Welcome to Fields of Fire.

Fields of Fire is a solitaire game. This means you make all the decisions for your units and, with help from charts and tables in the game, the activities of the enemy. Fields of Fire is a diceless game. Instead, decks of cards are used to generate the battlefield, resolve combats, provide possible outcomes for all of your decisions and control the appearance and activities of the enemy. Note that Fields of Fire is both the name of this game and the name of its game system. It is our intention to publish additional games and missions using the Fields of Fire system.

Fields of Fire is a complex game without being a complex game system. The basic components (movement, combat, orders, communication, etc.) are very straightforward. Within each component there are multiple activities to choose. Each activity will have an outcome, some favorable and some not. Even at the beginning of a mission/scenario your choices will seem infinite. This and the interactions created by your choices means decisions and more decisions. Herein lies the complexity. Each decision must be made for the game to continue. You’ll have many choices to make without having nearly enough resources. Your actual choices will determine whether you emerge from your mission successfully or not.

Your role in Fields of Fire is that of a company commander. Your command will include three platoons of three squads each and supporting weapons teams. You may also have your own weapon teams as support and have additional off board artillery. A company executive officer and CO first sergeant will be there to assist you. Your task in Fields of Fire is to successfully guide your company through a campaign of a number of missions. Before each mission you’ll have to formulate a plan of action and allocate your limited resources. During the mission you will issue orders to your units and choose the tactics to accomplish your objective. Your orders will win or lose the mission. After the mission you raise your experience levels and incorporate replacements for your casualties. This is the second edition of the rules. Numerous examples of play accompany the rules. Wherever possible the examples are taken from the Advanced Tutorial found on GMT’s website.

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.

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. Use the higher value Cover and Concealment number if any fire is coming across a dark border. If all fire is coming across white borders as Incoming fire, indirect mortar fire, or from within the card itself, then use the lower number. Direct Lay Mortar Fire is subject to the card borders. Note that the higher number is in larger font, above and to the left of the lower number.

B. Trafficability

A tank icon with “SLOW” or “NO” on it indicates the card has limited trafficability to all vehicles. “SLOW” means a vehicle
The image contains a page from the Rulebook of the game Fields of Fire. The page explains the rules related to terrain cards, card drawing, and combat resolution. The text is interspersed with diagrams showing different types of terrain cards and their instructions, as well as a table that lists terrain types along with their special instructions.

Key points from the page include:

- **Terrain Cards**: Each card has a border around the perimeter, with special instructions for LOS (Lines of Sight) and cover. The border is divided into eight areas, with dark borders blocking LOS and causing higher cover, while clear borders do not block LOS and provide lower cover.

- **Cover & Concealment**: The card contains elevation differences, plus or minus one level, or a Marker. That number indicates the maximum number of Cover Markers that can be found on the card.

- **Infiltration or Fire**: For infiltrating an area or firing into an area, use the dashed area on the appropriate corner when fire enters the target card from a card diagonally adjacent. Use the solid area on the appropriate side when fire enters from a card orthogonally adjacent.

- **Hit Effect 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.

- **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.

- **Action Attempt Section**: The whole upper right quadrant of the card is the Action Attempt Area. The items in that section ("Contact," "Spotted," "Higher HQ," and "Anti-tank Number") are described elsewhere in the rules.

- **Combat Resolution**: 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).

- **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.

- **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 need to draw a card, always draw the whole number.
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 ratings listed on the front, which is the observer side. On the back is the Fire Team side that has VOF and Range Ratings and is used when the unit engages directly in combat. Such a unit cannot call in fire when it is on its Fire Team side.

D. Weapons Teams
These are one Step units that represent the crew that operates specific crew-served weapons such as machine-guns, rocket launchers, mortars, and 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 (LATs)
These units are one Step units labeled as Assault, Fire, Litter, or Paralyzed Teams. They are created during the course of play by combat or by command. Each has its own set of limitations.

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.
• 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 Staff Officers, 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 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

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

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

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.)

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

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.

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

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 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.

Current Activity Level — No Contact, Contact, Engaged and Heavily Engaged.

Engaged — A unit projecting a VOF marker.

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

Occupied, 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. Ignore any enemy casualties or VOF Markers on a card when determining if the card is Cleared.

Primary Direction of Fire (PDF) — A marker which indicates the direction to a given unit’s VOF marker. A PDF marker is not placed if you engage an enemy unit on your same card.

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 to put a squad back into play (during a mission) from 2 or 3 teams. (See 10.1.)

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.)

Special VOFs (these require an attempt) — Sniper, Incoming, Mines, and Grenade.

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

2.1. Choose a Campaign and a Mission

First, choose one of the three campaigns: Normandy World War II, Naktong Korea, or III Corps Vietnam. Then, choose a mission from that campaign. If you just want to play a single mission by itself, you can choose any mission. However, if you want to play the entire campaign, you should start with Mission 1. Either way, look at your Company’s Order of Battle in the Briefings Book to see what forces you have available, and check the mission instructions, especially the Mission Details section, for set-up information about that mission.

2.2. Set Up the Map

The game map in Fields of Fire consists of Terrain Cards drawn at random and arranged into a grid. The Mission Details will tell you how many rows and columns you need to lay out. Columns extend vertically away from you, while rows extend horizontally across your front. Thus, a 4-column, 3-row map would look like this:

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2.2.1. Lay Out the Terrain Cards

Shuffle the terrain deck and (unless the Mission Details specify otherwise), randomly lay out the Terrain Cards in specified number of columns and rows. Unless the Mission Details tell you otherwise, place the Terrain Cards face-up; for some missions where the quality of maps available in the historical campaign was poor, you are instructed to place the cards face-down, but the default posi-
tion is that you will know the layout of the battlefield in advance. When laying out the grid, leave a little room between the rows so that if you turn up a hill card and have to draw an additional Terrain Card for that space, you can stagger their placement so that the hill card does not obscure the one underneath. Also, allow some space between cards so that you can place markers between them as the need arises. Keep the deck handy, as the map may expand over the course of the mission and you will have to generate new terrain.

### 2.2.2. Place Visibility, Current Activity and Potential Contact Markers

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

### 2.3. Organize Your Company

#### 2.3.1. Fill Out the Mission Log

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

#### 2.3.2. Distribute Assets

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

#### 2.3.3. Note Attached Assets and Pyrotechnic Signals on the Mission Log

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

On the Mission Log, note how you have decided to assign units given to your Company in the Campaign Instructions but not assigned to a particular HQ. Units that are assigned to you in the Mission Instructions automatically have an Experience Level of Line. They do not gain experience over the course of a campaign, unlike units listed in the Campaign Instructions as part of your Company. A unit attached to a Platoon is considered part of that Platoon for all purposes for the duration of the mission. A unit may not be reassigned to a different HQ or Company Staff during the course of a mission. You should also assign particular instructions to your Pyrotechnic signals, as the whole point of using such signals is that everyone understands in advance what they will mean when they are used on the battlefield. For more on using Pyrotechnics for command and control, see 4.3.6.

### 2.4. Determine Tactical Reference Points

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

#### 2.4.1 Place Tactical Control Markers

There are two types of tactical controls in Fields of Fire. Linear controls follow the seams between rows or columns of Terrain Cards. Point controls are placed on a card and are specific to that card. Many tactical controls are unique to certain types of missions. Consult the Mission Details to determine the type of mission and where and how to place the appropriate Tactical Control Markers (TCM).

### A. Offensive Mission Controls

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

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

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

The Left and Right Boundaries prevent adjacent companies from wandering across your front, and you from wandering across their front. Place them vertically, along the left-most and right-most columns of Terrain Cards. You may not move your units across these boundaries, although enemy units may be placed outside them when Random Contacts are resolved, and they may move outside those boundaries during the Enemy Activity Check Segment. In such cases, your units may fire across a boundary line, but may not move across it.

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

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

Offensive Missions use the following point controls:

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

The Objectives represent physical locations that you must occupy. The Attack Position is your last covered and concealed position before you reach an objective. Place them according to the Mission Instructions.

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

### B. Defensive Mission Controls

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

Defensive Missions may also allow you to place a Combat Outpost (COP) point control. A Combat Outpost is a position set up in front of your MLR in order to confuse and break up an enemy
attack. You may place units from a single Platoon up to the stack-
ing limit in a COP. You may also have two other point controls
available to you: Final Protective Lines (FPL) and Final Protec-
tive Fires (FPF); these are prepared defensive fire schemes, and
they are covered in detail in the combat rules (6.4.2 and 6.7.2,
respectively).

C. Combat Patrol Controls
Combat Patrol Missions use one linear control: the Main Line of
Resistance, which marks the point from which the patrol sets out
from friendly lines.

Otherwise, Combat Patrol Missions use point controls. Use the
Primary Objective (OBJ 1) to mark the farthest point from the
MLR that the patrol is supposed to reach. You will also have to
designate Route Points to mark out the path that the patrol must
follow. This route may cross or come back on itself, so it is pos-
sible for a single Terrain Card to have more than one Route Point
marker on it. You can also create Rally Points during the course
of the patrol (or pre-designate them during planning) and tie them
to Pyrotechnic signals.

D. General Purpose Controls
Several different point controls may be available to you if cir-
cumstances warrant, regardless of mission type. Some of them
must be placed before play starts, or they may be placed as the
mission is in progress. These are:
• Landing Zones (LZ; see 7.3.2.),
• Casualty Collection Points and MEDEVAC LZs
  (see 5.1.7.), and
• Registered Targets (see 6.7.5.).

2.4.2. Staging Areas
A Staging Area is a designated assembly area in which units prepare
for an upcoming mission. In Fields of Fire, the Main Staging Area
is represented by a row of face-down Terrain Cards, and Helicopter
Staging Areas may be represented by a single face-down Terrain
Card. In game terms, Staging Areas function as an off-map holding
boxes from which your units enter the map.

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

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

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

B. Helicopter Staging Areas
Some missions in the Vietnam campaign require two Staging Areas
for helicopters, the Pickup Zone Staging Area and the Enroute
Staging Area. Do not treat these as being adjacent to the map, like
the Main Staging Area. Therefore, units may not use normal move-
ment to enter the map from a Helicopter Staging Area.

