

FM 7-10

FIELDS OF FIRE FIELD MANUAL

INFANTRY

RIFLE COMPANY, INFANTRY REGIMENT

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PART 1 • BASIC PLATOON & COMPANY TRAINING

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Introduction

This guide will help you learn how to play *Fields of Fire*. It introduces the rules of the game in manageable chunks and aims to provide insights into the tactics needed to play successfully and explain the concepts behind the design.

In *Fields of Fire*, you take the role of a rifle company commander and attempt missions based on historical campaigns in various conflicts. *Fields of Fire* presents you with many of the same challenges faced by an actual company commander; you will have to make decisions based on incomplete information and issue orders to soldiers who are under fire, with limited communication, and facing an unknown enemy. You may find *Fields of Fire* to be unlike any other game you have played, so we recommend using this booklet to learn the game, and use the rulebook as a reference when you need to look up a rule in the moment.

Because *Fields of Fire* attempts to realistically present the feel of combat, there are a plethora of decisions to make and always more to do than can be accomplished in a given turn. *Fields of Fire* uses a layered design to add realism without unnecessary complexity, but these layers can appear overwhelming when first learning the game. The Basic Training presented in this Field Manual introduces each layer one piece at a time, and each should be mastered before continuing to the next course.

Note: Throughout the Field Manuals, references to section numbers (e.g., “see section 4.5”) refer to the *Fields of Fire* Series Rules (hereafter referred to as “the rulebook”). References to chapters refer to one of the Field Manuals (e.g., “see Advanced Operations chapter 4”).

Two Field Manuals are provided in this volume of *Fields of Fire*:

1. Basic Platoon & Company Training

Just as an actual officer does not jump right into combat, there is a period of training for the officers and men to learn to work together and practice their techniques before actual combat. Chapters 4 and 5 provide a series of exercises with detailed walk-throughs. You should play through these exercises, learning one part of the rules at a time, in order to prepare for the actual missions in the game.

Spend as much time as you like working through the exercises. The sandbox nature of the game means that a wide variety of situations may occur even in the course of one controlled exercise. Rules references are provided along with examples to help you get going.

2. Advanced Operations

Certain situations are more easily understood through detailed examples. The rulebook contains many examples of such situations, but the Advanced Operations Field Manual provides a detailed look at some of the more involved aspects of the game, from setting up for offensive and defensive missions, the all-important opening turns,

to more advanced processes such as air assaults. You can set up these situations on your table and follow along, experiment with different actions, and look up rules in the rulebook as required.

Future Volumes will feature Advanced Operations manuals on amphibious invasions, the complexities of urban combat and preparations for other, as yet unforeseen, mission types.

Fields of Fire is a unique game with many concepts and abstractions not found in other hex and counter tactical wargames. Design notes are provided throughout the exercises and examples, and the Advanced Operations Field Manual opens with a look at some of the design concepts.

Once you are comfortable with the game concepts, you'll be ready to choose a single mission from one of the mission books to play, or start a full campaign from Mission 1. Like this guide, the campaigns are designed to introduce challenges and levels of complexity gradually. The Normandy campaign starts with just the infantry company and then layers in supporting tanks in the final missions. The Korean campaigns add more weapons teams and introduce complex elevation issues, defensive missions and enemy tanks. Finally, Vietnam adds heliborne movement and assault which is the capstone of complexity in this set.

Using the Rulebook

These Basic Training exercises can be set up and played using the components and player aids in the box without having to read the rulebook first. You will need to consult the rulebook eventually, but don't feel like you have to read it cover to cover and understand everything before setting up a simple scenario.

Before starting however, it is recommended that you read through sections 1 and 2 of the rulebook, as these give an introduction to the game and provide a glossary of basic terms that will be used frequently.

Basic Gameplay

The basic concepts of gameplay are covered in sections 4-6 of the rulebook. As you play through the exercises, you can look up detailed rules as they come up in these sections. Or simply play the exercises and read through these sections afterwards.

Section 4 explains the command structure in detail and how orders are passed down. All of the actions that your units can take are provided in the Action Menus in this section (and also on a separate player aid).

Section 5 explains how the map is used. It covers movement, terrain and how terrain affects Line of Sight. Finally, **section 6** explains the basic principles of combat. A key point in this section is that both your units and the enemy's will engage each other in combat automatically, without the need for your orders. As Commanding Officer, it's your job to provide leadership to give your units an

edge over the enemy. Outflank their units, decide where to concentrate fire, when to close with the enemy and engage in point blank combat and when to drop back and call in fire support.

