

Follow the procedure in 8.6.2 to select a unit then check its Activity for this turn with these charts.

ENEMY ACTIVITY CHECK HIERARCHIES

On each card, check LAT/Pinned units first then Good Order units, and finally Leaders. First locate the table to be used. Always use the LAT/Pinned Table for LAT/Pinned units no matter what tactics are being used.

For other units, check the mission instructions to determine which hierarchy to use and which tactics column to use in that hierarchy. For LAT/Pinned units, use the "With Leader" column if the unit is on the same card and in visual-verbal communication with a Good Order enemy leader. Otherwise use the "No Leader" column.

In each Hierarchy table, start at the top and work down. Use the first case that applies. Refer to the gray box below for detailed instructions of some Actions. If no cases apply the result is "No Action".

Adjust all attempt draws according to enemy experience level and +1 card draw to any attempt made if a Leader is present (8.9). See 8.6 for details of General Enemy Behavior.

KEY AND EXPLANATION OF SOME ACTIONS

NA	Not applicable.
Under Fire	Meaning a unit currently under an active VOF (does not include unactivated mines or Pending fire missions).
Auto	No draw required; automatically implement the action.
Fall Back	Move the unit one card away from opposing units to the card with the best cover (including cover markers/areas). Prioritize cards out of opposing LOS.
Grenade Attack (or Concentrate Fire)	Have the unit Attempt to make a Grenade Attack if possible. If it is not, have the unit Attempt to Concentrate Fire.
Move into or Seek Cover	Move to the best available cover <i>on the unit's current card</i> . If no cover is available, Attempt to Seek Cover.
Not under fire but has valid target along PDF	Also applies to a G! rated unit on a card with no PDF, but with a target in LOS.

FIELDS OF FIRE

DELUXE EDITION



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ENEMY DEFENSIVE ACTIVITY CHECK HIERARCHY

R# (by Defensive Tactics)			Action
Delay	Hasty	Deliberate	
On same card as an opposing unit and not under cover			
1/5	1/4	NA	No Action
2/5	2/4	1/3	Move into or Seek Cover
3-4/5	3/4	2/3	Fall Back
5/5	4/4	3/3	Attempt to make a Grenade Attack
On same card as an opposing unit and under cover			
1/4	1/3	1/3	No Action
2-3/4	2/3	NA	Fall Back
4/4	3/3	2-3/3	Attempt to make a Grenade Attack
A↔, G!, or H VOF unit with an Out of Ammo marker			
NA	1/3	1/2	No Action
Auto	2-3/3	2/2	Fall Back
Not under fire and no LOS to an opposing unit			
Auto	Auto	Auto	Remove unit; place PC marker (8.6.2)
Not under fire but has valid target along PDF			
1-2/3	1/2	NA	No Action
3/3	2/2	Auto	Grenade Attack (or Concentrate Fire)
Under fire but not under cover			
1/5	1/5	NA	No Action
2/5	2-3/5	1-2/3	Move into or Seek Cover
3-4/5	4/5	NA	Fall Back
5/5	5/5	3/3	Grenade Attack (or Concentrate Fire)
Under fire from a different direction to its own PDF			
1/5	1/5	1/4	No Action
2/5	2/5	2/4	Grenade Attack (or Concentrate Fire)
3/5	3-4/5	3-4/4	Shift PDF to direction of incoming fire
4-5/5	5/5	NA	Fall Back
A↔ or H VOF unit that has opened fire (placed a PDF)			
1-2/3	1/3	NA	No Action
3/3	2-3/3	Auto	Attempt to Concentrate Fire
Trading fire and unit's VOF is better (lower) than the best opposing unit's			
1-2/3	1/2	1/3	No Action
3/3	2/2	2-3/3	Grenade Attack (or Concentrate Fire)
Trading fire and unit's VOF is equal to or worse (higher) than the best opposing unit's			
1/3	1-2/5	1/2	No Action
2/3	3-4/5	2/2	Grenade Attack (or Concentrate Fire)
3/3	5/5	NA	Fall Back

Note: Some enemy units, such as Snipers and Spotters act according to their own priorities and do not use this chart. However, they will use the LAT/Pinned chart when Pinned or reduced to Fire Teams.