No Line of Sight may be traced into or out of a Helicopter Stag-
ing Area.

2.4.3 Air Assault Planning
Some of the Vietnam campaign missions begin with an Air Assault,
in which your units enter the map by helicopter. In these missions,
the helicopters may have to make multiple trips to bring in all of
your units. In such cases you must create a Landing Plan before
play begins, in which you specify the order in which your units will
be transported to the map (see 7.4.5).

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 Im-
pulses. 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. Any Commands required
to be spent by an event must come from the CO HQ.

3.2. DEFENSIVE MISSIONS: ENEMY
ACTIVITY PHASE
Note that both Enemy Activity Phases are identical. 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, ex-
cept 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, start-
ing at the top (9.4).

3.3. FRIENDLY COMMAND PHASE
During this phase you have the units in the Company perform
Actions., including movement and combat related activities. Units
perform Actions when ordered to do so by expending 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 com-
munication 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 (4.1.3). 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.

You do not need to finish spending commands from one PLT HQ unit before expending commands from another such unit.

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.

You do not need to finish spending commands from one PLT HQ or CO Staff unit before expending commands from another such unit.

3.3.2. Initiative Segment

A. CO HQ Impulse (if not activated)
If you did not activate the CO HQ in the preceding segment, draw an Action Card for it and give it a number of commands this turn equal to the modified (4.1.3.) 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 (4.1.3.) 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
3.7.2. Combat Effects Segment

Any PINNED units not under any VOF remove their PINNED Markers. 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 (6.2. and 6.2.3.) 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 Korean War Missions. During Defensive Missions, remove any unresolved PC Markers.

4. COMMAND & CONTROL

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

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

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. This means that a unit of the 1st Platoon can receive orders from the 1st PLT HQ, CO HQ, Battalion 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.

4.1. COMMANDS

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

4.1.1. Obtaining Commands

Battalion HQ Impulse
If the BN HQ is on the map, automatically give it the maximum number of allowable commands (6 for a daytime mission or 4 for a night mission). Then expend the commands on any friendly subordinate units in play and in communication, including activating the CO HQ. You cannot save BN HQ commands. Note: The BN HQ is considered to be on the map if any higher HQ leader (Rgt/Bde Cmdr, BN Cmdr, or the BN XO/S-3) is on the map.

CO HQ Impulse
When the BN HQ is not on the map and the CO HQ is in communication with the BN HQ, automatically activate the CO HQ. Draw an action card. The number in the helmet icon is the number of available commands. This number may be modified by the conditions listed in 4.1.2. Expend the commands (plus any saved commands) on any friendly subordinate units in play and in communication, including activating the Platoon HQs or CO Staff. Company HQ commands may be saved.

PLT HQ/CO Staff Impulse
Draw an Action Card for each activated Platoon HQ/CO Staff. The number in the helmet icon is the number of available commands. This number may be modified by the conditions in 4.1.3. Expend the commands (plus any saved commands) on any friendly subordinate units in play and in communication. Platoon HQ/CO Staff commands may be saved.

Initiative Segment
If not activated during the Activation Segment, the CO HQ, PLT HQ and CO Staff have an Impulse in the Initiative Segment. Draw an Action Card. The number in the star icon (beneath the helmet icon) is the number of available commands. This number may be modified by the conditions in 4.1.3. Expend the commands (plus any saved commands) on any friendly subordinate units in play and in communication.

General Initiative Impulse
Draw an Action Card. The number in the star icon is the number of available commands. If the mission is a Combat Patrol, halve the General Initiative Draw for day or half the General Initiative Draw, rounding any fractions down, as only a portion of the Company is being used.

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 and 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.

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

Example

B. CO HQ Impulse

Draw an Action Card. The card drawn lists 3/2 for commands, so the CO HQ receives 3 commands because it is activated (it uses the left most number – inside the helmet illustration). Note that if the HQ had an experience level of “Green”, that “3” would be modified by -1, for a result of “2.” So we get a final result of “3.” The CO HQ uses two of these commands to activate the 1st PLT and 2nd PLT HQs and decides to save one command for a later turn. We update the Command Display by moving the CO HQ Saved Commands Marker to the “1” space.

4.1.4. HQ and Staff Fire Teams

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

4.2. ACTIONS

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.

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.
### 4.2.1. Command & Control Actions

<table>
<thead>
<tr>
<th>Name</th>
<th>Cost</th>
<th>Draw</th>
<th>Originator</th>
<th>Recipient</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>a. Activate a subordinate HQ or Staff</strong></td>
<td>1</td>
<td>Automatic</td>
<td>Any HQ or Staff</td>
<td>Any subordinate HQ or Staff</td>
<td>Both the originator and the recipient must be on their command sides. (See 3.3.1.) BN HQ can only activate the CO HQ, the CO HQ can only activate PLT HQ and CO Staff, BN HQ or CO Staff cannot activate PLT HQs.</td>
</tr>
<tr>
<td><strong>b. Exhort</strong></td>
<td>1</td>
<td>Automatic</td>
<td>Any HQ or Staff</td>
<td>Any subordinate unit</td>
<td>You can declare this action once for any failed attempt. Draw one more card.</td>
</tr>
<tr>
<td><strong>c. Deploy Pyrotechnic</strong></td>
<td>1</td>
<td>Automatic</td>
<td>Any HQ or Staff</td>
<td>Any good order unit with a pyrotechnic asset</td>
<td>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.)</td>
</tr>
<tr>
<td><strong>d. Reconstitute a PLT HQ</strong></td>
<td>1</td>
<td>Automatic</td>
<td>CO HQ or CO Staff</td>
<td>Any good order unit from that platoon</td>
<td>Reduce the recipient by one Step and place the PLT HQ back into play on that card at a Green Experience Level.</td>
</tr>
<tr>
<td><strong>e. Reconstitute the CO HQ</strong></td>
<td>1</td>
<td>Automatic</td>
<td>BN HQ or CO Staff</td>
<td>A CO Staff or PLT HQ</td>
<td>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 IstSgt, or any good order step from that platoon.</td>
</tr>
<tr>
<td><strong>f. Create a Runner</strong></td>
<td>1</td>
<td>Automatic</td>
<td>CO HQ</td>
<td>Any good order unit, Assault Team, or Fire Team</td>
<td>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.)</td>
</tr>
<tr>
<td><strong>g. Dispatch a Runner</strong></td>
<td>1</td>
<td>Automatic</td>
<td>CO HQ</td>
<td>A good order runner unit</td>
<td>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.)</td>
</tr>
<tr>
<td><strong>h. Dismiss a Runner</strong></td>
<td>1</td>
<td>Automatic</td>
<td>CO HQ</td>
<td>A good order runner unit</td>
<td>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.)</td>
</tr>
<tr>
<td><strong>i. Activate a Vehicle or AT-Capable Infantry Unit for the Vehicle Phase</strong></td>
<td>1</td>
<td>Automatic</td>
<td>Any HQ or Staff in the Chain of Command</td>
<td>An unpinned vehicle or AT-capable infantry unit</td>
<td>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.)</td>
</tr>
<tr>
<td><strong>j. Switch Radio/Phone to a Different Network</strong></td>
<td>1</td>
<td>Automatic</td>
<td>Any HQ or Staff</td>
<td>A unit with a radio or phone</td>
<td>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.)</td>
</tr>
<tr>
<td><strong>k. Repair a Cut Phone Line</strong></td>
<td>1</td>
<td>Automatic</td>
<td>Any HQ or Staff on the same card as the cut line</td>
<td>A good order unit on the same card as a Phone Line Marker on its Cut side</td>
<td>Flip the Phone Line Marker back to its normal side. (See 4.3.4.)</td>
</tr>
<tr>
<td><strong>l. Designate a New Tactical Control</strong></td>
<td>1</td>
<td>Automatic</td>
<td>Any HQ or Staff</td>
<td>The HQ itself</td>
<td>Place a new tactical control measure on the same card as the HQ that expends the command. (See 2.3.4.)</td>
</tr>
</tbody>
</table>
### 4.2.2. Movement Actions

<table>
<thead>
<tr>
<th>Name</th>
<th>Cost</th>
<th>Draw</th>
<th>Originator</th>
<th>Recipient</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. Move to an Adjacent Card</td>
<td>1</td>
<td>Automatic</td>
<td>Any HQ or Staff</td>
<td>Any good order unit (or LAT in certain cases) not marked as Exposed</td>
<td>Move the unit to an adjacent card and mark it as Exposed. If there is eligible 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 5.1.2.)</td>
</tr>
<tr>
<td>b. Move a Platoon to an Adjacent Card</td>
<td>2</td>
<td>Automatic</td>
<td>PLT HQ</td>
<td>All good order units of that platoon on the same card that are not marked as Exposed</td>
<td>Have each unit in the platoon perform a Move to an Adjacent Card action. (See 5.1.)</td>
</tr>
<tr>
<td>c. Attempt to Infiltrate an Adjacent Card</td>
<td>1</td>
<td>Draw 2 (+/-) for Infiltrate icon</td>
<td>Any HQ or Staff</td>
<td>Any good order unit (or LAT in certain cases) not marked as Exposed, and that does not have an A &amp; an arrow symbol or an H VOF rating</td>
<td>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 eligible 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 5.1.2.)</td>
</tr>
<tr>
<td>d. Attempt to have a Platoon Infiltrate an Adjacent Card</td>
<td>2</td>
<td>Draw 2 (+/-) for Infiltrate icon</td>
<td>PLT HQ</td>
<td>All good order units of that platoon on the same card that are not marked as Exposed and that do not have an A &amp; an arrow symbol or an H VOF rating</td>
<td>Have each unit in the platoon perform an Attempt to Infiltrate an Adjacent Card action. (See 5.1.2.)</td>
</tr>
<tr>
<td>e. Attempt to Seek Cover</td>
<td>1</td>
<td>Draw Cover # (+/-) for Cover text</td>
<td>Any HQ or Staff</td>
<td>Any good order unit (or LAT in certain cases) not under a Cover Marker and the card has not exceeded its Cover Potential</td>
<td>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.)</td>
</tr>
<tr>
<td>f. Move to or from Cover</td>
<td>1</td>
<td>Automatic</td>
<td>Any HQ or Staff</td>
<td>Any good order unit (or LAT in certain cases)</td>
<td>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.)</td>
</tr>
<tr>
<td>g. Attempt to Infiltrate to or from Cover</td>
<td>1</td>
<td>Draw 2 (+/-) for Infiltrate icon</td>
<td>Any HQ or Staff</td>
<td>Any good order unit (or LAT in certain cases) not marked as Exposed</td>
<td>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.)</td>
</tr>
<tr>
<td>h. Transport</td>
<td>1</td>
<td>Automatic</td>
<td>Any HQ or Staff</td>
<td>Any good order unit (or LAT in certain cases)</td>
<td>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).</td>
</tr>
</tbody>
</table>
## 4.2.3. Rally Actions