As mentioned in section 6.0, The Basic Combat Principle, keep in mind as you read through the rulebook that unless specifically stated otherwise, all the rules governing unit behavior, for combat, movement, transportation, and so on apply equally to your own units as well as to the enemy's.

Reference Sections

Section 7 covers the wide variety of weapons and special units available to you (and your enemy). Look up specific rules for the actions you want to carry out here as you need them during your game.

Section 8 provides details of how enemies are placed on the map and notes behavior that is specific to the enemy, or to specific enemy units.

Sequence of Play

3.1 FRIENDLY HIGHER HQ EVENT PHASE

3.2 DEFENSIVE MISSION: ENEMY ACTIVITY PHASE

3.2.1 Enemy Higher HQ Event Segment

3.2.2 Enemy Activity Check Segment

3.3 FRIENDLY COMMAND PHASE

3.3.1 Activation Segment

3.3.1a BN HQ Impulse

3.3.1b CO HQ Impulse

3.3.1c PLT HQ/CO Staff Impulse

3.3.2 Initiative Segment

3.3.2a CO HQ Initiative Impulse

3.3.2b PLT HQ Initiative Impulse

3.3.2c Co Staff Initiative Impulse

3.3.2d General Initiative Impulse

3.4 OFFENSIVE MISSION/COMBAT PATROLS: ENEMY ACTIVITY PHASE

3.4.1 Enemy Higher HQ Event Segment

3.4.2 Enemy Activity Check Segment

3.5 MUTUAL CAPTURE & RETREAT PHASE

3.5.1 Capture Segment

3.5.2 Retreat Segment

3.6 AT COMBAT & VEHICLE MOVEMENT PHASE

3.7 MUTUAL COMBAT PHASE

3.7.1 Fire Mission Update Segment

3.7.2 Potential Contact Evaluation Segment

3.7.3 Pinned Recovery Segment

3.7.4 Combat Effects Segment

3.8 CLEAN UP PHASE

Advanced sections

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

Basic Gameplay

A typical *Fields of Fire* session begins by planning your mission and preparing your platoons. Before you can effectively plan, you need to understand how the game works, so for the first few exercises we provide a fixed organization of your platoon or company. Once you are familiar with how the game works, you can organize your own company by following the instructions in section 2 of the rulebook.

The Sequence of Play

Each turn is broken down into Phases, Segments and Impulses. It is very important that you follow this sequence precisely when you carry out each turn. Each exercise and example of play will step through the sequence of play. Use the Sequence of Play (either on the back of the rulebook or on the separate player aid) to follow along until you are comfortable with the sequence. Section 3 of the rulebook explains each step in detail.

A turn is made up of *seven* phases:

1. FRIENDLY HIGHER HQ EVENT PHASE

(starting on turn 2)

During this phase random events may occur, such as the arrival of tank support and extra ammo, or instructions from your Higher HQ (usually the Battalion Headquarters).

2. FRIENDLY COMMAND PHASE

In this phase your units on the map take actions. Higher HQs Activate subordinate HQs and Staff which gives them Command Points (usually referred to as simply 'Commands'). Subordinate HQs and Staff use these Commands to give orders to their units to take actions (See the Action Menu player aid). Non-Activated HQs and Staff also get a limited number of initiative Commands with which to give orders.

Each HQ gives orders and carries out actions in either the **Activation Segment** or the **Initiative Segment**. Each Segment is split into impulses for each level of command: **BN HQ**, **CO HQ**, **PLT HQ & CO Staff** and concludes with a **General Initiative Impulse** in which a few additional points are made available to spend on actions for any of your units.

3. ENEMY ACTIVITY PHASE

Made up of the **Enemy Higher HQ Event Segment** in which random events occur from time to time, such as enemies suddenly falling back or rallying, and the **Enemy Activity Check Segment**

in which the Enemy Activity Check Hierarchy (see separate player aid) is used to determine what each enemy unit on the map will do.

4. MUTUAL RETREAT & CAPTURE PHASE

In this phase, Paralyzed Teams and Litter Teams from both sides are taken prisoner or may automatically retreat.

