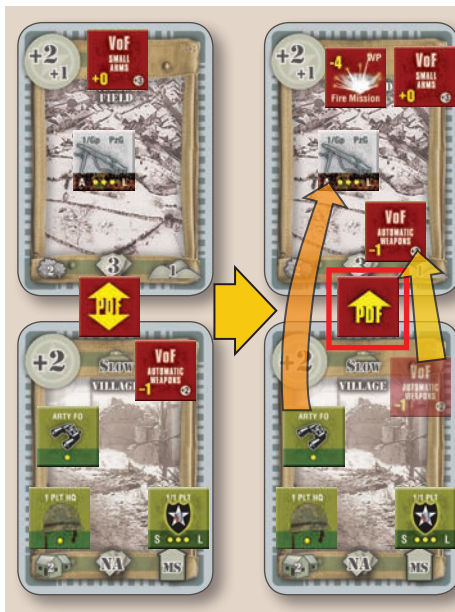
Once units are Engaged, they will not Cease or Shift Fire without Orders, even if units from their own side enter the target card or if all opposing units have moved out of range or been eliminated.

If a unit enters a card where there is firing already going on (i.e. it has a PDF marker pointing away from it, or it is occupied by both enemy units and friendly units), 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 (6.2).

6.1.2 Continuing to Fire

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

- Ordered to Cease Fire or Shift Fire.
 - Use these orders to preserve ammo and prevent friendly fire incidents (6.3.3). Enemy units will receive Cease Fire orders at certain points during the Sequence of Play if there are no eligible targets on the card they are firing at (8.6.4).
- Ordered to move to another card.
 - Units will Cease Fire automatically, then Open Fire as per 6.1.1 on units in LOS from their new position.
- A Smoke source (such as a burning wreck, WP, etc.), Incoming! or Air Strike! marker appears on the firing unit’s card or along the PDF.
 - Smoke, Incoming! and Air Strike! markers along the PDF will block fire through the card with the marker (5.4). Move the VOF back along the PDF from the target card to the card with the blocking Smoke. If the unit is now firing at Point Blank range, the PDF marker can be removed as usual.
- A Spotted unit from the opposing side enters its card.
 - Units automatically Shift Fire to any Spotted opposing units that enter their card (or when opposing units on the same card that were previously not present or targetable, become targetable) if they are able to do so (some units are not capable of Point Blank fire).
- A unit from either side enters its PDF in a closer card than the current target.
 - When firing along a PDF into another card, the VOF is exerted into the closest occupied card. If a unit from either side enters a PDF in a closer card, the VOF is moved to the closer target. This may cause friendly fire incidents if not addressed quickly. **Exception:** *Unless capable of Grazing Fire (7.2.2), units will fire past Unspotted units on the opposing side as if they are not there.*
 - See also Overhead Fire (7.2.3) for an exception to this rule.



Example 1: German squad 1/Gp is engaged with US units on an adjacent Village Terrain card. 1/Gp exerts an Automatic Weapons VOF, the US squad exerts a Small Arms VOF.

The US FO calls a successful WP mission onto the German unit's card. The LOS of 1/Gp is lost, so the PDF is removed and the German unit's Automatic Arms VOF is placed on its card as a reminder that it is still firing and will use ammunition. (This VOF will affect any US units which enter the card.) The US units have LOS into the card with smoke, so their Small Arms VOF remains in place.



Example 2: 1/1 is firing across an Open Field at a Litter Team holed up in a Farm. A Small Arms VOF is placed on the farm. In the Potential Contact Resolution Segment, an Assault Team triggers a contact, an Exposed LMG Team that places no PDF/VOF, at right front, Close range.

The LMG team is placed in the field. All units (friendly and enemy) place their VOF on the closest unit along their PDF, so 1/1's VOF is moved from the farm to the field. If 1/1 had weapons capable of Grazing Fire, they could hit both German units.

The VOF would not move if an Unspotted unit had appeared along the PDF. They would continue to be fired through, only being affected if Grazing Fire hit their card.



Example 3: An NVA HMG in a bunker is firing across the open terrain at US units. The Grazing Fire (7.2.2) capable unit places a Heavy Weapons VOF on all Terrain cards in its LOS.

Not wanting to drop artillery on its own units, the US FO orders a WP Fire Mission into the open terrain between the two sides. The NVA HMG is now only able to fire as far as the WP smoke marker.

6.2 Volume of Fire (VOF) Markers

VOF markers indicate the amount of fire affecting a card. It is used to calculate the Net Combat Modifier (NCM) during the Combat Effects Segment (6.4). *The best VOF affecting a unit is the only one applied, with a lower number being better than a higher number.* Some VOF affects the whole card (or all of the opposing units of a card during Point Blank combat), others are more localized affecting a single unit or a stack of units under a cover marker. The VOF marker a firing unit generates is based on the firing unit's VOF rating.

6.2.1 Placing VOF Markers

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

- If units exerting Basic VOF (S, A, H, Pinned), or off-map Fire Support are firing into a Terrain card from outside, the VOF affects all units, friendly and enemy, on the card. Place a VOF marker at the top of the card. This VOF marker will reflect the best (lowest) VOF rating of all the units or Fire Support firing from outside.
- If units from both sides occupy a card, they fire at each other (their VOF affects only the opposing units). Up to two more VOF markers are placed. Place the best friendly VOF marker in the upper right if it is better (lower) than any VOF affecting the whole card (see (a) above). Place the Best enemy VOF marker in the lower left if it is better (lower) than any VOF affecting the whole card.
- Place any VOF affecting a single unit or single stack of units under a cover marker (such as Grenade Attack or Sniper [6.2.3]) on top of the targeted units.

When calculating the NCM (6.4) for each unit in the Combat Effects Segment, only the best (lowest) VOF affecting that unit (out of VOF affecting the whole card, VOF from opposing units on the same card, and localized VOF placed directly on that unit) is applied.



Example 1: 1st PLT HQ, 2/1 squad and 1/W/1 MG team are on a card being hit by Small Arms VOF (+0) from a squad on the left and Automatic Weapons VOF (-1) from an HMG on the right. They will be affected only by the Automatic Weapons VOF (-1) in the Combat Effects Segment. (Also see Crossfire Modifier 6.2.4.)



Example 2: 1st PLT HQ, 2/1 squad and 1/Mtr Team are on a card being hit by Artillery (-5 VOF). 2/1 squad is also the target of a successful Panzerschreck attack (-4). In this case, Artillery VOF is better (lower) than the Panzerschreck, so all three units are affected by Artillery (-5) in the combat effects Segment. The Panzerschreck's VOF is ignored (but it still uses up ammunition).



Example 3: 1st PLT HQ, 1/LMG and 2/1 squad are on a Terrain card with Spotted German units 4/Gp and 5/Gp. An 81mm German Mortar Section is firing into the card from outside. A Heavy Weapons VOF (-3) for the Mortar Section is placed at the top of the card (this will affect all units from both sides). The highest VOF exerted by US units is Automatic Weapons (-1) from 1/LMG. The highest VOF exerted by the German units on the card is Small Arms (+0). Neither of these are placed and the Heavy Weapons VOF will be used to calculate NCM for all units in the Combat Effects Segment.



Example 4: 1st PLT HQ, 2/AT Bazooka Team and 2/1 squad are on a Terrain card with a Spotted German 88mm unit. German unit 1/LMG is firing at the card from outside. Automatic Weapons VOF (-1) is exerted by 1/LMG and placed on the card. The best VOF exerted by the US units is Small Arms (+0), this is not placed as it is not better than the Automatic Weapons VOF. The German 88mm exerts Heavy Weapons VOF (-3), this is better (lower) than the Automatic VOF and so a Heavy Weapons VOF marker is placed at the bottom left of the card. In the Combat Effects Segment, the US units will be affected by the Heavy Weapons VOF while the German unit will be affected by the Automatic Weapons VOF from outside.

6.2.2 Basic VOF Ratings

Basic VOF ratings are printed on the unit counters in the bottom left. Unless otherwise engaged, units with Basic VOF ratings automatically Open Fire and place the following VOF markers on any enemy units which enter their LOS. This requires no Commands or Attempt draws.



VoF
SMALL ARMS
+0 +3



VoF
AUTOMATIC WEAPONS
-1 +2



VoF
HEAVY WEAPONS
-3 +1

Unit VOF Rating	VOF marker placed	Value
S	Small Arms	+0
A	Automatic Weapons	-1
H	Heavy Weapons	-3
A/S	A or S VOF ¹	-1 / 0
Pinned	All Pinned ²	+2

¹ Units with a VOF rating of A/S are equipped with assault rifles or submachine guns. They generate an Automatic Weapons VOF marker at Point Blank Range (same card) and a Small Arms VOF marker at any other range.

² Pinned VOF is exerted by a Pinned unit in place of its Basic VOF. When all fire affecting a Terrain card is from Pinned units (meaning it is now the best VOF affecting the card), the All Pinned VOF marker is used.

6.2.3 Special VOF



Some units have Special VOF ratings which have unique rules or may require commands to carry out. Some Special VOF affect the whole card like Basic VOF, others target individual units or cover markers.



Special units and weapons are covered in detail in section 7. Usage of the most common Special VOF is described in 6.3.6 “Table summarizing VOF, Modifiers and relationship with PDF”

In a typical campaign you may encounter the following special VOF units and markers:

VOF Rating	Type of Attack	Rules ref.
Mines!	Mines	7.9
G!	Grenade Attack	7.10
D!	Demolition	7.13
F!	Flamethrower	7.14
S!	Sniper	7.15
Incoming!	Incoming mortars or artillery	7.16



Units with a Basic VOF followed by a Special VOF superscript will Open Fire with their Basic VOF automatically and may also use special actions such as Grenade or Flame attacks.

6.2.4 VOF Modifiers

Modifiers are additional markers placed on a card as a result of Commands or other situations. Some affect the whole card while others affect individual units or stacks of units under cover markers. All Modifiers affecting a unit are taken into account when calculating the NCM in the Combat Effects phase (6.4).

**Concentrated Fire Modifier: -1**

Affects one random individual unit out of cover or a stack of units under a cover marker

Place a Concentrated Fire Modifier on a unit or group of units under a single Cover marker as a result of a successful Attempt to Concentrate Fire action (7.11). A unit can be the target of multiple concentrated fires, all of which are cumulative.

**Crossfire Modifier: -1**

Affects whole card

Place this Modifier on a card when there are two or more PDFs being exerted towards it from different directions. Place no more than one Crossfire marker on any given card. Pinned units can be used to generate a Crossfire.

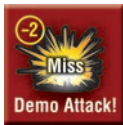
Note: Multiple VOFs being exerted from the same direction but from different elevations (due to Overhead Fire) do not qualify for Crossfire.

**Grenade Miss Modifier: -1**

Affects whole card

Place a Grenade Miss Modifier when an Attempt to make a Grenade Attack fails (7.10). Place only one Miss Modifier regardless of the number of failed attempts.

Note: If no other PDF/VOF remains on the card, a Grenade Miss Modifier acts as a -1 VOF by itself affecting the whole card (subject to all Basic VOF modifiers - this is not a Grenade Attack VOF).

**Demo Miss Modifier: -2**

Affects whole card

Place a Demo Miss Modifier when an Attempt to Throw a Demolition Charge (4.2.4e) fails. Place only one Miss Modifier regardless of the number of failed attempts.

Note: If no other PDF/VOF remains on the card, a Demo Miss Modifier acts as a -2 VOF by itself affecting the whole card (subject to all Basic VOF modifiers).

6.3 Primary Direction of Fire (PDF) Markers

Primary Direction of Fire (PDF) markers are mnemonic devices to show where a VOF originated. When a firing unit exerts a Basic VOF (S, A, H or Pinned) at any target card other than its own card, a PDF marker must also be placed.

6.3.1 Placing PDF Markers

Place the marker on the edge of the firing card with the arrow pointing toward the target card. All units capable of doing so fire along the PDF. When there is a reciprocal PDF, the PDF marker can be flipped to its back showing a double-headed arrow to reduce clutter.

A PDF does not limit the ability to attempt Spotting in any direction to cards within LOS. 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.

6.3.2 Firing Along a PDF

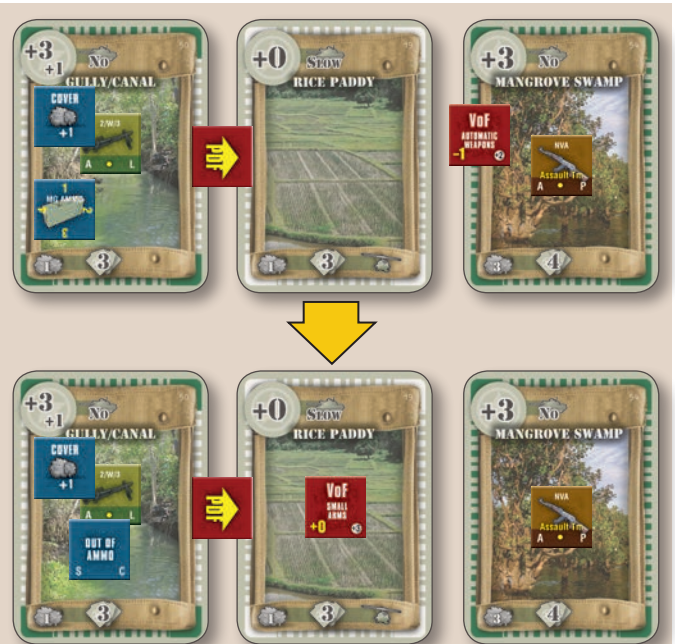
After placing a PDF, *all* units on the firing card capable of doing so continue to fire along the PDF until the VOF marker is removed. Attempts to Concentrate Fire and ranged Grenade Attack actions may only be attempted along the PDF.

Remember, you must place a VOF and PDF marker when units with a printed VOF rating who are not already engaged have Spotted enemy units within range and LOS (6.1.1).

Units moving into a card that already has a PDF marker immediately Open Fire along the PDF.

When another unit enters the card, or a unit tracking ammunition runs out, the VOF may change, but the PDF stays the same.

Note: Terrain and cover can cause situations where some of the units on a card are unable to open fire along the current PDF, these units may even end up firing in a separate direction later (see 6.3.5).



Example: 2/W/3 MG team (A VOF at L Range) is engaging an enemy unit two cards to the right. Upon running out of ammunition, 2/W/3's VOF is reduced to Small Arms (+0) and its range drops to Close (adjacent card). The PDF stays the same (right) but its VOF is moved to the adjacent card.

6.3.3 Cease Fire and Shift Fire

Units that have Ceased Fire, yet still have eligible targets within range and LOS, automatically Open Fire again according to the priorities in 6.1.1 (forcing the immediate placement of a new VOF and PDF marker).

Note: This means that ceasing fire is only truly effective if there are no longer any opposing units within range or LOS.

Shift Fire orders can be used to move an existing PDF to a different card. Unoccupied cards may be targeted if you feel there is some strategic advantage to do so. However, cards with Unspotted enemy units may not.

6.3.4 Moving along a PDF

If the last unit with an opposing unit's VOF on its card moves to another card in LOS, within Range, and along the same PDF (in either direction) of the opposing unit, the VOF is moved with the unit to the new card. Any VOF on the original card with a PDF from a different direction remains in place.

If the last unit under a VOF from an opposing unit on the same card moves away to an adjacent card, the opposing unit's fire follows the moving unit to the new card. Move the VOF to the new card and place a PDF marker. Any fire that was from outside the card remains on the original card.

6.3.5 Cards with Multiple PDF

Restricted firing angles, overhead fire capability (and lack of), and other LOS issues (especially prevalent in Urban Combat) mean that not all units on a card are able to open fire along a PDF. These units may open fire later as enemies they are able to target appear, thus causing a second PDF to be placed.

Units entering a card with multiple PDF that they could fire along, will open fire along the PDF that best meets the criteria in 6.1.1.

Units will never place an extra PDF if they are able to fire along the card's current PDF.

Example: 1/1 squad and 1/LMG Team are firing at a German squad on the same card as 1/1. The German squad moves away to the Village. 1/1's Small Arms VOF follows it and a PDF is placed in between the woods and the village. Since the German squad did not move along the PDF of 1/LMG, 1/LMG continues firing in the same direction.

Moving causes the German squad to cease fire (6.1.2), it then immediately opens fire on the Woods card as it is the card in LOS and range with the most steps (6.1.1). Thus 1/1 is not only hit by friendly fire but also Crossfire.

6.3.6 Table summarizing VOF, Modifiers and relationship with PDF

		Area Affected	PDF	Notes	
VOF	Basic	Pinned	Whole Card	S, A, A/S and H VOF rated units which are Pinned place a PDF automatically	All Pinned VOF is placed automatically when all fire is coming from Pinned units.
		Small Arms (S)	Whole Card	S VOF rated units place a PDF automatically	Placed automatically by S VOF rated units.
		Automatic Weapons (A)	Whole Card	A VOF rated units place a PDF automatically	Placed automatically by A VOF rated units.
		Heavy Weapons (H)	Whole Card	H VOF rated units place a PDF automatically	Placed automatically by H VOF rated units. Also placed as a result of Indirect Lay actions by on-map Mortar Sections.
	Special	Grenade (G!)	Single unit out of cover / Stack of units under cover marker	Ranged Grenade Attacks must follow a card's PDF if one exists Does not place a PDF. <i>Exception: Mortar Teams (7.3)</i>	Requires a Grenade Attack Attempt to place. Multiple VOF may be placed on a card, including on a single unit/cover marker; they are cumulative. Do not apply visibility modifiers (7.10).
		Sniper (S!)	Single unit	S! Special VOF rated units place a PDF automatically	Placed automatically by a Sniper unit. Also apply Small Arms VOF to the whole card. –3 Command Draw modifier affects all HQs on card (7.15).
		Mines!	Targeted unit (multiple possible)	Does not place a PDF	Placed on top of all units on its card who fail a mine test (7.9). Does not affect other units on the card. Do not apply visibility modifiers.
		Incoming! / Air Strike!	Whole Card	Can target any card in LOS of Spotter regardless of existing PDF. Does not place a PDF	Requires a Call for Fire attempt to place (7.16). Do not apply visibility modifiers.
Modifiers	Crossfire	Whole Card	Occurs when 2 PDFs enter a card from outside the card	Modifies any of the above VOF (one per card).	
	Concentrated Fire	Single unit out of cover / Stack of units under cover marker	Can only be placed along a PDF. Is removed if LOS is lost, target unit moves, or firer shifts fire	Modifies any of the above VOF for the target affected. Multiple markers may be placed, including on a single unit / cover marker (7.11).	
	Grenade Miss	Whole Card	If no other VOF exists, acts as a –1 VOF by itself (does not place a PDF)	Modifies any of the above VOF (one per card).	
	Demolition Miss	Whole Card	If no other VOF exists, acts as a –2 VOF by itself (does not place a PDF)	Modifies any of the above VOF (one per card).	
Note that during Point Blank combat “whole card VOF” fired by the units on the card affects only the opposing units. “Whole card VOF” fired from outside the card affects all the units from both sides. See 6.2.1, Example 4.					

6.4 Combat Resolution & Effects

During the Combat Effects Segment, calculate the Net Combat Modifier (NCM) for each unit to determine if it is affected by the fire.

The formula is:

NCM = The best (lowest) VOF (Pinned, S, A, H, G!, S!, Mines!, Incoming!, Air Strike!) affecting that unit.

- + All VOF Modifiers affecting that unit (Concentrated Fire, Crossfire, Demo Miss, Grenade Miss).

- + The net modifier due to visibility, illumination, and observation devices (section 9).
- + All applicable modifiers based on the defending unit's status (Pinned, Exposed, etc.), terrain cover and cover markers.

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

Example 1: Rifle squad 1/1, 1/LMG and an Assault Team come under attack on a foggy day while crossing an Open Field. 1/ LMG and the Assault Team are under +1 Basic Cover, squad 1/1 is Pinned out in the open. An enemy 88mm Flak Gun (H VOF) fires from the right, a Pinned German A VOF squad fires from the left. In addition a Panzerschreck team located with the 88 has made a successful Grenade Attack against the units under the cover marker. NCM is calculated as follows:

1/LMG and Assault Team

VOF: Grenade: -4 (Best of Heavy Weapons, Pinned and Grenade)
 Visibility: None (Grenade Attacks are not affected by visibility)
 Status/Cover: Terrain +0, Basic Cover +1
 Modifiers: Crossfire -1 (Heavy Weapons and Pinned entering card from outside)
Total NCM -4 (Resolved separately for each unit)



Squad 1/1

VOF: Heavy Weapons: -3 (Best of Pinned and Heavy Weapons)
 Visibility: Fog +2
 Status/Cover: Pinned +1, Terrain +0
 Modifiers: Crossfire -1 (Heavy Weapons and Pinned entering card from outside)
Total NCM -1

Example 2: US squads 2/1, 3/1 and 2/LMG confront two German squads (one S-rated and one A-rated) in a messy Point Blank confrontation in an orchard. 2/1 and 3/1 are under +1 Basic Cover, 2/LMG is Pinned out in the open. The S-rated German squad makes a Grenade Attack against the US cover marker but fails the attempt, the Grenade bounces about randomly, who knows where it will end up... 2/1 and 3/1 make free Grenade Attacks in return, 2/1 misses, 3/1 succeeds. 2/1 Concentrates Fire on the A-rated squad, 3/1 Concentrates Fire on the S-rated squad. NCM is calculated as follows:

US Squads 2/1 and 3/1

VOF: Automatic Weapons: -1 (Best of Automatic and Small arms)
 Visibility: None (Daytime)
 Status/Cover: Terrain +1, Basic Cover +1
 Modifiers: Grenade Miss -1 (2 misses, but only one Modifier is placed)
Total NCM +0 (resolve each unit separately)

US 2/LMG

VOF: Automatic Weapons: -1 (Best of Automatic and Small arms)
 Visibility: None (Daytime)
 Status/Cover: Pinned +1, Terrain +1
 Modifiers: Grenade Miss -1
Total NCM +0

German Squad (A-rated)

VOF: Small arms: +0 (Best of Pinned and Small Arms)
 Visibility: None (Daytime)
 Status/Cover: Terrain +1
 Modifiers: Concentrated Fire -1
 Grenade Miss -1
Total NCM -1

German Squad (S-rated)

VOF: Grenade: -4 (Best of Small Arms, Pinned and Grenade)
 Visibility: None (Daytime)
 Status/Cover: Terrain +1
 Modifiers: Concentrated Fire -1, Grenade Miss -1
Total NCM -5

(Grenade is applied as it is the best (lowest) VOF on the S-rated German squad, but that doesn't mean the unit is not also under Concentrated fire. VOF Modifiers [Crossfire, Concentrated Fire, Grenade Miss, Demolition Miss] always apply).



6.4.1 Combat Effects

In the Combat Effects Segment the effects of fire against infantry units is resolved (see section 10 for how to resolve combat against vehicles).

All combat effects are considered to be occurring simultaneously. You must resolve the effects of combat on each unit on a card containing a VOF marker, and do so for each unit individually. Since the result of one combat has no effect on any other combat results, you can choose the order of resolution. During this segment only, do not update VOF and PDF markers until all combat resolutions on the map have been resolved.

For each unit, find the Net Combat Modifier (NCM) according to the formula in 6.4. Once you have determined the NCM, draw an Action card and find the NCM in the Combat Resolution 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 area in the lower center of the card to find the effect on the target unit.

6.4.2 Using the Combat Resolution 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. The effects of these results are:

A. MISS

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

B. PIN

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

Pinned units are not considered to be “Good Order” units and they suffer from limitations to their actions, firepower and communications ability (see 4.2.5).

A Pinned marker is removed when:

- A unit successfully passes an Attempt to Remove a Pinned marker (4.2.3a).
- It receives a MISS result following an attack.
- No enemy VOF is on the card at the beginning of the Pinned Recovery Segment.
- The unit is eliminated (becomes a Casualty).

C. HIT

Draw another card to discover the effects of the hit (6.4.3). After applying the effects, mark the unit (or units if it split into multiple parts) with a Pinned marker.