<table>
<thead>
<tr>
<th>Name</th>
<th>Cost</th>
<th>Draw</th>
<th>Originator</th>
<th>Recipient</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. Attempt to Remove a Pinned Marker</td>
<td>1</td>
<td>Draw 2 (+/−) for Rally text</td>
<td>Any HQ or Staff</td>
<td>Any unit under a Pinned Marker</td>
<td>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.</td>
</tr>
<tr>
<td>b. Attempt to Convert a Paralyzed Team to a Litter Team</td>
<td>1</td>
<td>Draw 2 (+/−) for Rally text</td>
<td>Any HQ or Staff</td>
<td>Any unpinned Paralyzed Team</td>
<td>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.</td>
</tr>
<tr>
<td>c. Attempt to Convert a Litter Team to a Fire Team</td>
<td>1</td>
<td>Draw 2 (+/−) for Rally text</td>
<td>Any HQ or Staff</td>
<td>Any unpinned Litter Team</td>
<td>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.</td>
</tr>
<tr>
<td>d. Attempt to Convert a Fire Team to an Assault Team</td>
<td>1</td>
<td>Draw 2 (+/−) for Rally text</td>
<td>Any HQ or Staff</td>
<td>Any unpinned Fire Team</td>
<td>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.</td>
</tr>
<tr>
<td>e. Convert an Assault Team to a Fire Team</td>
<td>1</td>
<td>Automatic</td>
<td>Any HQ or Staff</td>
<td>Any unpinned Assault Team</td>
<td>Replace the Assault Team with a Fire Team.</td>
</tr>
<tr>
<td>f. Attempt to Flip a Unit with a Fire Team Side to Front</td>
<td>1</td>
<td>Draw 2 (+/−) for Rally text</td>
<td>Any HQ or Staff</td>
<td>The HQ or Staff itself, or any unpinned Fire Team with a Weapons Team, FO, or HQ on its front</td>
<td>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.</td>
</tr>
<tr>
<td>g. Detach Team</td>
<td>1</td>
<td>Automatic</td>
<td>Any HQ or Staff</td>
<td>Any good order 3 Step squad</td>
<td>Flip the squad to its 2 Step side and place your choice of either an Assault Team or Fire Team on the card.</td>
</tr>
<tr>
<td>h. Supplement Squad</td>
<td>1</td>
<td>Automatic</td>
<td>Any HQ or Staff</td>
<td>Any good order 2 Step squad and an unpinned Fire or Assault Team</td>
<td>Remove the Team and flip the squad to its 3 Step side.</td>
</tr>
<tr>
<td>i. Attempt to Reconstitute Squad</td>
<td>1</td>
<td>Draw 2 (+/−) for Rally text</td>
<td>Any HQ or Staff</td>
<td>2 or 3 unpinned Assault or Fire Teams</td>
<td>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.</td>
</tr>
<tr>
<td>j. Flip a Unit with a Fire Team Side to that Side</td>
<td>1</td>
<td>Automatic</td>
<td>Any HQ or Staff</td>
<td>Any good order unit with a Fire Team side</td>
<td>Flip the unit to its Fire Team side.</td>
</tr>
</tbody>
</table>
### 4.2.4. Combat Actions

<table>
<thead>
<tr>
<th>Name</th>
<th>Cost</th>
<th>Draw</th>
<th>Originator</th>
<th>Recipient</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. Attempt to Spot</td>
<td>1</td>
<td>Draw 2 for Crosshairs icon</td>
<td>Any HQ or Staff</td>
<td>Any good order unit (or LAT in certain cases)</td>
<td>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.)</td>
</tr>
<tr>
<td>b. Attempt to Concentrate Fire</td>
<td>1</td>
<td>Draw 2 (+/-) for Crosshairs icon</td>
<td>Any HQ or Staff</td>
<td>Any good order unit (or LAT in certain cases) with an S, A, A/S, or H VOF Rating</td>
<td>Draw two (2 +/-) Action Cards and check for the Crosshairs icon. (Draw an extra card when firing a tripod-mounted machinegun according to 6.4.) 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.)</td>
</tr>
<tr>
<td>c. Attempt to have a Platoon Concentrate Fire</td>
<td>2</td>
<td>Draw 2 (+/-) for Crosshairs icon</td>
<td>PLT HQ</td>
<td>All good order units of that platoon with S, A, A/S, or H VOF Ratings on the same card</td>
<td>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.)</td>
</tr>
<tr>
<td>d. Attempt to Make a Grenade Attack</td>
<td>1</td>
<td>Draw 2 (+/-) for Grenade icon</td>
<td>Any HQ or Staff</td>
<td>Any good order unit (or LAT in certain cases)</td>
<td>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.)</td>
</tr>
<tr>
<td>e. Attempt to have a Platoon Make a Grenade Attack</td>
<td>2</td>
<td>Draw 2 (+/-) for Grenade icon</td>
<td>PLT HQ</td>
<td>All good order units of that platoon on the same card</td>
<td>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.)</td>
</tr>
<tr>
<td>f. Attempt for a FO to Call for Fire</td>
<td>1</td>
<td>Draw 2 (+/-) for Burst icon</td>
<td>Any HQ or Staff</td>
<td>A good order FO unit on its observer side</td>
<td>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.)</td>
</tr>
<tr>
<td>g. Attempt to Call for Fire from an Off-Map Firing Unit</td>
<td>1</td>
<td>Draw 2 (+/-) for Burst icon</td>
<td>Any HQ or Staff</td>
<td>The HQ or Staff itself</td>
<td>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.)</td>
</tr>
<tr>
<td>h. Call for Indirect Fire from an On-Map Mortar</td>
<td>1</td>
<td>Automatic</td>
<td>Any HQ or Staff</td>
<td>The HQ or Staff itself</td>
<td>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.</td>
</tr>
<tr>
<td>i. Cease Fire</td>
<td>1</td>
<td>Automatic</td>
<td>Any HQ or Staff</td>
<td>All occupants of the card whether in communication with the issuing HQ or not</td>
<td>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 6.1.)</td>
</tr>
<tr>
<td>j. Shift Fire</td>
<td>1</td>
<td>Automatic</td>
<td>Any HQ or Staff</td>
<td>All occupants of a card</td>
<td>Move the VOF/PDF in any desired direction, engaging any other card in the originator’s LOS, including an unoccupied card. (See 6.1.)</td>
</tr>
<tr>
<td>k. Fire FPF/ FPL</td>
<td>1</td>
<td>Automatic</td>
<td>CO HQ</td>
<td>All good order units tasked with an FPF and/or FPL during a Defensive Mission</td>
<td>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 6.1.)</td>
</tr>
</tbody>
</table>
• 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). Remember, for any attempted Actions: the card draw is always modified by the experience of the unit that is attempting the Action, regardless who gave the order.

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.

Example
The 2nd Platoon now draws a card to determine his commands. The card shows “3/2”. Because 2nd Platoon HQ is Green (-1 to commands), it receives 2 commands instead of the “3” shown on the card. As you’ll note from the Command Display, it also has two Saved commands that it will use this turn. The commands are spent as follows:

- Use two commands for a Platoon move to move the HQ and all the rest of the 2nd Platoon into the Woods in Row 1 Column 3. Mark all the moving units with Exposed markers.
- Use 1 command to order 1/2 to move forward into the Gully in Row 2, Column 3. Place an Exposed marker on 1/2 as it moves. Leave the PDF on the card 1/2 is leaving (units remaining there will continue firing). Place a PDF from the Gully toward the Sniper as 1/2 will immediately open fire on the sniper from his new position.
- Use 1 command to order the machinegun weapons team to find cover. Draw 4 cards. One has the word “Cover” at the top, so place the weapons team under a “+1 Cover” marker.

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

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

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

Movement Actions (4.2.2) Allowed:
- Move to an Adjacent Card
- Attempt to Infiltrate an Adjacent Card
- Attempt to Seek Cover
- Move to or from Cover
- Attempt to Infiltrate to or from Cover
- Transport

Rally Actions (4.2.3) Allowed:
- Convert an Assault Team to a Fire Team
- Supplement Squad
- Attempt to Reconstitute Squad

Combat Actions (4.2.4) Allowed:
- Attempt to Concentrate Fire
- Attempt to Make a Grenade Attack
- Cease Fire
- Shift Fire

Experience Level: Line

Fire Team

Movement Actions (4.2.2) Allowed:
- Move to an Adjacent Card
- Attempt to Infiltrate an Adjacent Card
- Attempt to Seek Cover
- Move to or from Cover
- Attempt to Infiltrate to or from Cover
- Transport

Rally Actions (4.2.3) Allowed:
- Convert an Assault Team to a Fire Team
- Supplement Squad
- Attempt to Reconstitute Squad

Combat Actions (4.2.4) Allowed:
- Attempt to Concentrate Fire
- Attempt to Make a Grenade Attack
- Cease Fire
- Shift Fire

Experience Level: Green

Litter Team

Movement Actions (4.2.2) Allowed:
- Move to an Adjacent Card
- Attempt to Infiltrate an Adjacent Card
- Attempt to Seek Cover
- Move to or from Cover
- Attempt to Infiltrate to or from Cover
- Transport

Rally Actions (4.2.3) Allowed:
- Convert an Assault Team to a Fire Team
- Supplement Squad
- Attempt to Reconstitute Squad

Combat Actions (4.2.4) Allowed:
- 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

In order to be in Visual-Verbal communication, both units must be on the same card, be unpinched, and either a) both are under the same Cover Marker or b) neither one is under a Cover Marker. This is the basic method of communication and includes talking, shouting, and hand and arm signals.

