

FIELDS OF FIRE RULE BOOK

9th US Infantry "Manchus"
WWII KOREA VIETNAM

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1. INTRODUCTION

Fields of Fire is a solitaire game where you assume the role of a Rifle Company Commander, usually a Captain, in conflicts ranging from World War II to the Vietnam War. In this role, you carry out a series of missions, composing a campaign based on a set of historic events. During a campaign, your forces gain experience to increase their capabilities and integrate casualty replacements.

1.1. CONCEPT

You use the following items to play the game: two decks of cards (a Terrain Deck and an Action Deck), counters representing the elements of the company and enemy units, and various markers. The Terrain Deck forms a map on which to play a mission. The Action Deck applies to many procedures throughout the game, from giving command and control capacity to resolving combat and various other activities.

1.1.1. Scale

a. Ground Scale

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

b. Time Scale

The time of a turn is abstract, too, and typically covers 5 to 30 minutes. Missions last a given number of turns, normally 10 to 12. The turn limit covers the cumulative effect of fatigue and consumption of small arms ammunition.

c. Unit Scale

Infantry units have between 1 and 3 Steps with each Step representing 2 to 3 men. Units with 2 or 3 Steps are called squads, and units with a single Step are called teams. A vehicle or aircraft unit represents a single vehicle or aircraft.

1.1.2. Campaigns

Choose one of the three available campaigns. This determines what units and equipment are available and which missions to complete. The corresponding Campaign Instructions in the Briefings Booklet details what forces and equipment are available and lists the enemy forces that may be encountered.

1.1.3. Missions

Each campaign has seven missions, though you can play a mission "stand alone," too. The Mission Instructions for each mission in the Briefings Booklet provide the rules and charts specific to that mission. The intent is for each mission to be playable in a single session.

Playing a mission involves two distinct parts: preparation and implementation. Preparation is the set-up and planning of the mission. Implementation is the movement and action portion and is played in a series of game turns divided into a sequence of phases. While playing a turn your command elements receive commands that they exchange for actions. Enemy forces enter play automatically as governed by the rules and mission charts, and activity checks guide their actions. The sequence of play differs slightly depending on whether you are attacking or defending.

1.2. COMPONENTS

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

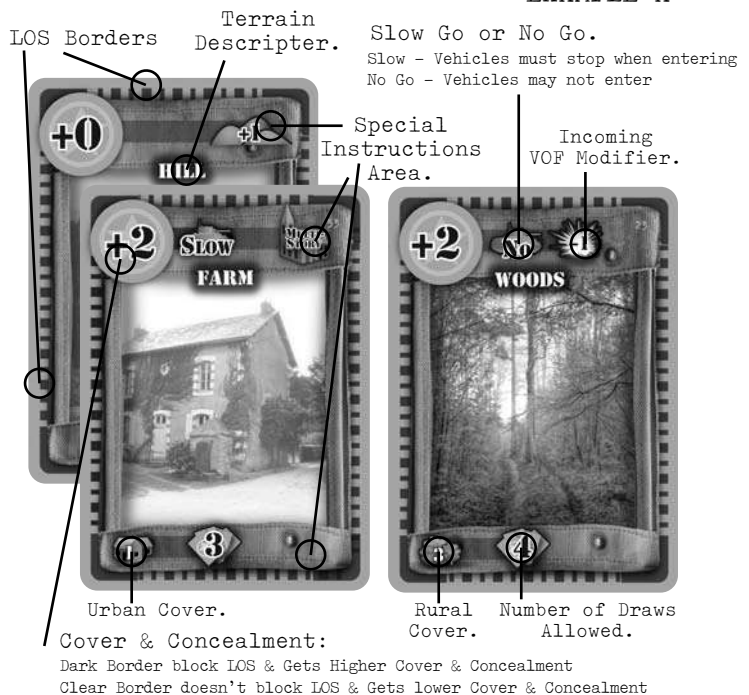
The game contains the following:

- This Rules Booklet
- A Briefings Booklet
- A Normandy Terrain Deck of 55 cards
- A Korea Terrain Deck of 55 cards
- A Vietnam Lowlands Terrain Deck of 55 cards
- An Action Deck of 50 cards
- Four two-sided hint cards and one reshuffle card
- Five sheets of 5/8 inch counters & markers (total of 880)
- One double-sided 11" by 17" Player Aid Cards
- Two double-sided 8.5" x 11" Player Aid Cards
- A Command Display (single-sided)
- A Mission Log Pad, two-sided, expendable

1.2.1. Terrain Cards

Each campaign has a specific Terrain Deck that represents terrain typical to that area. During Play, you randomly lay out terrain cards in a grid of rows and columns as indicated for each mission to create the map on which the game is played out.

EXAMPLE A



A. Cover & Concealment

The number in the circle in the upper left indicates the intrinsic defensive value of the terrain on the card and benefits all units that occupy that card. Some cards have two values divided by a slash. Use the higher number to the left of the slash when a Primary Direction of Fire (PDF) into the card crosses a dark border. Use the number on the lower right when the PDF crosses a white border. (See 5.2.3.)

B. Trafficability

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

C. Line of Sight Border

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

D. Hills

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

E. LZ Potential

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

F. Cover Potential

Cover is an abstraction of the finding and use of specific locations within a card that give more protection. This is called "micro-terrain" in the military. On the lower left of each card is an icon (usually a tree or a building) containing a number. That number indicates the maximum number of Cover Markers that can be found on the card. On the lower center of each card is an icon of cards, also containing a number. That number indicates how many cards to draw when attempting to locate a Cover Marker. (See 5.2.3.)

G. Elevation / Multi-Story

Some cards have an icon in the upper right that indicates if the card contains elevation differences (plus or minus 1 level) or a multi-story building. (See 5.2.2.)

H. Incoming VOF Modifier

If a card has a Burst icon on it, apply the number in that icon as a modifier to any Incoming Volume of Fire (VOF). (See 6.3.2.)

I. Capacity

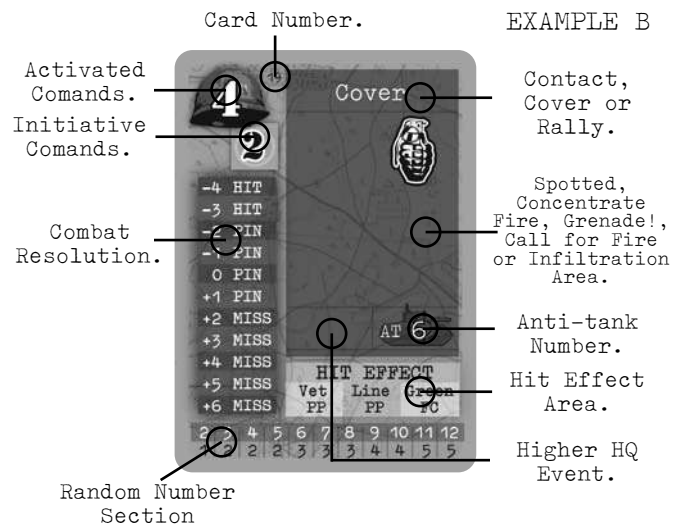
Though it is not printed on the cards, every card has a maximum capacity for any one side of 16 Steps and 4 vehicles. As long as Steps are embarked on the vehicles they do not count against this limit.

1.2.2. Action Cards

Action Cards are used in all campaigns. They serve the purpose that charts and dice serve in many "traditional" war games.

A. Command Section

This section at the top left of each card has two numbers, a large one in a helmet on the top left, and a smaller one in a US star symbol below and to the right of the first number. The number in the helmet indicates how many commands are available to an HQ when it is activated. The smaller number in the star symbol tells how many commands are available to an HQ that has not been activated, which is known as initiative.



B. Action Attempt Section

This is the large center section that holds various icons and pictures that indicate whether a particular action attempt is successful.

C. Infantry Fire Section

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 indicates whether the target has taken effective fire.

D. Hit Effect Section

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

E. Random Number Section (R#)

Along the bottom of the card is the random number generator. Many game functions require that something be determined randomly among a variety of options. The top number is the number of options and the bottom number is the result to use. For instance, to determine which of 3 options to use, just draw a card, find the 3 column, and note that 2 is under the 3. Thus, you would use option 2.

F. Drawing Cards

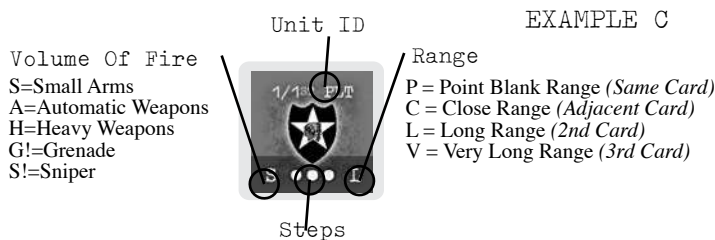
To insure the Action deck is randomized sufficiently to give the proper distribution of results, most activities require a number of cards be drawn. Always draw the full number to determine the result; do not draw until a result happens and stop short. If you encounter the reshuffle card, set it aside, reshuffle, and then place the reshuffle card back somewhere near the middle of the deck. Once reshuffled, finish drawing the cards and then flip them to determine the result.

1.2.3. Units

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

A. Squads

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



B. Headquarters (HQs)

These are one Step units that function as the command elements of the Company. They have no VOF or Range Ratings listed on the front. This is its command mode side, used when the unit commands itself and other units to perform actions. The reverse side is its Fire Team side that has VOF and Range Ratings. This side is used when the unit engages directly in combat and limits its ability to serve its primary command function.



C. Forward Observers (FOs)/Spotters

These are one Step units whose purpose is to call in indirect fire missions from mortars, artillery, or to control close air support. They have no VOF or Range listed on the front, which is the observer side. On the back is the Fire Team side that has VOF and Range Ratings and is used when the unit engages directly in combat. Such a unit cannot call in fire when it is on its Fire Team side.



D. Weapons Teams

These are one Step units that represent the crew that operates specific crew-served weapons such as machineguns, rocket launchers, mortars, and recoilless rifles.



E. Vehicles / Aircraft

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



F. Limited Action Teams

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



G. Casualties

These are one Step units that represent soldiers killed or injured enough to be hors de combat. These units have no capability. They exist to be potentially evacuated or captured.



H. Staff

These are one Step units that assist the Company HQ or the Higher HQ. For the Company level these are the Executive Officer (XO) and the first Sergeant (1stSgt). At the higher HQ level the term staff encompasses the Regimental or Brigade Commander (Rgt/Bde Cmdr), Battalion Commander (Bn Cmdr), or the Battalion Operations Officer (BN S-3). The two levels, Company and Higher, function differently in the course of the game.



I. Runners

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



J. 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 ease allocation and reduce clutter on the map.



1.2.4. Markers

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

A. Combat (VOF, PDF, Crossfire)

These are colored red. Use them to determine the net combat modifier when resolving combat.



B. Exposed/Pin

Use the front side of these to mark units exposed during movement and the reverse side for units that are pinned during combat. Each side has a modifier that is part of the net combat modifier for any marked units.



C. Tactical Control

These markers represent the graphical controls that commanders put on their maps to help control fire and maneuver. (See 2.3.4.)



D. Cover

There are three basic types of Cover Markers: basic, urban, and field fortifications. These represent specific locations within the area of the card that provide greater protection. (See 5.2.3.)



E. Ammo

Ammunition is only tracked for certain types of weapons, and that is done on the Mission Log. However, when ammo is transported around the battlefield, these markers represent that ammo. The number on each marker indicates the number of ammo points it represents.



F. Potential Contact/Current Activity

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



G. Weather / Visibility

The Visibility Marker is used to remind the player how the current visibility condition affects the net combat modifier.



1.2.5. Player Aids

A. Mission Log – 2 sided, expendable

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

- Company organization
- Unit Experience Levels
- Casualties
- Ammunition available and expended
- Fire missions available and expended
- Pre-designated actions for available pyrotechnic signals
- Units or Steps not committed to the mission

B. Player Aid Card(s)

These contain the charts and tables needed for play.

C. Command Display

This is the one-sided card with a number track and holding boxes. The track is used to record the turn and any saved commands. There are holding boxes for distributing assets like radios, phones, and pyrotechnic devices among the HQs and leaders, as well as boxes for evacuated casualties and units removed from play.

D. Briefings Booklet

This booklet contains the following information:

- An introductory section explaining its use.
- For each campaign, Campaign Instructions showing the Company organization, the equipment available, and an Enemy Force Packages Table showing the composition of revealed enemy forces.
- For each mission, Mission Instructions detailing all the information necessary to setup, play, and determine completion and experience for each of the 21 missions in the game. Generally, the first page of each mission's instructions contains information about the US forces, while the second page contains information about the enemy forces.
- Historical information for each campaign.

1.2.6. Glossary of Common Terms or Concepts

Adjacent

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

Asset

An asset is a piece of equipment that promotes command and control. Assets include pyrotechnics (smoke grenades and flares—see 4.3.6.), radios (see 4.3.5.), and telephones (see 4.3.4.). HQs and Staff units normally carry these. Place them in the applicable boxes on the Command Display until ready for use.

Attachments

These are additional 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. (See 2.3.3.)

Chain of Command

All units belong to a particular HQ at the beginning of a mission. HQs can only issue commands to subordinate units and HQs and to itself. For example, a unit of the 1st Platoon receives orders from the 1st Platoon's HQ. The 1st PLT HQ is subordinate to the CO HQ. The CO HQ is subordinate to the Battalion HQ, which is subordinate to the Regimental HQ. This means that a unit of the 1st Platoon can receive orders from the 1st PLT HQ, CO HQ, Battalion HQ, Regimental HQ, or their staffs, but it cannot receive orders from the 2nd PLT HQ. Limited Action Teams may receive orders from any HQ or staff unit.

Commands and Actions

HQs exert command and control through the use of Command Points. The more Command Points held by an HQ, the greater its ability is to direct its units in carrying out their objective. You get Command Points for an HQ by drawing an Action Card and consulting the Command Section of the Card (1.2.2.a) to determine the number of activated or initiative Command Points received. Then, have the HQs spend Command Points for Actions, causing units to perform various activities such as moving, firing, and rallying. (See 4.)

Convert

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

Experience Levels

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

Good Order Unit

This is any Infantry Unit that is not a Limited Action Team.

Illuminated

This refers to a Terrain Card lit by illumination devices.

Infantry Unit

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

Reconstitute

To reconstitute means to make a battlefield promotion of a good order unit to replace (between missions) the CO HQ or a Platoon HQ that was removed from play OR to put a squad back into play (during a mission) from 2 or 3 teams. (See 10.1.)

Steps

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

Team

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

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

Vehicle

Vehicles include helicopters and tracked, half-tracked, and wheeled vehicles. (See 7.).

Removed from play

Remove from the map any unit replaced by other counters, such as a squad that drops below two Steps and becomes a Fire Team or any team that is converted to a Litter Team, Paralyzed Team, or Casualty. A unit removed in this way can only be returned via reconstituting. (See 10.1.)

Combat Units

Combat Units include any good order units, Assault or Fire Teams, and any unit with a printed VOF value.

Occupied, Cleared, and Secured Cards

A terrain card is Occupied when there is at least one friendly unit on the card. A terrain card is Cleared if there are no enemy units or Potential Contact Markers on the card. A terrain card is Secured when it is both Occupied and Cleared.

VOLUME OF FIRE ABBREVIATIONS

- S** – Small Arms Fire
- A** – Automatic Weapons Fire
- H** – Heavy Weapons Fire
- G!** – Grenade/Rocket Launcher Fire
- S!** – Sniper Fire

RANGE ABBREVIATIONS

- P** – Point Blank Range (Same Card)
- C** – Close Range (Adjacent Card)
- L** – Long Range (2nd Card)
- V** – Very Long Range (3rd Card)

COMMON ABBREVIATION

- BDE** – Brigade
- BN** – Battalion
- CAS** – Close Air Support
- CO** – Company
- FAC** – Forward Air Controller
- FO** – Forward Observer
- FM** – Fire Mission(s)
- FPF** – Final Protective Fire
- FPL** – Final Protective Line
- HQ** – Headquarters
- LAT** – Limited Action Team
- LOS** – Line of Sight
- MTR** – Mortar
- NCM** – Net Combat Modifier
- NET** – Network (Phone or Radio)
- PDF** – Primary Direction of Fire
- PLT** – Platoon
- RCL** – Recoilless Rifle
- RGT** – Regiment
- RKT** – Rocket Launcher
- SGT** – Sergeant
- SQD** – Squad
- TM** – Team
- VOF** – Volume of Fire
- XO** – Executive Officer

1.2.8 Expansions

Note that there are some concepts in the rules or icons on the cards (such as the Landing Zones on the Terrain Deck for Korea, some of the Night Observation devices, etc.) that are not used in this game. These will be used in planned expansion missions sold as separate modules or appearing in C3i Magazine.