6.4.3 Using the Hit Effects Area of an Action Card

The Hit Effects area of the Action card is grouped according to the Experience Level of the unit. Under each level of experience is one or two letters. The following procedure applies:

- 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 the result is two letters, apply the first letter to the 1st step and the second letter to the 2nd step. If a unit has only one step, use only the first letter.
- When one or more steps of a multi-step unit convert to a Fire Team, consult the breakdown chart for that unit in your Mission Book to see which counters to use. Fire Teams are armed differently according to era and unit type.
- If the unit has no Good Order one-step side, the last step converts to a Fire Team as indicated in the breakdown chart.
- An LAT drawing the same result as itself is still Pinned, but suffers no additional effects (for example a Paralyzed Team that draws a P result remains Paralyzed).

The possible effects are:

C = Casualty

One step of the unit has been eliminated.

Place a Casualty counter on the card and reduce the unit by one step. If this was the unit's last step, the original unit is Removed from Play (1.2.6) and all assets and casualties carried by the unit are dropped on the card (5.1.6E).

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. They do not need to be marked Pinned.

Note: Check for radio/phone damage if applicable as per 4.3.4/4.3.5.

P = Paralyzed Team

One step of the unit has become Paralyzed.

- Place a Paralyzed Team on the card.
- Reduce the original unit by one step. If this was a unit's last step, the original unit is Removed from Play (1.2.6).

L = Litter Team

One step of the unit has become a Litter Team.

- Place a Litter Team on the card.
- Reduce the original unit by one step. If this was a unit's last step, the original unit is Removed from Play (1.2.6).

F = Fire Team

One step of the unit converts to a Fire Team with the following procedure:

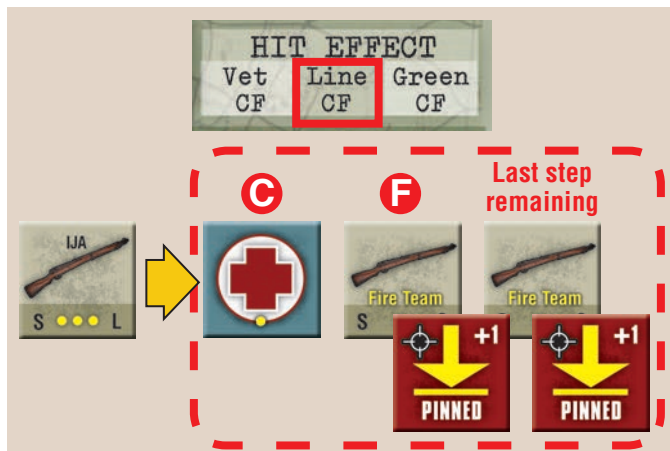
- If the hit unit has more than one step, place a Fire Team, as indicated on the breakdown charts, and reduce the unit by one step.
- If the hit unit is a 1-step unit with a named Fire Team on the reverse side, flip it to its Fire Team side.
- If the hit unit is a one-step unit without a named Fire Team on the reverse, or it is an LAT, then replace it with a generic Fire Team as per the breakdown chart. The original unit is Removed from Play (1.2.6).

Note: 2-step weapons teams are made up of two counters, the named Fire Team side is on the reverse side of the second counter.

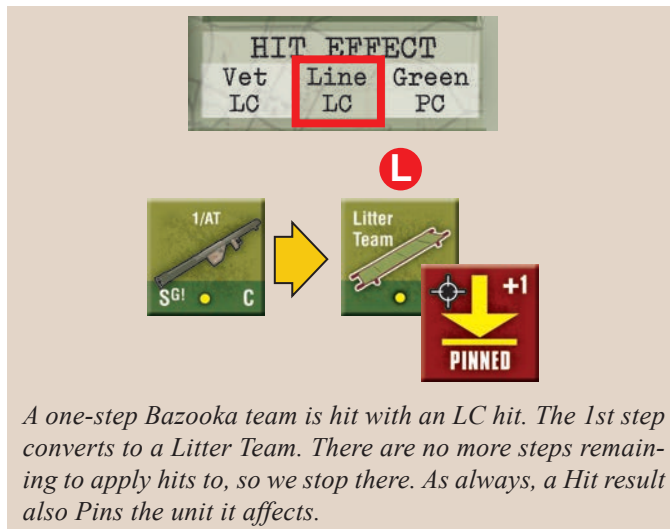
A = Assault Team

One step of the unit converts to an Assault Team, or possibly a Fire Team, with the following procedure:

- If the hit unit has more than one step, check the breakdown chart:
 - If a named Fire Team is indicated for this step, place it on the card and reduce the unit by one step.
 - Otherwise place a generic Assault Team for the era on the card and reduce the unit by one step.
- If the hit unit is a named Fire Team there is no effect (besides being Pinned).
- If the hit unit is a one-step unit with a named Fire Team on the reverse side, flip it to its Fire Team side.
- If the hit unit is a one-step unit without a named Fire Team on the reverse, or it is an LAT, then replace it with a generic Assault Team as per the breakdown chart. The original unit is Removed from Play (1.2.6).



Example: A three-step Japanese squad is hit with a CF hit. Step 1 is converted to a Casualty. Step 2 is converted to a Fire Team. Only one step remains so it becomes a Fire Team. The two Fire Teams are marked Pinned as a Hit result also Pins all of the steps in the affected unit.



A one-step Bazooka team is hit with an LC hit. The 1st step converts to a Litter Team. There are no more steps remaining to apply hits to, so we stop there. As always, a Hit result also Pins the unit it affects.

Note: Hit Effect resolution is a combination of the physical and morale effects of receiving fire. Because combat can affect soldiers in a variety of ways, *both positive and negative*, units can possibly convert into any type of Limited Action Team. For example, a Paralyzed Team could decide that the only way out of their situation is to fight their way out, and Convert to an Assault Team, which is an improvement in its state. It could also Convert to a Litter or Fire Team, or remain Paralyzed.

6.5 Rallying & Reconstitution

During play, units will be reduced to LATs through the effects of combat and certain orders. You may improve the state of a unit in a reduced state during a mission by rallying or bring back a unit previously Removed From Play by reconstituting the unit.

LATs are either named Fire Teams which retain a connection to their original unit (usually printed on the reverse side of the counter), or generic LATs (Paralyzed and Litter Teams as well as generic Fire and Assault Teams). Generic Fire and Assault Teams differ between eras. The counters to use are noted on the unit breakdown chart in the Mission Books.

Design Note: It is intentional that there is no mechanism to track which generic LATs have come from which specific units. Units reduced to generic 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.

6.5.1 Rally

Units can be rallied from various states with commands from the Rally Action Menu according to the instructions below. For all of these commands, success is automatic if there is no VOF on the card, otherwise draw 2 cards, modified by the Experience of the unit giving the command (HQ, or Self if attempting in General Initiative), and look for the Rally icon.

Rallying Pinned Units

Pinned units can be recovered in the Command phase with an Attempt to Remove a Pinned marker action (4.2.3a). If an Attempt is successful, remove the Pinned marker and update any VOF if necessary. As an exception to the usual Communication rules, a Pinned unit can be considered to be in Visual-Verbal communication for the purposes of receiving this Order (and a further Exhort Attempt).

Rallying Units from their Fire Team Side

Weapons Teams, HQs, CO Staff, FOs and some other units have named Fire Team counters. These are usually on the flip side of the unit unless the unit has multiple steps. When Unpinned, these units can be recovered to their original Good Order side at their original experience level with an Attempt to Flip a unit with a Fire Team Side to Front action (4.2.3f).

Rallying Generic LATs

You may improve the state of an Unpinned unit by successful Attempts at Rally actions. Each of the following is a separate action and so can be carried out by a unit multiple times in an Impulse if commands are available.

- Convert a Paralyzed Team to a Litter Team (4.2.3b)
- Convert a Litter Team to a Fire Team (4.2.3c)
- Convert a Fire Team to an Assault Team (4.2.3d)

Rallying orders cannot upgrade generic LATs into Good Order units or named Fire Teams. With the exception of some HQs and squads which may be Reconstituted (6.5.2), units that have become generic LATs cannot return during a mission attempt.

6.5.2 Reconstitution

Squads and HQs which have been Removed from Play may be Reconstituted during play according to the rules below. Reconstitution also occurs in between missions when playing the Campaign Game (see section 12).

Note: All Reconstitute actions require an HQ to give the order, even if used during General Initiative.

You can never have a unit reconstitute such that it ends up with more firepower than it started with. (See example below.)

Generic LATs are never tracked to their original unit, so if weapons teams, FOs, HQs or CO Staff are turned into Paralyzed or Litter Teams, they can be rallied to generic Fire or Assault Teams and used to reconstitute squads as described below.

Squads

You may reconstitute a squad which has been Removed from Play. Any two, three, or four Fire/Assault Teams may be given an Attempt to Reconstitute Squad order (4.2.3i). Draw Action cards, modified by the experience level of the HQ giving the command, and check for the Rally icon. If the icon is present, then the attempt succeeds; remove the Fire/Assault Teams and replace them with a previously removed squad with the same number of steps.

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 level of the Reconstituted unit, however, is based on the experience level of the LATs used for reconstitution (Line for Assault Teams, Green for all others) and the Average Experience Levels Calculation Chart in the Charts and Table Player Aid (also 12.6).

Example: An A-rated German Fire Team could join an S-rated Fire Team in order to Reconstitute to a two-step A-rated German squad (or an S-rated squad if all A-rated squads are already on the map). However, two S-rated German Fire Teams would only be able to Reconstitute as an S-rated squad.

(Generic A-rated assault squads with Point Blank range are not armed with machine guns and so two of them would not be able to reconstitute to a full A-rated squad.)

Headquarters

Reconstituting an HQ is returning an HQ unit to the map that has been Removed from Play by converting an eligible Good Order step into the desired HQ unit. Reconstituted HQs always enter play as Green experience. Follow the instructions below depending on the kind of HQ being reconstituted. CO Staff may not be reconstituted during a mission.

A. Reconstituting a Platoon HQ



A Platoon HQ may be reconstituted from a CO Staff unit, or any Good Order step from that Platoon with a Reconstitute a PLT HQ action (4.2.1d). No Attempt is required for this action, however it requires an HQ to give the order even if carried out as part of General Initiative.

Any eligible unit can be used; no chain of command restricts who can be used in sequence to replace a PLT HQ. Place the reconstituted HQ unit on the card and reduce the unit used for reconstitution by one step (remove the CO Staff unit from play if used, place a Fire Team or Assault Team as desired if only one step of a squad remains).

B. Reconstituting the Company HQ (CO HQ)



Reconstitute the CO HQ from its second-in-command (i.e. the XO in a US company). If the second-in-command has already been Removed From Play, reconstitute from one of the following, in this order: Any Platoon HQ, Arty FO, CO Staff (in descending order of rank, for example 1st Sgt followed by GySgt in a Marine company). If a higher ranked unit is still in play, but on its Fire Team side, it must first be Rallyed (6.5.1), then used to reconstitute the CO HQ; it cannot be skipped over unless Removed from Play. For example, for the 1st Sgt to be used, the XO, PLT HQs, and the Arty FO must all have been removed from play.

No attempt is required to resolve a Reconstitute the CO HQ action (4.2.1e), however it requires either the BN HQ or CO Staff to give the order even if carried out as part of General Initiative.

C. Reconstituting the BN HQ



If a higher HQ is eliminated (reduced to a casualty or LAT) while on the map, BN HQ will be unavailable to give commands in the following turn while they reconstitute. Place the eliminated Higher HQ

unit on the turn track two turns ahead as a reminder. Once reconstituted they will be available off-map in the BN HQ Impulse.

Note: An HQ on its Fire Team side does not need to be Reconstituted and can be flipped to its Command Side at its original experience level through a Rally action (6.5.1).

Reconstitution & Rallying Example: 1st PLT HQ, 2/1 squad (4 steps) and 1/1/MG (2 steps) come under heavy fire and take hits.

1st PLT HQ has been Removed from Play after becoming a generic Paralyzed Team, 2/1 squad has also been removed from play after all of its steps were reduced to generic LATs (1 Paralyzed Team, 2 Casualties and a Fire Team). 1/1/MG has lost a step as a Litter Team but as the unit is still present, flipped onto its named Fire Team side.



Team side, it is not considered "Removed from Play".

A couple of turns later, when the fire has stopped, 1st Sgt appears and attempts to patch the units back together. Having been Removed from Play, recovering 1st PLT HQ is a priority. However an HQ that has been reduced to a generic LAT cannot be recovered through Rallying commands.



Therefore, 1st Sgt spends 5 command points as follows:

1 to Rally one of the Paralyzed Teams to a Litter Team.

1 to Rally this new Litter Team to a generic Fire Team.

1 to Rally the other Litter Team to a generic Fire Team.

Having three Fire Teams available, 1st Sgt Attempts to Reconstitute 2/1 squad. The Attempt is a success and 2/1 is placed on the card on its three-step side. The three generic Fire Teams are removed. This costs 1 point.

With only 1 point left, 1st Sgt Reconstitutes 1st PLT HQ from 2/1 squad. 2/1 is reduced to a two-step squad and 1st PLT HQ is placed on the card.

Later 1st Sgt can use a Rally order to return 1/1/MG to its one-step Good Order side.

Note how we do not need to keep track of which LATs originally came from which units.

It doesn't matter that the Litter Team actually used to be one step of 1/1/MG, we can still use it to Reconstitute 2/1 squad.



7.0 Weapons and Fire Support

You will encounter a wide variety of weaponry during the various campaigns in *Fields of Fire*, from individual sniper rifles, through squad support weapons and up to company-level support teams and vehicle-mounted heavy guns.

Each weapon type will generate a particular VOF, and some have additional capabilities such as being able to shoot over the top of intervening units, lay down lanes of fire, bring down indirect fire, or take on vehicles in an Anti-Tank role. See the Weapons Capability Chart on the Charts & Tables Player Aid for a summary of the abilities of the various weapon types.

Note: When units of different capabilities share a card, there will be times when some units open fire, while others are not able to. These units may then open fire elsewhere as more eligible targets appear later. See 6.5.3 for situations where multiple PDF are placed from a single card.

7.1 Small Arms



Rifles, carbines, assault rifles, and magazine fed light machine guns produce a Small Arms (S) VOF. Units equipped with assault rifles may instead produce an Automatic Weapons (A) VOF, but only at Point Blank Range; the A/S VOF (6.2.2).

7.2 Machine Guns



These are belt-fed machine guns that generally produce an Automatic Weapons (A) VOF.

7.2.1 Tripod-Mounted Machine Guns



An arrow symbol over the VOF rating indicates that the MG is on a heavy tripod mount.

Tripod-mounted machine guns benefit from a more steady aiming base and sustained-fire capability and are often of larger caliber. They usually produce an Automatic Weapons (A) VOF, though some may produce Heavy Weapons (H) VOF. The following additional rules apply:

- Tripod-mounted machine guns are capable of *Grazing Fire* (7.2.2), *Overhead Fire* (7.2.3) and *Final Protective Lines* (FPLs) (7.2.4).

- Draw one extra card when making an Attempt to Concentrate Fire with a tripod-mounted machine gun (7.11).
- Tripod-mounted machine guns may not fire at all if marked Exposed and can never use Infiltration movement.

7.2.2 Grazing Fire

Normally, when firing along a PDF into another card, the VOF is exerted into the closest occupied card along the PDF that is within LOS. However, if a tripod-mounted machine gun unit is firing at range (not at Point Blank), it exerts its VOF into *every card along its PDF up to its maximum range* as long as all the cards are at the same elevation, or all uphill/all downhill (see diagram below) and LOS exists.

Note that:

- Units capable of Grazing Fire will not Open Fire through units on their own side.
- However, they will Open Fire if units on their own side lie behind the triggering unit regardless of the risk of Grazing Fire.

7.2.3 Overhead Fire

Tripod-mounted machine guns and units with a Heavy Weapons VOF rating are capable of Overhead Fire. The following intervening troops can be fired over with these weapons:

- A unit which is on the same level as the target and at least one level lower than the firing unit.
- A unit which is on the same level as the firing unit but at least one level lower than the target.
- A unit which is on a lower level than both firing unit and target

Do not place a VOF marker on the card being fired over.

Like other units, weapons capable of Overhead Fire will automatically exert their VOF into the closest opposing units along their PDF (as per 6.1.2), but they may be ordered to Shift Fire over lower units to target enemies further away if necessary.



Grazing Fire Example: A Japanese tripod-mounted HMG is placed in the Potential Contact Evaluation Segment and opens fire at a US Assault Team approaching from the Dunes. There is clear LOS to the beach and out into the surf. Automatic Fire VOF is placed on all cards up to the HMG's range of V.



Overhead Fire Example 1: A tripod-mounted machine gun is at level 2 elevation, a friendly unit is adjacent at level 1 and an enemy unit at Long Range is on level 3. The tripod-mounted machine gun opens fire on the enemy unit and no friendly VOF is placed on the friendly-occupied card.



Overhead Fire Example 2: A tripod-mounted machine gun is at level 1, a friendly unit is adjacent, also at level 1 and an enemy unit at Long Range is on a hill at level 2. The tripod-mounted machine gun can fire on the enemy unit and no VOF is placed on the friendly card.

7.2.4 Final Protective Lines (FPL)



FPL is a form of ‘emergency’ fire, where tripod-mounted guns fire continuously along a fixed line across the front of friendly units, as a last ditch attempt to stop an enemy assault. The following rules apply:

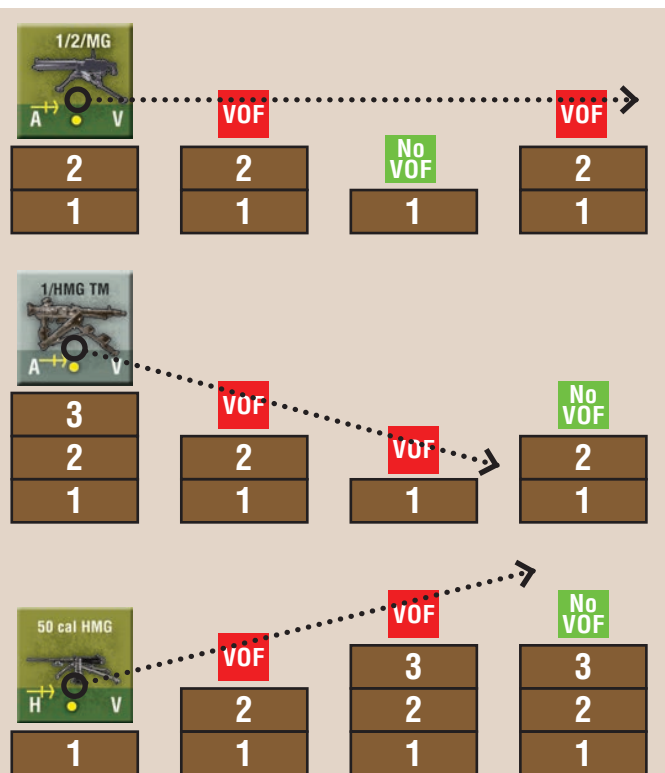
- In Defensive Missions FPL markers may be placed on tripod-mounted machine guns to indicate they are set for FPL (limited by the control marker counter mix).
- The FPL marker indicates the direction (always a diagonal) that FPL will be exerted when activated.
- Machine guns designated with an FPL control do not react to enemy units appearing in their LOS or entering their card unless given a Shift Fire order. In which case they lose their FPL marker and begin acting like regular HMG units.
- While marked with an FPL marker, the guns may not be moved either to an adjacent card or within their current card.
- To initiate the FPL, an order must be given by the CO HQ (either directly or with a pyrotechnic).
- Once the FPL starts firing they will continue until they run out of ammunition or they receive a Cease Fire or Shift Fire Command. In which case the FPL marker is removed and they begin to act like any other HMG.

- An FPL generates a Heavy Weapons VOF (–3) on all cards in LOS along the diagonal PDF, and uses two ammunition points per turn. Do not apply any modifiers or range restrictions caused by Limited Visibility.
- FPL can fire along a single elevation (utilizing Overhead Fire), uphill or downhill, but not both (see diagram below).

7.2.5 Two-step Machine Gun Teams

Some machine gun teams are made of two steps. One step represents the actual machine gun and its operators. The other represents additional men charged with carrying ammo. During a mission, the ammo bearers’ step can be detached as a generic Assault or Fire Team (4.2.3g). Flip the MG team to its 1-step side and place an Assault or Fire Team on the card.

Note: This process cannot be reversed so is best left until the MG team is out of ammo.



Example: Grazing Fire and FPL lay VOF along all cards in range and at the same elevation if they are firing in a straight line. They can be made to fire uphill or downhill, but not both. When there is a choice of directions to fire in (downhill or straight across a valley for example), units capable of Grazing fire will aim at the closest enemy unit along its PDF first.

7.3 Mortar Teams and Mortar Sections

7.3.1 Restrictions

The following rules apply to Mortar Teams and Mortar Sections:

- Mortar units cannot fire at Point Blank range (their own card).
- You may not have them fire from Building, Bunker, Cave, or Pillbox cover.

- They cannot fire at all if marked with an Exposed marker, and they can never use infiltration movement.
- Both friendly and enemy mortar units are able to fire over the heads of their own troops without restriction.
- They may not fire from certain terrain, such as Woods and Jungle, as noted in the campaign instructions.

7.3.2 Direct and Indirect Lay with Mortar Units

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 themselves and don’t need an observer. When they are used this way, they fire just like any other infantry unit. One-step Mortar Teams may only use Direct Lay. Multi-step Mortar units that are in communication with an HQ can also be used for Indirect Lay. This requires a Call for Indirect Fire from On-map Mortar order (4.2.4j).

Direct Lay



When firing Direct Lay, the H-rated Mortar Section places a Basic Heavy Weapons VOF and a PDF automatically like any other H-rated unit.



The G!-rated Mortar Teams, like other G!-rated units must be ordered to Attempt to make a Grenade Attack, and this must fire along an existing PDF. Unlike other G!-rated units however, if no PDF exists, they place their own. This PDF makes it eligible to help qualify for Crossfire, even if the attempt fails. Remove the Mortar Team's PDF in the Clean Up phase.

Like other direct fire, Direct Lay is subject to the Terrain Effects dictated by the card borders that the fire crosses (5.2).

Indirect Lay

Indirect Lay involves employing indirect fire using an observer just like off-map artillery and mortars (7.16). Only the multi-step Mortar Section may use Indirect Lay.

Indirect Lay firing requires someone who is eligible to command the Mortar to spot for them and give them an order to call down fire. This could be the CO HQ, CO Staff or it could be a PLT HQ that the Mortar Section is attached to (2.3). The mortar can either have its own radio or phone or be co-located in the same area of a card with another HQ that has a radio or phone (this is considered “good enough”—the HQ simply relays the order, they do not have to be eligible to command the Mortar Section).