5. AT COMBAT & VEHICLE MOVEMENT PHASE

The vast majority of action involving vehicles happens in this phase. Helicopters move towards the map, tanks roll through the terrain, while AT Guns and infantry units armed with AT weapons such as Panzerfausts and bazookas attempt to shoot them.

6. COMBAT PHASE

This phase is the culmination of the action that occurs throughout the time covered by the turn. This is made up of four segments: The **Fire Missions Update Segment**, the **Potential Contact Evaluation Segment** in which new enemy units are triggered and placed on the map, the **Pinned Recovery Segment**, and the **Combat Effects Segment** in which all of the combat results for the turn are resolved.

7. CLEAN UP PHASE

Various markers are removed from the board, the turn marker moves up one and the sequence of play starts over again.

Activation

The most common action you will use during the **FRIENDLY COMMAND PHASE** is Activate. This can be found on the Action Menu (4.2.1a, under “Command & Control Actions”). As mentioned above, the **FRIENDLY COMMAND PHASE** is divided into impulses by levels of organization, Battalion > Company > Platoon, each with its own HQ and Staff units. During its own impulse, a higher level HQ can order a subordinate HQ to Activate, which means it becomes eligible to draw for Commands and take actions during its own impulse in the **Activation Segment**.

The flow of commands begins in the **BN HQ Impulse**. Generally, the Battalion Headquarters (BN HQ), is located off-map and has no other possible actions in this impulse other than giving Activate orders to the on-map Company Headquarters (CO HQ).

Once Activated, the CO HQ gives orders to any units, including Activate orders to CO Staff and Platoon HQs in the **CO HQ Impulse**. Activated CO Staff and Platoon HQs give orders to individual units in the **PLT HQ/CO Staff Impulse**.

To give any order, the Originator of the order must be *in communication* with the Recipient. Communication methods include verbal or visual (hand-signals) communication to nearby units, or use of radios and phones to those further away. Communication methods are covered in detail in section 4, and will be introduced gradually throughout these exercises.