**2. CONDUCTING A MISSION:
PLAYING THE GAME**

As much as practical the game follows how infantry leaders must do their jobs. They use the eight troop-leading steps:

- Receive the mission
- Issue a Warning Order
- Make a tentative plan
- Initiate movement
- Reconnoiter
- Complete the plan
- Issue the order
- Supervise

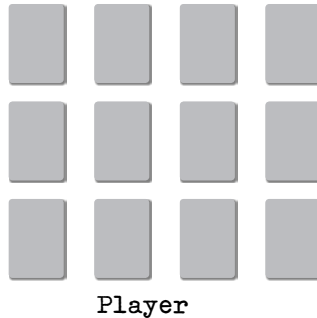
The first seven are actions that take place before turn one begins, but are no less important.

2.1 CHOOSE A CAMPAIGN AND MISSION

Choose a campaign from among Normandy WWII, Naktong Korea, or III Corps Vietnam and, if starting the campaign, start with the first mission. You can choose any campaign or just play a mission by itself instead of starting a full campaign. Either way, look at your Company's Order of Battle in the Briefings Booklet to see what forces you have available and check the mission instructions, especially the Mission Details section, for starting information about the selected mission.

2.2 DETERMINE THE MAP CONFIGURATION

The Mission Details will tell how you many rows and columns of Terrain Cards you need to build the map. Columns indicate the number of cards to lay vertically left to right; rows indicate the number of rows to lay horizontally away from you. Thus, configure a 4-column by 3-row map like this:



Unless it says otherwise, place the Terrain Cards face up. For some missions where the quality of the maps available in the historical campaign was poor, you are instructed to place the cards face down.

2.2.1 Lay out the Terrain Cards

Shuffle the terrain deck and (unless specified otherwise in the Mission Details) randomly lay out the Terrain Cards as required. When laying out the grid, leave some room between the rows so hills are easily recognized and to allow space for some markers that are used between cards. Keep the deck handy as the map may expand as the mission proceeds due to enemy forces coming into play.

2.2.2 Place Visibility, Current Activity, and Potential Contact Markers

The Mission Details indicate what the visibility for the mission is. Each mission begins with the Current Activity – No Contact Marker in effect. Place the Visibility and Current Activity Markers at or near the top of the map. The Mission Instructions also have a Potential Contact Placement section that indicates what type of Potential Contact Markers to use. Place these on the Terrain Cards according to 9.1.2.

2.3 TASK ORGANIZATION

Task organization is when you adjust military organizations by attaching and detaching elements to accomplish a certain task. For example, if you want a particular platoon to be a base of fire, you can attach machineguns to it to give it more firepower to help it accomplish its assigned task.

2.3.1 Fill Out the Mission Log

The initial information on the Mission Log is self explanatory and can be transferred directly from the Mission Instructions. Note the Experience Level and ammunition for all available units and record information about available fire support.

2.3.2 Distribute Assets on the Command Display

Place the Command Display in a convenient location for use. Distribute the available communication and signals assets as desired among the appropriate holding boxes on the Command Display.

2.3.3 Note Attachments and Pyrotechnic Signals on the Mission Log

Note changes to your basic organization on the Mission Log and the designation of any units attached for the mission. You cannot change these during the course of a mission. You can attach those units specifically listed in the Mission Instructions as being available for the current mission. In addition, you can attach to individual platoon HQs those units listed in the Campaign Instructions as being part of your Company but not assigned at the platoon level, such as weapons squads. Unless specified otherwise, any attached mission-specific unit begins a mission with an Experience Level of Line. Units that are integral to the Company may gain experience normally.

Also note the meaning of your pyrotechnic signals. You may develop your own Standard Operating Procedure (SOP) for these as you go to reduce planning time, much the same way actual commanders do. For instance, you might indicate that a Green Star Parachute means to move forward one card, while a Red Star Cluster means to cease fire.

2.3.4 Place Tactical Control Markers

The Tactical Control Markers represent the various controls used to coordinate maneuver and fire support and also prevent friendly fire. Commanders graphically portray these controls on their tactical maps; what you do with the markers represents that. Some controls are specific to a type of mission and others are not. There are two types of controls: those that are specific to a particular card called point controls, and those that represent a line called linear controls. Linear controls follow the seams between rows or columns of cards.

Each mission's type is listed in the Mission Details section of the Mission Instructions.

A. Offensive Missions

The linear controls for Offensive Missions are left and right boundaries, the Line of Departure (LOD), Phase Lines (PL), and the Limit of Advance (LOA).

- The LOD represents the official starting line for an attack. Place it so that it runs horizontally across the map.
- PLs are used to coordinate and advance with adjacent units. You can place up to two PLs horizontally across the map; they can be used to key actions with pyrotechnic signals.
- The left and right boundaries prevent units from crossing in front of each other. Place these vertically (along a column) and, once placed, you may not move across them. However, enemy units may be placed outside those boundaries and your units are allowed to return fire, but not move, across them.
- The LOA marks the horizontal limit that you cannot move farther than during a mission. As with the boundaries, there may be enemy units in play beyond the LOA, and your units may return fire, but may not move, across that line.

If a mission does not otherwise indicate, the LOD is the line between the Staging Area and Row 1, the left and right boundaries are the left and right edges of the initial map, and the LOA is at the top of the uppermost original row. These four controls make a box

that your units may not move out of during a mission. Be aware that enemy units may be placed outside that box, and your units may engage them with fire, but may not leave the box.

The point controls are Attack Position (AP), Primary Objective (OBJ 1) and Secondary Objective (OBJ 2). You are given some latitude in the placement of these controls per the Mission Instructions. The AP is supposed to be the last covered and concealed position before an objective; it would be best to designate one with access to both objectives. The objectives should be defensible (higher Cover & Concealment ratings) so you can hold on to them once occupied.

B. Defensive Missions

The sole linear control for Defensive Missions is the Main Line of Resistance (MLR). This is the line in front of which an enemy attack is to be stopped. You also set up the US units (except those in Outposts) between the Staging Area and the MLR. See the Mission Instructions for where to place the MLR.

A Defensive Mission may include a Combat Outpost (COP) point control; this is a position in front of your MLR, up to a platoon in strength, designed to confuse and break up an enemy attack before it hits your MLR. You also have Final Protective Lines (FPL) and Final Protective Fires (FPF), which are prepared defensive fire schemes. These are covered in detail in the combat rules (see 6.4.2. and 6.7.2.).

C. Combat Patrols

A Combat Patrol Mission may also include a Main Line of Resistance, which marks where the friendly lines are for starting the patrols. All other controls for a Combat Patrol are point controls. A patrol follows a specific route denoted by the Route Points. The route can cross or come back on itself so it's possible for a card to have multiple Route Points. Use the Primary Objective (OBJ 1) to designate the farthest point out of the patrol. You can also create Rally Points during the course of the patrol (or pre-designate during planning) that you can tie to pyrotechnic signals.

D. General Purpose

Certain controls can apply to any mission and can be part of planning or created as the mission is in progress. These are Landing Zones (LZs—7.3.2), Casualty Collection Points (5.1.4), MEDEVAC LZs (5.1.4), and Registered Targets (6.7.5). Also place any FPF Markers (6.7.2d) available for a mission. A helicopter can only land on a card that is LZ capable and has a designated LZ control on it. Casualties are evacuated through Casualty Collection Points and MEDEVAC LZs. You can use Registered Targets to speed up indirect fire missions from mortars or artillery. An FPF Marker allows an off-map firing agency to rapid-fire.

2.3.5 Staging Areas and Air Assault Planning

Most military operations will have designated assembly areas for units to prepare for an upcoming mission. Used in many missions, this area is called a Staging Area and is, in essence, a row of notional cards off map. For helicopter movement, there are two additional off-map Staging Areas that are not adjacent to the rest of the map. The first is the Pickup Zone Staging Area and the second is the Enroute Staging Area, both of which are used for transiting to and from the LZ.

The following rules apply to Staging Areas:

- Units in a Staging Area cannot fire or be fired upon, and they enter and exit the map to and from the main (non-helicopter) Staging Area via normal movement.
- Units may move between notional cards in the main Staging Area as if they were moving between Terrain Cards.

- Units cannot move from the map to either of the helicopter Staging Areas (or vice versa), or between those two areas.
- There are no capacity limits in any Staging Area.
- A helicopter must be in one of the helicopter Staging Areas or on the map.
- A Line of Sight exists for communication purposes between all the cards in the main Staging Area. This means that you can use radios that require an LOS between units in that Staging Area. Wire is not required for telephones in the main Staging Area. There is no LOS from anywhere to the helicopter Staging Areas.
- You can use a face down Terrain Card as a placeholder to represent a Staging Area.

2.3.6. Air Assault Planning

Some mission may begin with an Air Assault or mounted movement. For heliborne missions, you must create a Landing Plan (see 7.4.5.) during the planning of each mission. The entire Company may not fit into the transport provided. Squads may leave a Step behind, and that should be noted on the Mission Log.

3. SEQUENCE OF PLAY

Once you have completed your planning and setup, you play out a mission in turns. Each turn is broken down into phases and impulses. Note that the sequence is different depending on whether the mission is an Offensive Mission, a Combat Patrol, or a Defensive Mission. (The first two types use the same sequence.)

3.1 FRIENDLY HIGHER HQ EVENT PHASE (STARTING ON TURN 2)

Starting on Turn 2, draw an Action Card. If the HQ icon is present, draw another Action Card and check the R# at the bottom against the Mission Instructions to determine what event takes place. For some events you get experience only if you accomplish the event that turn, but doing so is optional. You may choose to forego the experience if you feel you have more pressing matters.

3.2 DEFENSIVE MISSIONS: ENEMY ACTIVITY PHASE

Note that both Enemy Activity Phases are identical. Where it occurs in the Sequence of Play just changes based on the type of mission.

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

This works the same way as the Friendly Higher HQ Event Phase, except the enemy events are listed separately in the Mission Instructions.

3.2.2 Enemy Activity Check Segment

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

Randomly determine the order in which you check enemy occupied cards. On the selected card check enemy units in order based on their status as shown in the Activity Check Hierarchy tables, starting at the top.

3.3 FRIENDLY COMMAND PHASE

During this phase you have the units in the Company perform actions, including movement and combat related activities. Units perform actions when ordered to do so by expending a command. The sequence in which you activate units within the Command Phase flows down the chain of command from higher to lower, from Battalion to Company to Platoon. HQs are either activated by their Higher HQ or they take the initiative. HQs that are activated tend to have more commands than those taking the initiative. Draws for command points have modifiers based on the HQ's Experience Level and situation where the HQ is located as explained in 4.1. If you activate a vehicle unit at any time during the phase, place an Activated marker on it as a reminder that it can be used during the Vehicle-Aircraft Phase.

3.3.1 Activation Segment

A. Battalion HQ (BN HQ) Impulse

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

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

B. Company HQ (CO HQ) Impulse

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

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

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

Draw an Action Card for each PLT HQ or CO Staff activated in the preceding impulse, in any order you choose, and give it a number of commands this turn equal to the modified (4.1.2.) Activated Commands number. Then expend these commands for actions (4.2.) on any friendly units in play and in communication. You may expend a PLT HQ command only on a unit that belongs to or is attached to that HQ's platoon. You may also save the commands up to the maximums by Experience Level and day or night. You may expend previously saved commands at this time, too.

3.3.2 Initiative Segment

A. CO HQ Impulse (if not activated)

If you did not activate the CO HQ in the preceding segment, draw an Action Card for it and give it a number of commands this turn equal to the modified (4.1.2.) Initiative Commands number (in the

US Star symbol) on the Action Card. Expend commands (4.2.) or save them as in the command impulses during the Activation Segment.

B. PLT HQ Impulse (if not activated)

For each PLT HQ you did not activate in the preceding segment, draw an Action Card for it and give it a number of commands this turn equal to the modified (4.1.2.) Initiative Commands number. Expend commands (4.2.) or save them as in the command impulses during the Activation Segment. You may expend a PLT HQ command only on a unit that belongs to or is attached to that HQ's platoon.

C. CO Staff Impulse (if not activated)

Give one command to each CO Staff you did not activate in the preceding segment. Expend the command (4.2.) or save it as in the command impulses during the Activation Segment.

D. General Initiative Impulse

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

3.4 OFFENSIVE MISSIONS & COMBAT PATROLS: ENEMY ACTIVITY PHASE

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

3.5 MUTUAL (FRIENDLY AND ENEMY) CAPTURE & RETREAT PHASE

Consider any Paralyzed or Litter Team to be captured if the team is alone on a card (i.e., there are no other friendly forces on the card) with enemy Good Order units, or enemy Assault or Fire Teams. If a side does not take prisoners per the Campaign Instructions, automatically convert any captured units to casualties (their captors have shot them). Otherwise, any Step with a printed VOF may guard and transport any number of captured Steps. To transport a Step, move the guarding unit and have the prisoners automatically move with their guards. A captured unit is subject to VOF like any other unit, but ignores results other than Casualty and Pinned.

Retreat by one card any Paralyzed Team from either side that is on a card with a VOF Marker and not pinned or captured. The priority is to a card not under a VOF that has better cover (i.e., a Terrain Card where the net cover modifier is higher than that of the occupied Card) and is towards the team's edge of the map or LZ. Mark a retreating Paralyzed Team as Exposed.

3.6 MUTUAL (FRIENDLY AND ENEMY) VEHICLE-AIRCRAFT PHASE

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

3.7 MUTUAL (FRIENDLY AND ENEMY) COMBAT PHASE

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

3.7.1. Volume of Fire (VOF) Segment

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

A. Update Fire Missions

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

B. Evaluate Potential Contact Markers

Resolve the Potential Contact for each Terrain Card containing both a Potential Contact Marker and a friendly unit by drawing a number of Action Cards based on type of PC Marker and the Current Activity Level as shown on the Potential Contact Draw Chart (9.1.5). Contact is made if one of the Action Cards contains the word Contact!

If contact is made, immediately change the state of the Current Activity Marker. If enemy units are contacted, use the mission's appropriate Potential Contact Table to determine which enemy package is coming into play. Place the units in that package on the map according to the mission's PC Placement Table and the rules for placement (9.2). Have any eligible friendly units automatically engage the new units by placing any applicable VOF and PDF Markers. Update the Mission Log to add the new enemy units.

3.7.2. Combat Effects Segment

Per 6.9, determine the Net Combat Modifier (6.1.2.) for every infantry unit on a card with a VOF Marker and then draw an Action Card to determine if the fire has affected the unit (6.1.3). If the unit is hit, draw a second Action Card to determine the effect of the hit based on the unit's Experience Level. Also resolve any Mine VOF attacks that have been triggered previously this turn (9.5). Once all combat is resolved, update any changes to VOF and PDF Markers (6.3. and 6.4.) from the results and flip any mines back to their "Draw" side (9.5).

3.8 CLEAN UP PHASE

Remove Pyrotechnic, Illumination, Exposed, Moved/Fired, Concentrated Fire, Grenade, and Grenade Miss Markers. Casualties dropped off at a Terrain Card with a designated Casualty Collection Point Tactical Control Marker on it are evacuated in WWII and

Command Example

1. CO HQ is automatically activated unless Higher HQ is in play. An Action Card is drawn and the number of commands is in the helmet/larger number in the upper left
2. 3rd PLT HQ is in the same card and not under a cover marker. The CO HQ expends 1 command to activate 3rd PLT HQ.
3. In the Activated Staff/PLT HQ segment, 3rd PLT HQ draws a single Action Card and receives the number of commands in the box on the upper left.
4. 3rd PLT HQ expends 1 command to order 1st squad/3rd Platoon to move.
5. The CO HQ could have ordered 1/3 directly but as a company has 9 squads and weapons teams, it is inefficient for the CO HQ to do so. It is best to use the chain of command as much as possible.
6. The CO HQ is in communication with 2nd PLT HQ in the next card via SCR536 radio. Radios, phones, pyrotechnic signals and runners all work to extend the ability of an HQ to command units in other cards. A command is expended to activate 2nd PLT HQ.
7. 2nd PLT HQ then expends a command to order 2nd Squad/2nd Platoon to do something. Note: The CO HQ is unable to command 2/2 directly as the squad does not have a radio.
9. If neither PLT HQ was activated, it would draw for initiative and receive the number of commands indicated in the square/smaller number in the upper right of the Action Card.