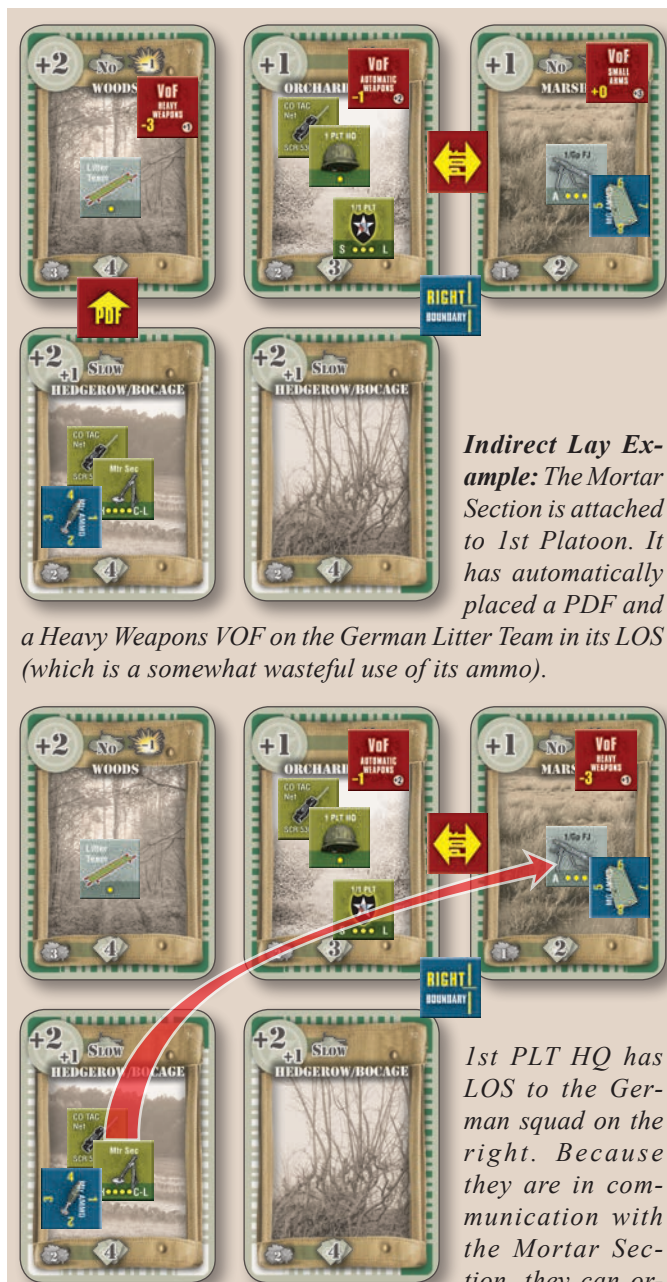
There is no card draw; simply place the Heavy Weapons VOF on the target card. Note that the Mortar will not continue to do this every turn—it will need to be ordered every time you want it to fire Indirect. Remove the Heavy Weapons VOF in the Clean Up Phase.

Indirect Lay orders supersede Direct Lay. So if a Mortar Section is ordered to carry out Indirect Lay, it will not place a Direct Lay PDF and any Direct Lay PDF and VOF it had already placed will be removed.

When using Indirect Lay, the target must be in LOS of the observer (the HQ who will order the fire). The Mortar Section itself does 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. A card occupied by both enemy and friendly units is a valid target for Indirect Lay.

When firing Indirect Lay the mortar does not place a PDF, thus it does not help qualify a card for Crossfire. Indirect Lay is treated the same as Incoming! in regard to terrain effects (i.e. it can use the 'lower' number and also the burst modifier on some cards). It is treated as a regular Heavy Weapons VOF for all other modifiers.



Indirect Lay Example: The Mortar Section is attached to 1st Platoon. It has automatically placed a PDF and a Litter Team in its LOS (its ammo).

1st PLT HQ has LOS to the German squad on the right. Because they are in communication with the Mortar Section, they can order Indirect Lay. The Mortar Section does not need LOS, it only needs to be in range (2 cards away, no direct line is necessary). The order is made, the Mortar Section's Heavy Weapons VOF is placed on the German squad's card for the remainder of the turn.

7.4 Rocket Launchers / Recoilless Rifles



Light rocket launchers and recoilless rifles have a Grenade (G!) VOF rating (7.10). Heavy, mounted versions have a Heavy Weapons (H) VOF. No rocket launcher or recoilless rifle may fire from Building, Bunker, Cave or Pillbox cover. H VOF units may conduct Overhead Fire but cannot fire at all when marked with an Exposed marker.



Some types of rocket launchers enter play as asset counters on regular units and are expended as such when used; e.g. Panzerfaust and RPGs.

7.5 Hand Grenades

You may only use these at Point Blank range (although see 13.9 for exceptions in Urban Combat). All infantry units with VOF ratings are equipped with hand grenades and they do not have to be tracked (7.10).

7.6 Rifle Grenades



Rifle Grenades have a Grenade (G!) VOF rating. Some units receive one or two allotments of Rifle Grenades at the beginning of a mission. When fired they are expended (whether they hit successfully or not). They are not transferable among units. 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 (7.10).

These weapons were high angle of fire weapons, so as with mortars, you cannot fire them from under a Building, Bunker, Cave or Pillbox Cover marker.

7.7 Grenade Launchers (Vietnam and Later)



Grenade Launchers have a Grenade (G!) VOF rating. You may have a grenade launcher fire from under a Building, Bunker, Cave or Pillbox Cover marker because its trajectory is much flatter than that of a rifle grenade. Since Grenade Launcher ammunition is small and light and the standard load is large, you do not have to track it.

Rifle squads from Vietnam or later that have G! superscript VOF are considered to have either dedicated (e.g. M79) or Under-Barrel (e.g. M203) Grenade Launchers. These are limited to Close Range (adjacent card). Such squads are not affected by Jam results (7.12).

7.8 Armored Fighting Vehicles / Tanks



All medium and heavy tanks have a Heavy Weapons VOF (H), which is a combination of the vehicles' machine guns and cannons. As H VOF rated units these vehicles may conduct Overhead Fire. Light tanks and other armored vehicles may have an A or G! VOF.

7.9 Mines and Claymores

7.9.1 Mines



Anti-Personnel mines produce a VOF that mainly affects infantry units, but does have a limited effect on vehicles too (against wheels/tracks).

Have any 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 (as indicated on the counter). If any card contains a Burst icon (including multi-burst and short icons), then the unit has been hit; flip the Mine marker to the explosion side and place it on the affected unit(s) as a reminder to implement the hit(s) during the Combat Effects Segment. Mine checks must continue to be made whenever a new unit enters or moves within the card even after being triggered. Place all newly hit units under the Mine marker. An infantry unit under a Mine marker cannot move within its card or to an adjacent card this turn.

You do not need to check for a mine attack when a unit leaves a mined card. Unless otherwise mentioned in the mission instructions, you cannot remove a minefield.

For infantry units, the VOF for a mine is -4 and for vehicles the VOF has an AT modifier of -2.

7.9.2 Claymore Mines



Claymore Mines may be available as assets in some missions. Mission instructions will indicate how they can be set up. At the end of the Enemy Activity Check Segment, and the Potential Contact Evaluation Segment, if it has not already been placed, the Claymore is placed on one enemy unit on its card. If multiple units are present, determine randomly which one to attack. Resolve a -4 VOF against that unit in the Combat Effects Segment. Remove the Claymore in the Clean Up Phase.

Note: Mines and Claymores are not affected by Visibility modifiers.

7.10 Grenade Attacks



Grenade Attack refers to any attack from a G!-rated weapon. It represents the use of hand grenades in close assaults, but also where an explosive projectile is fired at the target, such as ranged grenade or rocket launchers and even up to small-caliber, slow firing Anti-Tank guns.

Note: Close Assaults are abstracted in *Fields of Fire*, but a Grenade Attack against units or vehicles on the same card represents closing with the enemy and using all available weapons, including hand grenades and bayonets, to clear the position.

Grenade Attacks are carried out according to the following rules:

7.10.1 Attempt to Make a Grenade Attack (4.2.4d)

Direct a Grenade Attack at one specific unit out of cover or a stack of units under a Cover marker.

- Any infantry unit with a printed VOF rating may Attempt to make a Grenade Attack against an enemy unit (infantry or vehicle) in the same card. This does not use ammo, even if the unit is equipped with a ranged Grenade Attack capable weapon.
- A unit with a G! VOF rating or a G! superscript above a different VOF rating may Attempt to make a Grenade Attack out to its printed Range. *Exception: Grenade Launchers are limited to Close Range (7.7).*
- Ranged Grenade Attacks must follow a card's PDF if one exists and cannot be made at all while a unit is engaged in Point Blank combat. Otherwise, an Attempt can be made at any infantry target in LOS and within the weapon's range. Unless otherwise specified on the Weapons Capability Chart, Ranged Grenade Attacks cannot be made through other units (friendly or enemy).
- Ranged weapons must use AT Combat rules to fire against vehicles (10.5.1).

Draw two cards, modified for the firing unit's Experience Level. The Attempt to make a Grenade Attack is successful if the Grenade icon is present on one of the cards. Place a Grenade VOF on the target (a single unit out of cover or a stack of units under a Cover marker).

Note: A Jam icon negates any successful draw if the unit is liable to jamming (7.12).

7.10.2 Grenade Attack VOF value

Mission instructions will tell you which rating, -3 or -4, to use for each side. US grenades are generally rated -4. Do not apply the Weather, Smoke, or Light Level modifiers to this VOF when calculating the NCM.

Unlike other VOF, multiple Grenade VOFs can be placed on a single infantry target; the VOF value is cumulative. The total value of stacked Grenade VOF markers should be taken into account when determining the Best (lowest) VOF to use in NCM calculations (6.4). The AT value of a Grenade Attack is always -2 regardless of how many counters are stacked (10.5.3).

Note: As per 5.3, when a stack of units under a cover marker is attacked by a Grenade VOF, for every step above three in the stack, each unit attacked receives a -1 NCM penalty.

7.10.3 Grenade Attack Critical Hit

If two or more cards with grenade icons are drawn, a Critical Hit occurs with the following results:

- Target loses the benefit of cover markers (including field fortifications and buildings) when calculating the NCM during Combat Effects. Place a Critical Hit Grenade marker as a reminder. This applies regardless of the VOF used to calculate the NCM in the Combat Effects Segment.
- If the target unit is not under a cover marker, two Grenade VOF markers are placed on it and both are counted in the NCM calculation (so a VOF of -8 for a US Grenade Attack). A Critical Hit marker can also be used to reduce counter clutter.

- A Critical Hit draw does not affect the AT rating of a Point Blank Grenade Attack.

7.10.4 Missed Grenades



If a Grenade Attack fails, place a Grenade Miss Modifier marker on the target card if one is not already present (6.2.4). All occupants of the card suffer the effects.

If the target of a successful Grenade Attack moves prior to the Combat Effects Segment, either to a different card or within its current card, the Grenade Attack is treated as a Grenade Miss.

If a Grenade Miss Modifier marker remains by itself on a card with no other VOF markers, it is treated as a -1 VOF marker in the Combat Effects Segment (subject to all Basic VOF modifiers - this is not a Grenade Attack VOF).

7.10.5 Free Grenade Attack Response

When a Good Order unit has a Grenade Attack attempted on it (whether successful or not) from the same card, it automatically makes a free Attempt to make a Grenade Attack back at the unit that tried to attack it, unless the attacking unit is Unspotted.

An Unpinned LAT with a VOF will make a free Attempt to make a Grenade Attack against any Spotted unit which makes a *successful* Grenade Attack against it.

Note that if a stack of units under a Cover marker was attacked, every unit eligible to make a Free Grenade Attack response will respond.

7.10.6 Clean up

Remove any Grenade VOFs and Grenade Miss Modifier markers in the Clean up Phase.



Example 1: 3rd PLT HQ and 1/3 squad are engaged in point blank combat in a Village (+3 terrain cover). Noting that the Germans have overcrowded their light cover, 3rd PLT HQ orders 1/3 to carry out a Grenade Attack. The attempt is made, but it's a Miss. The two Good Order German units make a Grenade Attack Response. 1/1 PLT Miss. 1/LMG score a Hit. The German Assault Team is not eligible to make a Grenade Attack Response against a Missed attack.

German NCM = +3 (+3 terrain, +1 cover, -1 Grenade Miss, +0 Small Arms Fire)

US NCM = 0 (+3 terrain, +3 Cover, -4 Grenade, -1 Grenade Miss, -1 stacking penalty for having 4 steps under cover)



Example 2: 1/1 squad, 1/LMG and 1/Mtr are under an Automatic Weapons VOF (-1). 1/1 squad suffers two successful -4 Grenade Attacks and one Grenade Miss. NCM is calculated as follows:

1/LMG & 1/Mtr	1/1 squad
Terrain: +2	Terrain: +2
Automatic VOF: -1	2x Grenade VOF: -8
Modifier: Grenade Miss: -1	Modifier: Grenade Miss: -1
Total NCM: +0	Total NCM: -7

Note how Successful Grenade Attacks are cumulative, and that Modifiers such as Grenade Miss always hit everyone.

7.11 Concentrated Fire Attacks



A Concentrated Fire Modifier 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.

7.11.1 Concentrate Fire Eligibility

You may Attempt to Concentrate Fire with any Unpinned Combat Units with an S, A, A/S, or H VOF rating. The target may be:

- A stack of Spotted units under a specific Cover marker
- A random, Spotted, opposing unit out of cover (draw a R# to select).

Note: Draw a new random target for each attempt in the out of cover area during a Platoon Concentrated Fire Attempt (4.2.4c).

7.11.2 Concentrate Fire Draw

Draw two cards, modified for the firing unit's Experience Level (plus one additional card if firing a tripod-mounted machine gun). The attempt is successful if the Crosshairs icon is present on at least one of the cards. If the attempt fails, nothing else happens—there is no additional ammunition expenditure or modifiers.

If the attempt succeeds, place a Concentrated Fire marker on the target. If the target is a Cover marker, the action affects all units under the Cover marker.

Multiple Concentrated Fire Modifier markers can affect a single unit, the modifiers are cumulative.

Note: A Jam icon negates any successful draw if the unit is liable to jamming. It never indicates a successful attempt to Concentrate Fire even if the unit in question is not liable to jamming (7.12).

7.11.3 Ammo usage

If the firing unit tracks ammunition, it uses one additional ammunition point for each successful attempt made during the turn.

7.11.4 Concentrated Fire Critical Hits

If two or more cards with crosshairs icons are drawn, a Critical Hit occurs with the following results:

- Target loses the benefit of cover markers (including field fortifications and buildings) when calculating the NCM during Combat Effects. Place a Critical Hit Concentrated Fire marker as a reminder.
- If the target unit is not under a cover marker, two Concentrated Fire markers are placed on it and both are counted in the NCM calculation. A Critical Hit marker can also be used to reduce counter clutter.

7.11.5 Removing Concentrated Fire Markers

The Concentrated Fire marker is removed if LOS is subsequently lost due to Smoke or Incoming!, if the unit Shifts or Ceases Fire, if the target moves away (to another card or under cover) or if the unit otherwise loses its VOF (is removed from the map, is flipped to a side without a marked VOF, etc). Additional ammunition is not used in this case. All Concentrated Fire markers are removed in the Clean Up Phase (3.8).

7.12 Jam

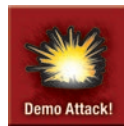


A weapons team or squad (armed with a belt-fed machine gun, rocket launcher, recoilless rifle, or similar Weapon that has an A, G!, or H VOF) that draws a card containing the word "Jam" when attempting a ranged Grenade Attack or attempting to Concentrate Fire has experienced a serious weapon malfunction.

If a unit is liable to jamming, drawing a Jam card will override any success cards drawn for the attempt. Remove the unit from play and replace the steps with generic Fire Teams.

Note: Grenade launcher armed squads are not affected by Jam results (7.7).

7.13 Demolition Charge Attacks



Demolition charges can serve several different functions in the game. They may be used to attack a specific occupied cover marker, destroy a field fortification, seal a cave entrance, or create a breach in urban terrain. Mission / Campaign instructions indicate which units are eligible to use Demolition Charges and how many are available. Demolition Charges are Assets and are expended like ammunition.

Demolition Charges may be thrown or placed. When using a Demolition Charge in a card with a VOF (whether or not it is affecting the Demo unit) it must be thrown, otherwise it is placed. When a Demolition Charge is Placed (4.2.4f), a Demo Attack marker is simply placed on the target; no attempt is required. When thrown (4.2.4e), it is treated like a Grenade Attack (thus requiring an attempt). If the attempt succeeds, place the Demo Hit marker on the target. If the attempt fails then the Demo Miss Modifier is placed (-2 NCM) which 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 prior to the Combat Effects Segment, the attack is not treated as a Demo Miss, the attack will still have the effects listed below. 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 Effects Segment:

1. All occupants become Casualties
2. If the target is a Bunker or Pillbox it is removed and replaced with foxholes
3. If the target is a Cave Entrance, it is sealed and removed from play
4. All other Cover markers remain in play.

In Urban Terrain (13.0), a successfully placed or thrown Demolition Charge will have the following effects in the Combat Phase:

1. All enemy occupants in one area of the target card (13.6.1) are considered HIT. Immediately draw a card for each unit to determine the hit effect.
2. A Breach marker is placed (13.6)

7.14 Flamethrower Attacks



Flamethrowers, whether man-portable or vehicle-mounted, can be used to attack a specific enemy Cover marker or field fortification (including caves and buildings).

The following procedure applies:

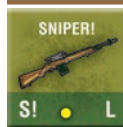
- No Attempt draw is required to make a Flamethrower Attack
- When ordered, place the Flamethrower Attack marker on the targeted enemy Cover or field fortification and expend one shot of fuel.
- In the Combat Phase, prior to other combat being resolved, any targets of a Flamethrower Attack are considered automatically HIT, with the hit result being determined normally.
- If the target was a Bunker or Pillbox it is removed from play.
- Flamethrowers cannot be fired from inside buildings or any cover areas that prevent point blank attacks (bunkers, pillboxes, etc).

Finally, place any occupants that do not become Casualties outside the field fortification or Cover and mark them Exposed, at which point they are then attacked by the general VOF and VOF Modifiers for the card. They also remain subject to any Concentrated Fire that was targeting the Cover or field fortification.

Vehicle-mounted flamethrowers function the same, but some may be able to attack at Close Range as well as Point Blank.

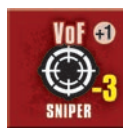
In Urban Combat (13.0) a single Building area is targeted by a flamethrower from the In the Street area. In the final step, place occupants in an outside area (courtyard if available, then a random In the Street area).

7.15 Snipers



Units with a VOF rating of S! are Snipers.

Unless otherwise engaged, Snipers will Open Fire automatically according to sniper target priorities (6.1.1). They place two VOF markers on their target card. Small Arms (+0) and Sniper (-3). The VOF rating of a Pinned Sniper is reduced to Pinned and therefore they do not place a Sniper VOF.



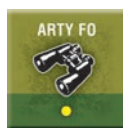
At the beginning of each Combat Effects Segment, select one random target on the card with the Sniper's VOFs and move the Sniper VOF onto it. Units under cover markers are eligible targets, but only one unit will be affected. If some units on the card are marked as Exposed, select the target from those units only. The rest of the card will only be affected by the Basic Small Arms VOF.

A vehicle is also an eligible target. If selected, leave the Sniper VOF on the vehicle until it is resolved in the Vehicle Phase of the next turn (if the Sniper moves or shifts fire before this, the target is lost). Unless it is selected in this way, only the Small Arms VOF can be resolved against vehicles in the vehicles phase (the Sniper requires time to target a vehicle's crew). Sniper VOF has an AT modifier of +1.

HQs and Staff on a card targeted by a Sniper suffer a -3 command draw penalty, regardless if they were previously targeted or not.

Enemy Snipers have their own priorities, separate from normal enemy units. Their behavior is covered in 8.8.

7.16 Indirect Fire Missions



Fire Missions are requests for support from off-map artillery, mortars, and air strikes, and are collectively referred to as Fire Support. The instructions in your Mission Book will list the Fire Support

Available for your mission including the following details:

- a) The organizations providing the Fire Support
- b) The available types of Fire Missions
- c) The VOF of each Fire Mission type
- d) The eligible observers and number of cards each is allowed to draw when attempting a Call for Fire action
- e) The number of Fire Missions available for each type of Fire Mission



In order to receive Fire Support you must first make an attempt to Call for Fire action. First make sure that the prerequisites (7.16.1) are met, then select the type of Fire Mission you want to make (7.16.2). Finally, resolve the attempt (7.16.3).

7.16.1 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, including one on a jointly-occupied card or even the same card as the Spotter, 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 (7.16.2C).

Exception: A Spotter may Call for Fire on an empty card which it has good reason to believe a Spotted vehicle will move into during the Vehicle Movement Phase in order to catch it as it moves.

Availability

You may only attempt a Call for Fire action if you have an available Fire Mission. The Fire Support Available Table in the mission instructions for your campaign in the Mission Book 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. 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.

Design Note: Artillery from formations other than those which your FOs belong to are often available to call for fire from for various historical reasons.

LOS

The eligible observer must have 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. Since they cannot use the CO TAC Network, generally they must move with an HQ or operate on General Initiative.

Example: An Artillery FO can be ordered to attempt a Call for Fire action by an HQ in Visual-Verbal communication. The Arty FO communicates with the Artillery as the firing agency with the Arty FD Net radio.

Using other Networks

- When the mission instructions state that the CO HQ is eligible to call for fire, they use the BN TAC Net to communicate with the 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).
- In the same way, the Mtr FO can call for artillery and the Arty FO can call for mortar on their own Networks, it's just less effective, as reflected in the card draws on the fire mission tables.

7.16.2 Available Fire Mission Types

A. High Explosive (HE)

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

B. Battalion Fire Mission

The Battalion Fire Mission represents a whole battalion's guns being allocated in your support.

A Battalion Fire Mission 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 for the firing agency, then you may perform a Battalion Fire Mission. Choose two Terrain cards adjacent to 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.

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, or a card containing Unspotted enemy units, in order to screen friendly forces and movements.

D. Final Protective Fire (FPF)

This is a pre-registered Fire Mission used during Defensive Missions. If an FPF Mission is listed as available in the mission instructions, place an appropriate FPF marker (Artillery/Mortar) before the mission begins on any card not occupied by friendly forces and within LOS of an observer.

The intent of FPF Missions is to break up enemy assaults. When called, the firing agency fires the mission at rapid-fire until it either runs out of ammo (indicated by the number of remaining HE Fire Missions) or until told to stop by any FO or HQ capable of calling for Fire Missions.

E. Illumination

Parachute flares fired to provide illumination during night missions (9.2). These can be dropped on any face-up card on the map with a successful Call for Fire. LOS from FO to target card is not required.

F. 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 as it gives the target no time to take cover, but it takes time and planning.

G. 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 Fire Mission 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 a colored smoke pyrotechnic placed on the closest friendly card to the target or a WP Fire Mission on the intended target. An Air Strike can be called while the WP Fire Mission is still Pending. These markers do not have to be defined to specific pyrotechnics in advance.

Note: This process is deliberately complicated by the restrictions on ordering single units to carry out the same order twice in an impulse (Call for Fire). Different commands, more time, multiple units or a lucky General Initiative draw are needed to carry out an Air Strike in a single turn. Other methods of marking such as strobe lights and lasers may also be available and will be noted in the mission book.

7.16.3 Resolving an Attempt to Call for Fire

- Draw a number of Action cards, modified by Experience Level, as indicated in the mission instructions for the type of Fire Mission being performed.
- The attempt is successful if a Burst icon (including the 3-Bursts 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 in the Fire Mission Update Segment.
- Incoming VOF is not affected by any visibility modifiers.

Note: Illumination missions are placed immediately without a Pending marker, then removed in the Clean Up Phase.

7.16.4 Short Rounds

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 Fire Mission has gone awry. The “Short” draw takes precedence over any other draw made in that call for fire. 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 their own position (the observer occupies the target card). In this

case, randomly choose an adjacent card and place the Pending Fire Mission marker there. When a “Short” is drawn for an Air Strike, randomly choose a card adjacent to the mark and place the marker there.

7.16.5 Registered Targets and Artillery/Mortar Concentration



The instructions for some missions indicate that you can begin the mission with a Registered Target or Concentration marker on the map. If so, place a marker of the appropriate type on the card of your choice. Three-code concentration markers are used in WWII and earlier while six-code Target registration markers are used in later eras. They are functionally equivalent and will be referred to as Target

markers hereafter. Make a note on your log sheet of which firing agency a Target marker is related to.



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. Move the Target marker if the firing agency successfully fires at a different target.

Enemy units can place one Target marker per Incoming Package type (Artillery, Mortar, Heavy Mortar).

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

7.17 WP Smoke & CS Gas

In addition to their screening effect, WP Smoke and CS Gas can be used offensively as described in the Pyrotechnic rules in 4.4.3.

7.18 Ammunition

Note: Tracking ammunition can be fiddly whether using on-map markers or making tick marks on the log. If you are still learning the system, you may want to set aside all tracking of ammunition. Be aware that this will change the balance of the missions dramatically so we recommend using the Stand-Alone Mission while learning as this is designed with the non-tracking of ammo in mind.