4.3.2. Runners

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

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 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.

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

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

2) BN TAC (Battalion Tactical Network):
   This is used for command and control of the Battalion, and it allows the 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 ARMY FD Net. Only the Artillery FO 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 Artillery FO to communicate with artillery units that are providing fire support to the Company. The Artillery FO’s RT must connect to the Staging Area, if using phones, to communicate on the ARTY FD Net. Only the Artillery 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 Mortar FO to communicate with off map mortar units that are providing fire support to the Company. The Mortar FO’s RT must connect to the Staging Area, if using phones, to communicate on the MTR FD Net. Only the Mortar 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 cutting a phone line. 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:

A. Early Handheld Radios (SCR536):
   Because of its limited broadcast strength, the SCR-536 allows
The Radio in row 1, col 3 has LOS to the other three and can communicate as long as none are under cover or pinned.

Only row 1, col 1 and row 3, col 3 have LOS and can communicate.
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.

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

C. Advanced Handheld Radios (ICOM, PRR, PRC148, PRC152):
When these squad radios are in use, not only are the PLT HQs in communication with the CO HQ, the squads are in communication with their PLT HQ throughout the same and adjacent cards. If 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 Concealment. The Action of deploying a Pyrotechnic device is the same regardless of the purpose for which it is used. Aerial rocket devices, such as colored flares and illumination, may be placed on the same or any adjacent card from the unit deploying them.

Example

Pyrotechnics are linked to the following commands:

- Red Cluster, Parachute, or Smoke: CEASE FIRE
- Green Cluster, Parachute, or Smoke: ADVANCE (INfiltrate IF possIBLE) TOWARD PRIMARY OBJECTIVE
- Yellow or Purple Smoke: SHIFT FIRE

Signaling devices are either colored smoke or colored flares. The campaign instructions assign Pyrotechnic devices to the Company. You then assign specific Actions from the Action Menu to each color and type of device, noting the relationship on the Mission Log. All units with a clear LOS to the signal will perform or attempt to perform the particular Action when seeing the device. For example, you cannot have a Pyrotechnic indicate that units should just “Rally,” but you can have one indicate that units should undertake a specific Rally Action such as an Attempt to Remove a Pinned Marker.

You can use a Pyrotechnic to initiate any Action as long as the unit with the device is ordered to Deploy a Pyrotechnic, only one Action is associated with the device, and the prerequisites for performing that associated Action are met (e.g., each unit has the necessary LOS to the device, is in the required state, etc.).

An indicated order can be conditional, but you can only issue one order at a time, and it can’t have alternatives. If possible, key the conditional order given to a geographic location or a tactical control. For instance, a valid conditional order could be “If adjacent to the Primary Objective, Attempt to Infiltrate the Objective Card.”

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).

Note

2nd Platoon HQ expends one command to Deploy a Pyrotechnic, firing the Red Star Cluster. This orders every unit on the map to Cease Fire

B. Smoke

You can use either HC (High Concentrate) or WP (White Phosphorus) smoke to provide concealment. The campaign instructions list available smoke devices. 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. Smoke blocks Line of Sight at all levels.

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).

5.0. INFANTRY MOVEMENT & TERRAIN

5.1. MOVEMENT

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

6.1.1. Movement within a Card

Possible Movement Actions are e, f and g.

The rules for moving within a card are:

- Mark any unit that moves, unless it successfully infiltrates, with an Exposed Marker.
- You may not have a unit under a Cover Marker Attempt to Seek Cover.
- You may not move a unit that is marked with an Exposed Marker except 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.
- Pinned and LAT units may be limited – see 4.2.5.

5.1.2. Movement to Another Card

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

The rules for moving to another card are:

- Mark any unit that moves, unless it successfully infiltrates, with an Exposed Marker.
- You may not move a unit that is marked with an Exposed Marker.
- 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 two adjacent cards, units may move between them without being marked as Exposed.
- Pinned and LAT units may be limited – see 4.2.5.
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.

When a unit becomes a casualty it loses its ability to carry any assets or loads and drops any it currently has on its card.

When a unit that is transporting casualties or assets becomes Pinned or Paralyzed (neither can perform a Transport Action), it does not drop what it is carrying, but it will not be able to Transport the casualties or assets any farther until rallied to a status that will allow it to do so.

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

<table>
<thead>
<tr>
<th>Item</th>
<th>Vehicle</th>
<th>Infantry</th>
</tr>
</thead>
<tbody>
<tr>
<td>Casualties</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Prisoners</td>
<td>1</td>
<td>Unlimited</td>
</tr>
<tr>
<td>MG Ammo</td>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>MTR Ammo</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>RCL or RKT Ammo</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>Infantry Unit Step</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

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 Transport 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 Transport 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.

5.1.7. Evacuating Casualties

You can gain experience in all campaigns and missions by successfully evacuating casualties from the map. If a casualty is transported and dropped off at the appropriate point, that casualty is considered to be evacuated by a notionally 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.

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.

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.

5.2. TERRAIN

Each campaign will have a deck of terrain cards which will be used to build a game map. The Mission Details will tell how you many rows and columns of Terrain Cards you need to build the map. Columns indicate the number of cards to lay vertically left to right; rows indicate the number of rows to lay horizontally away from you.
The Mission Instructions also indicate whether to lay the Terrain Cards face up or down. This reflects the accuracy of the maps used historically. When placed face down, reveal the cards to the extent of the LOS of units actually on the map, not in the Staging Area. During play, reveal a hidden card when a friendly non-aircraft unit has an LOS to it. If the hidden card is a Hill, draw other cards until you get a non-Hill card.

5.2.1. Line of Sight (LOS) and Range

Line of Sight (LOS) is traced along the eight straight lines (only) from a card to the eight adjacent cards and beyond. (Thus, you may not trace a LOS left/right over two cards and up/down/diagonally one.) You may automatically trace a LOS into all adjacent cards. A LOS is blocked past another card if either border being traced through on that card is dark. Thus, the LOS must pass through light borders on both the entry and exit sides of a card to trace to a card beyond it.

During normal visibility, the maximum LOS is three cards (Very Long Range), not counting the starting card. During Limited Visibility the maximum LOS range is reduced to adjacent (Close Range). Being on higher elevation does not increase the observer’s range. See the LOS example on pages 35 & 36. Line of sight is reciprocal; every card your card can see can also see your card in return.

5.2.2. Elevation

Elevation is a relative measure in FoF. The base elevation is Level 1 for all missions. Hills and Upper Stories add +1 to the base elevation. A single hill is Level 2. An Upper Story (see B) is at Level 2. An upper story on a hill is level 3. Higher elevation allows units to trace a LOS over blocking terrain at lower elevations. Higher elevations see over any lower elevations despite intervening dark borders, i.e., units at Level 2 see over Level 1 Terrain Cards. Same level terrain blocks LOS to any lower level terrain, i.e. a Level 2 terrain cannot see over another Level 2 Terrain Card to a Level 1 Terrain Card beyond it.

A. Hills

Hill Cards raise the elevation by one level. They do not provide Cover & Concealment modifiers. 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. When you find cover on a Multi-Story card you get both the Upper Story Cover Marker and a regular Cover Marker (see 5.2.3e), which represents the first floor. Consider these separate Cover Markers for purposes of commands, combat, and movement. Units can move between the two Cover Markers or directly to and from no cover and the Upper Story Cover Marker.

A Church Tower Marker is the same as an Upper Story Cover Marker, but you may use it only on a Church Terrain Card.

5.2.3. Cover

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

However, putting too many troops under the same Cover Marker increases their vulnerability to indirect fire and grenades. For every Step above three that is under a Cover Marker, each unit attacked by a Grenade or Incoming VOF receives a -1 modifier. (Note: A captured Prisoner LAT counts as a unit for cover stacking.) 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.

If a Terrain Card has a VOF Marker on it, that card confers on its occupants its basic Cover & Concealment value as part of the Net Combat Modifier. Some cards have two Cover & Concealment values, separated by a slash with the higher value on the left. Use the higher value when the PDF crosses a dark border. (Notice that the borders are such that they cover the corners appropriately for diagonal PDFs.) 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.

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. 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. An Upper Story or a Church Tower Marker does not count against a card’s Cover Potential (it’s free). 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).
6.0. INFANTRY COMBAT

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

Infantry Combat is a two-part process. First, during the course of a game turn friendly and enemy units engage each other by placing Volume of Fire (VOF) and Primary Direction of Fire (PDF) markers. This may happen:
- automatically by rule,
- by a friendly unit being given an order or,
- through an enemy activity check.

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

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

6.1. ENGAGING/OPENING FIRE

In game terms, you have units “open fire” by placing on its target card a

1) Basic VOF Marker and a PDF Marker (if the target card is not the firing unit’s card), and/or
2) Issuing an order for a special VOF, passing its attempt check and placing the Special VOF marker.

A non-engaged unit opens fire (becomes engaged) with its basic VOF when it has a spotted enemy unit within range and line of sight. This is automatic and mandatory. This may occur due to:
- Movement of the friendly unit,
- Spotting reveals a previously unsptotted enemy unit,
- Movement of the enemy unit (enemy activity checks), or
- Because a new spotted unit has been placed on the map while resolving a potential contact.

An Engaged unit will continue to fire at the same card until:
- Ordered to cease fire,
- Ordered to shift fire,
- Ordered to move to another card,
- Smoke is placed on the firing unit’s card or along the PDF, or
- An enemy unit enters its card.

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

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

During the Friendly Command Phase units can be ordered to:
- Spot,
- Concentrate Fire,
- Make a grenade attack,
- Call for fire from on or off-board units,
- Shift fire or
- Fire Final Protective Lines (FPL)/Final Protective Fire (FPF).