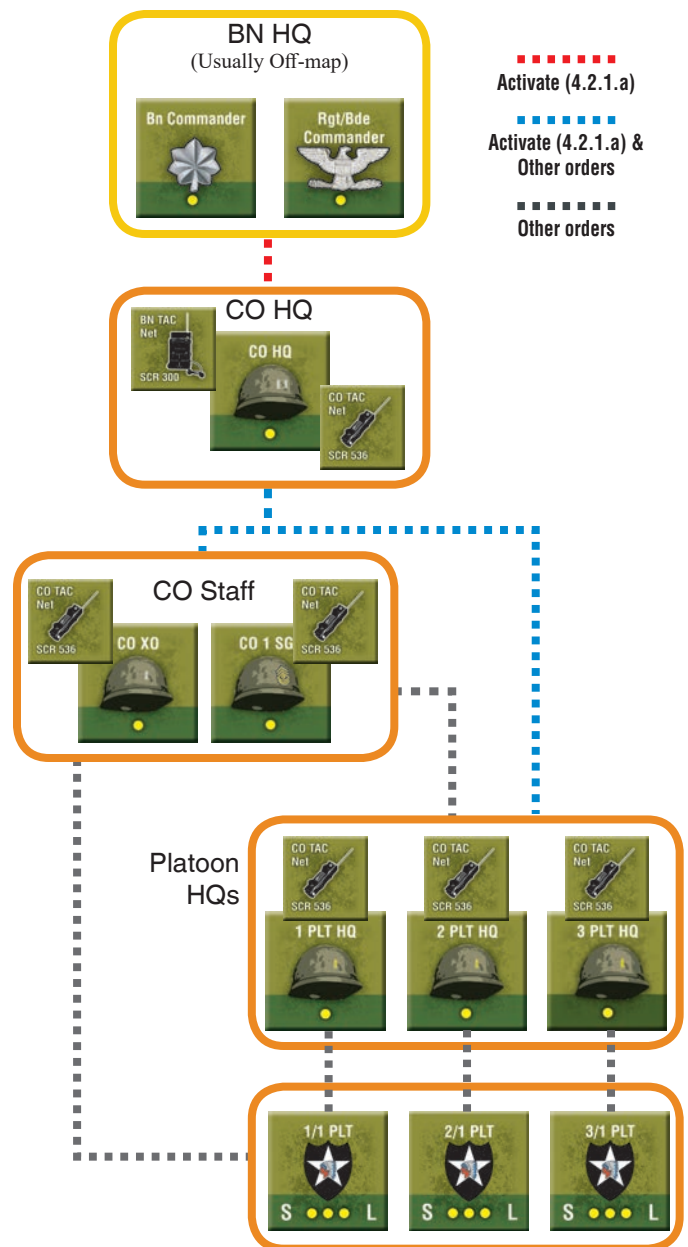


Fig.1 BN HQ Activates CO HQ via his SCR300 BN TAC radio. CO HQ Activates Staff & PLT HQs via their SCR536 CO TAC radios. PLT HQs give orders to any of their units in visual-verbal communication. This process is covered in detail in section 4.3 of the rulebook.

Any HQs that were not Activated get to give orders in the **Initiative Segment**. Generally HQs drawing for Initiative end up with less Commands than those which were Activated. There are times however, especially when playing in eras with limited communications between HQs, that you will need to rely on Initiative. You will find that, for example, your Veteran HQs are better than Green HQs when it comes to getting tasks done autonomously due to Command Draw modifiers detailed in 4.1.2 of the rulebook, and the limitations on saving commands between turns noted in 4.1.3 (and printed on the Command Track for easy reference).

Getting started

Each of the training exercises and examples of play in this book will take you through mission setup and the first few turns of play. They strictly follow the Sequence of Play so keep your Sequence of Play player aid next to the map as you follow along.

In addition to the Sequence of Play, have your Actions Menu player aid nearby. This Four-page fold-out player aid contains all of the actions that you and your enemy can order units to carry out. The Action Menu can seem overwhelming at first. Which of the forty-three actions should I be ordering my units to carry out? As you will see while playing through the

exercises and examples, a handful of the Actions are used regularly, while many will only ever be used in very specific situations. The Actions Menu will point you towards detailed rules in the rulebook if more information is required.

Don't always focus on "how to beat the system"; instead take the time to experiment with different tactics and actions to see how the enemy reacts to you. If you like to experiment, try making adjustments to the missions after you have played them a few times, or even design your own missions based on your own interests. You will find that with a handful of campaign specific special rules, the basic system holds up well in many different situations.



VC ambush from hidden tunnel in the Vietnam Lowlands, 1966



British section pinned down in the open landscape of the Falklands, 1982



Engineers under attack while clearing a minefield in the Ardennes, 1945



GySgt orders indirect fire from the 81mm mortar section while new units arrive by truck in Hue, 1968



CCF squad throws hand grenades onto US units from Chosin mountain peaks, 1950



The Fields of Fire series rules can cover a wide variety of conflicts throughout the 20 & 21st century. Here is a selection of situations from various campaigns, including some as yet unreleased.



Winter training exercise in Northern Ireland.

Chapter 4: Platoon Training

Background

In all three eras presented in this volume, US Army officers were produced from several commissioning sources. The US Military Academy, West Point, is the most famous, but only produced a small percentage of the officers needed. Officer Candidate Schools (OCS) and Reserve Officers' Training Corps (ROTC) produced most of the officers needed for frontline combat infantry units. Regardless of the source, all of them would finally pass through various courses at the Infantry School at Fort Benning, Georgia.

After being assigned to the 9th Infantry, they would train with their companies. In the World War II campaign, the regiment trained initially at Fort McCoy, Wisconsin, and then shipped to Armagh, Northern Ireland in October 1943. In mid-April 1944, they carried out intensive training for Normandy in Tenby, Wales before traveling to the south coast of England to embark on the landing ships.

For the Korean War, the 9th Infantry trained at Fort Lewis, Washington, and went straight into combat upon arrival in Korea. For Vietnam, the 4/9 Infantry was part of the 25th Infantry Division. The division was stationed in Vietnam for five years and officers rotated in and out of the battalion. They trained at Fort Benning and upon arrival in the Republic of Vietnam, were trained at the division's own schools at Cu Chi or Tay Ninh before assignment to a rifle company.

The Platoon Assault Course

The Platoon Assault Course (PAC) uses a single platoon with some elements added as we first build confidence with the basic mechanics of movement and then look at some basic tactics and supporting weapons. It is vitally important that you follow the Sequence of Play carefully.