Korean War Missions. During Defensive Missions, remove any unresolved PC Markers.

4. COMMAND & CONTROL

The core engine of Fields of Fire is that HQs and Staff obtain a number of Commands and exchange them for Actions to control themselves and other units. The act of exchanging Commands for Actions is called ordering or issuing an order. This is an abstraction of the HQ actually giving a verbal or written command to influence by example or to effectively communicate the intent of the HQ. The limit on commands represents the limited time, energy, and situational awareness of the HQ. 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.

4.1. COMMANDS

4.1.1. Obtaining Commands

Provide commands to each HQ and Staff in the appropriate impulse of the Command Phase. If an HQ or Staff is activated by an HQ higher in the Chain of Command, use the Activated Commands in the helmet icon on the Action Cards. If not activated, use the Initiative Commands in the star symbol. When you draw for commands, decide if you want to save commands or use previously saved commands, and then expend the resulting total immediately in accordance with the limitations below.

4.1.2. Modifications to the Command Draw

When drawing for commands (whether in the Activation Segment or the Initiative Segment), modify the number on the Action Card as follows:

- A. If the HQ or Staff is
 - Pinned: -1
 - Green: -1
 - Veteran: +1
 - Under a Cover Marker (including Fortifications): +1
- B. If the HQ or Staff's card has:
 - A Volume of Fire of Small Arms (S): -1
 - A Volume of Fire of Automatic Weapons (A): -2
 - A Volume of Fire of Heavy Weapons (H), Sniper (S!), or Incoming: -3
- C. The Current Activity is No Contact: +1

An HQ activated by a higher HQ gets a minimum of one command regardless of the modifiers. When drawing for initiative, the modified total of commands may be zero.

Do not modify the General Initiative Draw for Offensive and Defensive Missions. When performing a Combat Patrol Mission, halve the General Initiative Draw, rounding any fractions down, as only a portion of the Company is being used.

4.1.3. Command Limitations

During a daytime mission the maximum number of commands that any HQ or Staff can expend in one Impulse is 6. In any mission with Limited Visibility (i.e., the Visibility Modifier is greater than +1) the maximum is 4. HQs and Staff may save commands for later use based on their Experience Level, as follows:

- Green: 3 for Daytime or 2 for Limited Visibility

- Line: 6 for Daytime and 4 for Limited Visibility
- Veteran: 9 for Daytime and 6 for Limited Visibility

Track saved commands on the Command Display with the appropriate HQ's Saved Commands Marker. Use an HQ's Commands Allocated Marker to track commands expended during a given impulse. Alternatively, you can just track these amounts on the Mission Log.

4.1.4 HQ and Staff Fire Teams

An HQ or Staff unit on its Fire Team side may only issue commands to itself. In addition, it cannot be activated by a higher HQ—it must draw for initiative.

4.2. ACTIONS

Expend HQs and Staff commands for actions for any subordinate unit (as per the Chain of Command restrictions in 1.2.6.) that the HQ or Staff is in communication with (see 4.3). The General Initiative Impulse is a special case in that you do not need an HQ, Staff, or communications. A unit may perform more than one action in a given impulse, but it may perform only one (1) action of any named type in that impulse. For instance, a unit could be ordered to Repair a Cut Phone Line and Create a Runner in the same impulse, but could not Create a Runner another time.

An Action can either be automatic or require an attempt.

- Perform an automatic Action immediately after you spend the command. You do not need to draw an Action Card.
- For an attempted Action, you must first draw a number of Action Cards. For all action attempts except Seeking Cover, the base draw is two (2) Action Cards. The number of cards drawn for Seeking Cover is listed on the Terrain Card itself. Modify the number of cards to draw based on the attempting unit's Experience Level or, for Spotting, the Spotting Modifiers Chart. Whether an attempt succeeds or not depends on the action being attempted (see the individual cases below). All possible Actions are broken into four classes for ease of reference only. Not all units can perform all Actions; the limitations are listed below and summarized on the Action Menu Player Aid Card. The actions are listed by name, cost in commands, the type of command (automatic or an attempt), the originator (the unit whose command must be spent), the permissible recipient units, and the specific details. For commands spent during the General Initiative Impulse, the recipient is the originator.

The following notes apply to the tables below:

1. (+/-) means to modify the cards for Experience Level. Add one card if the recipient is a Veteran unit or subtract one card if the recipient is a Green unit. Note that you use the Experience Level of the unit attempting the action, not the Experience Level of the HQ or Staff expending the command.
2. By itself, "card" refers to a Terrain Card. Any reference to an Action Card uses the full name.
3. When executing a platoon action, count the PLT HQ as a unit in the platoon and draw cards for it.
4. The Chain of Command and Communication restrictions are not explicitly mentioned below, but apply in all cases.

4.2.1. Command & Control Actions

Name	Cost	Draw	Originator	Recipient	Details
a. Activate a subordinate HQ or Staff	1	Automatic	Any HQ or Staff	Any subordinate HQ or staff	Both the originator and the recipient must be on their command sides. (See 3.3.1.)
b. Exhort	1	Automatic	Any HQ or Staff	Any subordinate unit	You can declare this action once for any failed attempt. Draw one more card.
c. Deploy Pyrotechnic	1	Automatic	Any HQ or Staff	Any good order unit with a pyrotechnic asset	Take the asset from the Command Display and flip it to its deployed side on the same card 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. (See 4.3.6. and 8.)
d. Reconstitute a PLT HQ	1	Automatic	CO HQ or CO Staff	Any good order unit from that platoon	Reduce the recipient by one Step and place the PLT HQ back into play on that card at a Green Experience Level.
e. Reconstitute the CO HQ	1	Automatic	BN HQ or CO Staff	A CO Staff or PLT HQ	You may reconstitute the CO HQ only from one of the following units in the following order of precedence if that unit is still in play and on its command side: CO XO, CO 1stSgt, 1 st PLT HQ, 2 nd PLT HQ, 3 rd PLT HQ, 4 th PLT HQ.
f. Create a Runner	1	Automatic	CO HQ	Any good order unit, Assault Team, or Fire Team	Reduce the recipient by one Step and place a runner on the map where the recipient unit is located. You can have no more than two (2) runners in play at any given time. (See 4.3.2.)
g. Dispatch a Runner	1	Automatic	CO HQ	A good order runner unit	Move the runner to any PLT HQ or CO Staff unit on the map that you want to activate next turn. Mark the runner as Exposed. (See 4.3.2.)
h. Dismiss a Runner	1	Automatic	CO HQ	A good order runner unit	Remove the Runner from play and add a Step to a good order unit that can absorb at least one Step and that is located on the same card as the runner and the CO HQ. (See 4.3.2.)
i. Activate a Vehicle or AT-Capable Infantry Unit for the Vehicle Phase	1	Automatic	Any HQ or Staff in the Chain of Command	An unpinned vehicle or AT-capable infantry unit	Place an Activated Marker on the unit. You may move it or have it fire in the Vehicle Movement and Combat Phase. (See 7.2. and 7.5.)
j. Switch Radio / Phone to a Different Network	1	Automatic	Any HQ or Staff	A unit with a radio or phone	Replace the same kind of radio or phone with one that has been removed from play. For example, if the SCR300 BN TAC radio has been destroyed, you can switch the SCR300 Arty FD net with the SCR300 BN TAC net. (See 4.3.4. and 4.3.5.)
k. Repair a Cut Phone Line	1	Automatic	Any HQ or Staff on the same card as the cut line	A good order unit on the same card as a Phone Line Marker on its Cut side	Flip the Phone Line Marker back to its normal side. (See 4.3.4.)
l. Designate a New Tactical Control	1	Automatic	CO HQ or PLT HQ on a Combat Patrol Mission	The HQ itself	Place a new tactical control measure on the same card as the HQ that expends the command. (See 2.3.4.)

4.2.2. Movement Actions

Name	Cost	Draw	Originator	Recipient	Details
a. Move to an Adjacent Card	1	Automatic	Any HQ or Staff	Any good order unit (or LAT in certain cases) not marked as Exposed	Move the unit to an adjacent card and mark it as Exposed. If there is cover on that card, you may place the unit under a 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. (See 5.1.)
b. Move a Platoon to an Adjacent Card	2	Automatic	PLT HQ	All good order units of that platoon on the same card that are not marked as Exposed	Have each unit in the platoon perform a Move to an Adjacent Card action. (See 5.1.)
c. Attempt to Infiltrate an Adjacent Card	1	Draw 2 (+/-) for Infiltrate icon	Any HQ or Staff	Any good order unit (or LAT in certain cases) not marked as Exposed, and that does not have an A & an arrow symbol or an H VOF rating	Either the origin card or the intended destination card must have a VOF Marker on it in order to purchase this Action. If that is the case, draw two (2 +/-) 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. (See 5.1.)
d. Attempt to have a Platoon Infiltrate an Adjacent Card	2	Draw 2 (+/-) for Infiltrate icon	PLT HQ	All good order units of that platoon on the same card that are not marked as Exposed and that do not have an A & an arrow symbol or an H VOF rating	Have each unit in the platoon perform an Attempt to Infiltrate an Adjacent Card action. (See 5.1.)
e. Attempt to Seek Cover	1	Draw Cover # (+/-) for Cover text	Any HQ or Staff	Any good order unit (or LAT in certain cases) not under a Cover Marker and the card has not exceeded its Cover Potential	Draw a number (+/-) of Action Cards equal to the Cover Draw number on the unit's card and check for the text saying Cover. If it is present, then the attempt succeeds; place the unit under a new Cover Marker and mark it as Exposed. If the attempt fails, do nothing. (See 5.2.3.)
f. Move to or from Cover	1	Automatic	Any HQ or Staff	Any good order unit (or LAT in certain cases)	Place the unit under a Cover Marker and mark it as Exposed. (You may move the unit from under one Cover Marker and place it under another in the same action.) (See 5.2.3.)
g. Attempt to Infiltrate to or from Cover	1	Draw 2 (+/-) for Infiltrate icon	Any HQ or Staff	Any good order unit (or LAT in certain cases) not marked as Exposed	The unit's card must have VOF marker on it to purchase this Action. If it does, draw two (2 +/-) Action Cards and check for the Infiltrate icon. If it is present, then the attempt succeeds; place the unit under a Cover Marker, but do not mark it as Exposed. (You may move the unit from under one Cover Marker and place it under another in the same action.) If the attempt fails, perform a regular Move to or from Cover action. (See 5.2.3.)
h. Transport	1	Automatic	Any HQ or Staff	Any good order unit (or LAT in certain cases)	Have the unit pick up items from the card or from a different unit, have a vehicle unit load or unload ammunition or casualties (see 5.1.3), or have an infantry unit embark on or disembark from a vehicle (see 7.4).

4.2.3. Rally Actions

Name	Cost	Draw	Originator	Recipient	Details
a. Attempt to Remove a Pinned Marker	1	Draw 2 (+/-) for Rally text	Any HQ or Staff	Any unit under a Pinned Marker	Draw two (2 +/-) Action Cards and check for the text saying Rally. If it is present, then the attempt succeeds; remove the Pinned Marker. If the attempt fails, do nothing.
b. Attempt to Convert a Paralyzed Team to a Litter Team	1	Draw 2 (+/-) for Rally text	Any HQ or Staff	Any unpinned Paralyzed Team	Draw two (2 +/-) Action Cards and check for the text saying Rally. If it is present, the attempt succeeds; replace the Paralyzed Team with a Litter Team. If the attempt fails, do nothing.
c. Attempt to Convert a Litter Team to a Fire Team	1	Draw 2 (+/-) for Rally text	Any HQ or Staff	Any unpinned Litter Team	Draw two (2 +/-) Action Cards and check for the text saying Rally. If it is present, the attempt succeeds; replace the Litter Team with a Fire Team. If the attempt fails, do nothing.
d. Attempt to Convert a Fire Team to an Assault Team	1	Draw 2 (+/-) for Rally text	Any HQ or Staff	Any unpinned Fire Team	Draw two (2 +/-) Action Cards and check for the text saying Rally. If it is present, the attempt succeeds; replace the Fire Team with an Assault Team. If the attempt fails, do nothing.
e. Convert an Assault Team to a Fire Team	1	Automatic	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	Draw 2 (+/-) for Rally text	Any HQ or Staff	The HQ or Staff itself, or any unpinned Fire Team with a Weapons Team, FO, or HQ on its front	Draw two (2 +/-) Action Cards and check for the text saying Rally. If it is present, then the attempt succeeds; flip the unit to its front side. If the attempt fails, do nothing.
g. Detach Team	1	Automatic	Any HQ or Staff	Any good order 3 Step squad	Flip the squad to its 2 Step side and place your choice of either an Assault Team or Fire Team on the card.
h. Supplement Squad	1	Automatic	Any HQ or Staff	Any good order 2 Step squad and an unpinned Fire or Assault Team	Remove the Team and flip the squad to its 3 Step side.
i. Attempt to Reconstitute Squad	1	Draw 2 (+/-) for Rally text	Any HQ or Staff	2 or 3 unpinned Assault or Fire Teams	Draw two (2 +/-) Action Cards and check for the text saying Rally. If it is present, then the attempt succeeds; remove the 2 or 3 Teams and replace them with a 2 or 3 Step squad (respectively) that has previously been removed from play. If the attempt fails, do nothing.
j. Flip a Unit with a Fire Team Side to that Side	1	Automatic	Any HQ or Staff	Any good order unit with a Fire Team side	Flip the unit to its Fire Team side.