These may require an attempt check before any subsequent VOF marker is placed, modified or moved.

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 target card becomes jointly/friendly occupied.

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

6.1.3. Resolution

When you resolve combat, draw an Action Card for each unit on a target card with a VOF Marker. On the left side of the Action Card you will find the NCM (see 6.3) 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. VOLUME OF FIRE (VOF) AND PRIMARY DIRECTION OF FIRE (PDF) MARKERS

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. The VOF Marker a firing unit generates is based on the firing unit’s VOF Rating. Basic VOF Markers apply to an entire card, while Special VOF Markers apply in various other ways. VOF Markers apply to all units on a card, even unsptotted ones.

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

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.

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

6.2.1. Basic VOF

Basic VOF are the VOFs printed on the unit counters and which usually require no commands or attempts to implement.
Units with a VOF rating of A/S are equipped with assault rifles and generate an Automatic Weapons VOF Marker at Point Blank Range (same card) and a Small Arms VOF Marker at any other range.

G! Superscript
A Unit with a G! superscript is equipped with grenades or rocket launchers in addition to its base weapon. In addition to having it fire with its normal VOF Rating you can have it Attempt to Make a Grenade Attack at Close Range – See Special VOF.

All Pinned NCM modifier: +2
Use this marker when all units firing into that card are Pinned. Overrides Basic S-A-H VOF.

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

6.2.2. Special VOF

These VOFs are not automatic; they require commands and special procedures to be followed before a VOF may be placed. Note they do not create PDF markers but they may need to “follow” a PDF marker to be used. Some of these create a VOF marker while others serve to modify existing VOF markers.

Grenade (G!) Net Combat Modifier (NCM) value: -4 or -3
A grenade attack applies only to a unit or group of units under a single Cover Marker. Place a Grenade Attack VOF Marker as a result of a successful Attempt to Make a Grenade Attack. 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 the entire card and is cumulative with the VOF for the card. Place only one Miss VOF regardless of the number of failed attempts. Apply all Visibility modifiers normally to a Grenade Miss.

Concentrated Fire NCM modifier: -1
Place a Concentrated Fire VOF Marker on a unit or group of units under a single Cover Marker as a result of a successful Attempt to Concentrate Fire Action. It is cumulative with the VOF for the card. A unit can be the target of multiple concentrated fires all of which are cumulative.

Sniper (S!) NCM value: -3 for target & (S) for the card
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. Pinned units can be used to generate a Crossfire.

Incoming! / Air Strike NCM value: -3 to -8
Place a Pending Fire or Air Mission Marker on a card after a successful Call for Fire. Incoming and Air Strikes apply to the entire card. In the Combat Phase flip it to its Incoming! or Air Strike side. An Incoming or Air Strike Marker blocks LOS through the card. Remove it at the start of the following Combat Phase. Its NCM modifier varies depending on the unit that is firing. The -1 on the Incoming! markers is the modifier to use when the target is a vehicle.

A modifier to use when the target is a non-vehicle unit is printed on the Spotter unit. 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.

Mines NCM value -4
Mines are placed as a possible result of resolving a Potential Contact marker. See 9.5 for details.

6.2.3. Primary Direction of Fire (PDF)

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

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

Units moving into a card that already has a PDF Marker immediately open fire along the PDF. After placing a PDF, ALL units on the firing card continue to fire along the PDF until the VOF marker is removed.

Remember, you must place a VOF and PDF Marker when units with a printed VOF Rating have enemy units come 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 VOF and PDF Marker). Attempt to Concentrate Fire and Ranged Grenade Attack Actions may only be attempted along the PDF.

A VOF may change but the PDF stays the same.

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

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

A firing unit that loses its PDF because an enemy unit has entered its card switches its fire to the entering unit.

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

**Example #1**

A sniper moves away…

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

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

**Example #2 from the Advanced Tutorial:**

Units from the 1st Platoon have moved forward…

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

**Example #3 from the Advanced Tutorial:**

…and the 5th command to order the 2/2 squad there to move forward into the Farm to its front. 2/2 is not currently firing, so we check to see if there are any targets in his range and LOS after he moves. The only possible target in his LOS is the enemy mortar spotter, and it is still Unspotted, so we place no PDF/VOF for 2/2.

**Example #4 from the Advanced Tutorial:**

Because 2/2 is within range and line of sight of the newly-spotted Mortar spotter and is not currently firing, it now opens fire on the enemy spotter. We place a PDF from 2/2’s card facing the spotter’s card, and place a Small Arms VOF on the Hill/Farm card.

**Example #5 from the Advanced Tutorial:**

A lone enemy unit (sniper) moves away but still in LOS…

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

### 6.3. COMBAT RESOLUTION

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:

\[
\text{NCM} = \text{The best (lowest) VOF modifier from S, A, H, G!} \\
\hspace{1cm} \text{Sniper or Incoming.} \\
\hspace{1cm} + \text{The net modifier due to visibility, illumination, and observation devices.} \\
\hspace{1cm} + \text{All applicable modifiers based on the defending unit’s status and cover.} \\
\hspace{1cm} + \text{All applicable other modifiers such as Concentrated Fire, Crossfire, and Grenade miss.}
\]

In most cases not all the above factors are present and it is fairly easy to group units on a card by status (Pinned, under cover etc.).

The NCM will be the same for units of the same status. Remember, some modifiers only apply to certain types of fire or under specific conditions.

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

When you resolve combat, draw an Action Card for each unit on a target card with a VOF Marker. On the left side of the Action Card you will find the NCM from -4 to +6 and the result of HIT, PIN or MISS (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 all combat resolution is complete.

**Example**

A mortar and a sniper is firing…

…we see that the lowest applicable modifier for this fire is the -3 NCM, generated by either the Incoming mortar fire or the sniper. It doesn’t matter which we use; the base combat NCM is still -3. This is modified as follows:

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

So the final NCM is “-3.”

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

### 6.4. WEAPON TYPES AND RESTRICTIONS

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

**Small Arms**

Rifles, submachineguns 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. 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. You must keep track of machinegun ammunition.

- Grazing Fire. Normally, when firing along a PDF into another card, the VOF is exerted into the closest enemy occupied card along the PDF and within LOS. However, tripod-mounted only 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.
- 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.

- 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. That is, a tripod-mounted MG can fire from a level 1 card over a friendly unit on an adjacent level 1 card if the target is at a higher elevation.

**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. Mortars have no restrictions on firing over the heads of friendly troops. This works in reverse, too.

**Rocket Launcher / Recoilless Rifle**
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. No RKT or RCL may fire from a Building, Bunker or Pillbox. H VOF RKT/RCL may not fire when marked with an Exposed Marker. Panzerfausts (WWII German AT Rockets) may fire only at vehicles; all others may be used for both AT Combat and Infantry Combat. Some types of rocket launchers enter play as ammunition on regular units and are expended as such when used, e.g., Panzerfaust and B40/RPG2/7 rockets. You must keep track of rocket and recoilless ammunition.

**Hand / Fragmentation Grenade**
You may only use these on the same card. You do not keep track of hand grenade ammunition.

**Rifle Grenades**
Rifle Grenades have a Grenade (G!) Volume of Fire. 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)**
Grenade Launchers have a Grenade (G!) Volume of Fire. 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.

### 6.5. GRENADE ATTACKS
Direct a Grenade Attack toward a specific unit or Cover Marker. You may have any unit with a printed VOF Attempt to Make a Grenade Attack against enemy units in the same card. You may have a unit with a G! VOF Rating and a printed Range Attempt to Make a Grenade Attack out to its printed Range. You may have a 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. 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. Remove any Grenade Attack Marker in the Clean up Phase.

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

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 in the Clean up Phase.

**Example:** if a Card with multiple units 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).

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.

### 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 along the PDF. The target may be a specific Cover Marker or a random, spotted, enemy unit. If LOS is subsequently lost due to smoke or incoming the Concentrate Fire marker remains in place.

Draw two cards, modified for the firing unit’s Experience Level (and weapon-type if firing a tripod-mounted 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
You may only issue a Call for Fire against a card that has a spotted enemy unit on it. You cannot do so against a card with only unspotted units or a PC Marker. 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.

Some Missions allow for CO HQs (and even PLT HQs) to Call for Fire. They are capable of doing this via the CO TAC Net or the BN TAC Net (in the CO HQ’s case). The number of card draws is based upon the actual observer. The card draws for HQs are lower to signify that the process is less efficient when not handled by an FO.

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 break up 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 con 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

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. A Call for Fire command can be issued to an on-map Mortar unit that is in communication with a unit on the proper TAC Net.

When firing Direct Lay - meaning that the Mortar is firing at a card to which it has LOS, whether the H-rated squad or the G1-rated team - that fire is treated exactly like any other Direct Fire (exception: mortars can ALWAYS fire over friendly units). Thus, it places a PDF, making it eligible to help qualify for Crossfire. Also, like any other Direct Fire, it is subject to the Terrain Effects dictated by the card borders that the fire crosses.

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

The mortar does NOT place a PDF, thus it does not help qualify a card for Crossfire. Also, it is treated the same as Incoming! in regard to terrain effects (i.e., it uses the ‘lower’ number and also the
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 infan-
try combat. You must track ammunition expenditure for units that
require it, both friendly and enemy, on the Mission Log. Whenever
any of the following weapons fires indicate the expenditure of an
ammo point on the Mission Log.

Use Ammo Markers only when moving ammo around the map.
Ammos 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

A. 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. Ex-
pend 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). When a squad runs out of MG Ammo, place an Out
of Ammo Marker on it, reducing its ratings to those found on the
marker.

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

B. Mortar Ammo (MTR Ammo)

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

C. Recoilless Rifle Ammo (RCL Ammo)

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

D. Rocket Ammo (RKT Ammo)

Use this ammo for units armed with a Bazooka, RPG, or Panzer-
faust. 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
(Panzeraust 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 G! capability.