The objective of this first exercise is to move seven units onto and then across the map in a platoon 'skirmisher' formation, which is one squad advancing across the map in each column. The skirmisher formation is meant to reduce exposure of the platoon by spreading the squads out, while also allowing them to be able to provide mutually supporting fire.

Run 1 - Activation & Movement

Learning Objectives

The learning objectives of the first run of the PAC are to understand how to maneuver a platoon and gain an appreciation for the time-space issues in doing so. This understanding of time-space maneuver will help you gauge how fast you can traverse the terrain in a combat mission; this allows for better decisions on when to commit a reserve platoon, shift effort on the map, or abort the mission. There are no enemy units in this run, to allow you to concentrate on moving.

Components Needed:

The following components are needed to start:

- **The Normandy Terrain Deck**

Collect four Open Fields, two Orchard/Groves, three Woods and one Hill and then set the rest of the deck aside.

Build the map as per the diagram below with three Open Fields on Row 1, then left to right on Row 2 an Orchard/Grove, an Open Fields, and then another Orchard/Grove. Lastly, place three Woods on Row 3, with the central Wood being on a Hill.

Use any three cards from the remainder of the deck, face down, to be the three Staging Area cards below Row 1.

- **The Action Deck**

The Action Deck consists of 50 Action cards, one Reshuffle card and four hint cards. Remove the hint cards, shuffle the deck, including the Reshuffle card, and place it to one side.

- **Other Components**

Finally, you will need the Command Display, The Daylight Visibility marker, The Turn marker, 1st PLT Command marker and several "Exposed" markers.




Place the Exposed markers nearby, and the other markers on the Command Display. 1st PLT Command marker starts above the Command Track with its Activation Completed side face up.

Finally, locate the counters for the following seven units that make up your platoon's units and attachments: 1st PLT HQ, squads 1/1, 2/1 and 3/1, 1/LMG, 1/AT bazooka team and the Mtr FO.




Place all of the units in the Staging Area on Column 2. The exercise ends when all seven units are on Row 3.



FIELDS OF FIRE

COMMAND DISPLAY

U.S. ARMY - NORMANDY & KOREA




			Max Spend Limited Visibility		Max Spend Normal Visibility						
Command Tracking Zone											
1	2	3	4	5	6	7	8	9	10		
Saved Commands Zone											
	Max Save GREEN Ltd Vis	Max Save GREEN Norm Vis	Max Save LINE Ltd Vis		Max Save LINE Norm Vis & VET Ltd Vis				Max Save VET Norm Vis		

TURN


GAME
TURN

2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	----	----	----

CURRENT
ACTIVITY
NO
CONTACT



Daylight



Clear

A Quick look at the Command Track

The Command Track is split into two “zones” as shown in the image. At the beginning of a mission, all of the Command markers that will be used (in this case just the 1st PLT HQ) are lined up above the Command Track with their “Activation Completed” side face up.

Whenever an HQ is Activated during the **Activation Segment**, flip the counter to its “Commands Available” side. At the beginning of each impulse in the **Initiative Segment**, flip all of the counters eligible to take actions to their “Commands Available” side.

As HQs gain and use commands, track them in the upper part of the track (the “Command Tracking Zone”). After each HQ has finished taking actions and giving orders, flip its Command marker to the “Activation Completed” side and slide it down into the Saved Commands Zone to indicate that this HQ is finished for the turn.

During the **CLEAN UP PHASE**, slide all the counters in the Saved Commands Zone up into the upper “Command Tracking Zone”.

HQs with no remaining commands are placed back above the Command Track. Keep the Command markers of HQs that have completed their turn on the right side of the display, and those awaiting their turn on the left.

Map at Start of Play



Step-by-step Example

For this run, first work through the following example. Place the **Sequence of Play** player aid next to your map; we will follow this throughout the exercise. With no enemies on the map, the exercise will focus mainly on the **FRIENDLY COMMAND PHASE**. This is the heart of the game where all your important decisions will be made, so it's good to get this right first.

Although most of the other phases will not be used, we will step through the complete sequence of play in order to help you remember when you come to more complex missions.

After you complete the example you can try again, drawing your own Action cards, or move straight on to the 2nd run if you feel you now understand the basic Activation > Command mechanisms.

Turn 1

FRIENDLY HIGHER HQ EVENT PHASE

During this assault course, no random events will occur.