4.2.4. Combat Actions

Name	Cost	Draw	Originator	Recipient	Details
a. Attempt to Spot	1	Draw 2 for Crosshairs icon	Any HQ or Staff	Any good order unit (or LAT in certain cases)	Draw two (2) Action Cards, modified by the modifiers on the Spotting Attempts Draw Modifiers Chart, and check for the Crosshairs icon. If it is present, then the attempt succeeds; remove any PC ? Marker. If the attempt fails, do nothing. (See 9.3.)
b. Attempt to Concentrate Fire	1	Draw 2 (+/-) for Crosshairs icon	Any HQ or Staff	Any good order unit (or LAT in certain cases) with an S, A, A/S, or H VOF Rating	Draw two (2 +/-) Action Cards and check for the Crosshairs icon. (Draw an extra card when firing a tripod-mounted machinegun according to 6.2.) If it is present and the target unit is a) spotted, b) within the firing unit's range and LOS, and c) along its PDF, then the attempt succeeds; place a Concentrated Fire Marker on the target unit. If the attempt fails, do nothing. (See 6.6.)
c. Attempt to have a Platoon Concentrate Fire	2	Draw 2 (+/-) for Crosshairs icon	PLT HQ	All good order units of that platoon with S, A, A/S, or H VOF Ratings on the same card	Draw two (2 +/-) Action Cards for each unit and check for the Crosshairs icon. If it is present and the target unit being is spotted, within the firing unit's range and LOS, and along its PDF, then the attempt succeeds; place a Concentrated Fire Marker on the target unit. If the attempt fails, do nothing. (See 6.6.)
d. Attempt to Make a Grenade Attack	1	Draw 2 (+/-) for Grenade icon	Any HQ or Staff	Any good order unit (or LAT in certain cases)	Draw two (2 +/-) Action Cards and check for the Grenade icon. If it is present, then the attempt succeeds; have the unit make a grenade attack. If successful against an unpinned enemy unit that has a VOF Rating on the same card, that enemy unit makes a free grenade attack in response. If the attempt fails, place a Grenade Miss VOF Marker on the card and adjust the Net Combat Modifier accordingly for all occupants of the card, both friendly and enemy. (See 6.5.)
e. Attempt to have a Platoon Make a Grenade Attack	2	Draw 2 (+/-) for Grenade icon	PLT HQ	All good order units of that platoon on the same card	Have each unit in the platoon perform an Attempt to Make a Grenade Attack action. However, place no more than one Grenade Miss VOF marker on a card, no matter how many may miss. (See 6.5.)
f. Attempt for a FO to Call for Fire	1	Draw 2 (+/-) for Burst icon	Any HQ or Staff	A good order FO unit on its observer side	Draw a number (+/-) of Action Cards per the Mission Instructions and check for the Burst icon. (Draw an extra card if the fire is pre-registered according to 6.7.5.) If it is present and the Call for Fire prerequisites are met (6.7.1), then the attempt succeeds; expend an available fire mission on the Mission Log and place a Pending Fire Mission Marker on the target card. (See 6.7.)
g. Attempt to Call for Fire from an Off-Map Firing Unit	1	Draw 2 (+/-) for Burst icon	Any HQ or Staff	The HQ or Staff itself	Draw a number (+/-) of Action Cards per the Mission Instructions and check for the Burst icon. (Draw an extra card if the fire is pre-registered according to 6.7.5.) If it is present and the Call for Fire prerequisites are met (6.7.1), then the attempt succeeds; expend an available fire mission on the Mission Log and place a Pending Fire Mission Marker on the target card. (See 6.7.)
h. Call for Indirect Fire from an On-Map Mortar	1	Automatic	Any HQ or Staff	The HQ or Staff itself	Place the appropriate VOF Marker on any spotted enemy card in the originator's LOS and in range of the firing mortar. See 6.7.4. for further restrictions.
i. Cease Fire	1	Automatic	Any HQ or Staff	All occupants of a card	Remove any VOF/PDF generated by the occupants of the card. Note that units will open fire automatically on the closest unspotted enemy in their LOS if the enemy unit's card does not have any friendly units. (See 6.4.)
j. Shift Fire	1	Automatic	Any HQ or Staff	All occupants of a card	Move the VOF/PDF in any desired direction, engaging any other card in the originator's LOS, including an unoccupied card. (See 6.4.)
k. Fire FPF/ FPL	1	Automatic	CO HQ	All good order units tasked with an FPF and/or FPL during a Defensive Mission	For a FPF, place a Pending Fire Mission Marker on the recipient unit's card. For a FPL, place a Heavy Weapons VOF Marker along the LOS shown by the arrow on the FPL Marker. (See 6.4.)

4.2.5. Pinned and LAT limitations

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

Pinned

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

- Reduce its VOF to All Pinned.
- Apply a +1 Net Combat Modifier (as listed on the Marker).

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 card and has no VOF on it
- e. Attempt to Seek Cover

Rally Actions (4.2.3) Allowed:

- a. Attempt to Remove a Pinned Marker

Combat Actions (4.2.4) Allowed:

None

Assault Team

Movement Actions (4.2.2) Allowed:

- a., c., e., f., g., and h. All actions except platoon actions

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., b., d., i., and j. All actions except platoon actions & observing

Experience Level: Line

Fire Team

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 card and has no VOF on it
- c., e., f., g., and h. All other actions except platoon actions

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., b., d., i., and j. All actions except platoon actions

Experience Level: Green

Litter Team

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 card and has no VOF on it and c., e., f., g., and h. All other actions except platoon actions

Rally Actions (4.2.3) Allowed:

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

Combat Actions (4.2.4) Allowed:

None

Experience Level: Green

Paralyzed Team

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 card and has 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

Experience Level: Green

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 on the same card, be unpinned, and either a) both are under the same Cover Marker or b) neither one is under a Cover Marker.

4.3.2. Runners

You can have two runners in play at any given time. When not in use, place them on the Command Display. They move automatically with the CO HQ. Runners are Created, Dispatched and Dismissed with the corresponding Actions ordered by the CO HQ. Essentially, allow the CO HQ to activate its subordinate HQs and Staff the following turn if the runner is not hit or pinned in the intervening Combat Phase.

4.3.3. Networks

To facilitate Command & Control, Radios and Field Telephones (RT) networks are established and maintained. You choose during your mission planning if you want to use phones or radios. RTs communicate only on assigned networks. Each phone and radio counter shows the network to which it belongs. You can have units exchange lost or destroyed RTs with RTs of the same type from a different network at the cost of one Command each. The organization of the RT networks depends on the purpose of the communication, as follows:

1) CO TAC (Company Tactical Network):

This is used for tactical control of the Company, and allows the Company HQ to communicate with its Staff and Platoon leaders. The CO HQ's RT is the hub of the CO TAC net. RTs used by PLT HQs, Staff and Weapons Teams must connect to the CO HQ's RT to communicate on the CO TAC Net. FOs, battalion Staff and regimental Staff may not communicate on this network.

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. The CO HQ's RT must connect to the Staging Area, if using phones, to communicate on the BN TAC Net. Only the CO HQ and the BN HQ (and the BN's Staff) may communicate on this network.

3) ARTY FD (Artillery Fire Direction Network):

This is used for control of artillery fire missions, and it allows the Arty FO to communicate with artillery units that are providing fire support to the Company. The Arty FO's RT must connect to the Staging Area, if using phones, to communicate on the ARTY FD Net. Only the Arty FO may communicate on this network.

4) MTR FD (Mortar Fire Direction Network):

This is used for control of mortar fire missions, and it allows the Mtr FO to communicate with mortar units that are providing fire support to the Company. The Mtr FO's RT must connect to the Staging Area, if using phones, to communicate on the MTR FD Net. Only the Mtr FO may communicate on this network.

5) AIR CTL (Air Support Control Network):

This is used for control of air support missions, and it allows an FAC to communicate with aircraft providing fire support to the Company. The FAC's RT must connect to the Staging Area, if using phones, to communicate on the AIR CTL Net. Only the FAC may communicate on this network.

4.3.4. Field Telephones

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

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

During the Combat Effects Phase on Cards containing both Incoming VOF and Phone Line Markers, there is a 1-in-2 chance of cut phone lines. To find out if a phone line is cut, select an Action Card, noting the result in the "2" column of the card's Random Assignment Area. If the result is a "1," flip the Phone Line Marker to its cut side. You may not use that Phone Line for communication until the line is restored. You can restore a cut Phone Line in the following Command Phase by performing an Action to do so.

If a unit with a Phone becomes a casualty, there is a 1-in-2 chance that its Phone will be destroyed. Select an Action Card, noting the result in the "2" column of the card's Random Assignment Area. If the result is a "1," the Phone is destroyed; remove it from play. If the result is a "2," place the Phone Marker on the map. You can have another unit pick it up and use it.

4.3.5. Radios

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

Early Handheld Radios (SCR536): Because of its limited broadcast strength, the SCR-536 allows radio communication only within Line of Sight (as if Daylight, and ignoring smoke). The SCR-536 does not work from pinned status or from under a Cover Marker.

Man pack, VHF -FM radios (SCR300, PRC25, PRC77, PRC119) and Vehicle Radios: These can communicate anywhere on the map with other radios in the same network, unless the Mission Instructions indicate otherwise. (Some campaign-specific terrain is more drastic and interferes with radio traffic.)

Advanced Handheld Radios (ICOM, PRR, PRC148, PRC152): When these squad radios are in use, not only are the PLT HQs in communication with the CO HQ, the squads are in communication with their PLT HQ throughout the same and adjacent cards.

If a unit with a radio becomes a casualty, there is a 1-in-2 chance that its radio will be destroyed. Select an Action Card, noting the result in the "2" column of the card's Random Assignment Area. If the result is a "1," the Radio is destroyed; remove it from play. If the result is a "2," place the Radio Marker on the map. You can have another unit pick it up and use it.

4.3.6. Pyrotechnics

Pyrotechnic devices have three basic purposes: Signaling, Illuminating, and Screening. The action of deploying a pyrotechnic device is the same regardless of the purpose for which it is being used. Aerial rocket devices, such as colored flares and illumination, may be placed on the same or any adjacent card from the unit deploying it.

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

A. Colored Flares

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

B. Smoke

You can use either HC (High Concentrate) or WP (White Phosphorus) smoke to provide concealment. The campaign instructions list available smoke devices. WP smoke has a combat effect as well as a screening effect. You can deploy WP smoke like any other pyrotechnic device or you can deploy it during an Attempt to Make a Grenade Attack action. When part of a grenade attack, conduct the attempt normally, but place the deployed WP Marker in addition

to any results of the grenade attack. WP Smoke may also appear as part of a fire mission for screening or as a prerequisite to an air strike (see Indirect Fire Missions). HC smoke and WP smoke provide the defensive concealment printed on the marker and all units in a card with smoke cannot fire out of the card, but can fire within the card. Smoke appears at ground level and units must be able to trace a normal LOS to it in order for it to be used as a signal.

5. MOVEMENT & TERRAIN

5.1. MOVEMENT

You move your infantry units on the map in the Command Phase by using Commands to purchase/order movement actions. Physically move each unit as soon as you purchase its action. The two basic forms of movement are movement within a card and movement to another card.

The basic rules of all movement 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, but you may continue to move any unit not so marked.
- You may have no more than 16 Steps and 4 vehicles on a card (see 1.2.1i).
- In order to attempt to infiltrate, the origin card or the destination card must have a VOF Marker on it.
- You may not attempt infiltration with any unit that has a VOF rating of H or A with an arrow symbol (tripod mounted).
- You may not use the VOF rating of any unit with a VOF rating of H or A with an arrow symbol (tripod mounted) if that unit is marked with an Exposed Marker.
- You may have any other unit participate in Combat normally even if marked with an Exposed Marker.
- Remove all Exposed Markers in the Clean Up Phase.

5.1.1. Movement within a Card

In addition to the above, the rules for moving within a card are:

- You may not have a unit under a Cover Marker Attempt to Seek Cover.
- You may have a unit marked with an Exposed Marker Attempt to Seek Cover or Move to or from Cover.
- 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.

5.1.2. Movement to Another Card

In addition to the above, the rules for moving to another card are:

- 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, or Pillbox Markers exist in adjacent cards, units may move between them without being marked as Exposed.

There is a Staging Area of notional cards adjacent to the bot-

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

5.1.3. Transportation of Items and Units

Having a unit or a vehicle perform a Transport Action allows that unit to acquire or offload assets, casualties, prisoners, ammunition, or passengers. You can use this action in three different situations: to have a unit pick up or drop off items, to have a unit embark on or disembark from a vehicle, or to have a vehicle load or unload items.

a. Transport Capacity

A unit or vehicle can carry an unlimited number of assets. In addition to assets, a unit or vehicle may carry any one type of the following: casualties, prisoners, one type of ammunition or, for vehicles only, unit Steps. Each step of a unit has a transport capacity of 1. The transport capacity of a vehicle is listed on the Vehicle and Anti-Tank Weapons Chart. Each point of transport capacity can carry one of the following:

Item	Vehicle	Infantry
Casualties	1	1
Prisoners	1	Unlimited
MG Ammo	6	6
MTR Ammo	2	2
RCL or RKT Ammo	3	3
Infantry Unit Step	1	0

B. Picking up and Dropping off Loads

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

C. Embarking and Disembarking from Vehicles

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

D. Loading and Unloading Vehicles

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

5.1.4. Evacuating Casualties

You can gain experience in all campaigns and missions by successfully evacuating casualties from the map. For WWII and Korea missions, you must designate a Casualty Collection Point Tactical Control, either prior to the mission start or after the mission begins.

Once designated, you cannot change it for that mission attempt. For Vietnam missions, you can evacuate casualties one of two ways: either by helicopter from any LZ to the Pick Up Zone as per 7.4.5., or by merely dropping off a casualty at the MEDEVAC LZ Tactical Control on a card containing an HQ or Staff unit (to direct operations). You can designate an LZ as the MEDEVAC LZ either before or after a mission begins, or switch it during a mission, but there can only be one in play at a time. You may use an LZ as both a regular LZ and the MEDEVAC LZ in the same turn.

If a casualty is transported and dropped off at the appropriate point, that casualty is considered to be evacuated by a notional ambulance or by helicopter; remove the casualty in the Clean Up Phase. Place any evacuated casualties in the appropriate holding box on the Command Display for ease of calculating experience earned and wounded returned to duty for the next mission.

5.2. TERRAIN

If a Terrain Card has a VOF Marker on it, that card confers on its occupants its Cover & Concealment value as part of the Net Combat Modifier. Some cards have two Cover & Concealment values, separated by a slash with the higher value on the left. Use the higher value when the PDF crosses a dark border. (Notice that the borders are such that they cover the corners appropriately for diagonal PDFs.) If a card has multiple PDFs use the higher value. Use the lower value for Grenade, Incoming, and Air Strike VOF Markers. If a card has a Burst icon (1.2.1h) on it, apply the value in that icon to any Incoming VOF.

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

5.2.1. Line of Sight (LOS)

Trace a Line of Sight (LOS) along the eight straight lines (only) from a card to the eight adjacent cards and beyond. (Thus, you may not trace an LOS over two cards and diagonally one.) You may automatically trace a LOS into all adjacent cards. An LOS is blocked past another card if either border being traced through on that card is dark. Thus, the LOS must pass through light borders on both sides of a card to trace to a card beyond it. During normal visibility, the maximum LOS is Very Long Range (three cards), not counting the starting card, even when tracing from a higher elevation. During Limited Visibility the maximum LOS range is reduced to Close Range (adjacent—see 8.0). See the LOS example on the next page.

5.2.2. Elevation

Higher elevation allows units to trace a LOS over blocking terrain at lower levels. This is a relative measure; the actual elevation per level varies from campaign to campaign. Multi-Story Cards coupled with Upper-Story Cover Markers and Hills each raise the elevation one level. The base elevation is Level 1 for all missions. A single hill is Level 2. An Upper Story on a hill is at Level 3. Higher elevations see over any lower elevations despite intervening dark borders, i.e., units at Level 2 see over Level 1 Terrain Cards, but they cannot see over a Level 2 Terrain Card to a Level 1 Terrain Card beyond it.

A. Hills

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

B. Multi-Story

Terrain Cards marked with the words “Multi-Story” designate urban areas containing buildings taller than one level. A unit discovering a building (cover) on a Multi-Story Card can move to the building’s upper floors, increasing the unit’s elevation by one level. Place an Upper Story Cover Marker atop units that move to the upper floor of a multi-story building. A Church Tower Marker is the same as an Upper Story Cover Marker, but you may use it only on a Church Terrain Card.

When you find cover on a Multi-Story card you get both the Upper Story Cover Marker and a regular Cover Marker (see 5.2.3c), which represents the first floor. Consider these separate Cover Markers for purposes of commands, combat, and movement. Units can move between the two Cover Markers or directly to and from no cover and the Upper Story Cover Marker.

5.2.3. Cover

Cover is a terrain feature below the detail found on standard tactical maps, and is often called “micro-terrain.”

Cover provides protection from fire and is incremental to the Terrain Card’s basic Cover & Concealment value. Each Terrain Card indicates a maximum number of Cover Markers it can contain. A Cover Marker represents a distinct location within the area of the card. Once discovered, a Cover Marker remains in place for the rest of the Mission. Unless specified on the marker, there is no limit to the number of Steps that you can place under a given Cover Marker, but only units of one side can be under a given Cover Marker at any one time.