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 or with ammo counters. Whenever any of the following weapon types fire, including when Pinned, indicate the expenditure of an ammo point on the Mission Log or if you are using the ammo counters, rotate the counter once to indicate expenditure.

Ammo markers are also used when transporting 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.

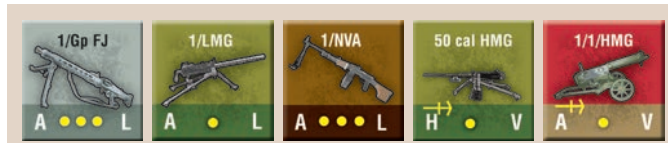
You do not keep track of ammunition for small arms (S and A/S VOF rated units and A-rated Assault Teams) or hand grenades.

Note: Some units (like the US Mortar Teams and the German HMGs in the Normandy Campaign) start with more ammo than they can transport at one time. Other units will need to transport ammo for them if you need them to move. Enemy units will drop any excess ammunition if they are required to move while they are still overloaded.

7.18.1 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 a belt-fed machine gun armed unit fires. Expend an extra point whenever a successful Attempt to Concentrate Fire action is made. Expend two points each turn that an FPL is used.



A Selection of units which use MG ammo of various calibers

In some missions enemy squads (such as the German and NVA squads depicted here) contain machine guns. The Mission Book will indicate such units. You need to track ammo for these units. Jamming rules apply to all such squads (7.12).

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.

If a Mortar Section is reduced to separate Mortar Teams due to combat effects, assign each remaining team the same number of mortar ammo as the Section held (ammo is not divided as each ammo point represents a different number of rounds for the Section and the Teams).

Example: A three-step 60mm Mortar Section with 3 ammo is hit by an FC Hit. Step 1 becomes 1/Mtr Fire Team with 3 ammo. Step 3 becomes 3/Mtr Team with 3 ammo. (Step 2 is a Casualty.)

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 weapons such as the Bazooka or Panzerschreck. Each point represents two to three rounds, and each step of a unit can carry up to three points. Some squads have rocket launch-

ers, and specific counters are provided for that ammo (such as Panzerfaust and B40/RPG). Given the bulky size and weight of rocket ammo, you must track its use. If an S^{G!}-rated unit that uses this ammo runs out, it loses its Close Range Grenade Attack Capability.

E. Flamethrower (F!)



Place a Flamethrower Ammunition marker under each flamethrower unit. The Flamethrower Ammunition marker has two shots, or roughly 3.5 seconds of fuel per shot in game terms. Flip any flamethrower infantry unit which runs out of ammo to its Fire Team side. When it receives new Flamethrower Ammunition, it is automatically flipped to its Good Order side.

Design Note: 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.

F. Demolition Charge



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.

Design Note: The US demolition charge (M37) is a satchel containing eight 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.

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



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. When their ammunition runs out, they are no longer combat effective so they withdraw; remove them from play.

H. 40mm Grenades



From Vietnam onward, 40mm grenade launchers became available and these give units equipped with them a G! superscript 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. However they are limited to Close Range (adjacent card).

7.18.2 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.

Enemy units that are flipped to their Fire Team side due to being Out of Ammo may try to leave the map. Those marked with Out of Ammo markers will continue to fight with their new VOF (8.11.1).

Note: Do not apply this rule until all ammunition has been expended in the case of units tracking two types (e.g. NVA units equipped with RPD machine guns and RPG rocket launchers).

7.18.3 Resupply

Resupplying an out-of-ammo unit requires that the out-of-ammo unit be on the same card as 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's card.

Units transporting ammunition can drop it off on a card for free; no extra commands are required (5.1.6B). 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) to obtain ammo from the card. Remember that a Pickup Order will mark the unit Exposed.

Upon resupply, remove any Out of Ammo marker and automatically rally a weapons team on its Fire Team side to its Good Order side. Update the Mission Log or use an Ammo marker to indicate the new ammo supply points. The unit may resume firing at its original VOF and Range.

7.18.4 When to adjust your ammo

Units which track ammo do so in the following situations:

- One ammo point is used in every turn that a unit is firing somewhere (exerting a VOF, whether or not it is effective).
 - One additional point is also spent for each successful Concentrated Fire attempt made in the turn.
 - One additional point is used by machine guns being used for FPL.
- One ammo point is used every time a Grenade Attack is used to fire a ranged G!-rated weapon.
- One ammo point is used every time an AT-capable unit uses AT Fire or Reaction AT Fire (see section 10).

Note: Grenade Attacks at Point Blank range use hand grenades and therefore do not use up ammo.

It doesn't matter exactly when you update your ammo, but you should aim to be consistent so as to not use too much in one turn.

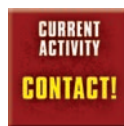
The sequence of play is quite complex and every player has their own methods for keeping track of information as the turn progresses. The following rules are therefore only suggestions based on best practices of current players:

- Update ammo immediately whenever you have a unit use a special command such as a Grenade Attack or AT Fire.
- Update ammo of all units that are exerting a VOF in the Combat Effects Segment.
- Don't allow a Concentrated Fire attempt if you know a unit doesn't have enough ammunition for the turn (one per attempt and one in the Combat Effects Segment). This applies to enemies too.

8.0 The Enemy

Enemy units are placed on the map during the Potential Contact Evaluation Segment of the Combat Phase (8.2.4). While on the map, enemy actions are determined according to Enemy Activity Check Hierarchies based on their condition and the enemy's tactics for the current mission (8.6). As described in The Basic Combat Principle (6.0), friendly and enemy units will Open Fire on each other automatically and besides some exceptions noted in this section, all rules thus far mentioned apply equally to enemy as well as friendly units.

8.1 Enemy Contact



Enemy contact is a function of friendly 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 as a result of 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 or on the Command Display for easy reference.

The Current Activity Levels in increasing order are:

1. No Contact:

No VOF or PDF *markers* are on the map (including unactivated mines and Pending fire mission markers) and no enemy units have been Spotted.

(The Activity Level does not reduce to No Contact until both of these conditions are true).

2. Contact:

One friendly-occupied 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 occupied cards (can include friendly-occupied cards and enemy-occupied cards), are under VOF markers.

4. Heavily Engaged:

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

8.2 Potential Contact (PC) Markers



Potential Contact (PC) markers control the type (8.3) and location (8.4) of enemy contact. 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 hide the Potential Contact Letter when random markers are placed. It can also be used as a convenient way to mark Unspotted enemy units (8.3).

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

For Offensive Missions and Combat Patrols place PC markers on the map when setting up a mission. The mission instructions indicate the type of PC marker, where to place them and whether to place them letter side showing or “?” side showing. Place one marker of the indicated type on each card.

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 more cards than PC markers of one letter, simply take all the markers of the required letters, mix and place them randomly. For instance, several Vietnam missions say to place PC A, B and C 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.

8.2.2 Placement of PC Markers for Defensive Missions

In Defensive Missions, the instructions will indicate the timing of PC marker placement in turns and where to place them (usually a row number). Use the following procedure to resolve contacts in defensive missions:

- In the Enemy Activity Check Segment, place PC markers on all of the cards on the rows indicated.
- Resolve PC markers on cards with friendly units in the PC Resolution Segment as usual (8.2.4).
- Remove any unresolved PC markers in the Clean Up Phase.

Note: You will soon notice that there is no need to place PC markers on cards which your units cannot possibly reach during a turn. You can save yourself some set up time by not placing markers in these cards.

8.2.3 Event PC Markers

Some Events, such as “Counter Attack” call for additional PC markers to be placed on the map. In addition such events may call for an alternative package list to be used for a certain duration. Make a note on your log sheet or place a marker on the turn track to keep track of how long an event will be in play. The Mission Special Rules will cover the exact details on how to carry out such events.

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

8.2.4 Resolving PC Markers

PC markers are resolved during the Potential Contact Evaluation Segment of the Combat Phase. Whenever a friendly unit is on a card with a PC marker, there is a potential enemy contact. If any PC markers are on their question mark side, flip them all over before resolving potential contacts. (Be sure not to flip any “?” that are being used to mark Unspotted enemy units).

To resolve a marker, check the Potential Contact Draws Chart (also on hint card #52) 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 Action 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 (8.1).

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 (8.3). Depending on the mission this may be based on the letter of the PC marker, its position on the map or the Game Turn.

8.3 Determining Type of Enemy Contact

When a contact occurs, determine the type and disposition of the enemy. Draw an Action card and check the R# against the Enemy Contacts List table for the mission. Then look up the result in the enemy package list for a description of the enemy. Enemy Force Package Tables usually provide the following information:

Package – Shows the types and number of units to be placed. Common packages include single units, mines or booby traps and incoming artillery or mortar fire. Some packages introduce multiple units across separate cards. Some potentially have additional units which you may need to draw a R# for.

If a Package gives a choice, such as “Squad *or* LMG team”, “1-3 Human Wave Squads”, etc., draw a random number to determine which units to use and/or how many units to place. If there aren’t enough unit counters to place one option, select another.

Place VOF/PDF? – Determines whether the enemy immediately opens fire (with Basic VOF or a Grenade Attack). Enemy

forces that do not initially place a VOF/PDF will Open Fire at the end of the turn during the Clean Up phase. Assume all packages Open Fire if this column is not part of the package list.

Spotted? – Determines if you can see the new unit(s) or not. If Yes, any eligible units in LOS and Range that are not otherwise engaged will Open Fire on it (6.1.1). If No, a marker is placed on the card with the newly arriving enemies as a reminder that units on this card are Unspotted. Use an Unspotted counter, or simply flip the PC marker used to resolve this contact to its “?” side and place that if you prefer (or if no Unspotted markers are available).

Placement – Explains how to place the package on the map, including the distance from the triggering unit and any alternatives that you may have to draw an R# for.

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.

Ammunition for enemy units is also noted. Annotate the back of the Mission Log with enemy unit and ammo information or use the ammo markers to keep track.

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. Note that all enemy units which are removed from play return to the counter mix and can be reused.

8.4 Location of Enemy Contact

8.4.1 Distance

Distance is determined on the enemy package list, given in Range (Point Blank (P), Close (C), etc.), or an instruction such as “Same Card”, “Adjacent card”, etc. These indicate the distance of the package placement *from the unit that triggered the PC marker*. Alternatives may be available, in which case draw a R# to decide. Packages with a distance of “Max LOS” or “Max LOS/Range” cannot be placed at Point Blank range.

8.4.2 Direction

To determine the direction from the triggering unit, draw a random number and check the Unit Placement Table for the mission.

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 their left, etc.) although Urban Combat may be more complex (13.8.3).

8.4.3 Enemy Package Placement Rules

The following rules apply when placing a new enemy package:

- **PDF/VOF:** Yes/No: Check to see if the unit places a PDF/VOF. This represents contact being made by the enemy unit opening fire, or else your units spotting the enemy before they can do so.

- A unit that places a PDF must be placed in a position where it is able to Open Fire on the unit which triggered the contact. If the package list gives a distance of “Max LOS/Range”, it means to place at *the maximum possible distance from which it is possible to Open Fire on the triggering unit*. Therefore you cannot place such a unit outside of its maximum range, on cards with other player-controlled units (unless point blank fire is not possible for the units in the package), or on cards where other player-controlled units lie in between the placement card and the triggering unit (unless Grazing Fire is possible).
- Some units (such as patrols and Human Waves) are placed Spotted and do not immediately open fire (“Place PDF/VOF: No”). Max LOS for these units refers to the LOS of the triggering unit (you have spotted them before they spotted you).
- Spotters do not place a PDF as they are calling for off-map artillery and mortar support. In their case, “Max LOS” means LOS to the triggering unit up to Very Long Range (3 cards from the triggering unit).

In all cases, Max LOS will depend on the terrain’s LOS restrictions (5.2.1) and illumination/Night Vision during a night mission (9.0).

Note: In off-map artillery and mortar packages “PDF/VOF” refers to the incoming VOF itself, not the Spotter which has no VOF rating and therefore does not place a PDF.

- **Grenade Attack capable units:** The following rules apply when placing enemy packages containing G! Or G! Superscript (such as S^{G!}) infantry units that are “Place PDF/VOF:Yes”:
 - G!-rated units armed with limited range weapons (such as Grenade Launchers) will Open Fire with their Basic VOF and also an Attempt to make a Grenade Attack if placed at Close Range. Otherwise (Point Blank, Long or Very Long) they will Open Fire using only their Basic VOF.
 - Other G!- and G!-rated units will Open Fire with an Attempt to make a Grenade Attack unless the target is a vehicle with no targetable passengers (this applies to most vehicles, but see 10.8 for special exceptions). Redraw if all units in a package would be unable to Open Fire because of this.
 - Units with Basic VOF ratings (not G! or G! Superscript) that are armed with asset weapons, such as rocket launchers, Open Fire with their Basic VOF.

Note: A Vehicle’s G! superscript rating refers to its limited AT capability (10.6.2). These units open fire with their Basic VOF.

- **Friendly Fire**
 - Units capable of Grazing Fire will not Open Fire through units on their own side in order to fire upon the unit which triggered its package (unless otherwise stated in the mission instructions).
 - However, units capable of Grazing Fire will Open Fire if units on their own side lie behind the triggering unit regardless of the risk of Grazing Fire.

- You cannot place a package on a card which is along the PDF of another enemy unit or if it has an enemy VOF marker. (However you can place one which is along the PDF of an opposing unit).
- Unlike your units, enemy units will Open Fire on a Jointly-Occupied card in order to fire on the unit which triggered it.

Design Note: You will find that in most cases, it is still advantageous for the enemy to Open Fire on jointly-occupied cards, as their own troops are generally in field fortifications. This represents interlocking fortifications firing close in to prevent your units from overrunning the card.

• Other Enemy Units

- You cannot place an enemy package on a card that already contains enemy units. (Except when placing multiple units of an enemy package designated with a ‘+’ sign)
- **No effect contacts**
 - Redraw any package which appears to have no effect on the game. Such as a lone tank that triggers a Booby Trap (8.7).

Redraw if an invalid Direction is chosen. If it is not possible to legally place the entire package (due to lack of counters or because the above requirements are not possible), redraw the package. If no packages can be legally placed, the PC marker is discarded. Be sure to check potential Point Blank Placements and units which do not need to place PDFs before deciding if no legal packages are available.

Example 1: 1/75mm RCL triggers an A Potential Contact. The Package description says to place an HMG, Unspotted, on the Right side at Max LOS. Ordinarily a package would not be able to be placed to the Right due to the blocking CCF rifle squad. However the HMG is capable of Overhead Fire. It is placed on the Hill and fires over the rifle squad at 1/75mm/RCL. The PC marker is removed and an Unspotted marker is placed with the HMG. The RCL is also capable of Overhead Fire, so could be ordered to Shift Fire to the HMG later once it has been Spotted.



1) 1/75mm RCL triggers an A contact.



2) "HMG, right side, Max LOS." Enemy unit opens fire utilizing its Overhead Fire capability.



calls an artillery strike on the forest while the US units in the same area don't notice and continue firing down the hill into the marsh at a German Litter Team.

Example 2: 1/LMG moves into a Woods card and triggers a B Potential Contact marker. The result is "Incoming Artillery with Spotter on Left Side at Max LOS". The hill on the far left allows a perfect view to the woods for the Spotter at Very Long Range. Safely Unspotted in a concealed Foxhole, the Spotter

8.4.4 Potential Contact Marker Removal

Enemy units that Open Fire through intervening PC markers along the line of fire cause those intervening PC markers to be removed if they are at the same elevation level (the enemy will not intentionally fire through its own troops). Enemy weapons do not need to be Overhead Fire capable to fire over PC markers at a lower level.

8.4.5 Map Expansion

Unless otherwise stated in the Mission Book, the placement of enemy forces may cause the map to expand past its original configuration by placing additional Terrain cards. (Enemies already on the map who move off it do not cause it to extend; units are simply removed from play.)

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 new cards to place on top of it until you get a non-Hill card to place on the top (5.2.2). 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. Keep drawing out to max range if there is a chance that hills or upper stories (if eligible for placement) could provide LOS.

As described in 2.4.1, friendly units may not leave the original boundaries unless specifically indicated by the mission instructions. As such, if a Mission Goal is to clear a row or column, only those cards within the mission boundaries need to be cleared, not any new cards outside that appear as a result of map expansion.

8.4.6 Cover for New Enemy Placements

Follow the package instructions to place new enemy units under cover markers.

- Unless otherwise stated in the mission instructions or Package description, units placed in Multi-story building cover are placed on the ground floor.

8.5 Spotting the Enemy

As indicated on the Enemy Force Package Tables, some enemy units are placed in play automatically Spotted. Many enemy units come into play Unspotted.

A card can never contain both Spotted and Unspotted enemy units. If an Unspotted unit is ever on a card with a Spotted unit (e.g. by a Spotted unit moving onto its card) then the Unspotted units immediately become Spotted.

Units will not engage opposing units that are Unspotted, either with their automatically placed Basic VOF, or through specific orders (Shift Fire, Grenade Attack, artillery, etc) even if the Unspotted units are engaging them (*see 7.16.2C for an exception regarding WP Fire Missions*).

In order to Spot an enemy, a unit must be on the map and in LOS of an Unspotted enemy. The unit must be ordered to make a Spot attempt (4.2.4a) during the Friendly Command Phase with a base draw of two cards, modified by the modifiers on the Spotting Attempts Draw Modifiers Chart below (also found on

the Charts & Tables Player Aid and Hint card #55). A Crosshairs icon indicates a successful spotting attempt. (A Jam icon has no effect and does not indicate a successful attempt.)

Spotting Attempt Draw Modifiers Table

Base draw is two Action cards; minimum is one.

Spotting Recipient is:		Target's card has:	
Green	-1	+3 or more Cover & Concealment value*	-1
Veteran	+1	+0 Cover & Concealment value*	+1
On a higher elevation	+1		
Target is:			
Under cover	-1	On the same card as spotter	+1
A Sniper or FO	-1	Exposed	+2
Veteran	-1	A unit with a VOF rating of A	+1
Green	+1	A unit with a VOF rating of H or G!	+2

* If a card has two Cover & Concealment values, use the lower number when spotting across a white LOS border.

Note: No other circumstances (falling back, becoming Exposed, being hit accidentally, launching grenade attacks, etc.) will cause a unit to become Spotted.

An Unspotted enemy cannot be purposely targeted. There are only three 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. (6.7.2.G).
- If you target a card with Unspotted enemies for a WP Fire Mission.
- If an Unspotted enemy unit ends up on a card that already has a VOF on it (one example of this would be if friendly units are firing into an empty card and a PC placement result puts an enemy on that card).

Friendly forces are always considered Spotted by the enemy.

Design Note: Contact with the enemy is usually the moment they open fire on your units. All spotting attempts by the enemy will have taken place before this time and therefore are not required to be simulated in-game.

Note: A unit cannot Spot enemies from the Staging Area (2.5).

8.6 Enemy Behavior

8.6.1 General Enemy Behavior

A. Basic Combat

Like friendly units, an enemy unit not otherwise engaged must Open Fire (place a VOF marker and PDF marker) on any opposing units in its LOS. 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 according to the priorities in 6.1.1.

B. Targeting

When an enemy unit needs to choose among targets on its own card, it selects the largest target (highest number of steps) first, then randomly among equal sized targets (6.1.1). When choosing among targets on other cards, select a target randomly.

C. Movement

Enemy units that move are subject to the same restrictions as friendly 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 on the Weapons Capability Chart, cannot fire if marked with an Exposed marker.

Exception: *Enemy Pinned units, Paralyzed Teams and Litter Teams do not require a “friendly-occupied” card when moving to an adjacent card (since we do not know where all enemies are located).*

D. Grazing Fire

Enemy units capable of Grazing Fire will not Open Fire through other enemy units in between themselves and a potential friendly target. They will however keep firing if enemies enter the PDF later and they will Open Fire on friendly units which are closer than enemy units even if there is a risk of Grazing Fire.

E. Cover Priorities

Enemies who move to a card with available cover markers choose where to move depending on their current action:

- Enemies who are falling back (8.6.3) will move into the cover which provides them with the best protection (taking into account stacking penalties, etc).
- Enemies who are advancing will move into the highest value cover marker available that allows it to Open Fire upon opposing units (i.e. not a Bunker facing in the wrong direction).

8.6.2 Activity Checks

During the Enemy Activity Check segment of each turn, check each enemy unit individually. First randomly determine in what order to check each enemy-occupied card, then within each card check Pinned/LAT units first, then Good Order units, and finally Leaders. Vehicle units will have their own instructions that dictate behavior during the Enemy Activity and Vehicle Phases.

Each enemy unit will be checked only once per turn, regardless of any movement or change of status which may occur. Enemy units which are placed on the map, or who take actions or Attempt

to take actions as a result of Enemy Higher HQ Events do not take an Activity check in the Activity Check segment.

There are three different Activity Check Hierarchy Tables:

- Pinned/LAT
- Offensive
- Defensive

Note: As indicated on the Activity Charts, some units such as Snipers (8.8), Spotters (8.10) and certain out of ammo units (8.11.1) have their own priorities and will not use these charts unless Pinned or reduced to LATs.

On the Offensive and Defensive Hierarchies, there are columns for different enemy tactics. Find the hierarchy and the tactics the enemy is using in the instructions for your current mission, and then use the corresponding column for all Activity Checks. Certain Events, such as Counter Attacks may instruct you to change enemy tactics during a mission. Check all Pinned and LAT units on the Pinned/LAT table using the Leader column if a Leader is present and in communication (8.9).

For all charts, work from top to bottom until you find a case that applies to the unit. Draw a Random Number on the appropriate chart to determine what action or attempts, if any, the unit performs. Implement the action (or draw to attempt it) immediately before moving on to the next enemy unit.

If a result is drawn on the Enemy Activity Hierarchies that an enemy unit cannot legally perform, and there are no alternatives listed for that result, then that enemy unit does nothing. If no rows on the Hierarchy table describe the situation the enemy unit is in (i.e. you get all the way to the bottom), then it does nothing.

Note: Enemies will always take a valid action if one is available for the situation. Keep drawing until you get one, or just draw once between the legal actions.

Some Enemy Activity Hierarchy results will call for an enemy unit to be removed and be replaced with a PC marker on its current card. In all such cases, place the same letter PC marker that the enemy package was drawn from. If there is a PC marker already present, do not place another—simply remove the enemy unit.

Note: Don't think too much about this. Draw a R# if it is no longer certain which PC marker called this unit.

8.6.3 Fall Back Priorities

Enemy units that receive a Fall Back order as a result of an Event or Activity Check, will move towards their own side of the map (generally the top of the map). Choose a card to move to with the following priorities. If more than one move fits, then determine it randomly:

1. A card that is out of LOS of any opposing units.
2. The card with the highest cover value, including the value of existing, available cover markers (this can include cards occupied by opposing units).

Move into cover if available as per 8.6.1. Upon reaching the top row of cards, enemy units drawing Fall Back will move off the edge of the map. Do not extend the map, remove the unit from play. Units positioned beyond the left and right boundaries of the map prioritize movement off-map.

Note: In some scenarios, enemy units do not have a clear “side” to head towards. In this case decide which way is “away from opposing units” first and head in that direction. If a direction is open to debate, as in all cases where things are unclear, draw a random number card to decide the direction.

8.6.4 Enemy Cease/Shift Fire

Enemy units firing into cards where there are no longer any valid targets (any non-casualty units) will eventually receive orders to Cease/Shift Fire. As noted in the Sequence of Play, all such enemy units carry out a Cease Fire action at *the beginning of the Enemy Activity Check Segment (except in defensive mission missions) and in the Clean Up Phase* after removing smoke and other pyrotechnics. (Remember to check for new targets in the enemy unit’s LOS as per the Basic Combat Principle described in 6.0).

As per 10.3, enemy Vehicles and AT Guns will Cease Fire in the same way if their VOF is on a card with only vehicle targets, unless there are also passengers/drivers present who may be affected by a VOF (usually there are not, but some special cases involving jeeps, trucks and people sitting on top of tanks are noted in 10.8).