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

6.8.2. Out of Ammo Units

Running out of ammo occurs when the last ammo point is fired.
There are two ways out-of-ammo units are indicated:
1) If a weapons unit (MG, mortar, rocket launcher, recoilless rifle,
etc.) runs out of ammunition and is a one-Step unit and its Fire
Team side has an S VOF, flip the unit to its Fire Team side.
2) If a weapons unit runs out of ammunition and has more than one
Step or it’s a one-Step unit but its Fire Team side has something
other than an S VOF, place an Out of Ammo Marker on the unit.
Until the unit can pick up more ammo, it has an S VOF Rating
and a Range Rating of Close, regardless of what is printed on its
counter.

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

6.8.3. Resupply

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

A unit with an Out of Ammo marker must be given a Transport
Order. The marker is removed and the Mission Log updated with
the new ammo points. The unit may resume firing.

A unit flipped to its Fire Team must instead successfully Rally to its
front side to be resupplied when ammo becomes available. Upon
resupply update the Mission Log with the new ammo supply points
and flip the Fire Team to its front side. The unit may resume firing.

6.9. COMBAT EFFECTS

Resolve all infantry (non-vehicle) combat in the Combat Effects
Phase. All such combat is considered simultaneous. You must re-
solve 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 6.3. 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 com-
battle 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 marker is removed when:
• A unit successfully passes an Attempt to Remove a Pinned Marker order,
• No enemy VOF are on the card at the beginning of the Combat Effects Segment, or
• The unit is eliminated.

A PINNED unit may generate an All-Pinned VOF. If all units firing into a card are pinned place an All Pinned VOF on the targeted card.

C. HIT
Place a PINNED Marker on the unit. In addition, draw another card to discover the effect of the hit.

6.9.2 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. If a unit does not have a Fire Team side on its reverse side, flip the unit to its Fire Team side. If it is already on its Fire Team side, leave it there.

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

Example from the Advanced Tutorial:
Hit Result (Line) = PP...
To implement the Combat Effects, we remove the 3/1 Squad marker and replace it with two Paralyzed Steps (for the PP result) and one Fire Team step. We then place Pinned markers on all.

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.

In the WWII missions, when breaking down a German squad, randomly determine which choice of the two breakdown alternatives they use. Optionally, draw an R10, and on a result of 1 to 7 use the top alternative (the one with the two MGs) and on a result of 8 to 10 use the bottom alternative. If using the top alternative, you must split any remaining ammo between the two MG units.

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. 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 crew members 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. 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 3 Heavy Weapons VOF and place 3 air-dropped illumination markers in any combination of 3 cards that it occupies or are adjacent to it. It does not require ongoing Call for Fire Action.

7.2. ACTIVATING VEHICLES

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

7.3. 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. Consider transport movement as landing and taking off. A transport helicopter is available for:

- an assault landing,
- bringing in supplies or reinforcements, or
- evacuating casualties.

You must activate a transport helicopter to place it on the map. You may place a transport helicopter only on a card with a Landing Zone point control, which can only be on a card labeled “LZ” (Landing Zone). In order to land a transport helicopter after the initial movement onto the map, another unit must first mark the designated LZ with a Pyrotechnic. Attack helicopters are those without a Transport Capacity. Consider attack helicopter movement as making an attack run. Attack helicopters are available on-call as air support missions and are placed on the target card.

7.4. TRANSPORT

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

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

**Landing Zones (LZ)**
A Landing Zone (LZ) is an on-map area of one, two or three cards. The scenario will designate a starting LZ configuration. LZs may only be placed on terrain cards with the helicopter icon. When setting up the map make sure the LZ cards are Open, Village, Brush, Elephant Grass or Rice Paddy.

In game terms the LZ becomes a nominal Staging Area. Unlike the normal off-map Staging Areas enemy units may occupy and fire into LZs.

The LZ is designated during planning. Be sure to consider the number of helicopters planned for the first wave and that the LZ is large enough to accommodate those aircraft. LZ stacking is also four vehicles. Four helicopters may take off and four may land.

**Staging Areas.**

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 at the same turn for the Enroute Staging Area. The second turn it leaves the Enroute Staging Area and enters the LZ card on the map, where it can unload its passengers or ammo and pick up casualties. In the third turn it departs the LZ (after loading any troops, casualties or ammo) for the Enroute Staging Area. In fourth turn it arrives back at the Pickup Zone, where it can unload the casualties and load new passengers or ammo. Thus, you have four complete round trips available from the Pickup Zone to the Enroute and back for each helicopter.

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

The following rules also apply to Helicopter Assault Staging Areas:

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

**Air Assault Planning**
A helicopter assault is a complex operation and requires careful planning. This is usually done during Task Organization (2.3) so the first wave lands on turn 1. Scenarios with mid-game air assa Ults will allow for a planning phase in the turn before the air assault arrives.

An Air Assault plan should include the following:

- **Designate a Landing Zone as described before.** LZs may span up to three adjacent cards. Consider the number of helicopters in the first wave and be sure the LZ is large enough to accommodate those aircraft.
- **Load/embark the units for the first wave.** You can transport the Company with only a certain number of helicopters. There is usually not enough room on them to transport all the troops of the Company to the LZ at the same time. You’ll need to split some Squads into Assault or Fire Teams, leaving unit Steps in the Staging Area.
- **Have UH-1 Troop Transports land and disembark troops to secure the LZ.** Landing aircraft are vulnerable to Reaction AT Combat if the LZ is within range of an enemy unit.
- **Place the first wave units on the Enroute Staging Area if you intend to land on the first turn.**
- **Use CH-47 Heavy Lift helicopters to bring heavier elements or the remainder of the Company.**

You don’t need to land assault waves one after another, and you can build in delays in the Landing Plan. 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 4 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.

**Example:** Sample Landing Plan (This is optional; there is no obligation to use this):
1st Wave:
Three UH-1s (3-Step capacity each) Total of 9-Steps – A full strength Platoon is 12-Steps. Each Squad leaves behind one-Step (if they have the Step to leave).

Stick 1 – 1st PLT HQ [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.”

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. Remember helicopters may begin the game loaded and located in the Enroute Staging Area.

In the ensuing Vehicle Movement and Combat Phase, place the first wave on the LZ Card. Have UH1 Troop Transports land and disembark troops to secure the LZ. Landing aircraft are vulnerable to Reaction AT Combat if the LZ is within range of an enemy unit. 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 UH1s land additional Company elements with the purpose of expanding the fire support capability of the LZ. In the ensuing Vehicle Movement and Combat Phase, the first wave can depart while the second wave disembarks troops, provided there are enough Command
Points to do so.

During Command Phases of following turns, you can activate additional waves to move to the LZ. 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.

**7.5. VEHICLE ACTIVATION AND ACTIONS**

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

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

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

**A. Fire**

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

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

Fire is the only Action available during the Mutual Vehicle Aircraft Phase to an AT capable infantry unit activated for AT Combat in the Command Phase.

If you have a unit fire, 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.

Vehicles are attacked by VOFs whether they are moving INTO a card with a VOF, moving OUT of a card with a VOF, or staying put in a card with a VOF.

Note: A vehicle does NOT have to be activated to fire at infantry. The purpose of activation is to allow it to fire at vehicles and/or move in the Mutual Vehicle-Aircraft Phase. Moreover, a vehicle that has moved and/or fired in the Mutual Vehicle-Aircraft Phase can still fire at infantry in the Combat Effects segment (i.e., resolve its VOF). Infantry fired at by a Vehicle that earlier fired at another vehicle does not have to be in the same card as the targeted vehicle. However, in the Combat Effects segment the firing vehicle must fire along any already-established PDF. Pinned Vehicles generate All-Pinned VOFs just like Infantry units do. Additionally, when Pinned they may be activated, but are bound by the restrictions imposed on Pinned units in 4.2.5.
B. Move
Move the vehicle to an adjacent card. Resolve any VOF present on the card from which it begins movement before movement. If it survives that initial attack, move it onto another card. If that card has a VOF Marker on it, immediately resolve the VOF present on that card. Lastly, resolve any Reaction Fire from any AT capable unit that has an LOS.

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

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

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

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

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

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

7.6. RESOLVING AT COMBAT
Complete the following Steps in order:

A. Determine the firing unit’s Gunnery Modifier by cross-referencing the type of firing unit with the range to the target card on the Vehicle and Anti-Tank Weapons Chart.

B. Add to this the defensive value of the target vehicle type from the Defensive Value column of the target.

C. Add any Cover & Concealment modifiers present on the target unit’s card.

D. If the firing unit has a Move then Fire capability and has moved, add the modifier from the Move & Fire column.

E. Finally, add any other applicable modifier listed at the bottom of the Vehicle and Anti-Tank Weapons Chart.

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

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

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

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

- A Wreck Marker provides cover like any other Cover Marker. While such a marker does not count against the maximum number of Cover Markers allowed for a Terrain card (see 1.2.1f), it does count against the vehicle capacity limits (see 1.2.1h), 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 wrecks is not cumulative with other burning wrecks on the same card. Smoke from a burning wreck blocks LOS.

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

A. Combat Results for Vehicles

1) Brewed Up
Replace the vehicle with a Burning Wreck Marker. Convert each crew Step to a casualty.

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

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

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

5) Missed
No effect.

B. Combat Results for Helicopters(& FAC Aircraft)

1) Shot Down – Crashed
Replace the helicopter with a Burning Wreck Marker. Convert each crew and passenger Step to a Casualty.

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

3) Aborted – Damaged
Immediately move the helicopter to the Enroute Staging Area.
**Tank vs Tank**

Vehicle movement and combat all happens in the one phase after the command phase. It alternates based on what vehicles are activated.

Activated vehicles can move and/or initiate combat. Vehicles not activated may only react to the movement or firing of activated vehicles. US vehicles are activated by expending a command. Enemy vehicles are activated by enemy activity checks. Vehicles include helicopters.