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

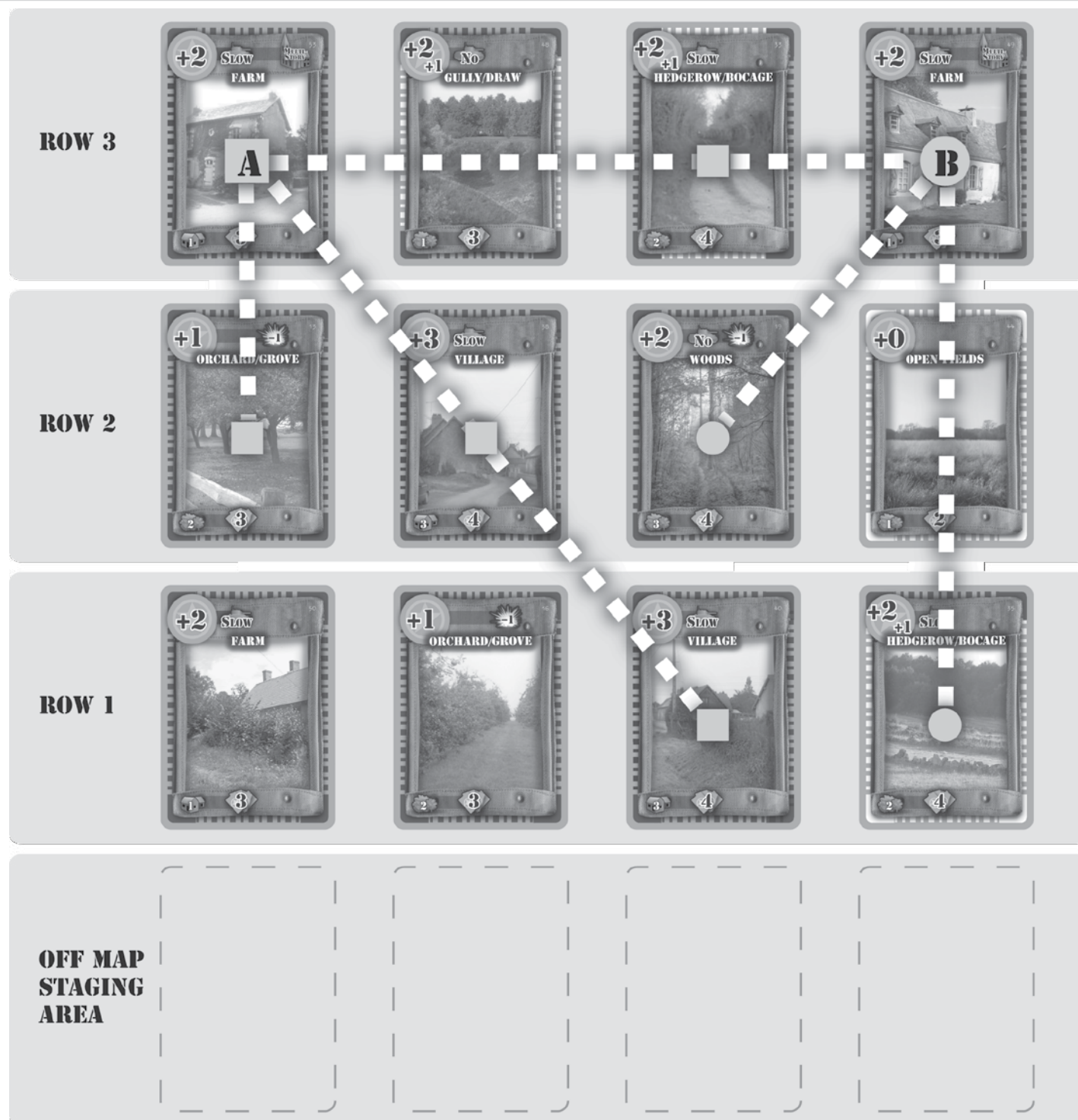
There are three types of Cover Markers:

A. Basic Cover

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

B. Field Fortifications

The Mission Instructions list available field fortifications. They include Foxhole, Trench, Bunker, and Pillbox Markers. They do not count against a Terrain Card’s Cover Potential.



In this example, the square on the leftmost card in Row 3 (Card 53) represents a US unit A and the circle in the rightmost card in that row (Card 49) represents US unit B. The other, smaller, squares and circles represent enemy units.

US Unit A:

- A unit always has a clear LOS to an adjacent card, so US unit A can see the enemy units on Cards 13 and 38 regardless of blocking card sides or the spotting unit's height.
- In addition, blocking sides of the spotting unit's card do not matter, so US unit A also has a clear LOS to the units on Card 33.
- However, US unit A has a clear LOS to the enemy unit on Card 40 only if it (the US unit) is on the upper floor of the

Multi-Story card it is on. If it is, then you ignore the blocking card sides on card 38, providing the unit with a clear LOS to Card 40.

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

US Unit B:

- This unit has a clear LOS to both of the enemy units on Cards 33 and 19 because they are on adjacent cards.
- This unit has a clear LOS to the unit on Card 35 because you can ignore the blocking terrain on card 49.

Bunker and Pillbox Markers may hold a limited number of Steps; this number is in parentheses on those markers. In addition, they have a limited firing arc as depicted by the arrow on the marker. This arrow must point in the same direction as the Bunker or Pillbox Marker's orientation. Orient a Pillbox or Bunker Marker for US forces (when available) as desired when placing them at the start of a mission. For enemy Pillboxes or Bunkers, point the arrow on the counter to 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.

C. Urban Cover

Use these markers on cards with urban terrain cover symbol, such as Farm, Village, Multi-Story, and Church. These markers count against a Terrain Card's Cover Potential. The result from the Urban Cover Probability Table lists for each campaign which of the various Cover Markers to use. Each campaign will indicate the chance of regular cover (representing rubble), light buildings, and strong buildings when cover is found on an urban Terrain Card. If a result is Light Building or Strong Building and the card contains a multi-story or church indicator, you get an Upper Story or Church Tower Marker (respectively) in addition to the indicated building marker (see 5.2.2b).

6. INFANTRY COMBAT

Basic combat is automatic. It does not require Commands or Actions. If not already engaged, your units with a clear LOS and within range of spotted enemy units automatically and immediately open fire. The resolution of all this activity happening in the Command Phase, Enemy Activity Phase and Combat Phase is consolidated in the Combat Phase near the end of the turn. Combat is also directed at a card and all its occupants. The two basic components of Infantry Combat are Volume of Fire (VOF) and Primary Direction of Fire (PDF). These indicate how much and in what direction a unit is firing.

6.1 COMBAT PROCEDURE

6.1.1. Sequence / Opening Fire

n game terms, you have units "open fire" by placing on a target card a) a VOF Marker and b) if the target card is not the firing unit's card, a PDF Marker. This can happen due to several events in the course of a turn.

- Movement can bring a friendly unit into view (clear LOS) of a spotted enemy unit.
- Spotting can reveal a previously unspotted enemy unit.
- Enemy Activity checks may move an enemy unit into a unit's LOS.
- Resolving Potential Contact may place spotted enemy units into play.

If a unit enters a card where there is firing already going on (i.e., it is occupied by enemy units and friendly units OR has a PDF Marker on it), the entering unit joins in the existing fire. You may need to adjust the VOF marker, however.

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

1. Closest card
2. The card with the highest VOF
3. Randomly

A unit does NOT automatically engage an enemy unit on a card in LOS that contains both friendly and enemy units. However, once units are engaged, they do not cease or shift fire without commands, even if the card becomes jointly occupied. The only way to change or stop a unit from firing is to issue a Shift Fire or Cease Fire command or to move the unit to a different card.

Being engaged in combat has no effect on the ability of units to perform actions.

6.1.2. Net Combat Modifier (NCM)

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

- NCM = The best (lowest) VOF modifier
- + The net modifier due to Visibility, illumination, and observation devices
 - + All applicable modifiers based on the defending unit's status and cover
 - + All applicable other modifiers such as snipers, Concentrated Fire, multiple PDFs into the card, and grenade misses.

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

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

6.1.3. Resolution

When you resolve combat, draw an Action Card for each unit on a card with a VOF Marker. On the left side of the Action Card you will find the NCM from -4 to +6 and the result of HIT, PIN or MISS (see 6.9.1). Find the NCM that applies to the unit to determine which result happens. If a unit is HIT, immediately draw another Action Card and in the lower center check the Hit Effects section under the target unit's Experience Level (see 6.9.2). Apply all results immediately. All combat resolution is considered simultaneous, so do not change VOF and PDF Markers (if necessary) until combat resolution is complete.

6.2. WEAPON TYPES AND RESTRICTIONS

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

Small Arms

Rifles, sub machineguns and magazine fed light machineguns produce a Small Arms (S) VOF. Some such units may instead produce an Automatic Weapons (A) VOF, but at Point Blank Range only. You do not keep track of small arms ammunition, but you do for the A VOF units (see MG Ammo in 6.8.1.).

Machineguns

These are belt-fed machineguns and are either bipod or tripod mounted. (An arrow symbol over the A indicates a tripod mount.) They produce an Automatic Weapons (A) VOF. You must keep track of machinegun ammunition. Tripod-mounted machineguns have a greater range and are capable of Grazing Fire and Final Protective Lines (FPLs). You also get an extra draw when using them for an Attempt to Concentrate Fire action because of their steadier aiming base and sustained fire capability, but you may not have them use infiltration movement or fire at all if marked with an Exposed Marker.

Mortar

Mortar fire can come from off map, from on map by a squad of two or three Mortar tubes working together, or from on map by a single-tube team. You may never have them target their own card. You may not have them fire from under a building, Bunker, or Pillbox Cover Marker, or from +3 Jungle or Woods terrain card. You may not have them use infiltration movement or fire at all if marked with an Exposed Marker. You must keep track of mortar ammunition.

Rocket Launcher / Recoilless Rifle

You may not have these units fire from under a building, Bunker, or Pillbox Cover Marker. Light rocket launchers and recoilless rifles have a Grenade (G!) Volume of Fire. Heavy, tripod-mounted versions have a Heavy Weapons (H) Volume of Fire. You may not have them use infiltration movement or fire at all if marked with an Exposed Marker. Panzerfausts (WWII German AT Rockets) may fire only at vehicles; all others may be used for both AT Combat and Infantry Combat. You must keep track of rocket and recoilless ammunition. Some types of rocket launchers enter play as ammunition on regular units and are expended as such when used, e.g., Panzerfaust and B40/RPG2/7 rockets.

Hand / Fragmentation Grenade

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

Rifle Grenades

Some units receive one allotment of Rifle grenades at the beginning of a mission with no further supply until the next mission. When used they are expended and they are not transferable among units. These weapons were high angle fire weapons, so as with mortars, you cannot fire them from under a building, Bunker, or Pillbox Cover Marker.

40mm Grenade Launchers (Vietnam and later)

You may have a US 40mm grenade launcher fire from under a building, Bunker, or Pillbox Cover Marker because its trajectory is much flatter than that of a rifle grenade. Since the 40mm-grenade ammunition is small and light and the standard load is large, you do not have to keep track of it. Any unit from Vietnam or later that has a superscript G! VOF is considered to have 40mm Grenade Launchers (see 6.8).

Armored Fighting Vehicle / Tank

All medium and heavy tanks have a Heavy Weapons VOF, which is a combination of the vehicles' machineguns and cannon. You must keep track of tank ammunition. When their ammunition runs out, remove them from the map.

Out of Ammo Units

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 VOF, flip the unit to its Fire Team side. 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 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. You cannot Rally a Fire Team weapons unit that is out of ammo to its front side until it picks up more ammo and then successfully Rallies to its front side. However, you can immediately remove an Out of Ammo Marker from a unit as soon as it picks up more Ammo and have it resume firing without the need for a Rally action.

6.3. VOLUME OF FIRE (VOF)

VOF Markers indicate the amount of fire produced into a card. The primary principle of VOF is that the best VOF into a card applies, with a lower number being better than a higher number. Unless a unit is Pinned, the VOF Marker a firing unit generates is based on the unit's VOF Rating. Basic VOF Markers apply to an entire card, while Special VOF Markers apply in various ways, such as to specific units on the card.

Place Basic VOF Markers on cards based on the following procedure:

- a. If units are firing into the card from a different card, then place one Basic VOF Marker in the upper left of the card, regardless of how many units or cards are involved. The VOF Marker will reflect the best (lowest) VOF Rating of all units firing. The VOF applies to all occupants of the card regardless of which side they are.
- b. If units from both sides occupy a card AND no other fire is coming into the card, then place two VOF Markers: place the best friendly Basic VOF Marker in the upper left and the best enemy Basic VOF Marker in the lower left.

6.3.1. Basic Types

These VOFs are printed on the counters and require no commands to implement. Use a VOF in a white circle as a modifier in AT Combat (see 7.6.) only. Note that some unit types are listed on the Vehicle and Anti-Tank Weapons Chart as having different Gunnery modifiers at different ranges. Use the Gunnery modifiers from the Chart during AT Combat only; use the VOF Rating printed on the unit during infantry combat.

All Pinned (P) NCM modifier: +2

Use this marker when all units firing into that card are Pinned.

Small Arms (S) NCM modifier: +0

Automatic Weapons (A) NCM modifier: -1

Heavy Weapons (H) NCM modifier: -3

Assault Rifles A/S

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

G! Superscript

A Unit with a G! superscript is equipped with grenades or rocket launchers in addition to its base weapon and you can have it Attempt to Make a Grenade Attack at Close Range. This is in addition

to having it fire with its normal VOF Rating or Attempting to Make a Grenade Attack.

6.3.2. Special Types

These VOFs require commands and special procedures to be followed. See 9.5. for how to place a Mines VOF.

Grenade (G!) NCM modifier: -4 or -3

Place a Grenade Attack VOF Marker on a unit or group of units under a single Cover Marker as a result of a successful Attempt to Make a Grenade Attack. It overrides any other VOF for the unit(s) being attacked. A target can be attacked by multiple grenade VOFs and those are cumulative. Do not apply the Rain/Snow, Fog, Smoke, or Current Visibility Modifiers to this VOF. Use the -4 modifier for US and German grenades and the -3 modifier for North Korean, Viet Cong, and NVA grenades.

Grenade Miss NCM modifier: -1

Place a Grenade Miss VOF Marker when an Attempt to Make a Grenade Attack fails. It applies to entire card. Place only one regardless of the number of failed attempts. Apply all Visibility modifiers normally to a Grenade Miss

Concentrated Fire NCM modifier: -1

Place a Concentrated Fire VOF Marker on a unit as a result of a successful Attempt to Concentrate Fire action. It is cumulative with the VOF for the card, and a target unit can be the target of multiple concentrated fires.

Sniper (S!) NCM modifier:

-3 for target & +0 for the card

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

Crossfire NCM modifier: -1

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

Incoming! / Air Strike NCM modifier: -3 to -7

Place a Pending Fire or Air Mission Marker on a card after a successful Call for Fire. In the Combat Phase flip it to its Incoming! or Air Strike side. An Incoming or Air Strike Marker blocks LOS through the card. Remove it at the start of the following Combat Phase. Its NCM modifier varies depending on the agency that is firing. Also, if the target Terrain Card contains a Burst icon, apply any number in that icon as a modifier to Incoming fire, but not to Air Strikes. Do not apply the Rain/Snow, Fog, Smoke, or Current Visibility Modifiers to this VOF.

6.4. PRIMARY DIRECTION OF FIRE (PDF)

Place a PDF Marker when units on a card exert a VOF into another card. Place the marker on the edge of the firing card with the arrow pointing toward the target card. All units on a card fire along the

PDF. When there is a reciprocal PDF, flip the PDF Marker to its back showing two arrows to reduce clutter. A PDF does not limit the ability to try Spotting or Calls for Fire in other directions. Units moving into a card that already has a PDF Marker open fire along the PDF. After placing a PDF, ALL units on the firing card continue to fire along the PDF until a) they perform a Shift Fire or Cease Fire Action, b) all units leave the card or c) the enemy enters the card. A Shift Fire Action changes fire to another direction of your choice. A Cease Fire Action causes the removal of the PDF Marker. Note that you must place a PDF Marker when units with a printed VOF Rating have enemy units within range and LOS. Units that have Ceased Fire, yet still have enemy units within range and LOS, automatically open fire on the closest enemy unit (forcing the placement of a new PDF Marker). Attempt to Concentrate Fire and Ranged Grenade Attack Actions may only be attempted along the PDF.

6.4.1. Grazing Fire

Normally, when firing along a PDF into another card, the VOF is exerted into the closest enemy occupied card along the PDF and within LOS. However, tripod-mounted machinegun units exert their VOF into multiple cards along its PDF and within LOS as long as all the cards are at the same elevation.

6.4.2. Final Protective Lines (FPL)

You can place an FPL Tactical Control on a tripod-mounted machinegun during a Defensive Mission. An FPL is exerted on a diagonal (only) as indicated by the arrow on the FPL Marker.

Machineguns designated with an FPL control do not open fire automatically. They must be ordered to perform a Fire FPF/FPL Action by the CO HQ. Once they start firing they will continue until they run out of ammunition or they receive a Cease Fire command.