8.6.5 Lone Mortar Reaction

If a G¹-rated enemy one-step Mortar unit finds itself on a card by itself with opposing units that have VOF ratings, it will immediately flip to its Fire Team side and Open Fire. S^{G1}-rated units are unaffected.

8.7 Enemy Mines and Booby Trap Packages

8.7.1 Mines



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 (7.9).

8.7.2 Booby Traps



Booby Traps appear in the same manner as mines. A Booby Trap does not persist, however, and attacks only once. When a Booby Trap enemy package is drawn, place its -4 VOF marker on the triggering unit. If multiple units occupy the card, determine randomly which one to attack. Remove the Booby Trap marker in the Clean Up phase.

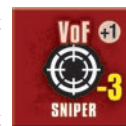
Note: Due to the timing of vehicle actions, Booby Traps and Mines packages triggered in the Potential Contact Evaluation Segment by vehicles with no targetable passengers will not have any immediate effect. Redraw Booby Trap packages as per 8.4.3. Minefields remain on the map as a potential obstacle later in the mission.

8.8 Enemy Snipers



Enemy Snipers follow the rules below, and do not act according to the usual Enemy Activity Hierarchy. However, if Pinned or reduced to an LAT, Enemy Snipers will then follow the Enemy Pinned/LAT Activity Check Hierarchy.

- When first placed, Enemy Snipers will target the units on the card which triggered them as normal. Thereafter, unless otherwise engaged, a Sniper will Open Fire according to the target priorities chart (6.1.1). Snipers place a Small Arms VOF and a Sniper VOF as described in 7.15.
- An Unspotted Enemy Sniper with no eligible targets will take no action.
- If an Enemy Sniper is Spotted, it will Fall Back (see 8.6.3) during each Activity Check Segment until it is out of LOS, or has exited the map (exiting the map removes it from play).
Exception: Enemy Snipers in field fortifications, caves, barricaded buildings or compounds remain in place even if Spotted.



All regular rules apply; after moving mark the unit Exposed and reselect a target card to Open Fire on according to the target priorities chart (6.1.1).

8.9 Enemy Leaders



When a leader appears as part of an enemy package placement, randomly choose a leader. There is no functional difference between available enemy leader counters. The following rules apply to Enemy Leaders:

- All enemy units in Visual-Verbal communication with a Good Order enemy leader draw one additional card for any action attempts made.
- Good Order enemy leaders allow all Pinned/LAT units in the same card area to draw on the Leader column of the Pinned/LAT Activity Check Hierarchy chart.
- Flip an enemy leader alone on a card to its Fire Team side during the first Enemy Activity Check Segment after being left alone.
- An Enemy Leader with an asset weapon such as a Rifle Grenade, can fire them along their card’s existing PDF. While so equipped, treat them as G¹-rated units on the Enemy Activity Chart. Out of Ammo rules do not apply when these assets have been used up.

8.10 Enemy Indirect Fire Spotters



Like the Sniper, Enemy Spotters are not governed by the Enemy Activity Hierarchy but by their own rules as described below. However, if Pinned or reduced to an LAT, Enemy Spotters will then follow the Enemy Pinned/LAT Activity Hierarchy.

When an “Incoming” package is triggered, place an Activated Incoming! VOF marker (and Target marker if applicable as per 7.16.5) on the same card as the unit which triggered the Incoming

package. Place the Enemy Spotter as described in the package description. 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 attempt to Call for Fire on cards with opposing units in the Enemy Activity Check of subsequent turns with the following priority:

1. Units in the same card as its Target marker.
2. A card within its LOS that has a vehicle (random if multiple cards exist).
3. The card within its LOS that has the most steps.
4. The card within its LOS which is closest
5. If multiple cards have an equal number of steps, and are at the same range, then determine the target randomly.
6. If no target exists, the spotter does nothing.

The number of available missions (including the initial one), the VOF value, and the number of draws for all Fire Missions after the first are included in the mission instructions.

Note: Unless otherwise stated in the mission book, the number of cards you are told to draw already takes enemy experience into account so should not be modified further.

A Fire Mission is expended only if the Call for Fire attempt was successful.

Enemy Spotters will continue to call for fire until out of missions or until reduced to an LAT even if opposing units enter their terrain card (even going so far as to call for fire upon their own card). They only flip to their Fire-Team side as a result of a combat Hit (F or A).

Remove Good Order spotters who have expended all their available Fire Missions in the next Enemy Activity Phase.

8.11 Enemy Ammunition



In the same way as friendly units, track enemy ammunition and Fire Missions on the Mission Log, or with the markers provided. In some missions enemy units will be allocated more ammunition than their Transportation Capacity (5.1.6). They will drop any excess ammunition if they are required to move while they are still overloaded.

8.11.1 Out of Ammo Enemy Units

Handle out of ammo enemy Units as follows:

- If a weapons unit (AT Gun, 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.
 - In the Clean Up Phase, remove from play any such team if it is Unspotted.
 - Have any such team which is Spotted 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 which provides the 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.

- This movement is carried out instead of a regular check on the Enemy Activity Hierarchy charts.
- If an enemy squad with an A VOF rating, a weapons unit with more than one step or a one-step weapons team whose Fire Team side has something other than an S or A/S VOF runs out of ammunition, 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.
 - These units continue to fight with their new VOF rating and are not required to leave the map.

Note: Squads with A VOF ratings who are also using Asset weapons such as RPGs and Panzerfausts are not affected by their asset weapon running out of ammo.

8.12 Enemy Vehicle Movement & AT Combat



Enemy vehicles and units capable of AT Combat may be activated for AT Combat or Vehicle Movement as indicated in the mission instructions. Each mission provides specific priorities for Activated enemy Vehicles. When units 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. (See section 10 for full details of vehicle Activation and Actions.)

As noted in 10.5.4, if possible, AT-capable enemy units will always Reaction Fire at friendly vehicles taking Actions in their LOS (no Activation or PDF is required). While their ammo remains, enemy units capable of Quick Shot (10.6.1) will always take a subsequent shot if eligible.

As noted in 5.1, most AT Guns are immobile. Redraw any Enemy Activity Checks for enemy AT Guns that require them to move.

Note: Unless otherwise stated, Enemy Vehicles (pinned or otherwise) will not draw on the regular Enemy Activity Chart and will follow the specific mission instructions on how to act.

8.13 Enemy Fanaticism

Campaign or mission instructions may designate enemy forces in play as being 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.

8.14 Enemy Human Wave Attacks

Some enemy contacts will have force packages designated as Human Wave Assaults.

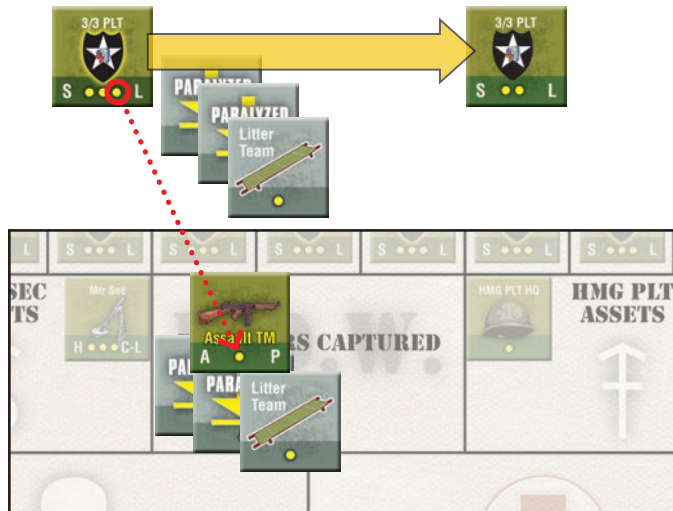
The following rules apply to such units:

- Human Waves are never Pinned.
- All Hit results are treated as C (Casualty). (For example a result of “PL” should be read as “CC”).
- When using Overrun Tactics, Human Waves may exit the bottom of the map. Remove them from play if this happens.
- Human Wave units remain subject to these rules even when reduced to single-step Fire Teams.
- Each squad has its own individual activity check, the same as any other enemy unit.

8.15 Prisoners

In the Capture Segment (3.5.1), consider any Paralyzed or Litter Teams captured if there are no other same-side forces on their card AND there are any Good Order units, or Unpinned Assault or Fire Teams from the opposing side.

If a side does not take prisoners per the campaign instructions, automatically convert any captured units to casualties (their captors have shot them). Otherwise, a single step of any 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. Vehicles cannot take or execute prisoners.



If a multi-step unit is used to make a guard, simply reduce the unit by one step. If that leaves only one step remaining and the unit has no Good Order one-step side, the remaining step of a friendly unit can become a Fire Team or Assault Team as the player desires. Choose randomly for an enemy unit.

Friendly steps removed to be guards are not available for the remainder of the mission, but return between missions and retain their original experience (it is not considered an LAT). Make a note of the guard step and its experience level on your mission log.

Enemy guard steps are returned to the pool of available enemy unit counters.

8.15.1 Capturing Enemy Casualties

In an Offensive mission or Combat Patrol, Enemy casualties are automatically captured if their card is unoccupied (no other enemy units or PC markers) or friendly-occupied at the end of the Capture Segment.

In a Defensive Mission, Enemy Casualties are automatically captured at the end of the Capture Segment if they are:

- Behind the MLR (in your territory) on an unoccupied or friendly-occupied card.
- In front of the MLR (in enemy territory) on a friendly-occupied card.

Guard steps are not required, simply remove the casualties from the map and place them in the prisoners box on the Command Display. Enemy units never capture friendly casualties.

9.0 Visibility

Visibility is a combination of the Light Level and the Weather Conditions. The two modifiers are added together to get the overall Visibility Modifier for the map.

When the overall Visibility Modifier is +2 or greater, the effects of Limited Visibility (9.1) apply. Each Mission lists the visibility conditions, which may vary per turn. Place Visibility markers near the map to keep track of the current Visibility Modifier.

The overall Visibility Modifier is applied to the NCM when calculating Combat Effects and can be partially or completely mitigated through use of Illumination (9.2) or Night Observation devices (9.3).

Note that Grenade Attacks, Off-map Fire support, Mines, Claymores, and Booby Traps are not affected by the Visibility Modifier.

9.1 Limited Visibility Effects

Limited Visibility affects Commands and LOS:

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 Commands that an HQ can save during a Limited Visibility turn is:

Green	2
Line	4
Veteran	6

Any commands over this number remaining after an HQ has taken its actions (even if carried over from a regular visibility turn) are lost, just as in a daylight mission.

2) Line of Sight

During Limited Visibility the maximum LOS range, without Illumination (9.2) or a Night Observation Device (9.3), is reduced to Close Range (adjacent card).

9.2 Illumination

The Mission Books indicate the illumination available during the campaign. Where Illumination is noted as being “available for all night missions”, it can be used in any mission with at least one turn at +2 Visibility. Illumination can be delivered from several sources. Use it to mitigate the effects of Limited Visibility caused by Light Levels. Illumination does not help mitigate any Weather Conditions or Smoke.

Place an Illumination marker on a card either by deploying a Pyrotechnic or by calling in an Illumination Fire Mission (7.16.2E). Illumination is placed immediately, no Pending marker is needed. 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 better than Daylight (+0).

Multiple sources of illumination are not cumulative; use only the single most powerful illumination (lowest modifier) of those affecting a card.

Remove Illumination markers during the Clean Up Phase.

9.2.1 Illuminated Cards

During Limited Visibility, any card that is under the effect of an illumination modifier is also considered *Illuminated*.

- Illuminated cards can be seen at maximum range from other cards on the map, including other Illuminated cards, without the LOS restrictions of 9.1.
- The LOS of units on Illuminated cards is not affected and they can only see adjacent cards as per 9.1.

9.3 Night Observation Devices

9.3.1 Passive Infrared

This includes goggles and image intensifying sights such as Starlight scopes. A unit equipped with Passive IR can fire or Spot up to its full range regardless of the Light Level. Do not apply any Light Level Modifier when firing a unit so equipped at any range. They do not help against Weather Conditions or Smoke Modifiers. Passive IR is also ineffective in Illuminated areas. In such cases, use the illumination modifiers.

9.3.2 Active Infrared

This includes IR Illuminators and Receivers that are mounted either on small arms or on vehicles. They do not help against the Weather Conditions or Smoke Modifiers. Do not apply any Light Level Modifier when firing any unit so equipped at Point Blank range (on the same card). Vehicle IR Illuminators are more powerful; do not apply any Light Level modifier when firing a vehicle unit so equipped out to Close Range (into an adjacent card).

9.3.3 Thermal Sights

A unit equipped with Thermal Sights can fire or Spot up to its full range regardless of the Light Level or Weather Conditions. Do not apply any Visibility Modifier when firing a unit so equipped at any range.

Note: Always take the Night Observation Devices into account when deciding which VOF to place on a card. The best (lowest) VOF after Limited Visibility modifiers are applied will be used. For example at Night +2, a rifle squad (Small Arms VOF) equipped with a Starlight Scope has a Basic VOF of +0, while an LMG (A VOF) without a scope has a Modified VOF of +1. Basic Small Arms VOF on the target would apply.

10.0 Vehicle Movement and AT Combat

While the focus of this game is on infantry, from the 20th Century onwards a wide variety of vehicles have been used to support infantry on the battlefield. There are two basic classes of vehicles in *Fields of Fire*: ground vehicles and aircraft. You move a ground vehicle from card to card. You place aircraft directly on cards, indicating where they are landing or flying low.

Note: For the sake of simplicity, all combat against a vehicle, whether it is armored or unarmored, and on the ground or in the air, is referred to as Anti-Tank (AT) Combat.

You move all vehicles and perform combat against them in the **AT Combat and Vehicle Movement Phase**. Movement and AT Combat occur over the course of the phase, so a vehicle’s movement may be interrupted by AT Fire but continue afterwards. Any unit listed on the Vehicle and Anti-Tank Weapons Chart, may perform AT Combat in this phase. This chart lists all the relevant data for all vehicles and AT-capable infantry.

Rules for Vehicles and AT Combat are covered in two sections. Section 10 deals with vehicles in general and ground vehicle movement. Section 11 looks at the additional complications of air transportation and assault planning.

10.1 Commands

10.1.1 General

Vehicles, like infantry units, are organized into platoons and companies with a functioning chain of command. A vehicle platoon has a Platoon Headquarters (PLT HQ). Vehicle PLT HQs can only activate vehicles in their own Platoon. If the mission instructions indicate that a vehicle platoon is available in your mission (or if one becomes available due to an event), place the vehicle PLT HQ Command marker on the Command Track. Unlike an infantry PLT HQ, these units may command their Platoon and still function as a combat unit because a vehicle has enough crew members to perform more than one task.

All vehicle platoons have their own radio net. The vehicle PLT HQ is always in communication with all members of its Platoon. They also communicate on the CO TAC Net in Vietnam or later missions OR on the BN TAC Net in early eras such as WWII or the Korean War. 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 CO 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. Unless otherwise specified in the mission instructions or vehicle special rules (10.8), vehicles cannot take orders by Visual-Verbal communication.

10.1.2 Orders

During the Command Phase, the only orders available for vehicles are:

- Load/Unload/Embark (4.2.2h)
- Attempt to Remove Pinned marker (4.2.3a)
- Cease Fire/Shift Fire (4.2.4k, 4.2.4l)
- Activate for Movement & AT Combat (4.2.1i).

As such, besides “Cease Fire”, vehicles will not react to any of the pyrotechnic commands in 4.4.1

The Activate order (4.2.1i) is required for vehicles *and AT-capable infantry units* to carry out actions in the AT Combat & Vehicle Movement Phase.

A vehicle that belongs to a vehicle platoon can only be given orders by its Vehicle Platoon HQ and the CO HQ. Individual ground vehicles that are not part of a vehicle platoon may be given orders by the CO HQ or any CO Staff in communication and may also be attached to a specific PLT HQ before the mission begins. Any vehicle may also carry out actions, including Activate (4.2.1i), with General Initiative.

10.2 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).

10.2.1 Embarking

To embark infantry units or casualties onto a vehicle, have the vehicle perform an Embark action (4.2.2h) during the Command Phase. Any number of units in the same area of the card as the vehicle (up to its Transport Capacity) may embark as part of the same action. 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 then move the vehicle normally in the Vehicle Movement Phase (10.5.2) if Activated. Units may start a mission embarked on vehicles by placing them beneath vehicle units at the beginning of the mission. Individual passengers may also be given orders to embark a vehicle and may embark directly from under Cover markers. Unless otherwise specified in the mission book or in 10.8, there is no LOS to/from passengers on a vehicle and they are not affected by VOF.

10.2.2 Disembarking/Unloading

Passengers

You can have a vehicle disembark its passengers during the Vehicle Phase as part of a Move action, either before the vehicle moves or after the vehicle has completed all intended movement (and after any Reaction Fire in response to that movement has taken place). Place an Exposed marker on any passenger that disembarks. Passengers may disembark from vehicles directly to Cover markers.

Even if a vehicle does not move, Disembarking units is a Move action and will therefore require a vehicle to be Activated, and will draw Reaction Fire, require VOF resolution and mark the vehicle Moved/Fired, as usual. Complete all AT Fire against the vehicle before disembarking the units.

Equipment

To load/unload items from a vehicle, have the vehicle perform a Load/Unload action (4.2.2h) during the Command Phase. You may then have the vehicle use actions normally in the Vehicle Phase if Activated. Items may be loaded and unloaded with a single action (5.1.6). Transportation helicopters will drop off any items automatically on landing at a Landing Zone (11.1.1).

10.3 Vehicle Fire and VOF

The following rules apply regarding Vehicles and Basic VOF:

- Vehicles with Basic VOF (S, A, H or Pinned) automatically Open Fire on infantry units, placing PDF and VOF in exactly the same way as infantry units do. They follow all the basic principles of combat in section 6 regarding firing along existing PDFs, how new PDFs are placed, target priority, and so on (although mission instructions may give enemy vehicles different targeting priorities). All combat effects against infantry under a vehicle’s VOF are resolved in the Combat Effects Segment. Pinned vehicles produce a Pinned VOF.
- Unlike regular units, AT-capable units with an A or H VOF rating (including Pinned units) will not Open Fire or Shift Fire with their Basic VOF on a card with only vehicle targets, unless special rules indicate that there are passengers/drivers that may be affected by the VOF (10.8).
- Activating a vehicle/AT-capable infantry unit (10.4) allows it to carry out AT Combat in the AT Combat Phase in addition to resolving its VOF against infantry targets in the Combat Effects Segment. AT Combat does not have to be carried out along a PDF, and carrying out AT Combat does not prevent VOF resolution in the Combat Effects Segment later.

Note: A and H VOF rated Vehicles (including Pinned vehicles) exerting a VOF will use ammunition for this fire every turn in addition to any used in AT Combat. (S-rated units are preserving ammunition by relying on small arms fire for basic defense).

10.4 Activating Vehicles, AT-Capable Infantry and AT Guns

Any vehicle or infantry unit listed on the Vehicles and Anti-Tank Weapons chart can be Activated for AT Combat & Vehicle Movement. Activate the unit during the Command Segment (4.2.1i), and place an Activated marker on it at that time as a reminder. Pinned vehicles may be Activated for AT Combat and Movement.

Though vehicles are activated during the Command Phase, the majority of their actions are not performed until the AT Combat and Vehicle Movement Phase (see 10.1.2 for exceptions). Vehicle Actions may only be carried out by Activated units. However, both Activated and Non-activated units may carry out Reaction Fire - AT Combat in response to Actions taken by vehicles (10.5.4).

Flip a unit's Activation marker to its Moved/Fired side when you have finished its action or after Reaction Fire, and remove all the markers in the Clean Up Phase.

10.5 Vehicle Actions

10.5.1 Vehicle Action Sequence

In the AT Combat & Vehicle Movement Phase, one at a time, Move, AT Fire, Concentrate Fire or Spot with each Activated unit until its activation is complete. If both enemy and friendly units are Activated, alternate actions with the attacking side going first (the player during Offensive Missions and Combat Patrols, and the enemy during Defensive Missions).

Note: The mission books may indicate that certain types of vehicles must take actions before others. Complete all actions on both sides with the first vehicle group before moving on to the next.

When a *vehicle* takes an action follow the sequence below.

1. Resolve VOF on the vehicle's card (10.5.3).
2. Carry out one (and only one) Vehicle Action (10.5.2).
3. In the case of a Move action, resolve any VOF again on the card that the vehicle moves to (10.5.3).
4. Carry out Reaction AT Fire from all eligible AT-capable units (10.5.4).
5. Sequence can now start again in case of a Move or Move & Fire action (see 10.5.2).
6. Finally, flip the Activated marker to its "Moved/Fired" side. The unit may not take any more Vehicle Actions or carry out Reaction Fire during this turn.

Infantry units and AT Guns are not subject to Reaction Fire, and VOF against them is resolved in the Combat Effects Segment. The only Vehicle Action available to them is AT Fire. Resolve the fire (10.6), then mark the unit as Moved/Fired. Both Activated & non-Activated AT-capable infantry units may use Reaction Fire (10.5.4).

Note: When drawing to see which enemy unit will take action next, redraw if it is an AT Gun with no enemy vehicles in LOS. They may have a chance to fire later in the Phase as the situation changes.

After you've completed the movement and combat of all Activated vehicles, resolve any VOF against non-Activated vehicles and all Activated vehicles that did not take an action where applicable (10.5.3).

10.5.2 Vehicle Action Menu

Only Vehicles can Move, Spot and attempt Concentrated Fire in this phase. Activated AT-capable infantry units and AT Guns can only AT Fire (A).

A. AT Fire

"AT Fire" refers to Combat against vehicles. A unit allowed to execute such fire is called an AT-capable unit (see Glossary, 1.2.6).

AT Fire does not have to be along an existing PDF.

Check the Gunnery value of the firer and defensive value of the target on the Vehicle and Anti-Tank Weapons Chart and follow the sequence in 10.6.

B. Concentrate Fire

An Activated vehicle that is not under a Pinned marker may Attempt to Concentrate Fire *on infantry targets* according to the following rules:

- Select a target from the card under the vehicle's VOF; either a stack of units under a cover marker or in a building area or a random infantry unit out of cover.
- Draw 2 cards adjusted for experience in the same way as for an infantry unit's attempt to Concentrate Fire (4.2.4b).
- Critical Hits apply as normal. A Jam result has no effect.
- A G!-rated vehicle with no Basic VOF can use a Concentrate Fire action to place a Grenade VOF on infantry targets. Use the Grenade icon as an indicator of success when making the draw.

The effect of all fire against infantry targets is resolved in the Combat Effects Segment.

C. Move

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 (5.2.4). Vehicles ignore any PC markers they move through. In the Combat Phase, only the PC marker in the card where the vehicle ends up will be revealed.

Remember to resolve VOF and Reaction Fire in every card moved into (10.5.3).

Moving vehicles get a +1 defense bonus when resolving AT Fire in the card they move to (as noted on the Anti-Tank Combat Resolution and Modifiers table). This applies when resolving the VOF on the destination card as well as any Reaction Fire in response to their Movement.

Don't forget to Disembark any passengers at the end of the Move if you want them to take part in the following turn's action (10.2.2).

Note: Moving between street areas during Urban Combat campaigns is also possible with this action (13.2.2).

D. Move then AT Fire

A vehicle may not move after it has taken an action, 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.

If the column has a number (even a 0) in it, you may move such a unit as per 10.5.2C and have it carry out AT Fire after entering any card. However, you must cease moving it after it has fired.

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. Perform the spotting attempt using the same procedure as for other spotting attempts (8.5).

10.5.3 Resolving VOF Against Vehicles

Basic VOF on vehicles from S-rated AT-capable units, and all non-AT-capable units (those weapons which do not have a specific line on the Vehicle and Anti-Tank Weapons Chart) is resolved according to the following rules.

Ignore any VOF from A- or H-rated AT-capable units at this time.

Note: This means you will apply only the strongest (lowest) VOF being exerted by non-AT-capable units. You may want to place an additional VOF marker on top of vehicle targets on cards with both Infantry and Vehicles present.