FRIENDLY COMMAND PHASE

In this phase, Higher HQs give orders to subordinate HQs. These HQs gain Command Points and use them to order their units to take Actions. There is no BN HQ involved in this exercise, and CO HQ is off-map with only one action available: Activate the 1st PLT HQ (4.2.1a).

Activation Segment

BN HQ Impulse

Ignored in this assault course.

CO HQ Impulse

CO HQ is assumed to be always in communication with 1st PLT HQ during this exercise (usually they would need to be in the same area, or be in communication via radios or field phones).

CO HQ gives its only order possible in this assault course and Activates 1st PLT HQ. We flip the 1st PLT HQ Command marker on the Command Display to its Commands Available side.

PLT HQ/CO Staff Impulse

1st Plt HQ was Activated, so will draw for Commands in this impulse and use them either to give orders to its units or to take actions itself. (If they were not Activated, they would need to wait until the **Initiative Segment** to give orders or take actions).

We draw the top Action card from the deck. It's card #30. During this impulse, we use the large number in the helmet in the top left to determine how many command points we receive. That's a 3.

We move the 1st PLT HQ Command marker to the top half of the 3 box on the Command Track.

1st PLT HQ can now use these command points to give orders to the units in its platoon, to itself, and to any units which were attached to its platoon during set up.

Important: 1st PLT HQ must be able to communicate with any units it wants to give orders to. Since the units in this exercise do not have radios or telephones of their own, 1st PLT HQ can only give orders to units it shares a terrain card with. This is known as Visual-Verbal communication. It's limitations are described in full in section 4.3.1.

As we spend commands for 1st PLT HQ, we keep track of how many remain on the Command Track with 1st PLT HQ's Command marker, moving it back to the top of the display (over on the right-hand side) when it has no commands left.

As mentioned, 1st PLT HQ wants the platoon to advance in a skirmisher formation, so spends 3 points as follows:

1. Order 1/1 squad to Move to the front left Open Fields.

The squad moves and we place an Exposed marker on it as per the instructions on the Action Menu for the Move to Adjacent Card action (4.2.2a).

Note: Section 5 of the rulebook contains detailed rules on moving and the various effects of terrain.

2. Order 2/1 squad to Move forward to the center field.
2/1 move and are marked Exposed.

3. Order 3/1 squad to Move to the front right.
3/1 move and are marked Exposed.

That was 1st PLT HQ's last command point, so we place its Command marker above the track at the top of the display and flip it back to its Activation Completed side.

Initiative Segment

In this phase All HQs and Staff who were *not Activated* in the Activation Segment may draw for Initiative Commands. If you have been tracking commands on the Command Track correctly, you should be able to see which HQs have already taken actions in the Activation Segment, as they will be in the saved Commands Zone or at the top of the display over on the right side.

Finally, some units may be able to use General Initiative command points to take actions without the need for an order from an HQ.

CO HQ Initiative Impulse

CO HQ is not on the map during this mission, so needs no initiative.

PLT HQ Initiative Impulse

1st PLT HQ was Activated in the Activation Segment this turn, so it is not eligible to draw for Initiative commands.

CO Staff Initiative Impulse

There are no CO Staff involved in this assault course.

General Initiative Impulse

We draw a card for General Initiative. These points can be spent on any units in the company to take Actions without the need of orders from the HQs or Staff.

We draw the top card from the Action Deck, it's #25. For all Initiative draws, including General Initiative, we look at the smaller number in the top left of the card. This is a 2.

As noted on the Sequence of Play player aid, when playing a mission involving only a single platoon, General Initiative is halved, rounding fractions down. Applying the rule for this assault course means we have just one point to spend.

We use it to move the bazooka team 1/AT to the front left Open Fields. They move and are marked Exposed. We can place it next to 1/1 squad with its own Exposed marker, or save markers and place both in a stack under one counter. It doesn't matter, stacks of counters only become relevant when units move into more effective cover and field fortifications.

Since there are no enemies, or potential enemies on the map, the rest of the turn will pass quietly.

ENEMY ACTIVITY PHASE

Skipped as there are no Enemy events in this mission, and no enemies on the map to check.