An FPL generates a Heavy Weapons VOF on all cards along the diagonal PDF, is not affected by Limited Visibility, and uses two ammunition points per turn.

6.4.3. Overhead Fire

Tripod-mounted machineguns and heavy weapons may fire over the heads of intervening friendly troops. Machineguns and other units with a heavy weapons VOF Rating can fire over a friendly unit that is at least one level lower than the firing unit. Do not place a VOF Marker on the card being fired over. For example, if a tripod-mounted machinegun is on a hill at level 2 and a friendly unit is adjacent at level 1 and an enemy unit at long range is also on level 1 or 2, the machinegun can fire on the enemy unit and no VOF is placed on the friendly occupied card. Mortars have no restrictions on firing over the heads of friendly troops.

6.5. GRENADE ATTACKS

You may have any unit with a printed VOF Attempt to Make a Grenade Attack against enemy units in the same card. You may have a unit with a G! VOF Rating and a printed Range Attempt to Make a Grenade Attack out to its printed Range. You may have a unit with a G! superscript above a different VOF Rating Attempt to Make a Grenade Attack at enemy units in an adjacent card.

Grenade Attacks are not automatic and you must perform an Attempt to Make a Grenade Attack Action. When a good order unit, enemy or friendly, has a Grenade Attack attempted on it (whether successful or not) from the same card, it gets a free Attempt to Make a Grenade Attack at the unit that tried to attack it. Direct a

Grenade Attack toward a specific unit or Cover Marker. You have a base draw of two Action Cards, modified by Experience Level, when making the attempt. (For instance, draw only one card for Fire Teams because their Experience Level is Green.) The attempt is successful if the Grenade icon is present on one of the cards.

You can direct multiple Grenade Attacks toward the same unit or Cover Marker. Grenade VOF is cumulative with other Grenade Attacks, but not with other types of VOF. For example, if a Terrain Card is under Automatic Weapons VOF (-1 modifier), and one unit suffers two Grenade Attacks, the unit suffers a -8 modifier, not a -9 modifier (Note after the NCM is calculated the lowest possible NCM is -4). The other units on the card receive the -1 modifier from Automatic Weapons VOF. Remove any Grenade Attack Marker in the Clean up Phase.

If a Grenade Attack fails, place a Grenade Miss VOF Marker on the target card, if one is not already there. All occupants of the card suffer the effects. Remove any Miss Marker after resolving Combat Effects for that card.

A one-Step weapons team unit (one armed with a machinegun, rocket launcher, recoilless rifle, or similar weapon) that draws a card containing the word “Jam” when trying a Grenade Attack has experienced a serious weapons malfunction. Flip it to its Fire Team side for the balance of the mission. You may have a unit in the same card with an enemy unit, or a unit marked with a G! superscript in addition to its normal VOF Rating, Attempt to Make a Grenade attack against an enemy units in an adjacent card in the same direction as the PDF.

6.6. CONCENTRATED FIRE ATTACKS

Concentrated Fire represents VOF in addition to the Basic VOF against specific targets within LOS and along the PDF of the firing unit. It contributes -1 to the Net Combat Modifier. You may Attempt to Concentrate Fire with any Good Order unit with an S, A, A/S, or H VOF Rating on its counter against a target within range and LOS and along the PDF. The target may be a specific Cover Marker or a random, spotted, enemy unit.

Draw two cards, modified for the firing unit’s Experience Level (and weapon-type if firing a tripod-mounted machinegun). The attempt is successful if the Crosshairs icon is present on one of the cards. If the attempt fails, do nothing special.

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

If the firing unit tracks ammunition, it uses two ammunition points instead of one. Remove Concentrate Fire Markers at the end of the turn.

A one-Step weapons team unit (one armed with a machinegun, rocket launcher, recoilless rifle, or similar weapon) that draws a card containing the word “Jam” when trying to Concentrate Fire has experienced a serious weapons malfunction. Flip it to its Fire Team side for the balance of the mission.

6.7. INDIRECT FIRE MISSIONS

Fire missions are requests for support from artillery, mortars, and air strikes. The Mission Instructions list a) the eligibility, type, and number of cards to draw, b) the number of available fire missions,

and c) the names of the organizations providing the fire support. To make a Call for Fire Action, first make sure that certain prerequisites are met, then select the type of fire mission you would like to make, and finally resolve the attempt.

6.7.1 Call for Fire Prerequisites

Availability

There must be an available mission. The # FMs column of the Fire Support Availability Table in the Mission Instructions indicates how many missions are available. Mark them on the Mission Log when expended.

Eligibility

The Draws columns of the Fire Support Availability Table indicate which units you can use to perform a Call for Fire Action. You can use only those units to call for fire from the indicated source.

LOS

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

Communication

The eligible observer must be in communication with the appropriate originator. Note that communication on a CO TAC Net and BN TAC Net allows for calls to be relayed without additional commands.

6.7.2 Available Fire Mission Types

A. High Explosive (HE)

This is the most common type of fire mission, intended to cause enemy casualties.

B. Time-on-Target (TOT)

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

C. Smoke / White Phosphorous (WP)

A smoke mission 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.

D. Final Protective Fire

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

E. Illumination

Parachute flares fired to provide illumination during night missions.

F. Air Strike

For real world commanders, this mission is more complex than a standard Call for Fire, and is delivered from helicopters or fixed-wing aircraft. You must first have a mark before you can attempt an air strike. A mark is either colored smoke to mark the closest friendly position to the target or a WP fire mission on the intended target.

G. Battalion Fire Mission

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

6.7.3. Resolving an Attempt to Call for Fire

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

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

6.7.4. On-Map Mortars

Your on-map mortars have two methods of lay, meaning how they engage targets. Direct Lay is when the mortar crew can observe the target. When they are used this way, they fire just like any other infantry unit. One-Step mortar teams may only use Direct Lay.

Indirect Lay is when they employ indirect fire using an observer just like off map artillery and mortars. Only two- and three-Step mortar units (often called mortar sections or platoons historically) may use Indirect Lay. When using Indirect Lay, on map mortars use the CO TAC Net to communicate. When using Indirect Lay, on map mortars do not have to trace a straight LOS to the target, but must be in range traced in cards including diagonally and not including the card the mortar occupies.

6.7.5 Registered Targets

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

Add another card to the draw for an Attempt for a FO to Call for Fire (4.2.4f) or an Attempt to Call for Fire from an Off-Map Firing

Unit (4.2.4g) for any fire by the registered firing agency on the card containing its Target Marker.

6.8. AMMUNITION

Managing limited ammunition is a critical aspect of modern infantry combat. You must track ammunition expenditure for units that require it, both friendly and enemy, on the Mission Log. Use Ammo Markers only when moving ammo around the map. Ammo Markers only depict the basic types; in some missions there are various specific calibers and you must note them on the Mission Log as different calibers are not interchangeable. The number on a marker indicates the number of ammo points it represents.

6.8.1. Ammo Types

Machinegun 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 1 ammo point each time you have an A VOF Rating unit fire. Expend 2 points for a successful Attempt to Concentrate Fire action. Expend 2 points each turn that an FPL is used.

Note that in the WWII missions, some of the German squads contain machineguns. Similarly, in those Vietnam missions where the NVA appear, their squads also contain machineguns. You do need to track ammo for these units, and each such unit receives the amount of ammo listed for an LMG (Germans) or MG (NVA).

Mortar Ammo (MTR Ammo)

Each point represents six to eight rounds. Each Step of a unit can carry up to two points. Expend 1 point each time you have a mortar fire, regardless of whether it hits or misses.

Recoilless Rifle Ammo (RCL Ammo)

Each point represents two to three rounds. Each Step of a unit can carry up to three points. Expend 1 point each time you have a recoilless rifle unit fire, regardless of whether it hits or misses.

Rocket Ammo (RKT Ammo)

Use this ammo for units armed with a Bazooka, RPG, or Panzerfaust. Each point represents two to three rounds, and each Step of a unit can carry up to three points. Some squads have rocket launchers and specific counters are provided for that ammo (Panzerfaust and B40/RPG). Given the bulky size and weight of rocket ammo, you must track its use, and if a unit that uses this ammo runs out, it loses its Close Range G! capability. From Vietnam onward, US units have 40mm grenade launchers with a superscript-G! capability. Because the ammo for these weapons is small, units carry a sizable number of rounds so they do not run out of ammo during a mission.

6.9. COMBAT EFFECTS

Resolve all infantry (non-vehicle) combat in the Combat Effects Phase. All such combat is considered simultaneous. You must resolve the effects of combat on each unit on a card containing a VOF Marker, and do so for each unit individually. For each unit, find out the Net Combat Modifier (NCM) according to the formula in 6.1.2. Once you have determined the NCM, draw an Action Card and find the NCM in the Fire Results section along the left side of the card. Next to the modifier, you will find its effect. There are three possible results: MISS, PIN, or HIT. If you draw a card with a HIT result, you must then resolve the effect of that HIT. Draw another card and refer to the Hit Effect section in the lower center of the card to find the effect on the target unit.

6.9.1 Using the Fire Results Section

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

- A. MISS**
No effect. If the unit is PINNED, remove the PINNED Marker.
- B. PINNED**
Place a PINNED Marker on the unit. You may have a PINNED unit may perform only the following actions:
 - Rally Actions: Attempt to Remove a Pinned Marker
 - Movement Actions: Attempt to Seek Cover or Move to an Adjacent Card but only if the card is friendly occupied and does not have a VOF Marker on it.
 A PINNED unit generates an All-Pinned VOF.
- C. HIT**
Place a PINNED Marker on the unit. In addition, draw another card to discover the effect of the hit.

6.9.2 Using the Hit Effects Section

The Hit Effect section of the Action Card is grouped according to the Experience Level of the unit. Under each level of experience is one or two letters. Check the column corresponding to the Experience Level of the unit that receives a hit. Each letter shows the Limited Action Team to which one Step of the unit converts. If a unit has only one Step, and the result is two letters, use only the first letter. The Hit Effect resolution combines the physical and morale effects of the fire on the unit, so any Step converts through the effect of combat into any of the Limited Action Teams. For example, a Paralyzed Team could convert to a Litter Team, which is an improvement in its state

The possible effects are:

C = Casualty

Convert the Step to a casualty unit. Casualties last the duration of the mission and cannot rally. You cannot move them or have them fight. You should have other units evacuate them as soon as possible. Do not resolve combat against casualties.

P = Paralyzed Team

Convert the Step to a Paralyzed Team. Remove the original unit from play.

L = Litter Team

Convert the Step to a Litter Team. Remove the original unit from play.

F = Fire Team

Convert the Step to a Fire Team. If the unit has a Fire Team on the reverse side, flip it to its Fire Team side. Otherwise, remove the unit and replace it with a generic Fire Team marker of the appropriate nationality. Some nationalities have different Fire Teams with different VOF ratings. When a unit converts to a Fire Team, it cannot have a more powerful VOF Rating than its normal capability. (A lower VOF modifier as listed in 6.3.1. makes a VOF Rating more powerful.)

A = Assault Team

If a unit does not have a Fire Team side on its reverse, convert the Step to a generic Assault Team. Remove the original unit from play. If a unit does have a Fire Team side on its reverse,

flip the unit to its Fire Team side. If it is already on its Fire Team side, leave it there.

If you convert all but one Step of a unit, automatically convert the final Step to a Fire Team. Squads with an A VOF rating have a machinegun that will always be manned, but as teams split off, the last one will have an A VOF rating. See the illustration depicting the breakdown of various squads into Fire Teams with the appropriate VOF ratings.

7. VEHICLES

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

7.1. COMMANDS

7.1.1 General

Vehicles, like infantry units, are organized into platoons and companies with a functioning chain of command. Ground-based vehicles are in platoons, but helicopter units form flights. A Vehicle platoon has a Platoon Headquarters (PLT HQ) and a Helicopter Flight has a Flight Leader (FLT LDR). Vehicle PLT HQs and FLT LDRs can only activate vehicles in their same platoon or flight. Unlike an infantry PLT HQ, these units may command their platoon or flight and still function as a combat or transport unit because a vehicle has enough crewmembers to perform more than one task.

All vehicles in a platoon or flight have their own radio net. The PLT HQ or FLT LDR is always in communication with all members of its platoon or flight. They also communicate on the Company Tactical Net in Vietnam or later missions OR on the Battalion Tactical Net in WWII or Korean War missions. During the Command Phase, you may have the CO HQ activate a vehicle PLT HQ or FLT LDR, just as it would activate any other PLT HQ or Staff. If not activated by the Company HQ, draw for the HQ in the Platoon HQ Initiative Impulse. You may have it save Command Points just like any other HQ or Staff unit. You may have only the Company HQ or an individual vehicle's PLT HQ or FLT LDR activate individual vehicles that belong to its platoon or flight unless you attached the vehicle to a particular platoon before the beginning of the mission. You may also activate any vehicle that belongs to a platoon or flight by General Initiative. You may never attach a helicopter to an infantry PLT HQ.

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

There are some anti-tank or anti-aircraft guns that are considered vehicles for all purposes except they may not move during the course of a mission. These are indicated on the Vehicle and Anti-Tank Weapons Chart under the Mobile column.

Certain aircraft, such as Attack Helicopters, Forward Air Controller (FAC) Aircraft, and Fixed Wing Gunships (AC47), are treated as special cases.

7.1.2 Attack Helicopters

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

If undamaged, you may have the two-aircraft section attack the target card and any one neighboring card (if desired) with its VOF. If only one aircraft is undamaged, you may have it attack the target card only. “Short” fire also applies to Attack Helicopter missions, though only the new target card receives attacks.

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

7.1.3 Forward Air Controller Aircraft

You may automatically activate a FAC Aircraft, and may have it loiter for an additional four turns (a total of five turns.) Each turn you may have it perform one Attempt to Call for Fire from an Off-Map Firing Unit action (but only if it’s Air Support from a fixed wing aircraft or an attack helicopter) and you may have it mark the target with a WP Marker. The range of the WP Rocket is Close Range.

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

7.1.4 Fixed Wing Gunships

During Vietnam missions, gunships fly at higher altitudes and are not vulnerable to AT Combat. They only fly during night missions. Like the FAC, you automatically activate an AC47 by placing it anywhere on the map during the Vehicle Movement and Combat Phase. You can move it to any card each subsequent turn and can have it loiter for the entire mission once available. Once placed, it can place its Heavy Weapons VOF and place an air-dropped illumination in any combination of 3 cards that it occupies or are adjacent to it. It does not require ongoing Call for Fire action.

7.2. ACTIVATING VEHICLES

In contrast to Infantry, you may activate a vehicle only once during a turn. Activate a vehicle during the Command Segment, and

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

7.3. MOVEMENT

7.3.1. Ground Movement

You may move a ground vehicle from one card to another for an unlimited number of cards. However, you must stop moving it when it enters a “SLOW” trafficability card and you may not have it enter a “NO” trafficability card (see 1.2.1b). You may not move a vehicle after it fires, but you may move a vehicle 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. (See also 7.5c.)

7.3.2. Air Movement

When a helicopter enters play, place it on the card of your choice; you do not move it from card to card. It is only vulnerable to AT Combat on the card on which it is placed. Do not apply the +1 modifier for being a moving target to a helicopter.

A helicopter that has a Transport Capacity on the Vehicle and Anti-Tank Weapons Chart is a transport helicopter. If it has no such capacity, it is an attack helicopter. Consider a transport as landing and taking off, but consider an attack helicopter as making an attack run. A transport helicopter is available for an assault landing, for bringing in supplies or reinforcements, or for evacuating casualties, but you must activate it to place it on the map. You may place a transport helicopter only on a card with a Landing Zone point control, which can only be on a card labeled “LZ” (Landing Zone). In order to land a transport helicopter after the initial movement onto the map, another unit must first mark the designated LZ with a pyrotechnic. Attack helicopters are available on-call as air support missions.

7.4. TRANSPORT

The parenthesized value on the vehicle counter indicates the number of Steps it may carry. It may also transport items equal to the maximum allowable for that number of Steps (see 5.1.3).