- Follow the AT Combat sequence (10.6) assuming an initial Gunnery Value of zero.
- The AT modifier of the VOF (in the white circle on the counter) is applied, as indicated on the Anti-Tank Resolution And Modifiers chart. Hand Grenade VOF does not stack in AT Combat.

Note: Although VOF from A- and H-rated AT-capable units is ignored, both Activated and Non-activated units will have an opportunity to use Reaction Fire (10.5.4) against vehicles taking actions in their LOS, so long as they are not marked Moved/Fired.

10.5.4 Reaction Fire

As activated vehicles move and fire, they potentially come under fire from reacting units. The following rules apply:

- Any AT-capable unit that is not marked Moved/Fired may Reaction Fire; it does not have to have been previously Activated.
- You may have such a unit carry out AT Fire (10.6) in reaction to any vehicle that carries out a Vehicle Action (10.5.2) within its LOS (see Vehicle Action Sequence in 10.5.1 for exact timing of this).
- As per 10.5.2 this does not have to be along an existing PDF.

- You do not need to expend Commands to fire these reacting units.
- You cannot have a unit react to Reaction Fire.
- Enemy AT-capable units ALWAYS Reaction Fire if in range and LOS and not already marked Moved/Fired.
- Mark any units (including unactivated ones) that carry out Reaction Fire as Moved/Fired.

Exception: A unit capable of Quick Shot (10.6.1) that obtains an eligible Quick Shot draw for Reaction Fire is not marked Moved/Exposed (they may continue to fire on the current target as usual, or take a Vehicle Action or Reaction Fire against a different unit later in the phase).

10.6 Resolving AT Combat

Complete the following steps in order:

- Determine the firing unit's Gunnery Value by cross-referencing the type of firing unit with the range to the target card on the Vehicle and Anti-Tank Weapons Chart.
- Add the defensive value of the target vehicle from the Defensive Value column of the target.
- Add the Cover & Concealment value of the target unit's card (including Burst modifier when resolving Incoming! VOF as per 10.5.3).
- If the firing unit has a Move then Fire capability and has moved, add the modifier from the Move & Fire column.
- Add any other applicable modifier listed on the Anti-Tank Combat Resolution and Modifiers chart (Pinned, Moving target, VOF modifier if resolving VOF as per 10.5.3, etc).
- Finally, draw an action card and add the AT modifier to get a final sum.

Look up the final sum on the Anti-Tank Combat Resolution and Modifiers Chart to determine the AT Combat result.

Note: There are separate Combat Results tables for Type V Targets (ground vehicles) and Type A (aircraft such as helicopters) (10.7).

10.6.1 Quick Shot

If the Vehicle and Anti-Tank Weapons Chart indicates that the firing unit has Quick Shot capability, and if the target is not an aircraft, 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 immediately make another attack, repeating the process above. You may continue to do so as long as ammo remains and Quick Shot results are obtained. Enemy units will always take a subsequent shot if eligible. A unit obtaining an eligible Quick Shot draw as part of Reaction Fire (10.5.4) is not marked Moved/Fired, even if the current target is removed or the player chooses not to continue firing.

10.6.2 Resolving AT Combat of G!-rated Units

Follow a different procedure when firing a vehicle or an AT-Capable unit that has a G! or G! Superscript VOF (such units have smaller caliber weapons like 37mm guns or are 'rocket-launchers' like a Bazooka). In this case, first 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 to determine the final AT Combat result on the Anti-Armor Table. There is no additional effect for drawing multiple grenade icons. Ammo is expended but Grenade Miss markers are not placed for failed attempts.



Example: During an Offensive Mission, a US M5 Light Tank finds itself fighting a Panzer IV. The M5 automatically exerts an A VOF onto the German card, this will hit the German squad 2/Gp in the Combat Effects Segment. The Panzer IV automatically exerts an H VOF onto the US card. This will hit the US squad 2/I in the Combat Effects Segment. In the AT Combat Phase, the M5 shoots first (as the Player is the offensive side). Due to only having a small gun (37mm) it must first make a Grenade Attack Attempt; it draws two cards, and fails to draw a Grenade icon. The crew have failed to get a shot away and the M5 does not get to draw at all for AT Combat. It is, however, marked Moved/Fired. Now the Panzer IV will get to Reaction Fire. As an H-rated tank, it has no need to make a Grenade Attempt so goes straight to AT Fire. Things aren't looking good.

10.7 AT Combat Results

While you resolve combat against vehicles and aircraft 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. It does not count against the maximum number of Cover markers allowed for a Terrain card (5.3) or against the Terrain card capacity limits for ground vehicles (5.1.5), but it will count towards LZ stacking limits (11.1.3).
- A Burning Wreck marker does not provide cover and does not count against the ground vehicle capacity limits. However it will count towards LZ stacking limits (11.1.3). The smoke from a burning wreck provides a cover bonus to all units on the card. In the same way as other kinds of smoke as described in section 5, smoke from burning wrecks blocks LOS and is not cumulative with other smoke markers (5.4).

The Vehicle and Anti-Tank Weapons Chart lists the size of each vehicle's crew in steps. These steps may be placed on the map as LATs or Casualties as a result of AT combat as noted below.

Combat Results for Ground Vehicles (V type Targets)

1) Brewed Up

The vehicle is on fire or has catastrophically exploded. Replace the vehicle with a Burning Wreck marker. Convert each crew and passenger step to a Casualty. All transported items are lost.

2) Knocked Out

The vehicle has been functionally destroyed. Replace the vehicle with a Wreck marker. Convert each crew and passenger step to a generic Fire Team and then immediately inflict a HIT result on each. Place the teams under the Wreck marker, but mark them Exposed. Place all transported Casualties and Assets on the card. Any ammunition (transported or in use) is lost.

3) Retreat

The vehicle crew decides discretion is the better part of valor. Remove the vehicle and any passengers it is carrying from play (take the counter/s off the map) for the remainder of the mission. (Vehicles that are part of planned assaults (11.0) may reenter the map later - mission instructions will give full details).

4) Pinned

The crew are rattled and have closed their hatches, becoming 'buttoned up'. Place a Pinned marker on the vehicle. Pinned vehicles have a -1 modifier if targeted in AT Combat. They incur a +1 modifier if firing in AT Combat and they may not Spot or Concentrate Fire. The Basic VOF of Pinned H or A VOF Vehicles is reduced to Pinned Fire. Pinned markers are removed from vehicles at the end of the Vehicle Movement and AT Combat phase if they were not attacked in any form during that phase.

5) Missed

No effect.

Combat Results for Aircraft (A type Targets)

1) Shot Down – Crashed

The aircraft has been destroyed. Replace the aircraft with a Burning Wreck marker. Convert each crew and passenger step to a Casualty. All transported items are lost.

2) Shot Down – Auto Rotate/Crash Land

The aircraft has been badly damaged, but the crew have managed to get it down in mostly one piece. Replace the aircraft with a Wreck marker. Convert each crew and passenger step to a generic Fire Team and then inflict a HIT result on each. Place the teams under the Wreck marker, but mark them Exposed. Place all transported Casualties and Assets on the card. Any ammunition (transported or in use) is lost.

3) Aborted – Damaged

The aircraft is damaged but will be able to limp home. It is however unavailable to support the rest of the mission and is removed from the map. If it is a transport helicopter, then immediately place it in the Outbound Box of the Helicopter Control Card. Return it to the Pickup Zone in the following turn, where it lands and is unable to leave. Any passengers dropped in the PZ may fly back in on another undamaged helicopter.

4) Aborted – Undamaged

The crew have received enough fire to decide that they should leave the area. The aircraft aborts its current action, but is still available to support the mission during subsequent turns. If it is a transport helicopter, immediately move it to the Loiter Box of the Helicopter Control Card, where you may have it reenter the map in a subsequent turn. Retain any passengers on board.

5) Missed

No Effect

AT Combat Examples

Example 1: A US M4 Sherman Moves into an Open Field. A German 88mm AT Gun Reaction Fires from Long Range:

- 88mm Gunnery Value at L Range: -3
- Sherman Defensive Value: $+0$
- Cover & Concealment (Open): $+0$
- Target is Moving: $+1$
- **TOTAL** = -2

An Action card (#43) is drawn and the AT number is: 1
 $1 - 2 = -1$. The Sherman is hit and Brews up. The 2 crew steps become Casualties and the unit is replaced with a Burning Wreck marker.

Example 2: A US M26 Pershing advances into a Rice Paddy and fires at a North Korean SU-76M stopped in some Rocky Terrain at Very Long Range and marked Moved/Fired. There is no Reaction Fire from the SU-76M so we move straight to resolving the AT Fire from the M26:

- M26 Gunnery Value at V Range: -2
- SU-76M Defensive Value: $+0$
- Cover & Concealment (Rocky): $+1$
- M26 Move & Fire penalty: $+3$
- **TOTAL** = $+2$

An Action card (#38) is drawn and the AT number is: 2
 $2 + 2 = 4$. The SU-76M is hit, but only Pinned.

The M26 however has the Quick Shot capability and as the result was a 4, it may fire again.

This time, Action card #4 is drawn with AT value 9.

$9 + 1 = 10$ and the second shot flies well wide of the target.

* Same modifiers as the first shot, but with an additional -1 due to the SU-76M now being Pinned.

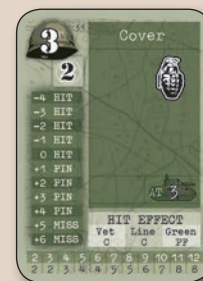


Example 3: An NVA 12.7mm HMG, already engaged against infantry targets to the North, Reaction Fires at a UH-1 Slick that is coming in to land troops in a Rice Paddy at Long Range:

- 12.7mm Gunnery Value at L Range: $+1$
- UH-1 Defensive Value: $+0$
- Cover & Concealment: $+0$
- Moving Target: $+1$
- **TOTAL** = $+2$

An Action card (#31) is drawn and the AT number is: 2

$2 + 2 = 4$. The UH-1 is hit and aborts the landing. It is moved to the Loiter Zone on the Helicopter Control card. It is undamaged, so can reenter the map in the next turn and attempt to land its troops again. Note how AT Combat does not need to follow an existing PDF.



10.8 Special Vehicle Rules

Special rules apply to some vehicles and AT-capable infantry units. These take priority over any standard vehicle rules above.

10.8.1 Jeeps & Trucks

Trucks and jeeps have limited crews and/or no radios and are not usually part of a vehicle platoon. The following rules apply to jeeps and trucks (and other vehicles noted as being treated as if they are jeeps or trucks in the mission instructions):

- Jeeps and similar small vehicles have no crew. Whatever unit is embarked on it functions as the driver. HQ and Staff units can Activate themselves to move the jeep in the vehicles phase, other units need to be activated by an eligible HQ in Visual-Verbal communication or they can use General Initiative. If required (for Spotting attempts, etc), use the highest experience level of the units boarded.
- Trucks come with a small crew but do not normally have radios. You can activate a truck for movement using any HQ or Staff unit in Visual-Verbal communication or by General Initiative.
- All infantry units embarked on jeeps or trucks can fire from the vehicle and place a PDF and VOF. They may also be fired upon like any other infantry unit in the Combat Effects Segment. They also suffer the usual adverse effects of AT Combat against the jeep as passengers in a targeted vehicle if it is destroyed (see 10.7 AT Combat results). Whenever the vehicle moves, the passengers are marked

Exposed. Passengers derive no cover from a truck or jeep while embarked.

10.8.2 Riding on Tanks

Units, casualties, and ammunition may ride on tanks when necessary. The following rules apply:

- 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 AT Fire 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 Segment.

Note: This is an exception to the regular AT HIT effects on passengers and crew described in 10.7.

- Tank-riders may be engaged like any other infantry unit in the Combat Effects Segment, 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.

Note: Some tanks are more appropriate to be ridden than others. Campaign/Mission instructions will note if a vehicle is able to take on tank riders.

10.8.3 Anti-Tank Ambush

Design Note: Separation of tanks from supporting infantry makes them especially vulnerable to attacks against their much less protected sides and rear.

If any vehicle noted in the mission instructions as being susceptible to Anti-Tank Ambush rules is attacked by anti-tank guns or rocket launchers at a range of Point Blank or Close (same or adjacent card), and does not have any Good Order infantry from the same side on its card, the attacker gets the following bonuses:

- If the attacking unit is G!-rated, an additional draw for a Grenade icon may be made. A second additional card may be drawn if the target is Pinned (10.6.2).
- The final AT Combat Modifier is adjusted by -3. If the target is pinned, this adjustment is -4 (this is in addition to the general -1 modifier for a Pinned target).

10.8.4 Anti-Tank / Anti-aircraft guns



There are some anti-tank or anti-aircraft guns that are considered AT-capable infantry units for all purposes except they may not move during the course of a mission. These are indicated by a marker on the counter and noted on the Vehicle and Anti-Tank Weapons Chart under the Mobile column.

10.8.5 Attack Helicopters

When Attack Helicopters are available they can be called with an Attempt to Call for Fire order in the same way as an Air Strike (7.16.2G)—including the need to mark the target. If the Attempt is successful, you have activated a Flight of two Attack Helicopters; place the two counters on their Pending side on the target card.



The two Attack Helicopters can be flipped to their active side at any time during the AT Combat & Vehicle Movement Phase. Only one Flight of Attack Helicopters can be in play at once. In the same way as a moving vehicle, resolve VOF and Reaction Fire on their card when they are activated, but do not apply the +1 moving target modifier.

If both survive undamaged, you may attack the target card and any one Adjacent card (if desired) with the Helicopter's VOF. If only one aircraft remains undamaged, you may attack the target card only.

Like Incoming fire, a "Short" result (7.16.4) also applies to Attack Helicopter missions, and one randomly determined adjacent card receives the attack. In this case, no second attack is made.

Attack Helicopters may stay on the map for an additional turn (for a total of two turns). If you want the helicopters to attack a different target in the second turn, you must go through the call procedure again (including marking the new target). If failed, or if you want the original target attacked anyway, the Attack Helicopters automatically perform a second attack on the original targets. Resolve VOF and carry out any Reaction Fire as before.

Attack Helicopters hit with an Abort - Undamaged result (10.7) are removed from the map. If this was their first turn on the map, they may reenter next turn. Otherwise remove them from play.

10.8.6 FAC (Forward Air Controller) Aircraft



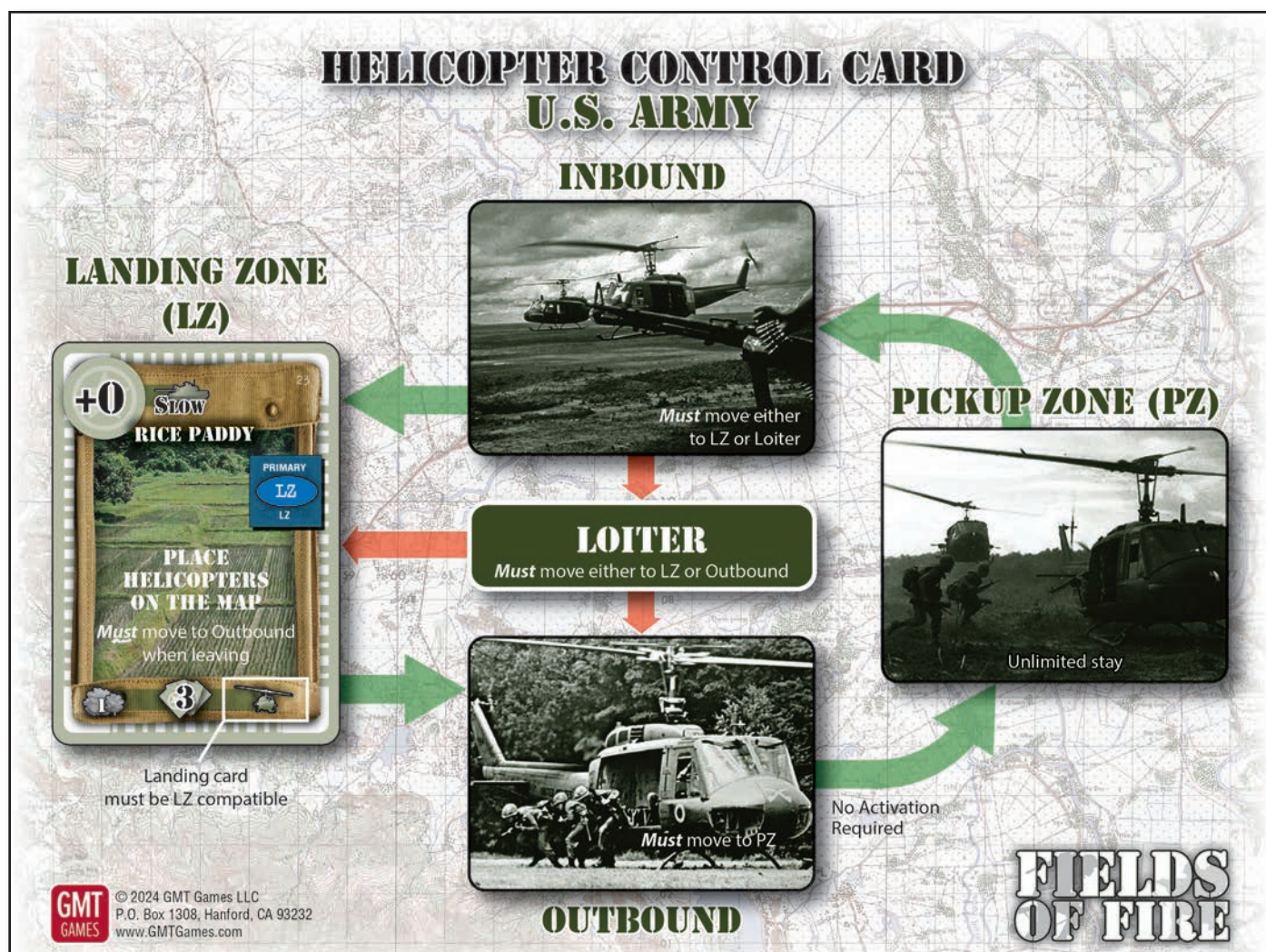
When an FAC Aircraft is available, it can be placed on a card of your choice during the AT Combat & Vehicle Movement Phase (no command is required). In the same way as a moving vehicle, resolve VOF and Reaction Fire on the card where they are placed, but do not apply the +1 moving target modifier.



An FAC aircraft may remain on the map for up to 5 turns (including the turn it is placed). Make a note on your log sheet of how long the FAC can remain on the map, or place a marker on the turn track to indicate its final turn. The FAC moves off the map (without the need of a command) during the Vehicle Movement Phase of the 5th turn (after resolving VOF on its card as per 10.5.3).

Each turn it can be ordered in the Friendly Command Phase by the CO HQ to Attempt to Call for Fire for either an Air Strike or Attack Helicopters, as available in the mission instructions.

The FAC can also be ordered to mark the target with a WP Rocket marker. The range of its WP Rockets is Close Range (adjacent card). They provide a screening effect but no VOF.



An FAC aircraft hit with an Abort - Undamaged result (10.7) is removed from the map. Unless this was their fifth turn in play (on or off the map), they may reenter in the Vehicle Movement & AT Combat Phase in the next turn. Otherwise remove them from play.

10.8.7 Fixed Wing Gunships

Like the FAC, when a Fixed Wing Gunship is available you can automatically place it anywhere on the map during the AT Combat & Vehicle Movement Phase. After it has been placed, it can remain on the map for the entire mission and can be moved to a new card every turn at the beginning of the AT Combat & Vehicle Movement Phase (no command is required).

Gunships are very heavily armed; once placed, each turn it places up to 3 Heavy Weapons VOF and 3 air-dropped illumination markers in any combination of 3 cards that it occupies or is adjacent to. It does not require ongoing Call for Fire Actions.

Gunships fly at high altitudes and are not vulnerable to AT Combat.

11.0 Transportation & Assault Planning

This section deals with transportation helicopters and the planning of air or amphibious assaults.

11.1 Transportation Helicopters

There are two ways to manage transportation helicopters:

- As part of a pre-planned assault (11.2)
- As individually summoned aircraft transporting equipment, ammo, casualties or reinforcements in direct support of the company (11.1.1).

Pre-planned assaults come and go according to a set schedule, without the need to spend commands on them. Transport in direct support of the company must be controlled through Activation, Commands and manual designation of Landing Zones by the units on the map as described below.

If transportation helicopters are to be used in a mission, place the Helicopter Control Card near to the map. All helicopter attachments begin the mission in the Pick Up Zone unless otherwise specified as part of a pre-planned assault (11.2).

11.1.1 Basic Transportation Sequence

The basic sequence for transportation by helicopter is as follows:

1st turn

- Command Phase:
 - Have the CO HQ Activate a transport helicopter in the Pickup Zone; it will automatically pick up any equipment.
- Vehicle Movement Phase:
 - Move the transport helicopter from the Pick-Up Zone to the Inbound Zone.

2nd turn

- Command Phase:
 - Have the CO HQ Activate the transport helicopter again.
 - Have a unit on the ground mark a Landing Zone (LZ) where you want the helicopter to land with a colored smoke signal (4.4.3). This signal does not have to be keyed to a specific pyrotechnic in advance of the mission.
- Vehicle Movement Phase:
 - Move the helicopter from the Inbound box to the marked LZ. A helicopter may be waved off to loiter for one turn before landing if required, as described in 11.1.2, and will do so automatically if there is no LZ available (due to lack of marking, stacking limits, etc). Transported items will automatically be dropped onto the LZ card.

3rd turn

- Command Phase:
 - Have the CO HQ Activate the transport helicopter.
 - Load casualties or other units which you want to leave the map.
- Vehicle Movement Phase:
 - Move the transport helicopter from the map to the Outbound Zone.

4th turn

- Command Phase:
 - No commands are required to move helicopters from the Outbound box to the Pick-Up Zone so no action needs to be taken here.
- Vehicle Movement phase:
 - Move the transport helicopter from the Outbound Zone to the Pickup Zone.

If multiple transportation helicopters are under direct control of the company (i.e. not part of a planned assault), a single Activate order from the CO HQ can Activate all helicopters in any one on-map LZ card or one area on the Helicopter Control Card.

Fuel limitations mean the transports must move each turn; helicopters in the on-map LZ, Inbound, Outbound, or Loiter areas must move to the next area (even if not activated). Helicopters in the PZ are on the ground and may remain there as long as you desire.

Note: Though highly unlikely, it is possible that you may not have enough commands to move all in-flight helicopters when under direct support. In this case, they must still 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.

11.1.2 Loitering

A landing can be delayed by utilizing the Loiter Area.

- Helicopters in the Inbound Box can be moved to the Loiter Box instead of the Landing Zone whenever the player deems it necessary (this does not require any additional commands beyond the regular CO HQ Activation).
- Helicopters in the Loiter Box at the beginning of the Vehicle Phase must move either to the LZ or to the Outbound box (where they will subsequently move to the Pickup Zone and begin the whole process anew after refueling).

11.1.3 Landing Zones

A Landing Zone (LZ) is an on-map area of one, two, or three cards. Terrain cards can be designated as LZs during a mission by ordering a Designate a New Tactical Control action (4.2.11). LZs may only be placed on Terrain cards with a helicopter icon.

A single LZ-compatible Terrain card can function as a regular LZ as well as a MEDEVAC LZ (5.1.7).

To land a transport helicopter that is not part of a pre-planned assault on an LZ, the LZ must be marked with colored smoke (4.4.3).

LZs have a stacking limit of four vehicles (ground or air) per card, *including Wrecks and Burning Wrecks*. Each turn, up to four helicopters may take off and four may land on each LZ card.

Example: CO HQ, 1st Sgt and 1/I collaborate to land a UH-1 helicopter carrying vital supplies:

1. CO HQ Impulse:

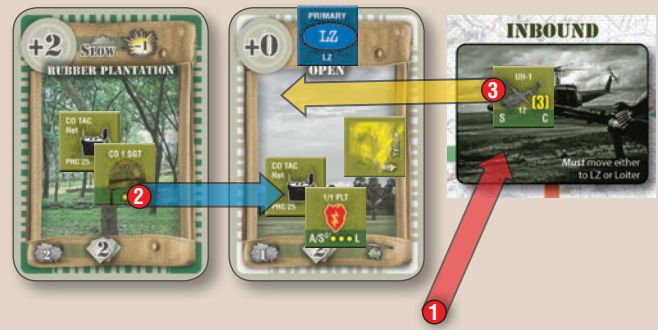
CO HQ uses the CO TAC network to Activate the UH-1 in the Inbound box (4.2.1i) and to Activate the 1st Sgt (4.2.1a).