ENEMY OFFENSIVE ACTIVITY CHECK HIERARCHY

R# (by Offensive Tactics)		
Assault	Overrun	Action
On same card as an opposing unit and not under cover		
1/5	1/6	No Action
2-3/5	NA	Move into or Seek Cover
4/5	2/6	Fall Back
NA	3-4/6	Advance Straight Ahead
5/5	5-6/6	Attempt to make a Grenade Attack
On same card as an opposing unit and under cover		
1/5	1/6	No Action
2/5	2/6	Fall Back
NA	3-4/6	Advance Straight Ahead
3-5/5	5-6/6	Attempt to make a Grenade Attack
A→, G!, or H VOF unit with an Out of Ammo marker		
1-2/3	1/2	No Action
3/3	NA	Fall Back
NA	2/2	Advance Straight Ahead
A→, G!, or H VOF unit with valid target along PDF		
NA	1/4	No Action
Auto	2-3/4	Grenade Attack (or Concentrate Fire)
NA	4/4	Advance Straight Ahead
All other situations		
1/4	NA	No Action
2-3/4	1/3	Infiltrate towards closest opposing unit
4/4	2-3/3	Advance Straight Ahead

KEY AND EXPLANATION OF SOME ACTIONS

NA	Not applicable.
Auto	No draw required; automatically implement the action.
Fall Back	Move the unit one card away from opposing units to the card with the best cover (including cover markers/areas). Prioritize cards out of opposing LOS.
Advance Straight Ahead	Move the unit one card towards the player's MLR or Staging Area (or point of entry to the map such as an LZ). If drawn on row 1; Overrun Tactics: Move off-map. Assault Tactics: Move towards player units.
Reconstitute Squad	Attempt to Reconstitute. Use all Fire/Assault Teams present (minimum 2, up to maximum steps of squad).
Infiltrate	Attempt to Infiltrate if possible. If not, play as "Advance Straight Ahead".
Rally	If unit is Pinned, Attempt to remove Pinned marker. Otherwise Attempt to Convert to next highest LAT (Paralyzed > Litter > Fire Team). (Auto success if not under a VOF.)
Grenade Attack (or Concentrate Fire)	Have the unit Attempt to make a Grenade Attack if possible. If it is not, have the unit Attempt to Concentrate Fire.
Move into or Seek Cover	Move to the best available cover <i>on the unit's current card</i> . If no cover is available Attempt to Seek Cover.
A→, G!, or H VOF unit with valid target along PDF	Also applies to G! rated unit on a card with no PDF, but with a target in LOS.

ENEMY LAT/PINNED ACTIVITY CHECK HIERARCHY

R# (by Leader Availability)		Action
With Leader	No Leader	(Note that LAT Restrictions always apply*)
Pinned, on same card as an opposing unit and not under cover		
NA	1/5	No Action
1-2/4	2/5	Move into or Seek Cover
3/4	3/5	Rally
4/4	4-5/5	Fall Back
Pinned, on same card as an opposing unit and under cover		
1/3	1-2/5	No Action
2-3/3	3/5	Rally
NA	4-5/5	Fall Back
Pinned not under cover		
1/3	1-2/5	No Action
2/3	3/5	Move into or Seek Cover
3/3	4/5	Rally
NA	5/5	Fall Back
Pinned under cover		
NA	1-2/4	No Action
Auto	3/4	Rally
NA	4/4	Fall Back
Two or more Assault or Fire Teams, not on opposing unit's card		
Auto	NA	Attempt to Reconstitute Squad
Assault Team on an opposing unit's card		
NA	1/2	No Action
Auto	2/2	Attempt to make a Grenade Attack
Assault Team not on an opposing unit's card		
1/3	1/2	No Action
2-3/3	2/2	Infiltrate towards closest opposing unit
Fire Team not under cover on an opposing unit's card		
1/4	1/5	No Action
2-3/4	2/5	Move into or Seek Cover
4/4	3-5/5	Fall Back
Fire Team under cover on an opposing unit's card		
1/3	1-2/5	No Action
2/3	3/5	Attempt to make a Grenade Attack
3/3	4-5/5	Fall Back
Leader on Fire Team side		
NA	1/3	No Action
Auto	2-3/3	Rally
Spotter, Sniper, or Weapon Team on Fire Team side		
NA	1/2	No Action
Auto	2/2	Rally
Litter Team in same area (cover/out of cover) as Casualty		
NA	1/3	No Action
Auto	2-3/3	Fall Back with Casualty
Litter Team with Casualty in LOS		
1/2	1/3	No Action
2/2	2-3/3	Move towards closest Casualty
Litter Team with no Casualty in LOS		
1/2	1-2/3	No Action
2/2	3/3	Rally
Paralyzed Team not on an opposing unit's card		
1/2	Auto	No Action
2/2	NA	Rally

* A "friendly-occupied" card is not required for Enemy LATs to move.

Note: Some enemy units, such as Snipers and Spotters act according to their own priorities and do not use this chart. However, they will use the LAT/Pinned chart when Pinned or reduced to Fire Teams.