7.4.1 Embarking

To embark an infantry unit (per 1.2.3. that is any non-vehicle unit) or casualties onto a vehicle, have the vehicle perform a Transport Action during the Command Phase. Place an Exposed Marker on any vehicle unit that performs a Transport action if it does not already have one. Place embarked infantry units beneath the vehicle counter. You may move the vehicle normally in the Vehicle Phase. Units may start a mission embarked on vehicles by placing them beneath vehicle units at the beginning of the mission.

7.4.2. Disembarking

Passengers

You can have a vehicle disembark its passengers during the Vehicle

Phase, either before or after the vehicle moves. You do not need to issue a specific order for disembarkation. Place an Exposed Marker on any passenger that disembarks and on the vehicle.

Equipment

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

7.4.3 Riding in Jeeps or Trucks

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

7.4.4. Riding on Tanks

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

7.4.5. Helicopter Assault

Helicopter Assaults usually begin landing on the first turn of a mission, but the timing of the assault is really up to your discretion. Apply the rules for Vehicle Commands and Helicopter Movement to Helicopter Assaults. You can support the Company with only a certain number of helicopters, and because of this there is usually not enough room in them to transport all the troops of the Company to the LZ at the same time. You'll need to perform some Detach Teams Actions to split some Squads into Assault or Fire Teams, leaving unit Steps in the Staging Area. After dropping off one wave, you may need to have the helicopters lift follow-on waves.

Helicopter operations are governed by two off-map, notional, areas, one called the Pickup Zone Staging Area and the other called the Enroute Staging Area. (Use two unused face-down Terrain Cards to represent these areas.) A helicopter loads units and ammo in the Pickup Zone Staging Area in a turn and leaves that same turn for the Enroute Staging Area. The second turn it enters the LZ card on the map, where it can unload its passengers or ammo and pick up casualties. In the third turn it departs for the Enroute Staging Area, and in fourth turn it arrives back at the Pickup Zone, where it can unload the casualties and load new passengers or ammo. Thus, a complete round trip from PU Zone to Enroute to Map to Enroute to PU Zone takes four turns. You can have loaded helicopters start a mission in the Enroute Staging Area so that landings can begin on turn 1 of a mission.

A loaded helicopter may loiter one turn on map before it aborts and returns to base, so a planned landing on Turn 3 can be delayed until Turn 4, but if the helicopter does not land on Turn 4 it must return to the Pickup Zone, thus taking two more turns before becoming eligible to load again.

Designer's note: An air assault company at full strength had 12 helicopters. These could be organized into two or three flights of three to five helicopters. Often a single air assault company would provide the support for landing, casualty evacuation, and re-supply.

Procedure

1. Select a Landing Zone. In the Command Phase of the turn that the helicopters are due to enter the map, activate the first wave of helicopters to move to the LZ. Some LZs may span up to three cards to accommodate enough aircraft.
2. In the ensuing Vehicle Movement and Combat Phase, place the first wave on the LZ Card. Have several UH1 "Slicks" (Troop Transports) land and disembark troops to secure the LZ. Landing aircraft are vulnerable to Reaction AT Combat if the LZ is within range of an enemy unit.
3. During the Command Phase of the following turn, the applicable HQ can order the second wave to move to the LZ as well as the first wave aircraft to leave the LZ. You can have several more UH1 "Slicks" land additional company elements with the purpose of expanding the fire support capability of the LZ. In the ensuing Vehicle Movement and Combat Phase, the first wave can depart while the second wave disembarks troops, provided there are enough Command Points to do so.
4. During Command Phases of following turns, you can activate additional waves to move to the LZ. These may include larger CH-47 Heavy Lift helicopters bringing heavier elements, or the remainder of the Company. During ensuing Vehicle Movement and Combat Phases, the preceding wave can depart while the current wave disembarks troops, provided there are sufficient Command Points to do so. Continue this pattern until the assault plan concludes. Then, organize the Company and have it proceed to the objective. Upon securing the objective, (during Vietnam, usually sweeping an area), you can extract the Company in reverse order via the same or a new, secure LZ.

Sample Landing Plan

(This is optional; there is no obligation to use this):

1st Wave:

Three UH-1s (3-Step capacity each) Total of 9-Steps
 – A full strength platoon is 12-Steps. Each Squad leaves behind one-Step (if they have the Step to leave).

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

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

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

Designers Note: Troops assigned to an aircraft are called "sticks" or "chalks."

Restrictions

You don't need to land assault waves one after another, and you can build in delays in the Landing Plan. In certain situations, there may not be enough Command Points available to move all helicopters to and from the LZ. In other cases, you might feel the LZ is too "hot" to bring in the helicopters safely. In addition, the assault plan must take into account the maximum capacity of 3 vehicles per card (see

1.2.1i). If the number of helicopters exceeds the LZ's capacity at the end of the Vehicle Movement and Combat Phase, or if more helicopters try to land in the same turn than the LZ can accommodate, the excess aircraft immediately abort their landing. If helicopters land on a card containing a VOF marker, they receive fire prior to disembarking any passengers. Helicopters on LZ cards at the beginning of the Vehicle Phase may take off so that other helicopters may land.

7.5 VEHICLE ACTIVATION AND ACTIONS

You may have a vehicle or AT capable infantry unit activated during the Command Phase perform one (and only one) of the following actions during the Vehicle Movement and Combat Phase. The Move & Fire column on the Vehicle and Ranged Weapons Chart indicates whether a unit can use a Move then Fire Action.

A. Fire

Fire against vehicle and helicopter targets is called Anti-Tank (AT) Combat, and a unit allowed to execute such fire is called an AT capable unit. The only time a unit can perform AT Combat is in the Vehicle Movement and Combat Phase. Perform fire against an infantry target (regardless of whether it is AT capable or is listed on the Vehicle and Anti-Tank Weapons Chart) in the Combat Effects Phase.

For any activated vehicle unit that cannot perform a Move then Fire Action, you can have the unit fire, but if it does so it may not move. If you have such a unit fire in reaction to the movement or fire of another activated vehicle (see below) before it (the reacting unit) moves or fires, then the reacting unit may not perform another action. Fire is the only action available during the Vehicle Movement and Combat Phase to an AT capable infantry unit activated for AT Combat in the Command Phase. If you have a unit fire instead of move, first resolve any VOF present on the card from which it fires, then resolve the unit's AT Combat, and finally resolve any Reaction Fire from any AT capable unit that has an LOS.

B. Move

Conversely, for any activated vehicle unit that cannot perform a Move then Fire Action, you can have the unit move but not fire. If you have it do so, first resolve any VOF present on the card from which it begins movement. If it survives that initial attack, move it onto another card. If that card has a VOF Marker on it, immediately resolve the VOF present on that card. Finally, resolve any Reaction Fire from any AT capable unit that has an LOS.

After resolving any Reaction Fire and if the activated vehicle survives, you may continue to move it (if allowed by the movement restrictions), resolving VOF and possible Reaction Fires, card by card. After you've completed the movement and combat of all activated vehicles, have all friendly vehicles that were not activated receive attacks from any VOF present on their cards.

C. Move then Fire

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

D. Reaction Fire

As activated vehicles move and fire, they potentially come under fire from reacting units. Reacting units are inactive vehicles or AT capable infantry and activated vehicles or AT capable infantry that have not yet fired. You may have such a unit fire in reaction to any vehicle that fires or moves within its LOS. You do not need to expend commands to fire these reacting units. You cannot have a unit react to Reaction Fire.

E. Spot

You may have an activated vehicle that is not under a Pinned Marker attempt to spot an unspotted enemy unit in its LOS in lieu of firing. Perform the spotting attempt using the same procedure as for other spotting attempts. Treat the activated vehicle as if it had just fired.

7.6 RESOLVING AT COMBAT

First determine the firing unit's Gunnery Modifier by cross-referencing the type of firing unit with the range to the target card on the Vehicle and Anti-Tank Weapons Chart. Add to this the defensive value of the target vehicle type from the Defensive Value column. Add any Cover & Concealment modifiers present on the target unit's card. If the firing unit has a Move then Fire capability and has moved, add the modifier from the Move & Fire column. Finally, add any other applicable modifier listed at the bottom of the Vehicle and Anti-Tank Weapons Chart. The final result is called the AT modifier. Draw an Action Card and apply the AT modifier to the AT number shown on that card to get a final sum. Look up the final sum on the Anti-Armor Table under the Vehicle and Anti-Tank Weapons Chart to determine the AT Combat result.

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

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

7.7 AT COMBAT RESULTS

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

- A Wreck Marker provides cover like any other Cover Marker. While such a marker does not count against the maximum number of Cover Markers allowed for a Terrain card (see 1.2.1f), it does count against the vehicle capacity limits (see 1.2.1i), which also apply to LZs.
- A Burning Wreck Marker does not provide cover, but does count against the vehicle capacity limits, which also applies to LZs. The smoke from a burning wreck is not cumulative with other burning wrecks on the same card. Smoke from a burning wreck blocks LOS.

- The Vehicle and Anti-Tank Weapons Chart lists the size of each vehicle type's crew in Steps.

A. Combat Results for Vehicles

- Brewed Up**
Replace the vehicle with a Burning Wreck Marker. Convert each crew Step to a casualty.
- Knocked Out**
Replace the vehicle with a Wreck Marker. Convert each crew and passenger Step to a Fire Team and inflict a HIT result on each. Resolve the HIT as if it occurred during the Combat Effects Phase. Place the teams under the Wreck Marker, but mark them Exposed.
- Retreating**
The vehicle crew decides discretion is the better part of valor. Remove the vehicle and any passengers it is carrying from play for the remainder of the mission.
- Pinned**
Place a Pinned Marker on the vehicle to indicate that it is buttoned-up. Pinned vehicles have a -1 modifier if targeted in AT Combat. They may not Spot. They incur a +1 modifier if firing in AT Combat. Remove the Pinned Marker at the end of the Vehicle Movement and Combat Phase, but only if the vehicle was not the recipient of any form of attack during that phase.
- Missed**
No effect.

B. Combat Results for Helicopters (& FAC Aircraft)

- Shot Down - Crashed**
Replace the helicopter with a Burning Wreck Marker. Convert each crew and passenger Step to a Casualty.
- Shot Down - Auto Rotate**
Replace the helicopter with a Wreck Marker. Convert each crew and passenger Step to a Fire Team and inflict a HIT result on each. Resolve each HIT as if it occurred during the Combat Effects Phase. Place the teams under the Wreck Marker, but mark them Exposed.
- Aborted - Damaged**
Immediately move the helicopter to the Enroute Staging Area. Consider it damaged enough to be unavailable to support the rest of the mission. Return the helicopter and any passengers to the Pickup Staging Area in the following turn where the aircraft lands and is unable to leave. Any dropped passengers may fly in on another undamaged helicopter.
- Aborted - Undamaged**
The helicopter aborts the current action, but is still available to support the mission during subsequent turns. Immediately move the helicopter to the Enroute Staging

Area, where you may have it re-enter the map in a subsequent turn. Retain any passengers on board.

- Missed**
No Effect.

8. VISIBILITY

Visibility Markers modify spotting and combat results during night and Limited Visibility missions. Place them by the map for easy reference to their modifiers. Apply the Visibility Modifier of between +0 and +5 to the Net Combat Modifier (NCM). When the Visibility Modifier is greater than +1, the mission takes place under the effects of Limited Visibility. Placing a Visibility Marker near the map keeps the player mindful of the Visibility Modifier dictated by Mission Instructions. Note that Grenade and Incoming VOF are not affected by the Visibility Modifier. During Limited Visibility the maximum LOS range without Illumination or a night observation device is reduced to Close Range (adjacent).

8.1 ILLUMINATION

The Campaign Instructions list available illumination. Illumination applies to night missions (a Visibility of Moon of any value) and can be delivered from several sources. Use it to mitigate the effects of Limited Visibility at night. Illumination does not help in Rain/Snow or Fog conditions. Place an Illumination Marker on a card either by deploying a pyrotechnic or by calling in an Illumination fire mission. The Illumination Marker has one or more modifiers mitigating the Visibility Modifier. Apply the top modifier to the card containing the Illumination Marker. Apply the bottom modifier, if present, to all adjacent cards. (The Illumination Modifier plus the Visibility Modifier can never be less than +0.) Any card that is under the effect of illumination is illuminated. Units have their normal range to illuminated cards. Remove Illumination Markers during the Clean Up Phase.

8.2 NIGHT OBSERVATION DEVICES

8.2.1 Active Infrared

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

8.2.2 Passive Infrared

This includes goggles and Starlight scopes. The Campaign Instructions indicate the specific effectiveness of available devices as the quality changes over time. You can fire a unit equipped with Passive IR regardless of the Visibility out to its full range. Do not apply any Visibility Modifier when firing a unit so equipped at any range. Passive IR has no effect in combination with illumination.

8.2.3 Thermal Sights

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

8.3. SMOKE

Smoke is an artificial form of Limited Visibility. Smoke occurs as the result of a pyrotechnic, a fire mission, or a burning wreck. Smoke can be HC Smoke, WP Smoke, or dirt and dust kicked up by incoming artillery and mortars (an Incoming VOF Marker). You can trace an LOS into, but not through, a card containing smoke. HC and WP smoke provide a defensive benefit to the occupants of the card, except to Incoming and Grenade attacks. Multiple sources of smoke are not cumulative; use only the one, best, defensive benefit

9. THE ENEMY

9.1. POTENTIAL CONTACT

Enemy contact is a function of 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, including Enemy Activity Checks, Friendly movement during the Command Phase, and as Potential Contact is resolved. Place the Current Activity Marker next to the Current Visibility Marker near the top of the map for easy reference. The Current Activity Levels in increasing order are:

1. **No Contact:**
No VOF or PDF Markers are on the map and no enemy units have been spotted.
2. **Contact:**
One friendly occupied card is under a VOF Marker.
3. **Engaged:**
Two or more friendly occupied cards are under VOF Markers.
4. **Heavily Engaged:**
Two or more friendly occupied cards are under VOF Markers and at least one card has both enemy and friendly units on it.

9.1.1 Potential Contact (PC) Markers

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

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

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

If a mission calls for Potential Contact 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 8 markers of letters B and C, mix 8 letter B markers and 8 letter C markers,

and then randomly place 8 of those 16 in play showing their ? sides. If there are not enough PC Markers of one letter, select as many as possible of that letter and then select an equal number of the other letter or letters. For instance, several Vietnam missions say to place PC Markers randomly on 25 cards. In this case, select all 16 A markers, all 16 B markers, and all 16 C markers, randomize them, and place 25 of them in play showing their ? sides.

9.1.3. Placement of PC Markers for Defensive Missions

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

9.1.4. Counter Attacks

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

9.1.5. Resolving PC Markers

Many missions base success on the removal of PC Markers. During the VOF Phase, if there is a US unit on a card with a PC Marker, resolve the Potential Contact and remove the marker. If any PC Marker is on its question mark side, flip it to its letter side before resolving it. Resolve multiple PC Markers in alphabetical order. Resolve multiple markers of the same letter in random order. To resolve a marker, check the Potential Contact Draws Chart (also on a hint card) and cross-reference the marker's letter with the Current Activity Level to determine the number of cards to draw. If any card drawn contains the word "Contact!" in the upper center, you make contact. (If the cross-reference says "Auto," you make contact without having to draw any cards.) When you make contact, consult the Mission Instructions to determine the type of contact based on the letter of the PC Marker.

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

9.2. GENERATING ENEMY FORCES

Upon making contact, determine the type of enemy unit that has been contacted and its placement on the map using the following two-Step process.

9.2.1 General Procedure

For each PC Marker where contact has occurred:

First, determine the type and disposition of the enemy. Draw an Action Card and check the random number under 10. Reference this number under the letter in the Mission Instructions corresponding to the letter on the PC Marker to find a resulting enemy force. It is

associated with a specific force found on the Enemy Force Package Table in the associated Campaign Instructions. The Force Package Table indicates whether to place VOF/PDF Markers, whether the units are placed automatically spotted, how to place units that get a “Per Package Table Placement” result on a Unit Placement Table, and the type and number of units to place on the map. If multiple units are listed, place those with a + sign together on the same card. Place those separated by a / character on separate cards. In that way, a complex contact may occur from multiple directions simultaneously. Annotate the back of the Mission Log with enemy unit and ammo information. If the generated package cannot be set up because one or more units are not available due to counter mix limits, disregard the original package and draw additional cards until you generate a package that contains unit types that are all still available.