2. Activated PLT HQ/ CO Staff Impulse:

1st SGT orders 1/I squad (over the CO TAC network) to deploy Yellow Smoke.

3. Vehicle Movement Phase:

UH-1 moves to the LZ and drops off the supplies.



11.1.4 Additional Rules for Helicopter Staging Areas

The Helicopter Control Card is made up of 4 Staging Areas: Pickup Zone (PZ), Inbound, Outbound and Loiter. The following rules apply:

- Units in any of the 4 Staging Areas cannot fire or be fired upon.
- Units without helicopter transport cannot move from the map to any of the helicopter Staging Areas (or vice versa), or between any Staging Area (i.e. they cannot walk out of the PZ).
- Units cannot disembark/embark in the Inbound, Outbound or Loiter Areas.
- There are no capacity limits in any PZ, Inbound, Outbound, or Loiter Staging Area.
- There is no LOS between different Staging Areas, or between the map and any of the Staging Areas.
- Passengers on helicopters are always considered out of communication.

11.1.5 Landing under fire

Like other vehicles, landing aircraft are vulnerable to AT fire. After landing, resolve any VOF on the card, then resolve Reaction Fire (10.5.4) from AT-capable units in LOS (no PDF is necessary), before unloading troops/equipment. Resolve VOF on the card again when transport helicopters depart.

11.2 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.

To launch a helicopter assault you will need to plan for how to deal with the limited capacity of Landing Zones and the aircraft themselves.

A helicopter assault is a pre-planned automated sequence that does not require Activation commands from the CO HQ or the marking of LZs.

11.2.1 Air Assault Planning

A helicopter assault is a complex operation and requires careful planning. This is usually done before the mission begins, with the first wave ready to land on turn 1.

Scenarios with mid-game air assaults allow for a planning phase in the turn before the transport helicopters leave the PZ, to perhaps vary your load plan according to the situation on the map.

An Air Assault plan should include the following:

- Designate a Landing Zone (11.1.3). 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 on the first wave of transport helicopters. There is usually not enough room on them to transport all the troops of the company to the LZ at the same



Example of a Landing Plan:

1st Wave:

Three UH-1s (three-step capacity each)
Total of 9 steps.

We want as much of 1st Platoon as possible in the 1st wave, but they have 12 steps in total so each squad will detach one step:

Stick 1 – 1st PLT HQ, 1/1 squad (two-step side) = 3 steps

Stick 2 – 1/W/1, 2/1 squad (two-step side) = 3 steps

Stick 3 – 2/W/1, 3/1 squad (two-step side) = 3 steps

2nd Wave:

Three UH-1s (three-step capacity each)

Stick 4 – CO HQ, ARTY FO, Fire Team detached from 1/1 squad = 3 steps

Stick 5 – 2nd PLT HQ, 1/2 squad (two-step side) = 3 steps

Stick 6 – 2/2 squad = 3 steps

And so on...

Note: Any detached steps can be loaded elsewhere as 1-step Fire or Assault teams or left out of the mission altogether.

time. You'll need to split some squads into Assault or Fire Teams, leaving unit steps in the PZ for a later wave.

- Place the first wave units on the Inbound Staging Area if you intend to land on the first turn.
- Use Heavy Lift helicopters (such as the CH-47) to bring in heavier elements or the remainder of the company, usually as a later wave, but be aware of the greater risk of losses should one be shot down before landing.

As well as who can fit on which helicopter, there are two other maximum capacities to consider when planning your assault; the LZ's maximum capacity of 4 vehicles per card (including any wrecks) and also the maximum of 16 infantry steps per card (5.1.5). If more helicopters try to land in the same turn than the LZ can accommodate, the excess aircraft immediately abort their landing and move to the Loiter box instead (11.1.2).

Any arriving troops who would take the card limit over 16 must remain on the aircraft. They can either disembark in the next Vehicle Phase, or be taken back to the PZ for the helicopter to refuel before attempting to enter the map again.

Note: The presence of Wrecks and Burning Wrecks in a Landing Zone can make landing difficult. When checking the capacity for helicopter landings, both of these markers count towards the stacking limit. This is an exception to 5.1.5.

You don't need to land assault waves one after another; you can add delays into the Landing Plan by setting the turn each wave departs the PZ. You can also move waves into the Loiter Zone for a turn if you feel the LZ is too "hot" to bring in the helicopters safely.

Helicopters on LZ cards at the beginning of the Vehicle Phase take off and move to the Outbound Staging Area so that other helicopters may land.

Design Note: Troops assigned to an aircraft are called "sticks" or "chalks."

11.2.2 The Assault Landing

In the AT Combat & Vehicle Movement Phase, move the first wave onto the LZ card from the Inbound Staging Area. Have Troop Transports land and disembark troops to secure the LZ. Move the second wave from the PZ Staging Area to the Inbound Staging Area. When landing on a "hot" LZ, remember to check for AT Fire (11.1.5) and to adjust VOFs if necessary as the transport helicopters Open Fire.

In the ensuing AT Combat & Vehicle Movement Phase, the aircraft in the first wave will depart while the second wave lands and disembarks troops. Remember that the limit of a Terrain card is 16 steps, so troops on earlier landings must try to move off the LZ as soon as possible to make room for the later waves.

11.3 Amphibious Assault

Due to the additional complexity of coordinating numerous small craft in often uncertain sea states, Amphibious Assaults are almost always pre-planned. They essentially work in the same way as a Helicopter Assault with waves of vehicles cycling onto the

Landing Zone, or in this case, the Beach. Prior to the mission you must confirm your loading plan onto the amphibious vehicles, splitting units as necessary so they fit. Once the mission begins the assault waves progress through the surf and onto the beach where they deposit their passengers, provide covering fire and can be loaded with casualties before they leave. Some transports may be delayed by enemy fire on the way in, similar to a helicopter having to move to the loiter box, before re-attempting to land on the beach (see Campaign Special Rules for details).

Amphibious transports will always drop off all the units they are transporting on the beach, which may result in a card becoming overstacked by infantry units. If this is the case, you must move someone out at the first opportunity to get back into limits (5.1.5).

As with other vehicles, LVTs cannot use Visual-Verbal communication. Passengers during an amphibious invasion are considered out of communication. There is no LOS to/from the passengers on an LVT and they are not affected by VOF.

12.0 Playing a Campaign

Although playing individual missions will provide you with a great game experience, playing a series of missions as a campaign will give you a much deeper insight into command of a company. When playing a campaign, the actions you take after a mission are as important as those within the mission, and they are just as much a part of the game. This need to balance between mission accomplishment and sustaining the company across the campaign is a completely different dynamic than playing out a single stand-alone mission. The player sets the conditions for the next mission based on how experience is distributed, and replacements are integrated.

When playing a campaign, you must successfully complete a mission before moving on to the next one. The Mission instructions will indicate what constitutes the successful completion of a mission and the number of times it may be attempted (see Reattempts, 3.9).

In between missions you will rebuild your company with remaining LATs and Replacement Steps. You may spend Experience Points on promotions for surviving steps and skills (12.7).

12.1 Gaining Experience During a Mission

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 might include securing key terrain, evacuating casualties (5.1.7), taking enemy prisoners (8.15), and so on.

If a mission takes place over several Attempts, all experience gained during one attempt can be assigned during the setup for the reattempt (3.9).

Often you are asked to clear or secure cards or card areas (such as bunkers or urban combat buildings). Determine their status at the end of a mission or attempt.

A “Cleared” card is one that started the mission with a PC marker (or that was part of the PC marker placement schedule in the case of Defensive missions) and now has no enemies or PC markers.

A “Cleared” card area is one that was occupied by enemy units at some point during the mission, and now has no enemy units present.

“Secured” means a friendly unit occupies a “Cleared” card or card area.

You do not get points for a card or card area 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 location twice.

At the end of a mission tally your experience points. You will use these to patch up your company and award promotions and skills before the next mission.

Note: Experience is awarded whether or not you successfully complete a mission. Certain missions, like Combat Patrols, do not have to be successfully completed to continue a campaign. See also 12.8 “Survivor” for an alternative way to play the campaign.

12.2 Between Mission Sequence

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

- Add up total experience points for the mission.
- Rally any weapons teams, spotters and HQs on their Fire Team sides to their Good order side.
- Reduce all other LAT units to Green Experience Level (except those set aside as prisoner guards).
- Reconstitute squads, HQs, Staff and Company weapons teams (not Attachments) with the LATs.
 - Note that the original platoon assignment of an LAT does not have to be tracked during the game. LATs can be used for reconstitution freely.
 - Add experience to any steps you want in order to upgrade your squads, HQs and Weapons Teams while reconstituting (according to 12.3).
 - In addition to the remaining LATs, steps from your other company units can be detached at this time to help reconstitute HQs, Staff weapons teams, etc., or simply to re-balance your rifle squads.
 - Note that newly reconstituted HQs and Staff cannot be promoted and are always Green, regardless of the experience of the step used to reconstitute them.
- Add any Replacements as specified in the mission instructions at Green Experience. These Green Replacements cannot be given promotions with spare experience points. Returning Veteran steps may also become available as per 12.4.
- Discard any Replacements that aren’t needed.
- Spend any remaining Experience Points on Skills.
- Reset all ammo and fire missions and prepare for the next mission.

Note: See 3.9 for instructions on setting up between attempts of the same mission.

12.3 Using Experience Points

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 only increase a step by one level of experience between missions.

Any remaining Experience points can be used to purchase Skills for the next mission/attempt (12.7). 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, units from heavy weapon companies, etc.).

12.3.1 Using Experience Points After Combat Patrols

Experience points are accumulated and can be spent in between each patrol (as per Mission Reattempt instructions 3.9). However, only units that participated in the Patrol mission may be promoted (i.e. the platoon which carried out the patrol, company weapons teams assigned to that platoon and any Staff which accompanied the patrol).

12.4 Replacements

At the end of a successfully completed mission the company may receive Replacement Steps. You only receive Replacement Steps after the successful completion of a mission, not for reattempting a mission. These Replacements arrive as Green experience steps.

In addition, some veteran replacements may become available as lightly wounded men return to the company. Add one Veteran Replacement for every four Casualty steps suffered in a mission, rounding any fractions down (i.e. 7 Casualty steps returns 1 Veteran step; 8 casualty steps returns 2 Veteran steps).

These Veteran steps are in addition to the Green Replacements listed in the mission instructions.

You can use the replacement steps to supplement any unit in the company which lost steps as casualties or prisoners. If you have taken less casualties than available replacements any excess steps are lost (i.e. they are allocated to another company).

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 total number of Casualties suffered during the entire mission, including any reattempts.

Example: In the Normandy Campaign, mission instructions state that six replacement steps are available after each mission. During the mission you lose ten steps as casualties. In the Replacements step of the between-missions sequence you would receive six Green Replacement Steps and two Veteran steps. Your company will be two-steps down when you set up for the next mission.

Allocate the Replacement Steps to the company and then determine the final Experience Level of individual units. Once the combined experience of a multi-step unit is determined (12.6), all steps of that unit are considered to be at that Experience Level for the next mission. Individual step experience does not have to be tracked.

You can also use a Replacement Step to reconstitute an HQ or Staff unit, but the reconstituted HQ will have 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.

12.5 Other Losses

Some campaigns have special instructions for applying additional losses of steps, or experience levels in between missions.

12.6 Multi-Step Unit Experience Levels

Bear in mind the following table when rebuilding your company from LAT steps and Green and Veteran replacements.

Unit Size	Step 1	Step 2	Step 3	Step 4	Result
Two-step Units	Veteran	Line / Green			Line
	Line	Green			Green
Three-step Units	Veteran	Veteran	Green		Line
	Veteran	Veteran	Line		Veteran
	Line	Line	Any		Line
	Green	Green	Veteran		Line
	Green	Green	Line		Green
	Veteran	Line	Green		Line
Four-step Units	Veteran	Veteran	Veteran	Any	Veteran
	Veteran	Veteran	Any	Any	Line
	Line	Line	Line	Any	Line
	Line	Line	Veteran	Green	Line
	Line	Line	Green	Green	Green
	Green	Green	Green	Any	Green

Examples: Line Experience 4-step squad 2/3 suffered 2 step losses during the Mission. Two LATs can be used to bring the unit back to 4-steps.

If left as it is, the new experience level will be Green (L+L+G+G). One experience point can promote one of the Green steps to Line experience level, which will bring the whole unit up to Line Experience (L+L+L+G = Line).

Veteran Experience 3-step squad 1/2 suffered one step loss during the mission. One LAT can be used to bring the unit to 3 steps at Line Experience (V+V+G=Line). Promoting this step to Line experience brings the unit back to Veteran Experience (V+V+L=Veteran).

Line Experience 3-step unit 3/3 suffered one step loss during the mission. Any LAT, or even a Green Replacement can be used to bring the squad back to its original 3-step Line Experience (L+L+G=Line). No experience points are required.

12.7 Skills

Skills may be purchased with experience points between missions, or may be provided via a Higher HQ Event, or at the beginning of a mission in the mission instructions. They are tracked with Skill markers.

When acquired, Skill markers are immediately allocated to a PLT HQ, CO Staff or the CO HQ on the Command 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, provide an additional draw, or be used for a general initiative Command. For Skills that cause an attempt to be successful, commands are still used and 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 by any unit in that platoon. If a Skill is held by the CO HQ or a CO Staff unit, it can only be used by that unit. Skills are limited by what is available in the counter mix. Skills not used by the end of a mission are lost.

Refer to the Skills chart on the separate Player Aid for details of each skill and its cost in experience points.

12.8 Winning a Campaign

Before starting a campaign you should choose between three methods of determining whether you have been successful:

- 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 without becoming a casualty (having the CO HQ removed from play due to a combat hit). In survivor mode, you must attempt to successfully complete each mission (except Combat Patrols),

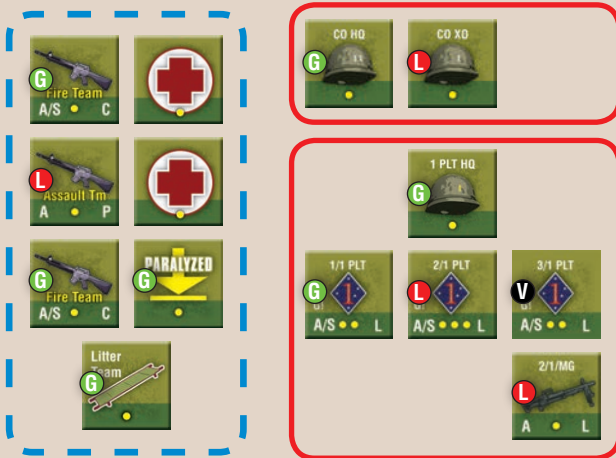
but if you fail after any re-attempts the campaign does not end, you continue to the next mission. If you fail a mission you may not use experience points to promote the CO HQ to Line or Veteran.

3) Hardcore: The final path to victory is “hardcore” mode, in which you must successfully complete each non-Combat Patrol mission and not become a casualty.

Combat Patrols do not have to be completed to proceed in the campaign, regardless of the method used. However, they are a useful source of experience points for any platoons that you choose to send out on patrol. And in some cases, (as in real life), the patrol can be used to scout the terrain before carrying out a regular mission in the same area.

Reconstitution Example: You can use the Log sheet to note the experience levels of each step during Reconstitution in between missions and work out how you are going to distribute your experience points.

In the example below each unit is marked with an Experience label (G, L or V) to help visualize what's happening.



1. This is the company at the end of the mission. First thing to do is check that the number of LAT and Casualty steps you have match the number missing from the company (bear in mind attachments and additional units such as vehicle crews which may have been placed on the map during the mission). If the numbers don't add up, you've made a mistake somewhere during play.

We lost 1st Sgt (1 step), 1/1/MG (1 step), 1 step from 2/1 and 2 steps each from the squads 1/1 and 3/1 for a total of 7 (each of these squads originally had 4 steps). And we have 2 Casualties and 5 LATs scattered about the map or on the Command Display. So, we're set to go. It doesn't matter where the LATs came from originally. Every LAT (even the Line rated Assault Teams) counts as 1 Green step during Reconstitution between missions/attempts.



2. Next we decide which steps we are going to reconstitute. In this mission there are no fixed Replacements and we did not suffer enough casualties to regain a Veteran level step Replacement (12.2). Since casualties are not recoverable, this means we are resigned to entering the next mission 2 steps down.

We decide that it's important to recover our 1st Sgt and 1/1/MG team so 2/1 and 3/1 will start the next mission understrength as 3-step squads.

We can simply reconstitute the squads with the Green steps and recalculate the unit experience level using the Average Experience Levels chart in 12.6 (and on the Player Aid). However, we gained 21 experience points during this mission. So let's put them to good use.

3. We spend our experience points thus:

- CO HQ Promoted to Line: 1 point
- CO XO Promoted to Veteran: 3 points
- As a new HQ, 1st Sgt cannot be promoted so remains at Green.
- 1st PLTHQ Promoted to Line: 1 point
- 1/1 PLT Promoted to Line: 3 points (three Green steps are promoted, L+L+L+G=Line)
- 2/1 PLT Promoted to Veteran: 6 points (two Line steps are promoted, V+V+L=Veteran)
- One Green step of 3/1 PLT is Promoted to Line: 1 point. This allows the squad to remain as Veteran (V+V+L=Veteran)
- 1/1/MG Promoted to Line: 1 point
- 2/1/MG Promoted to Veteran: 3 points

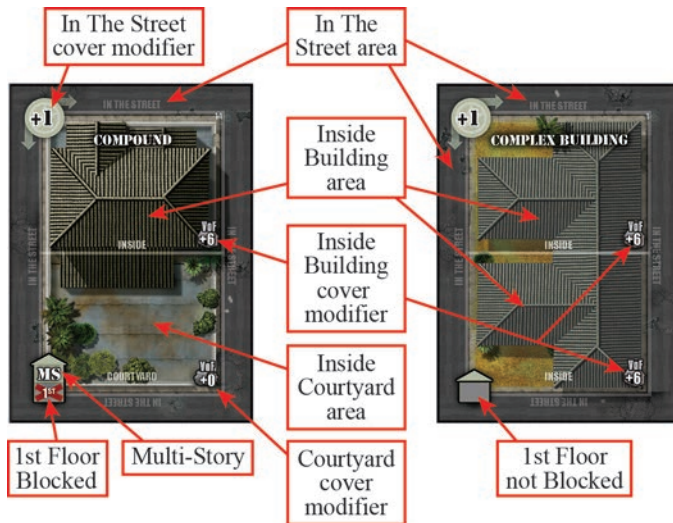
Total cost: 19 points

This gives us 2 points to spend on a couple of skills.



13.0 Urban Warfare

The challenges of close urban terrain for combat are many, necessitating unique Terrain cards and rules to account for them. Urban Terrain cards are depicted with two or more areas within each card. In open terrain these areas are represented with Cover markers, but in urban terrain the cover is more obvious and the relative ranges are much shorter, so regular Cover markers are not used.



13.1 Urban Terrain Cards

Urban Terrain cards are split into areas, usually four “In the Street” areas and one or two central “Building” areas, each with its own cover value. The Building (or Buildings) occupy the central physical space so that units not in the Building areas must be placed along one of the four sides of the card to indicate which particular street they occupy.

Each area of an Urban Terrain card functions like a Cover marker in a regular mission with three main differences:

- Units from both sides may occupy a single area.
- Movement between areas (such as upper stories or opposite street areas) may be restricted.
- The LOS of each unit on an Urban Combat card depends on which area it is located in.

For the purposes of Enemy Action checks and Command Draws, In the Street Areas and Courtyards are considered “not under cover.” Such areas cannot be targeted by flamethrower attacks.

When looking at the map as a whole, each card is a basic city block with the spaces between each card representing the streets and alleys. Each street is divided between two Adjacent cards with each depicting the physical side of the road closest to its Building.

Typical Building Types:

Large Interior Building: Building like a church, library, or post office with a large interior space. These Terrain cards have one single Building area and four In the Street areas.

Complex Building: Building with many interior rooms like residential and small office spaces. The image on the Terrain card is not a literal geographic representation of the location of buildings on the card. The complexity of the structure is abstracted into two Building areas surrounded by four In the Street areas.

Compounds: Building with a wall and an interior courtyard or garden. This style of Building was very common and 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. Compound Terrain cards are made of one building Area, one courtyard or garden area and four In the Street areas.

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

Note: Many Urban Terrain cards depict the central section as two distinct areas in front of each other. This is simply an abstraction for convenience, the two sides do not block each others’ LOS and either area can be entered regardless of which direction you approach the card.



Example: Regardless of which building area the units are in, they have LOS and can fire upon units in the adjacent card. (See LOS rules in your Mission Book for specific restrictions caused by Urban Combat buildings.)

13.2 Movement in Urban Terrain Cards

The following rules apply for moving into and within Urban Terrain cards:

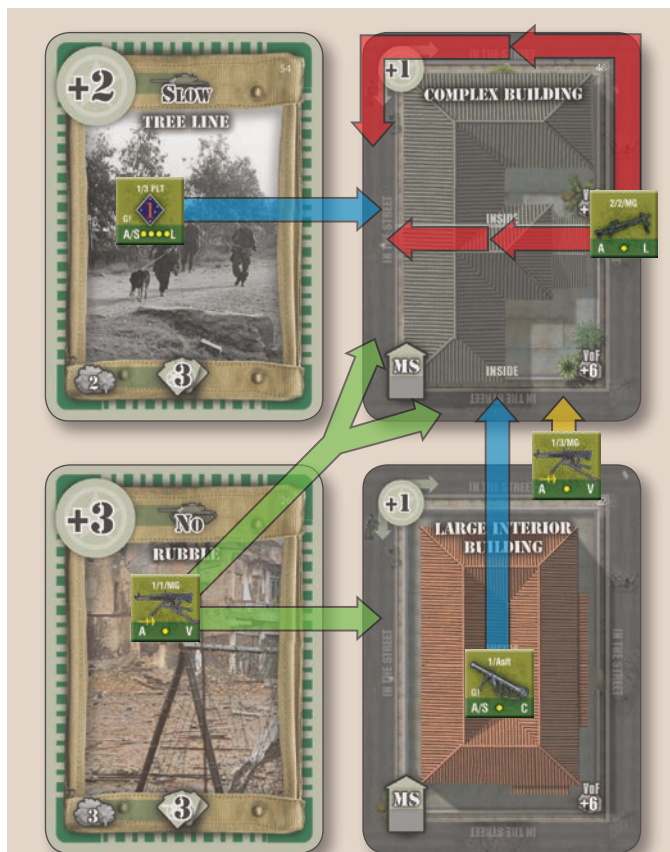
13.2.1 Entering and Moving Around Urban Terrain Cards

Urban Terrain cards have Inside Building and In The Street areas. When attempting to enter an Urban Terrain card from an adjacent card, units must always move to the closest In The Street area first, with a choice of two streets if entering diagonally.

When exiting a building to the In the Street area, a single command can be used to move a unit to either side of the street. i.e. into the street area of its own card (4.2.2f), or the street area of an adjacent card (4.2.2.a).

To move from area to area on a single Urban Terrain card, including the four street areas, units must use a Move within a Card action (4.2.2f). To reach the opposite street area requires either transiting the Building or staying in the street and going around the Building.

Note: Infiltrate within a Card (4.2.2g) actions are not available on Urban Terrain cards.



Example:

- With 1 command, 1/3 squad can move from the Tree Line to the Complex Building card by entering the left side In the Street Area.