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

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

For a Net Modifier of -2

-1 or less Brewed Up Shot Down—Crashed
0 or 1 Knocked Out Shot Down—Auto Rotate
2 or 3 Retreating Aborted—Damaged
4 or 5 Pinned Aborted—Undamaged
6 or more Miss Miss

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

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

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

5) Missed
No Effect

**7.8. AMMUNITION**

Vehicle weapons systems that consume ammo will consume ammo each time they fire. In other words, if a weapon fires at a Vehicle in the Mutual Vehicle-Aircraft Phase, and then fires at infantry in the Combat Effects segment, it will have consumed 2 points of Ammo.

**8.0. VISIBILITY**

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

Note that Grenade and Incoming VOF are not affected by the Visibility Modifier.

**8.1. LIMITED VISIBILITY EFFECTS**

Limited Visibility affects Commands, line of sight and combat: Commands The number of Commands in Limited Visibility is:
- Green 2
- Line 4
- Veteran 6

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

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

**8.2. ILLUMINATION**

The Campaign Instructions list available illumination. Illumination is available for any mission that has 1 or more turns where the visibility is Moon of any value. Illumination can be delivered from several sources. Use it to mitigate the effects of Limited Visibility at night. Illumination does not help in Rain/ Snow or Fog conditions. Place an Illumination Marker on a card either by deploying a Pyrotechnic or by calling in an Illumination fire mission. The Illumination Marker has one or more modifiers mitigating the Visibility Modifier. Apply the top modifier to the card containing the Illumination Marker. Apply the bottom modifier, if present, to all adjacent cards. (The Illumination Modifier plus the Visibility Modifier can never be less than +0.) Any card that is under the effect of illumination is illuminated. Units have their normal range to illuminated cards. Remove Illumination Markers during the Clean Up Phase.

**8.3. NIGHT OBSERVATION DEVICES**

This includes IR Illuminators and Receivers that are mounted either on small arms or on vehicles. Do not apply any Visibility Modifier when firing any unit so equipped at Point Blank range (on the same card). Do not apply any Visibility Modifier when firing a vehicle...
In this example, the square on the leftmost card in Row 3 (Card 53) represents a US unit A and the circle in the right most 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 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.
You can see into/out of Smoke with those in Smoke Card have a +2 of HC Smoke or +1 for WP Smoke but you cannot see through or over smoke.

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

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

Now That illumination is introduced the US units can see into the illuminated area but the Germans cannot see out of it. The reciprocal LOS still exists between row 2, col. 1 and row 3, col. 2.
unit so equipped out to Close Range (into an adjacent card).

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

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

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

8.4. Smoke
Smoke is an artificial form of Limited Visibility. Smoke occurs as the result of a Pyrotechnic, a fire mission, or a burning wreck. Smoke includes HC Smoke, WP Smoke, or Incoming! VOF markers (dirt and dust kicked up by incoming artillery and mortars). You can trace an LOS into, but not through or out of, a card containing smoke (Note that this does create a rare instance where LOS is not reciprocal). 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. Clusters and parachutes are NOT considered Smoke.

9.0. THE ENEMY
9.1. Potential Contact
Enemy contact is a function of US units occupying a card with a Potential Contact (PC) marker and 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/enemy occupied card is under a VOF Marker or any spotted enemy units.

3. Engaged:
   Two or more friendly/enemy occupied cards are under VOF Markers.

4. Heavily Engaged:
   Two or more friendly/enemy occupied cards are under VOF Markers and at least one card has both enemy and friendly units on it.

9.1.1. Potential Contact (PC) Markers

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

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

If a mission calls for Potential Contact Markers of different letters, select one number of markers as 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
PC markers are resolved during the VOF Phase. Wherever a US unit on a card with a PC Marker exists there is a potential enemy contact. If any PC Marker is on its question mark side with a US unit, flip it to its letter side before resolving it.

To resolve a marker, check the Potential Contact Draws Chart (also on a hint card) and cross-reference the marker’s letter with the Current Activity Level. If the cross-reference says “Auto,” you make contact without having to draw any cards. If the cross-reference is a number you must draw that number of cards. If any card drawn contains the word “Contact!” in the upper center, you make contact. It is possible no Enemy contact will be made. Remove the marker after the PC is resolved. Adjust the Current Activity Marker as enemy forces appear.

If more than one PC marker needs to be resolved, do it in alphabetical order. Resolve multiple markers of the same letter in random order.
When you make contact, consult the Mission Instructions to determine the type of contact based on the letter of the PC Marker (9.2.1).

If two PC markers end up on a card due to some event (such as a Counterattack), remove the lower letter (A is highest). You can move vehicles through Terrain Cards without resolving their PC Markers. Resolve contact only on the card where the vehicle ends movement.

9.2. GENERATING ENEMY FORCES

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

9.2.1. Type of Enemy Contact

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

- Package Name – is usually descriptive but see Description for exact details.
- Place VOF/PDF? – Tells you whether or not the enemy immediately opens fire. Enemy forces that do not initially have a VOF/PDF will likely automatically open fire the moment on-map situation changes during subsequent turns.
- Unit Spotted? – Can you see the new unit or not? If Yes, your eligible available units will open fire on it. If No, flip the PC marker to its “?” side and place on top of the newly arriving enemy as a reminder the unit(s) are unspotted.
- Placement – Where is the unit placed? This column’s information is only used if the Mission Unit Placement table shows “Per Package Placement.” You must continue to roll on the Mission Unit Placement table to find a direction.

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

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

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

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

9.2.2 Location of Enemy Contact

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

If the placement result is “Per Package Table Placement,” refer to the Placement column in that campaign’s 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 (Front/Side/Rear; Left; Right).

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

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

You cannot place a package on a card where the card is already along the PDF of another enemy unit; continue drawing cards until a valid location is found. You can NEVER place an enemy package on a card that already contains enemy units (Exception: when you receive a ‘+’ result, those units are placed together). Continue drawing cards until a valid location is found.

An enemy package may appear on a card containing US units if called for by the Placement Tables. Note: If a mortar team gets on a card with your units, they will, by rule, only be able to engage those on-card units, thus you will need to flip the mortar unit to its Fire Team side in order for them to be able to do that.

Enemy forces may go on a card that still has a PC Marker. In this case, leave the PC Marker in place.

An enemy force may not go on a card that currently has an enemy Volume of Fire Marker. Continue drawing cards until a valid location appears. This applies in reverse, too. That is, you can’t place an enemy VOF on a card with an enemy unit, even one that has not yet been spotted by US units. [Exception: when a US unit is on a card that contains both an Enemy Unit and a PC, if that PC triggers an enemy unit that places a VOF, that triggered Enemy unit WILL place its VOF on the card of the triggering unit (targeting the US unit that triggered it, per 9.2). Thus, in this case only Enemy units do place VOFs on cards that contain other Enemy units. You will find that in most cases, it is still advantageous for the Enemy to do so, as their own troops are generally in field fortifications. This represents interlocking fortifications firing close in fire to prevent the US from overrunning the card.]

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

The placement of Enemy forces may cause the map to expand past its original configuration by placing additional Terrain Cards. US units may not leave the original boundaries unless specifically indicated by the Mission Instructions. This may even cause the map to extend into the Staging Area. (If so, the main Staging Area expands as well to allow US movement off-map 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. Enemy units cannot be placed under an Upper Story cover marker (assuming one is available). Do not extend the map if an enemy unit leaves it due to a Fall Back result.
from an Activity Check Hierarchy. Remove the unit from play instead.

9.2.3. Enemy Cover

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

a) the unit’s package specifically mentions another type of cover, in which case use that one instead, or

b) it indicates the unit is Exposed, in which case do not use any Cover Marker.

When an Enemy Force Package makes no mention of Cover, place the Enemy unit(s) in Default Cover according to Mission instructions. When it says “under [fortification type],” place the unit(s) under that fortification type. When it says “in Cover,” place the unit(s) under a +1 Cover marker. When it says “No Cover,” then no cover is placed for the unit(s).

9.2.4. Enemy Firing (VOF/PDF)

When placed, enemy units will always target the unit that triggered their placement (Exception: in Vietnam missions ONLY, enemy units CAN be generated on the card of US Units that did NOT trigger them, thus causing them to open fire on that card rather than the unit that triggered them. This represents the extensive use of tunneling by the enemy in Vietnam).

If the placement location drawn does not legally allow the enemy unit to target the triggering US unit, redraw for a different placement. Continue drawing until the above requirement is met. If that package cannot legally be placed to comply with this, redraw for a different package. If NO available package could legally comply, then discard the contact entirely.

From the Advanced Tutorial:

a. We have only one unit on a card with Potential Contact markers: 1/2 squad in the Gully. The Marker is a “C” contact. Checking the Potential Combat Draw Chart shows that we have to draw three cards when the Current Activity Level is “Contact.” Three cards are drawn, one of which is a Contact. So we remove the Potential Contact C marker from the Terrain card, then generate an enemy contact.

b. To determine what unit we have contacted, draw an Action Card and consult the random number section. The number under the “10” is “2.” Checking the “2/10” row on the Potential Contact C chart for this mission in the Mission Briefing Book (page 7) gives a result of “Incoming Mortars.” Now we check the German Force Package on page 3 of the Briefing Booklet to get the details on exactly what to place.

c. On the “Incoming Mortars’ line of the German Force Package, we see that we put an Incoming Marker on the Gully Card (the Incoming marker always goes on the card that generated the contact.) This Incoming marker will have a -3 NCM, which is noted on the Mortar Spotter.

d. We now flip to the next Action Card to determine placement of the 81 mm Mortar Spotter. The random number (under the “10”) on the card is “3”. We check the Unit Placement Table (page 5 of Briefing Booklet). The “3/10” result is “Front at max LOS”. So we place the Spotter on the Farm in the hills on Row 3, directly in front of the Gully.

e. We place one of the “?” Contact markers on the Mortar Spotter to denote that he is Unspotted (per the German Force Package table). The default cover for the mission is Foxholes (see Mission Briefing Booklet, page 7 – “Enemy Information: Mission Details”), so we also place a ‘Foxholes’ counter on the Mortar Spotter.

f. Note that the Mortar spotter does not exert a normal PDF or VOF; only the Incoming VOF marker. Because the Spotter is currently Unspotted, no US PDF or VOF markers are placed.

g. Note the Mortar Spotter contact on the back side of my Mission Log, indicating that he gets a -3 NCM, 4 Draws per Call for Fire, and a total of 3 Fire Missions (this turn’s Incoming Fire will count as one of the three). All of this information comes from the Spotter Information section of the Enemy Information section in the Briefing Booklet (page 7).