Second, determine the direction and distance to the enemy. Draw an Action Card and check the random number under 10. Reference this number under the Unit Placement Table in the Mission Instructions to find a resulting placement. This placement indicates the direction and distance of the enemy forces relative to the Terrain Card where contact occurred. The direction is relative to the player’s orientation to the map. (Front is the next row toward the top of the map in relation to the player, left is to his left, etc.) The Mission Instructions indicate whether or not the enemy is spotted and whether or not it is in cover and the type of cover, if applicable. Do not place a unit that is listed after a / character on the same card as another unit in the same package; continue to check for placement until you determine a different card.

9.2.2 Placement Special Cases

- If the placement result is “Per Package Table Placement,” refer to the Placement column in that campaign’s Force Package Table to determine whether to place the units on the same card as where the contact occurred, on cards adjacent to the contact card, or on cards at the current maximum LOS range from the contact card. If that column tells you to place the unit on adjacent cards, or at max LOS, continue to draw on the Unit Placement Table until you get a direction.
- Whenever placing a unit at max LOS, it must be able to see the unit triggering the contact. This represents contact being made by the enemy unit opening fire.
- Always place Mines on the same card as the unit resolving the Potential Contact (see 9.5).
- Place an enemy force that is not spotted under a PC Marker on its question mark side as a reminder that the force is unspotted.
- Enemy forces may go on a card that still has a PC Marker. In this case, leave the PC Marker in place.
- Enemy forces that do not have a VOF/PDF on the turn placed will automatically open fire like US units in subsequent turns.
- Enemy units placed that are firing through intervening cards through any PC Markers along the line of fire are removed if at the same level, because the enemy will not intentionally fire through its own troops. The enemy will fire over the heads of its own troops that are at a lower elevation.
- An enemy force may not go on a card that has an enemy Volume of Fire Marker. In this case, continue drawing cards until a valid location appears.
- If the selected package includes a leader, pick one randomly.

- Always just place one of any indicated unit type, unless the package specifically includes a greater number.
- The Mission Instructions list a default Cover Level. Place all enemy units in that package being placed on the same card under the indicated Cover Marker unless a) the unit’s package specifically mentions another type of cover, in which case use that one instead, or b) it indicates the unit is Exposed, in which case do not use any Cover Marker.
- The placement of Enemy forces may cause the map to expand past its original configuration by placing additional Terrain Cards. Your units may not leave the original boundaries unless specifically indicated by the Mission Instructions. This may even cause the map to extend into the Staging Area. (If so, the main Staging Area expands as well to allow US movement off-map per 2.3.5.) To expand the map, draw a new Terrain Card from the deck and place it where needed. If it’s a Hill card, place it and continue to draw until you get a non-Hill card to put on it.
- Adjust the Current Activity Marker as enemy forces appear.

9.3. SPOTTING

Many enemy units come into play unspotted. Unspotted applies to all occupants of a card. You may not have friendly units engage enemy units on an unspotted card, even though enemy units on that card may be engaging friendly units. Some enemy units are placed in play automatically spotted as per the Enemy Force Package Tables. In order to spot an enemy unit, make an action attempt with a base draw of two cards, as modified by the modifiers on the Spotting Attempts Draw Modifiers Chart, with an absolute minimum of a one card draw. Note some modifiers pertain to the unit attempting to spot while others pertain to the enemy unit it is trying to spot. An unspotted enemy unit that moves into a card with a spotted enemy unit is automatically spotted. Friendly forces are always considered spotted by the enemy.

9.4. ENEMY ACTIVITY CHECKS

You must perform an activity check for all enemy units in play based on the enemy tactics listed in the Mission Instructions and the appropriate Activity Checks Hierarchy Table. There are three different Activity Check Hierarchy Tables: Pinned/LAT, Offensive, and Defensive. On the Offensive and Defensive Check Tables, there are columns for different enemy tactics. Find the hierarchy and the tactics the enemy is using for the mission in the Mission Instructions and then use the corresponding column for all activity checks. Check all Pinned and LAT units on the Pinned/LAT table. For all charts, find the first case that applies to the unit starting at the top and proceeding to the bottom of the appropriate tactics column. Randomly determine the order in which you check the enemy occupied cards. For each card, check Pinned/LAT units first, then good order units and finally any leaders. Draw a card using the Random Number section appropriate to the applicable case to determine what action or attempts, if any, the unit performs. Implement or attempt that action immediately before moving on to the next enemy unit.

An enemy unit not otherwise engaged against a friendly unit must engage (place a VOF Marker and PDF Marker) any friendly unit that moves into its LOS; no draw is necessary. If more than one occupied card is in its LOS, it engages the largest target in terms of Steps. If equal, use a random selection to determine the enemy PDF. Do not make an activity check for any unit whose action is mandated by another rule, such as a unit that is out of ammo.

9.5. MINES, BOOBY TRAPS, AND CLAYMORES

Place any Mines VOF Marker discovered via Potential Contact on the same card as the unit resolving the Potential Contact. Every unit, friendly or enemy, currently on the card must immediately do a mine check. As indicated on the marker, draw 3 Action Cards for each unit. If any card contains a Burst icon, then the unit has been hit; flip the Mine marker to the explosion side as a reminder to implement the hit(s) during the Combat Effects Segment. For infantry units, the NCM for a mine is -4 and for AT Combat the NCM is -2. It is not affected by Limited Visibility.

Thereafter, you must have each infantry unit or vehicle, friendly or enemy, that enters or moves onto a mined card check for a mine attack by drawing 3 cards for each unit and checking for a Burst icon. This applies whether it's the same turn that the mine was discovered or a later turn. You do not need to check for a mine attack when a unit leaves a mined card. You cannot remove a mine.

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

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

9.6. SNIPERS

Upon contacting a sniper, draw an Action Card to determine the placement of the sniper per the Contact Placement Table in the Mission Instructions. However, always place it at maximum LOS range from the affected card and unspotted. A sniper may attack with Grenades, and it may employ a free Grenade Attack when it is the subject of an enemy Grenade Attack. A sniper remains in play and continues to attack the card that brought the sniper on the map until spotted. Once spotted and in good order, you must move the sniper one card away from any friendly units during each Activity Check Segment until it is out of friendly LOS or has exited the map, in which case remove it from play. If no targets exist on the target card the sniper will engage the closest friendly occupied card in its LOS. If multiple potential targets exist, engage the one with the most Steps. If there are still multiple targets possible, determine the new target randomly.

9.7. LEADERS

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

9.8. INDIRECT FIRE SPOTTERS

Place an enemy Incoming VOF Marker on the same card as the unit resolving the Potential Contact that creates the marker. There is always a spotter controlling Incoming VOF. Draw an Action

Card to determine the placement of the spotter per the Contact Placement Table in the Mission Instructions, but always place it at maximum LOS range from the affected card and unspotted. The initial fire happens automatically without the need for a draw.

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

1. Units in the same card as the VOF marker.
2. The card within its LOS that has a vehicle.
3. The card within its LOS that has the most Steps.
4. If multiple cards have an equal number of Steps, and are at the same range, then determine the target randomly.

The number of available missions (including the initial one), the Net Combat Modifier, and the number of draws for all fires after the first are included in the mission instructions. A fire mission is expended only if the Call for Fire draw was successful. Remove good order spotters from play when they have expended all their available fire missions.

9.9. ENEMY AMMUNITION

Track enemy ammunition and fire missions on the back side of the Mission Log. In the Clean Up Phase, remove from play any unspotted enemy unit that runs out of ammunition. Have any spotted, good order enemy unit that runs out of ammo attempt to leave the map by moving one card away from friendly units during each Activity Check Segment until it is out of friendly LOS or has exited the map, in which case remove it from play. You must move the enemy unit along the path of greatest cover and concealment that still takes it away from the closest friendly units.

9.10. ENEMY VEHICLES

Enemy vehicles may be activated for movement or combat in the Vehicle Phase via an activity check. The Mission Instructions provide the specific vehicle priorities for enemy vehicles when activated. When vehicles from both sides are activated, the attacking side goes first and activations alternate afterwards.

10. RALLYING, RECONSTITUTING, AND EXPERIENCE

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

10.1. RALLYING AND RECONSTITUTING

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

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

If a unit has incurred a combat result (see 6.9.2.) that has caused its original counter to be replaced by an LAT counter (Paralyzed, Litter, Assault, or generic Fire Team), the unit can never be rallied back to its original counter. The highest state it can attain during a

mission is a (generic) Fire Team or Assault Team. However, you can use two or three of those generic teams to reconstitute a removed infantry squad. Thus, in practice, a regular squad can regain its original good order counter during a mission through rallying and reconstituting, while a weapons, FO, or HQ unit cannot.

It is intentional that there is no mechanism to track which LATs have come from which specific units. Units reduced to LATs become small clumps of men with varying agendas. Assault Teams are conceptual similar to "berserk" units from other games, and their response to the pressure of combat is an uncontrollable urge to engage the enemy in combat.

10.2. GAINING EXPERIENCE

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

10.3. PROMOTING UNITS

Promote Steps in experience either by expending Experience Points or by returning them from casualty status. Promote them only between missions, never during the course of a mission. It costs one Experience Point to promote a Step from green to line. It costs three Experience Points to promote a Step from line to veteran. You may increase a Step in experience by only one level between missions. After completing a mission, do the following in the indicated order:

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

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

0.3. REPLACEMENTS

Replacements generally arrive as Green, but after a mission, some replacements become veterans as lightly wounded men return to the Company. Return one out of every four casualty Steps per mission as a veteran, rounding any fractions down. You can add the Steps to any unit in the Company.

Allocate the replacements Steps as indicated on the Mission Instructions to the Company and then determine the final Experience Level of individual units. Once the combined experience of a multi-Step unit is determined (see 10.6), all Steps are at that Experience Level for the next mission. You can also use a replacement Step to reconstitute an HQ or Staff unit, but that unit has an Experience Level of Green.

You only receive replacement Steps after the successful completion of a mission, not for reattempting a mission.

10.4. ROTATIONS

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

10.5. MULTI-STEP UNIT EXPERIENCE LEVELS

For Two-Step Units

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

For Three-Step Units

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

11. VICTORY CONDITIONS

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

11.1. REATTEMPTING A FAILED MISSION

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

- Assign any Experience Points earned from the previous attempt, but do not add replacements. These must wait until successfully completing the mission.
- Reconstitute squads from LATs if enough remain, and automatic rally. Leave remaining LATs as Fire Teams.
- Reposition friendly units to any friendly secured card. You may place them underneath cover.
- Remove any enemy Paralyzed and Litter Teams.
- Remove any friendly units taken prisoner by the enemy.
- Leave any found Cover Markers or mines on the map.
- Leave any enemy unit that is under a Cover Marker in that cover, but place any enemy unit not under cover under the best cover available on its card.
- Flip any burning wrecks to wrecks.
- Remove Pinned Markers. Start a new Mission Log.
- Remove saved Command Points.
- Use the same number of turns, fire-support missions, and ammunition points for the new mission as for the original mission.

11.2. RELIEF FOR CAUSE

If you cannot complete a Mission successfully within the number of attempts given by the Mission Instructions, you fail the Campaign. Higher Headquarters relieves you of command. In other words, you must start over with the first mission of the Campaign.

Credits

Game Design: Ben Hull

Game Development: Dick Vohlers

Booklets, Charts, Card & Counter Art: Donal Hegarty

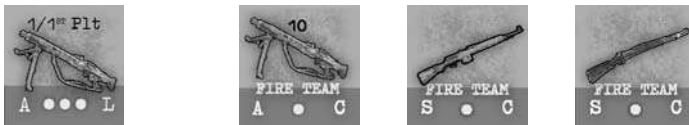
Box Art: Rodger MacGowan

Producers: Tony Curtis, Gene Billingsley, Andy Lewis,
Mark Simonitch, Rodger MacGowan

SQUAD BREAKDOWN

German Army (Heer)

Mission 1 Only



All other Missions

German Paratrooper (Fallschirmjaeger)



or



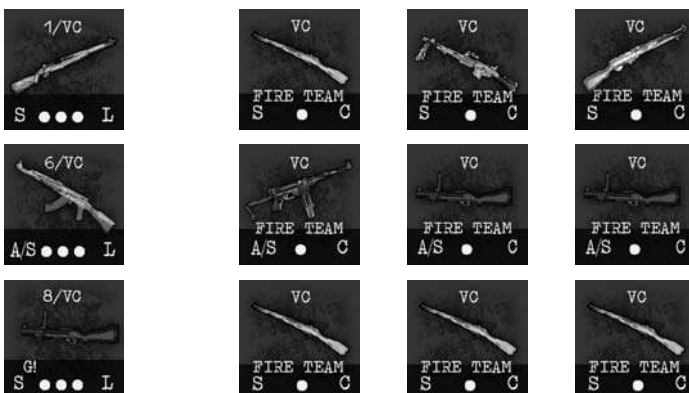
All Missions



North Koreans (NKPA)



Viet Cong (VC)



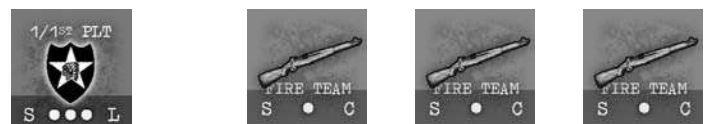
Playtesters and proofers:

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Gregg Whisler, Steven Caler, Stan Buck, Lucas Wan,
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North Vietnamese Army (PAVN).



US Army WWII & Korea



US Army Vietnam



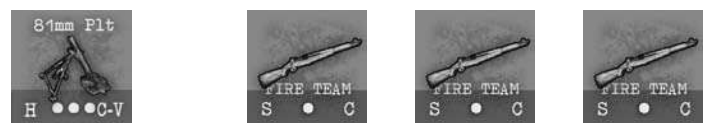
US Army Engineers WWII & Korea



US Army Engineers Vietnam



US Army Mortars



TURN SEQUENCE SUMMARY

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

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

3.2 Defensive Missions: Enemy Activity Phase

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

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

3.2.2 Enemy Activity Check Segment

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

3.3 Friendly Command Phase

During the segments of this phase:

- For a unit or HQ to receive a command, it must be in the chain of command of the HQ or leader issuing the command and in communication with it
- Place an Activation Marker on any vehicles activated

3.3.1 Activation Segment

3.3.1a BN HQ Impulse

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

3.3.1b CO HQ Impulse

- If activated by the BN HQ, draw an Action Card and give it the modified number of Activated Commands listed
- Save those commands or expend them (and any saved commands) on units

3.3.1c PLT HQ/CO Staff Impulse

- If activated by the CO HQ, draw an Action Card and give it the modified number of Activated Commands listed
- Save those commands or expend them (and any saved commands) on units

3.3.2 Initiative Segment

3.3.2a CO HQ Impulse

- If not activated above, draw an Action Card and give it the modified number of Initiative Commands listed
- Save those commands or expend them (and any saved commands) on units

3.3.2b PLT HQ Impulse

- If not activated above, draw an Action Card and give it the modified number of Initiative Commands listed
- Save those commands or expend them (and any saved commands) on units

3.3.2c CO Staff Impulse

- If not activated above, give it 1 command
- Save that command or expend it (and any saved commands) on units

3.3.2d General Initiative Impulse

- Draw an Action Card and expend on any units a number of commands equal to the Initiative Commands
 - If it's a Combat Patrol, halve the number first

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

- 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

- Have enemy capture any Paralyzed or Litter Team alone on a card with enemy units
- If side does not take prisoners, convert captured Steps to casualties; otherwise, designate guards
- Retreat any non-pinned/non-captured Paralyzed Team under VOF Marker one card to better cover and mark Exposed

3.6 Mutual Vehicle-Aircraft Phase

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

3.7 Mutual Combat Phase

3.7.1 VOF Segment

3.7.1a Update Fire Missions

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

3.7.1b Evaluate Potential Contact Markers

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

3.7.2 Combat Effects Segment

- For each infantry unit on a card with a VOF marker:
 - Determine the NCM
 - Draw an Action Card to determine if the fire is effective
 - If the unit is hit, draw another Action Card to determine the hit's effect based on the unit's experience
- Adjust VOF and PDF Markers as needed

3.8 Clean Up Phase

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