- 1/1/MG can move to the Complex Building with one command and choose the left or the bottom side In the Street Area to enter. If they move to the Large Interior Building on the right, they can only enter the left-side In the Street.
- 1/Aslt can spend 1 command to exit into the street. They can choose to enter either the Large Interior Building street, or they can move directly to the Complex Building In the Street area.
- 1/3/MG can spend 1 command to cross the street to the Complex Building.
- Finally, to move from the Complex Building to the Tree line, 2/2/MG can choose to move around the building or through it (both cost 2 commands). But being Exposed, they would not be able to Move to the tree line until the next turn.

Note that all standard movement rules (5.1) apply. Moving units are Exposed. Exposed units may not Infiltrate or move to adjacent cards.

13.2.2 Entering a Building Area

A Barricaded Building cannot be entered until the barricade is breached (13.5).

From the In the Street area, a unit can enter a non-barricaded Building Area with a Move within a Card action (13.2.1).

Note: Compounds are more complex and have their own rules. See 13.4 for details of how to enter a Compound.

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

- There are units from its own side present, or
- It is unoccupied (no PC marker on the card or opposing units with a printed VOF rating in the area) or
- It is occupied by units from the opposing side or the card has a PC marker and
 - the units are under a Grenade VOF or
 - the units are all Pinned, or
 - the card has a Smoke, WP Smoke, or CS Gas marker anywhere 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.

Urban Terrain cards may also depict detached building areas. In this case, each area is a separate building and so 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 Building areas. A Move Vehicle Action can be used to move between streets on the same card. Resolve VOF on the original and destination areas (even if it is the same VOF) and Reaction Fire as usual.

13.2.3 In-Card Movement

As with regular terrain, units may make as many Move within a Card actions as they have commands available to expend, even while Exposed. For example, an 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 and will often receive a +1 bonus for being under cover.

Enemy units will also move multiple times within a card if necessary to reach their destination (such as moving to the best cover on a card). Note that 13.2.5 still applies in this case.

13.2.4 Falling Back, Retreating and Cover

When units must fall back to the best available cover, either as part of an Enemy HQ or Activity check or during the Mutual Capture & Retreat Phase, they will first move to an adjacent card that they can reach from their current position, then they will move within that card to a Building Area if one is available. (This movement is subject to the restrictions in 13.2.2 and 13.2.5.)

13.2.5 Moving through PDF

Urban Combat presents more complex LOS and areas to move around within a single card than regular terrain and as such needs slightly more complex restrictions of moving through fire. In addition to not moving units through a diagonal PDF (5.1.2), any infantry unit which moves into a VOF (one that was not affecting them before the move) must stop moving immediately (they may not take any further Move within a Card or Move to Adjacent card actions this turn).

13.3 Multi-Story Buildings & Rooftops

Unless otherwise specified in the mission instructions, all upper stories are abstracted into a single upper story indicated by placing the units on an Upper Story marker. Use the markers without a Cover value. 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 another (including areas in Attached building cards), 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 an adjacent upper story, then down..

The Cover & Concealment value of Upper Story areas is the same as the ground floor area, however 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 an additional LOS benefit, as they are considered one level higher than the Upper Story marker. Rooftops must be accessed from the upper story via an additional Move within a Card action.

Rooftops provide less protection than Buildings and the cover modifier on the Rooftop marker 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. However some locations, such as Hue, have an architectural style that makes rooftops unusable.



Example: 1st PLT HQ has 4 command points and is in communication with 1/1 on the CO TAC Net. 1st PLT HQ orders 1/1 to move to the upper story (marking it Exposed), then (by using the CO TAC radio) to move to the other building area (remaining in the upper story) and finally to make a Grenade Attack from the upper story to the NVA squad on the ground floor. The 4th command point is used to order an Assault Team to enter the building area with the NVA unit (which is now possible due to the Grenade Attack marker). As they are in the same area, the NVA unit's VOF shifts to the Assault Team.

13.4 Compounds

Walled Compounds present a challenge to both attackers and defenders. The following rules apply in addition to those laid out in 13.2.

13.4.1 Entering a Compound

Units enter a Compound by first moving from the In The Street area to the Courtyard.

This can be done in two ways:

- Passing through a Breach in the wall (13.6). A Breach in a Compound cannot be entered directly from an adjacent card. The In the Street area must be entered first. Therefore it takes two commands to enter the Courtyard.
- Climbing over the wall. Units which are not Exposed may enter the Courtyard from the In the Street area with one command. This usually means it will take 2 turns to enter the Compound, one to enter the Street (and be marked Exposed), one to enter after Exposed status is removed in the next turn.

13.4.2 LOS to, from and within a Compound

External Fire

Protection from external fire, and the ability to engage units within the walls of a compound depend on its design and the construction of the outer walls. Some compounds have thick, high, bullet-proof concrete walls that provide the units inside protection from almost all forms of direct fire. Others are less sturdy and have walls that can be penetrated. Firing loopholes or windows may or may not be present. The campaign instructions will contain details on LOS, the effects of VOF and the weapons which can be used to breach the walls.

Internal Fire

All areas within a Compound, including Attached buildings and upper stories have LOS to one another and combat may occur between any units occupying these areas (13.2). Units firing into the courtyard from the upper story of a Building area in the Compound or an Attached Building may automatically play a Concentrate Fire on the courtyard in the Combat Phase (enemies will always do so if they have enough ammo).

Note: A Compound containing Spotted enemy units meets the prerequisites for an attempt to Call for Fire from off-map even if there is no LOS to the actual units inside (7.16.1).

13.5 Barricades

Buildings may be barricaded to prevent entry from the street. Barricades may be set by the mission setup instructions, and they may also appear as part of enemy force packages. A Barricade can be removed by Breaching (13.6). A barricaded building can only be entered if it is breached. One Barricade marker indicates that the building is inaccessible from any direction. Likewise, one Breach marker allows entry from any direction.

13.6 Breaching

Breaches are used to:

- Facilitate entry into a compound (13.4.1).
- To allow entry into a barricaded Building (13.5).
- And to allow entry into a Building (but not a Compound) without going through the In The Street area (creating a large entrance for troops to enter the Building quickly).

A Breach provides access to any area of a regular building and to the Courtyard of a Compound.

13.6.1 Causing a Breach with Demolition Charges

Demolition Charges must be Placed (4.2.4f) or Thrown (4.2.4e) in the In The Street area of the target Building (as per 7.13). As soon as the Demolition is placed or successfully thrown, place a Breach marker. Any enemy units in the courtyard or one section (determined randomly) of a Building being breached are considered HIT. Immediately draw a card for each unit to determine the hit effect.

If a throw attempt is unsuccessful, place a Demolition Miss marker.

13.6.2 Causing a Breach with other Weapons

Various weapons can be used to breach barricaded buildings and compounds, such as rocket launchers and heavy tank guns. As this depends on the strength of construction and the weapons available, each Urban Combat campaign will give specific instructions on which weapons can be used.

13.7 Attached Buildings

Especially large or complex Buildings can span two or more cards by placing an Attached marker between two cards. This may form a T-intersection as there is no Street area on the sides that are attached. Units inside such buildings 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. All Building areas and attached buildings have LOS to each other.

When firing at a T-Intersection, you can choose which card is hit. A Shift Fire order later can move the VOF to the other building.

Multi-card compound cards can only be entered through the courtyard, as per 13.4.



Attached Buildings Example 1: 2/3 squad is firing up the street. Normally there would be no LOS to or from the NVA occupied building areas from this position, however the Attached marker indicates that the 2 cards at the end of the street are in fact a single large building, which is directly in front of 2/3. The squad opens fire and chooses which card to place the Small Arms VOF on. Likewise, as LOS is reciprocal, NVA units in both building cards return fire down the street and an Automatic Weapons VOF is placed on 2/3's card.

One Move to Adjacent Card action can move a unit between the two In the Street areas of Attached buildings. But note that the principles of 5.1.2 and 13.2.5 apply and units may not move through a diagonal PDF.



13.8 Urban Combat

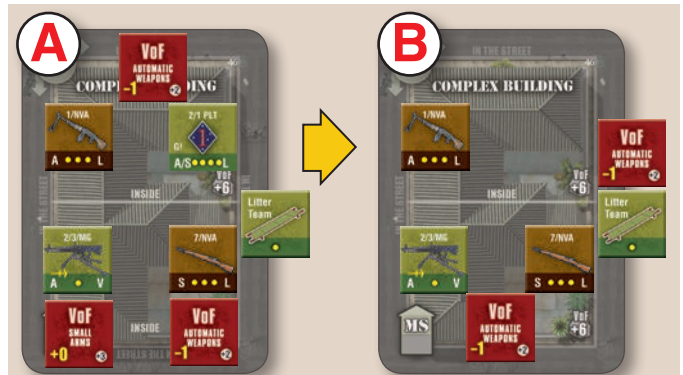
Two features of Urban Combat terrain cards need to be taken into account when conducting combat. The restricted LOS, and the Inside Areas which allow units from both sides to occupy the same area (unlike cover markers in rural terrain).

13.81 Point Blank Combat in Urban Terrain

Point blank combat occurs as soon as Spotted units from opposing sides occupy the same card and have LOS to one another. VOF is placed as follows:

- 1) If units from both sides occupy an area (Building or In the Street), they exert their VOF on each other. Their fire is restricted to that area only.
- 2) If units from one side occupy an area, and opposing units are in any other area in LOS on the card, they exert their VOF onto *all areas* in LOS (13.8.2).
- 3) Concentrated Fire and Grenade Attack attempts on opposing units in the same area affect all opposing units. Concentrated Fire and Grenade Attack attempts on other areas (including from other cards), place their VOF on all units in the area. Critical Hits ignore the cover value of the area, and are resolved with a Cover & Concealment value of +0.
- 4) VOF modifiers (Grenade Miss, Demolition Miss and Crossfire) affect an entire card as per standard rules regardless of location and LOS considerations.

- 5) Like standard Cover markers, units in building areas suffer a -1 NCM penalty for every step over three in one area (5.3). This stacking limitation is *per side*.



Point Blank Combat Example 1: In situation A above, 1/ NVA and 2/1 are in the same building area, they exert Automatic Weapons VOF on each other and no other areas of the card. Likewise 2/3MG and 7/NVA exert their respective VOFs on each other (Automatic Weapons and Small Arms) and no other areas of the card. The Litter Team in the Street area outside is unaffected.

In situation B, no US units share the building area with 1/ NVA, so its VOF is exerted to all areas of the card in its LOS. 2/3MG, 7/NVA and the Litter Team outside are placed under 1/NVA's Automatic Weapons VOF. 2/3MG and 7/NVA continue to fire only within their own area, so 1/NVA is not affected.

Point Blank Combat Example 2: A US squad and two NVA squads occupy a building area of an Urban Combat card with Cover & Concealment rating of +6. The US unit makes a successful Grenade Attack (-4). Each of the enemy squads are attacked with an NCM of -1 (+6 Cover & Concealment, -4 Grenade, -3 Stacking Penalty).

13.8.2 Urban Line of Sight (LOS)

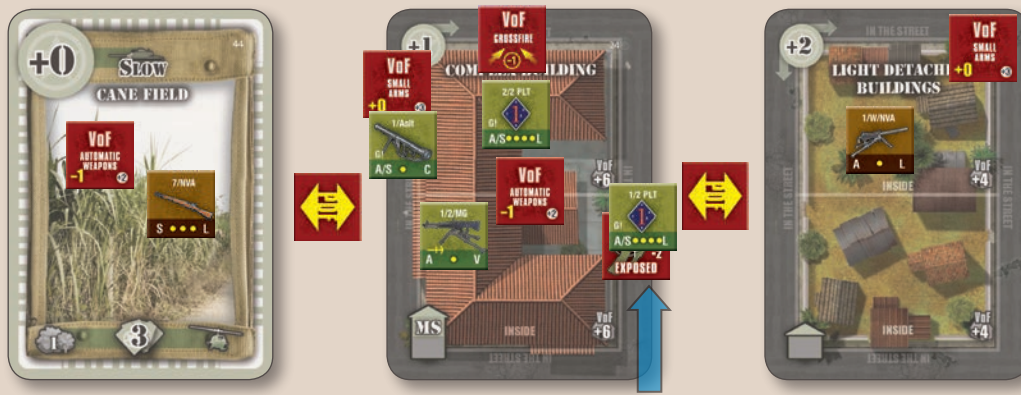
LOS is heavily influenced by architectural style. This indicates whether the rooftops are available for use, how high the upper stories go, the variety of Building types, and the presence of compounds. Due to this localization factor, Urban LOS is campaign-specific. Each Urban Combat campaign will articulate the LOS details for its particular setting.

Due to the more restricted LOS in urban combat, it is quite common to have multiple PDFs originating from a card such as in the Example below (see also 6.3.5).

13.8.3 Resolving Potential Contacts

“Direction” of contact in Urban Combat depends on the location of the triggering unit in the card. If multiple units are on a card which triggers a PC Contact, select one unit randomly and resolve the contact using that unit’s position to determine direction. If part of a package is unable to target the triggering unit, select another unit on the same card to “trigger” that part of the package.

Placement direction for packages triggered by units in Building Areas is straightforward as these will usually have LOS to the surrounding cards in the same way as regular terrain. Refer to the



LOS Example: In the Hue Campaign, the center Building area blocks LOS to the opposite In the Street Area.

US units in a building are trading fire with an NVA squad in a Cane Field to the left, while also taking fire from an MG team in the Light Detached Buildings to the right.

1/2 squad enters the right-side In the Street area. With no LOS to the Cane Field, 1/2 can Open Fire on the LMG to the right so a second PDF is placed.

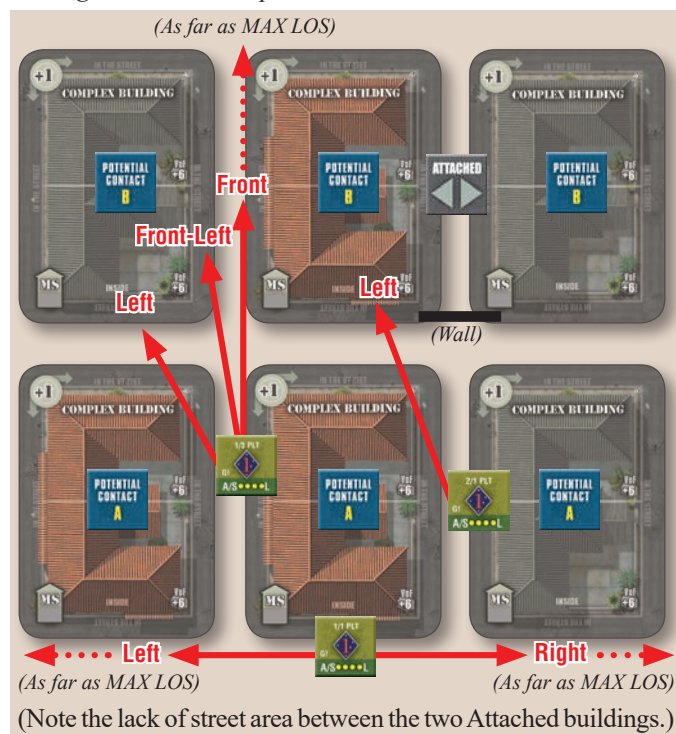
- The Cane Field is under fire from 2/2 squad, 1/2/MG and 1/Aslt: An Automatic Weapons VOF is placed.
- The Light Detached Buildings are under fire from 1/2 squad: A Small Arms VOF is placed.

- 2/2 squad and 1/2/MG are under fire from an NVA squad to the left and an MG team to the right: An Automatic Weapons VOF is placed, in addition they will suffer a Crossfire penalty.
- There is no LOS from the NVA MG team to 1/Aslt: the Small Arms VOF from the NVA squad is placed, and no Crossfire penalty will apply.
- There is no LOS from the NVA squad to 1/2 squad: The Automatic Weapons VOF will apply, but no Crossfire.

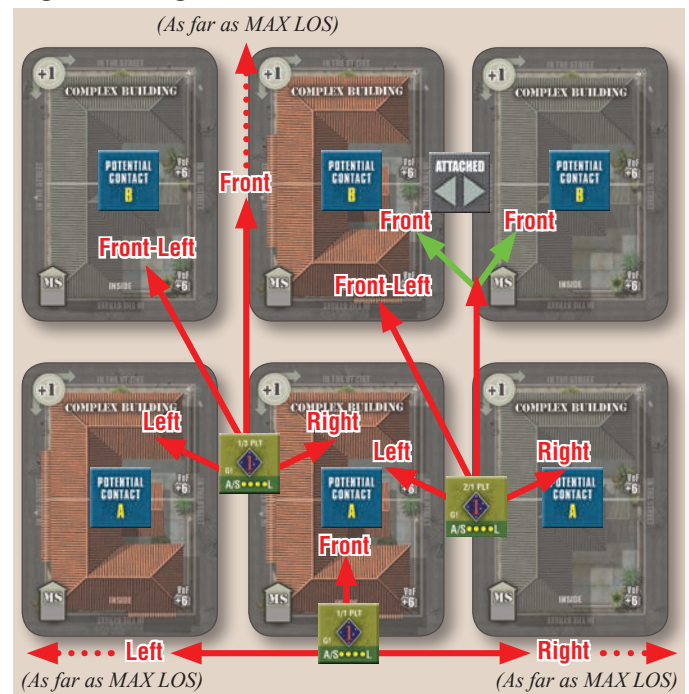
diagrams below for placements triggered by units in Street areas. LOS in Urban Combat may vary from campaign to campaign, so refer to your Mission Book for details.

Potential Contact Placement

Packages that must be placed In the Street:



Regular Packages:



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Special Thanks to: Mike Bertucelli, Bruce Mansfield, and Scott Mansfield for their contributions in helping with very early drafts of the rules and other materials.

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Extra Special Thanks to: Ron Lacock, Miguel Anton, and Antonio Benitez-Denoso for being committed to this project from start to finish.

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Attack Helicopters.....	10.8.5	Movement along a PDF.....	6.3.4
Landing Zone (LZ).....	11.1.3	Placement.....	6.3.1
Human Wave Attacks.....	8.14	Prisoners.....	8.15
Indirect Fire Missions.....	7.16	Pyrotechnics.....	4.4
Actions.....	4.2.4i-j	Actions.....	4.2.1c
Call for fire.....	7.16.1	In urban terrain.....	13.9
Forward Observers (FO).....	1.2.3C	Radios.....	
Registered targets.....	7.16.5	Combat damage.....	4.3.5
Resolving attacks.....	7.16.3	Networks.....	4.3.5
Short rounds.....	7.16.4	Switching network.....	4.2.1j
Types.....	7.16.2	Rally.....	6.5.1
Infiltration.....	5.1.4	Actions.....	4.2.3
Actions.....	4.2.2c-d, g	Rallying Pinned units.....	6.5.1
Initiative.....	4.1		
Jam.....	7.12		
Jeeps.....	10.8.1		

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Smoke 5.4	Barricades 13.5
Terrain effects 5.2.1	Breaching 13.6
Urban 13.8.2	Buildings 13.2.2
Reattempt mission 3.9	Compounds 13.4
Reconstitution 6.5.2	Moving around 13.2.1
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Squads 4.2.3i	Activating 10.4
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Rifle Grenades 7.6	Combat 10.6
Rocket Launchers / Recoilless Rifles 7.4	Commands 10.1
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Shift Fire 6.3.3	Tanks 7.8
Actions 4.2.4II	Trafficability 5.2.4
Enemy 8.6.4	Transport 10.2
Short rounds 7.16.4	Trucks 10.8.1
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Smoke	Visibility 9.0
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Signaling 4.4.1	Night Observation Devices 9.3
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Spotting 8.5	Placement 6.2.1
Actions 4.2.4a	Special VOF 6.2.3
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Stacking 5.1.5	Weapons Teams 1.2.3D
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Staff 1.2.3H	Weather 9.0
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Fields of Fire Deluxe 3rd Edition - Turn Sequence Summary

(Adjust PDF & VOF markers and Activity Level any time the map updates except during 3.7.4)

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.

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 (6 in daylight, 4 in Limited Visibility) and expend them on units (4.2). BN HQ does not save Commands.
- If BN HQ is not available and no Runners are on the map, move on to the CO HQ Initiative Impulse.

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 (4.1.2).
- Save those Commands or expend them (and any saved Commands) on units up to the maximum per turn according to Visibility and Experience Level, as indicated on the Command Display.

3.3.1c PLT HQ/CO Staff Impulse

- Select a PLT HQ or CO Staff that was activated by the CO HQ, draw an Action card and give it the modified number of Activated Commands (4.1.2).
- Save those Commands or expend them (and any saved Commands) on units up to the maximum per turn according to Visibility and Experience Level.
- Repeat for the next PLT HQ/CO Staff.

3.3.2 Initiative Segment

3.3.2a CO HQ Initiative Impulse

- If not activated in 3.3.1, draw an Action card and give it the modified number of Initiative Commands (4.1.2).
- Save those Commands or expend them (and any saved Commands) on units up to the maximum per turn according to Visibility and Experience Level.

3.3.2b PLT HQ Initiative Impulse

- Select a PLT HQ that was not activated in 3.3.1, draw an Action card and give it the modified number of Initiative Commands (4.1.2).
- Save those Commands or expend them (and any saved Commands) on units up to the maximum per turn according to Visibility and Experience Level.
- Repeat for the next PLT HQ.

3.3.2c CO Staff Initiative Impulse

- Select a CO Staff not activated in 3.3.1, give it one Command.
- Save that Command or expend it (and any saved Commands) on units up to the max per turn according to Visibility and Experience Level.
- Repeat for the next CO Staff.

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 this is a single platoon mission, halve the number first (rounding down).
- 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.

3.4.2 Enemy Activity Check Segment

- Enemies firing at cards without valid targets Shift/Cease Fire.
- 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

3.5.1 Capture Segment

- Capture any Paralyzed or Litter Team alone on a card with Unpinned infantry units with a VOF rating from the opposing side (8.15).
- If side does not take prisoners, Convert captured steps to casualties; otherwise, designate a guard step and remove guard and prisoner steps from play. Place on the Command Display.
- Enemy casualties on unoccupied and friendly-occupied cards are captured as per 8.15.1 (Enemies do not capture casualties).

3.5.2 Retreat Segment

- Check for effects of CS Gas (4.4.3)
- Retreat any Unpinned Paralyzed Team under a VOF marker one card. Priority is no VOF, then best Cover & Concealment (random if equal), and mark Exposed.
- Retreat any Unpinned Litter Team plus a Casualty under a VOF marker one card. Priority is no VOF, then best net NCM (random if equal), and mark Exposed.

3.6 AT Combat & Vehicle Movement Phase

- Fire Activated AT-capable units and Move, Spot or Concentrate Fire with Activated Vehicles; if both sides have activated units, alternate sides, starting with the attacker. Carry out Reaction Fire. Flip each unit's Activated marker as it finishes its action.

3.7 Mutual Combat Phase

3.7.1 Fire Mission Update Segment

- Remove existing Incoming!, Air Strike! and WP Fire Mission VOF markers.
- Flip Pending markers to their active sides.

3.7.2 Potential Contact Evaluation Segment

- For each card with a PC marker and a friendly unit, draw the number of Action cards indicated on the Potential Contact Draws chart based on the PC marker and the Current Activity Level.
- If a card states "Contact", contact with the enemy has been made; determine the enemy package to use and placement per 8.3.
- Place any applicable VOF and PDF markers and update the Current Activity marker before moving on to the next PC marker.

3.7.3 Pinned Recovery Segment

- Remove Pinned markers from any vehicle or infantry units that are not under a VOF marker.

3.7.4 Combat Effects Segment (Do not adjust VOF/PDF until 3.8)

For each infantry unit on a card with a VOF marker:

- Resolve any Flamethrower 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.
- (Update Ammo levels of units exerting Basic VOF as per 7.18.4)

3.8 Clean Up Phase

- Remove Pyrotechnic, Smoke, Illumination, Exposed, Moved/Fired, Concentrated Fire, Booby Trap, Grenade, and Grenade Miss markers.
- Evacuate casualties from Casualty Collection Points.
- Enemies firing at cards without valid targets Shift/Cease Fire.
- If a Defensive Mission, remove any unresolved PC markers.
- Adjust VOF, PDF and Activity Levels as result of 3.7.4 and 3.8.