

FIELD OF FIRE

Action Attempt Symbols

This Chart gives you details (these are alluded to but not illustrated in the rulebook) on each of the Symbols that show up in the Action Attempt Section of the Action cards that you'll draw throughout the game. *Important: in every case below, draw ALL of the cards allowed for each action attempt, regardless of early success. For instance, if you are directed to draw 4 cards for an Attempt to Seek Cover action, and the first drawn contains the word Cover at the top, you must continue and draw the other three cards, even though you were successful on the first draw.*

1. Words at top center of Action Attempt Section of Action Card:

RALLY: Anytime you perform a Rally Action [See 4.2.3] that lists "2(+/-) for Rally" in the Draw Column of the Rally Actions Table, you draw two cards (possibly adjusted for the experience of the unit that is attempting to rally). If either of the cards contains the word RALLY at the top, the Rally Action is successful. Rally the unit. If the word RALLY is not present on any of the drawn cards, the attempt fails and the unit remains in its current morale state.

COVER: Anytime you perform an Attempt to Seek Cover Action [See 5.1 and 5.2.3] you will draw a number of cards equal to the Cover Draw number at the bottom center of the terrain card. If any of the cards contains the word COVER at the top, the Seek Cover action is successful. Place the unit in Cover. If the word COVER is not present on any of the drawn cards, the attempt fails.

CONTACT: Any time you Evaluate a Potential Contact Marker [3.7.1.b], you will first remove the PC marker from the card, then refer to the Potential Contact Draw Chart (on the Charts & Tables Card) to determine how many Action Cards you will draw. You then draw the indicated number of Action Cards. If any of the drawn cards have the word CONTACT at the top, you have made contact with a new enemy package. Check to see if you need to change the Activity Level and proceed with enemy package placement [9.2]. If CONTACT is not found on any of the drawn cards, no enemy contact is made (but the PC marker is still removed).

2. Icons in the middle of the Action Attempt Section of the Action Card:



Burst: Whenever you perform a Call for Fire Action, you draw the number of cards specified in the Mission instructions for the particular unit that is Calling for Fire, possibly adjusted for the experience of the unit (Draw one extra card if the fire is pre-registered [6.7.5]). If any of the drawn cards contains the Burst Icon, the Call for Fire is successful and you will place a Pending Fire marker on the target hex (and expend one fire mission on the Mission Log). If the Burst Icon is not present on any of the drawn cards, the attempt fails.

- **Battalion Fire Missions.** Note that several cards include THREE Burst Icons. These represent Battalion Fire Missions. If you draw one of these during a Call for Fire Action, and the Mission Instructions say that Battalion Fire Missions are available for your current mission, then choose two cards bordering your original target card and place Pending Fire Mission markers on these cards as well as the original target (note that this is the ONLY time an Unspotted enemy unit can ever intentionally be placed under a VoF marker).
- **Short Rounds.** If one of the drawn cards in a Call for Fire Action has a Burst Icon with the word "Short" inside, the fire mission has gone awry. For artillery fire, place the Pending Fire marker one card closer to the Observer along its LOS, unless the Observer is calling for fire on his own card. In that case, randomly choose a bordering card and place it there. For air strikes, randomly choose a card bordering the intended target card and place the marker there.



Crosshairs: This icon is used for both Spotting Attempts and Attempt to Concentrate Fire Actions.

- **Spotting Attempt:** When you make an Attempt to Spot Action, check the Spotting Attempt Draw Modifiers Chart to determine the number of Action Cards to draw (the minimum draw for a Spotting attempt is one card). If any of the drawn cards contains a Crosshairs icon, the spotting attempt is successful and the enemy unit is now spotted. Place friendly PDFs and VoF as needed.
- **Attempt to Concentrate Fire.** When you make an Attempt to Concentrate Fire, draw two cards (possibly adjusted for the experience of the unit that is attempting to concentrate its fire). If any of the drawn cards contains a Crosshairs icon, the attempt is successful. Place a "-1 Concentrate Fire" marker on either a targeted cover marker or on a random enemy unit not under cover on the targeted card.



Grenade: When you make an Attempt to Make a Grenade Attack, draw two cards (possibly adjusted for the experience of the unit that is attempting the attack). If any of the drawn cards contains a Grenade icon, the attempt is successful. Place a "Grenade" VoF marker on the targeted unit or cover marker. If the drawn cards contain no Grenade icons, the attack fails. Place a "Grenade Miss" VOF on the CARD (this VoF affects the entire card – friendly and enemy units). Note that if the Grenade attempt is made (whether successful or not) against enemy units on the same card as the attacker, the target unit (all target units under the cover if the target was a cover marker) gets an immediate free Attempt to Make a Grenade Attack in response.



Infiltrate: (Not for units with an H or A with an arrow symbol): When you make an Attempt to Infiltrate an Adjacent Card (remember: in order to do this, either the origin or destination card must contain a VoF marker), draw two action cards (possibly adjusted for the experience of the unit that is attempting to infiltrate). If this is a platoon infiltration attempt, draw cards for each unit of the platoon separately. If any of the drawn cards contains an Infiltrate icon, the attempt is successful. Place the infiltrating unit on the destination terrain card, but do not mark it with an Exposed marker. (It may also enter a vacant or friendly-occupied cover marker on the new card.) If none of the drawn cards contains the Infiltrate icon, the attempt fails. Place the unit on the destination card (under cover is allowable, as above) and mark it with an Exposed marker.



Jam: If a one-step Weapons Team (armed with a machine gun, bazooka, rocket launcher, recoilless rifle, etc.) draws a card with the Jam symbol on it when either attempting a Grenade attack or a Concentrate Fire action, that Weapons Team has suffered a serious weapon malfunction. Flip the team to its Fire Team side for the remainder of the mission. [Note: a Jam result negates any successful draw that a weapons team might make on that same Concentrate Fire or Grenade Attack action attempt].

3. Icons at the bottom of the Action Attempt Section of the Action Card:



AT #: This is the Anti-Tank number. You add this number to the AT modifier to get a final sum during Anti-Tank Combat. That sum is then referenced on the Anti-Armor Table to determine a final combat result.



HQ: During both the Friendly Higher HQ Event Phase and the Enemy Higher HQ Event Segment of each turn except turn 1, you will draw one card to determine whether there is any new higher HQ activity this turn. If the drawn card contains the HQ Symbol, a Higher HQ Event Occurs. Draw another action card, checking the random number section at the bottom, and refer to either the Friendly or Enemy Higher HQ Event Table (depending on which phase you were in when you triggered the event) in the Mission Briefing to resolve the event.