9.3. SPOTTING THE ENEMY

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

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 Spotted 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.

A card can never contain both spotted and unspotted units. If one unit on the card is spotted, all units on that card, including those that move in, are spotted.

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

• If you receive a Battalion Fire Mission and one or both of the adjacent cards you choose has unspotted enemies present.

• If an unspotted enemy unit ends up on a card that already has a friendly VOF on it (one example of this would be if US units are firing into an empty card and a PC placement result puts an enemy on that card).

9.4. ENEMY ACTIVITY CHECKS

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

There are three different Activity Check Hierarchy Tables:

• Pinned/LAT,

• Offensive, and

• Defensive.

On the Offensive and Defensive Hierarchy Activity Tables, there are columns for different enemy tactics (Defensive: Delay, Hasty, Deliberate; Offensive: Assault, Overrun). Find the hierarchy and the tactics the enemy is using for the mission in the Mission 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. An enemy unit loses its PDF if a US unit enters its card and switches its fire to the entering unit.

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

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

Enemy units that move are subject to the same restrictions as US units that move. Thus, mark any enemy unit that moves, including one that Falls Back or Seeks Cover, with an Exposed Marker. In addition, certain unit types, as listed in 6.2, cannot fire if marked with an Exposed Marker.

Enemy units that receive a Fall Back result will move away from US units into one of the 3 cards to the rear (or 2 cards if it is on the edge of the map). The first priority for the Fall Back move is the card that is out of LOS of any US units. Next priority is the card with the Highest terrain value. If more than one of the allowable cards fits these priorities, then determine the card randomly. If an enemy unit is targeting a US unit on its card and it receives a Fall Back result, it will continue to target that same US unit after executing the Fall Back (unless, of course, it has Fallen Back onto a card that also contains a US Unit).

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

**9.5 MINES, BOOBY TRAPS, AND CLAYMORES**

Place any Mines VOF Marker discovered via Potential Contact on the same card as the unit resolving the Potential Contact. Every unit, 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 VOF for a mine is -4 and for AT Combat the VOF is -2. Neither is affected by Limited Visibility.

Thereafter, you must have each infantry unit or vehicle, friendly or enemy, that enters or moves within a mined card check for a mine attack by drawing 3 cards for each unit and checking for a Burst icon. This applies whether it’s the same turn that the mine was dis-attack by drawing 3 cards for each unit and checking for a Burst enemy, that enters or moves within a mined card check for a mine.

Thereafter, you must have each infantry unit or vehicle, friendly or enemy, that enters or moves within a mined card check for a mine attack. There are no separate Booby Trap markers; use a Grenade Attack Marker as a reminder when one appears.

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

**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 (exiting the map removes it from play). When a Good Order Sniper is Spotted and thus following his instructions to move one card away from US units until out of LOS, his first priority is the allowable card that is out of LOS of all US units. His next priority is the card with the Highest terrain value. If more than one of the allowable cards fit the priorities, then determine the card randomly.

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.

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

Note that snipers are not governed by the Enemy Activity Hierarchy, but by this section. However, if Pinned or reduced to an LAT, snipers then will follow the Enemy LAT Activity Hierarchy. If a vehicle moves into a card that is being targeted by a Sniper, the vehicle is subject only to the S VOF from the Sniper, not from the H (the H only affects the specific target). However, if a vehicle is ON a card when a Sniper is choosing a target, that vehicle is part of the target selection process and, if selected, will then be subject to the H VOF from the Sniper.

**9.7 LEADERS**

When a leader appears via a PC marker, randomly choose a leader. There is no functional difference between available enemy leaders. When an enemy leader is in play, draw an additional card for any Action attempts made by enemy units in 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 units 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. An enemy spotter...
attempts to call for all fires after the first one in the Enemy Activity Check Segment. A fire mission is expended only if the Call for Fire drew was successful. Remove Good Order spotters from play when they have expended all their available fire missions. Like the sniper, Enemy spotters are not governed by the Enemy Activity Hierarchy but by their own rules in this section. However, if Pinned or reduced to an LAT, Enemy spotters will then follow the Enemy LAT Activity Hierarchy.

9.9. ENEMY AMMUNITION
Track enemy ammunition and fire missions on the back side of the Mission Log. In the Clean Up Phase, remove from play any unspecked 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. If another VOF rating exists A unit that has an Out of Ammo marker placed on it continues to fight with its new VOF rating and is not required to leave the map.

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. RALLY
10.1.1. Rally
Rally is used to remove PINNED markers. Rally Action 4.2.3.a.

10.1.2. Rally
Rally is used to flip units with a fireteam side to their Good Order side (i.e. Weapon Team, FO, HQ). Rally Action 4.2.3.f.

10.1.3 You may increase the state of a unit from a lower numbered state to a higher numbered state by successfully performing a Rally Action on the unit. The unit states are:
1. Paralyzed Team
2. Litter Team
3. Fire Team or Assault Team
4. Good Order
Use Rally Actions 4.2.3.b-e.

If a unit has incurred a combat result (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 via Rally orders during a mission is a (generic) Fire Team or Assault Team.

10.2. RECONSTITUTING

You may reconstitute a squad unit which has been removed from the map. Any two or three fire/assault teams may be given a Attempt to Reconstitute Squad order (4.2.3.i). If the attempt is successful remove the fire/assault teams and replace them with a 2 or 3 step squad, respectively.

Thus, in practice, a regular squad can regain its original Good Order counter during a mission through first rallying/Steps up to fire/assault teams and then reconstituting the teams into a squad. 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.

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

10.2.2. Headquarters
Reconstituting a HQ is returning an HQ unit to the map that has been removed by converting an eligible Good Order step to the desired HQ unit. Note: An HQ on its fire team side flips through a rally Action.

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

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

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

10.3. EXPERIENCE
10.3.1. Gaining Experience
The Company receives Experience Points by accomplishing tasks during the course of a mission. The mission instructions indicate how many points each task is worth. Possible Mission tasks include but are not limited to:
- Capture an enemy casualty
- Capture enemy prisoners
- Clear # of cards
- Clear all rows
- Clear another car that had a PC B or C marker
- Clear another card that had a PC A marker
- Clear cards in column two sleep
- Clear cards on rows
- Clear more than # cards
- Clear other cards on rows # and #
- Clear perimeter cards
- Complete HQ event marked "**" that turn
- Each card without enemy troops occupied at end clear cards on rows
- Inflict (but not capture ) enemy casualty
- Knock out or brew up enemy vehicle
• Perform a successful Grenade! attack
• Secure the attack position card
• Secure the primary objective card
• Secure the secondary objective card
• Successfully evacuate a friendly casualty

You do not need to transport an enemy casualty to capture it but you must clear its card in order to gain points for it. “Clear” means all enemy units and PC markers are removed. “Secure” means a friendly unit occupies the location. “Clear and Secure” means both.

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

10.3.2. Using Experience Points

At the conclusion of a mission Experience Points are used to promote Steps. Promotions never happen during the course of a mission. Returning casualty Steps may also serve to promote a unit. After completing a mission, do the following in the indicated order:

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

It costs one Experience Point to promote a Step from green to line. It costs three Experience Points to promote a Step from line to veteran. You may increase a Step in experience by only one level between missions. The Company loses unused Experience Points. You cannot use Experience Points to promote attached or supporting Steps assigned to the Company by the Mission Instructions (engineers, heavy weapons Company, etc.). Each patrol in a Combat Patrol mission is considered a separate mission, so you do accumulate and spend Experience points between each Patrol.

10.4. REPLACEMENTS

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

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

These Veteran Steps that return are in addition to any replacements listed in the Campaign Instructions. For example, if the US forces in a WWII mission lost 6 Steps, then the US would get 6 Green replacement Steps and 1 Veteran Step. (Note: when counting casualties for the sake of determining how many veteran Steps you receive, count ALL casualties – evacuated or not. But only count those from the mission just completed – there is no carryover from mission to mission.)

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.

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

10.5. ROTATIONS

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

10.6. MULTI-STEP UNIT EXPERIENCE LEVELS

For Two-Step Units

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

For Three-Step Units

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

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).

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

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.

11.3. BETWEEN MISSIONS

Perform these activities in order between missions.

1) Remove any friendly units taken prisoner by the enemy.
2) Reconstitute squads from LATs if enough remain, and automatic
rally. Leave remaining LATs as Fire Teams.
3) Spend Experience Points on promotions.
4) Add replacements
5) Remove saved Command Points.
6) Reset all assets as per the new mission.
7) Start a new Mission Log.

11.4. COMBAT PATROLS
Combat patrols only need to have any unit from the patrol occupy the objective and route points to fulfill the mission requirements for victory determination. There is no need to clear or secure the objective or route points, unless specifically required by the mission instructions. If combat patrols are performed on the same map, place new PC Markers between each patrol as these missions take place over days and weeks.

SQUAD BREAKDOWN
US Army WWII & Korea

US Army Vietnam

US Army Engineers WWII & Korea

US Army Engineers Vietnam

US Army Mortars WWII & Korea

US Army Mortars Vietnam

German Army (Heer)

Mission 1 Only

| 1/1 L | FIRE TEAM | S • C | FIRE TEAM | S • C | FIRE TEAM | S • C |

All other Missions

German Paratrooper (Fallschirmjaeger)

| 1/1 L | FIRE TEAM | S • C | FIRE TEAM | S • C | FIRE TEAM | S • C |

or

All Missions

| 1/1 L | FIRE TEAM | S • C | FIRE TEAM | S • C | FIRE TEAM | S • C |

North Koreans (NKPA)

Viet Cong (VC)

| 1/1 L | FIRE TEAM | S • C | FIRE TEAM | S • C | FIRE TEAM | S • C |

North Vietnamese Army (NVA).
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
  o 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

3.7.2b 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