MUTUAL CAPTURE & RETREAT PHASE

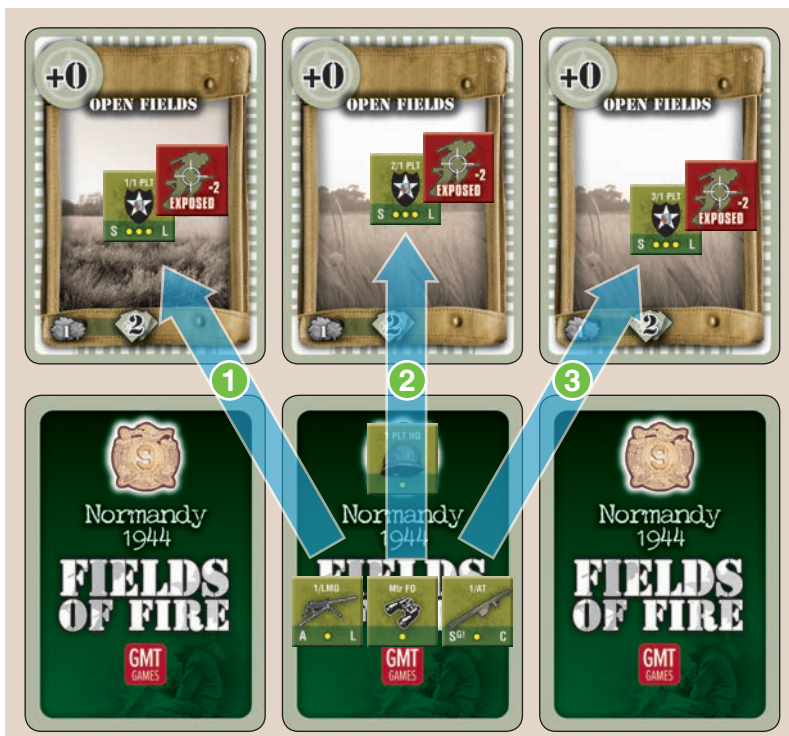
Our recruits are determined to see the assault course through, none of them have given up yet.

AT COMBAT & VEHICLE MOVEMENT PHASE

Here is where all vehicle actions take place, none in this mission.

MUTUAL COMBAT PHASE

With no enemies, there is no combat.



CLEAN UP PHASE

In this final phase of the turn, Exposed markers are removed from all units. We move the Turn marker up to turn 2, slide 1st PLT Command marker up to the top half of the Command Track and start the sequence again.

That's the end of this turn. To recap, we used two Actions from the Actions Menu:

Activate (4.2.1a)	This order is given from a higher HQ (such as BN HQ or CO HQ) to a subordinate HQ or Staff (such as 1st PLT HQ or 1st Sgt). It allows an HQ or Staff to draw for commands in the Activation Segment.
Move (4.2.2a)	Moves a unit to an adjacent card. This order marks a unit Exposed.

Exposed Markers



One counter you will use a lot is the Exposed marker. Various actions, including regular movement between or within terrain cards will mark a unit Exposed. This not only causes a negative modifier in combat, but also restricts further actions such as moving to another card.

The Action Menu notes which actions cause a unit to become Exposed, and which actions are not available to Exposed units.

Turn 2

As established in turn 1, we can skip the **FRIENDLY HIGHER HQ EVENT PHASE** entirely and we can start the **Friendly Command Phase Activation Segment** at the **CO HQ Impulse** (skipping the **BN HQ Impulse**).

CO HQ Impulse

CO HQ Activates 1st PLT HQ. We flip the 1st PLT HQ Command marker on the Command Display to its Commands Available side.

PLT HQ/CO Staff Impulse

1st Plt HQ was Activated, so can draw for commands in this impulse.

We draw the top Action card from the deck. It's card #24. We check the large number in the top-left, it's a 4. We move the 1st PLT HQ Command marker to the 4 box on the Command Display.

1st PLT HQ spends 4 commands:

1. Order 1/LMG to Move to the front right field. 1/LMG moves and is marked Exposed.
2. Order the FO to move straight forward into the Open Fields with 2/1. They move and are marked Exposed.
3. Order itself to Move straight forward to join the FO.

We put the 1st PLT HQ under the Exposed marker with the FO (again, two separate markers is fine too, it makes no difference).

4. Order 2/1 squad to Move straight forward into the Open Fields on Row 2.

They move and are marked Exposed. As we spend this last point, 1st PLT HQ's Command marker is placed at the top of the display and flipped back to its Activation Completed side.

Initiative Segment

As established earlier, we can skip the **CO HQ Initiative Impulse**, the **PLT HQ Initiative Impulse** and the **CO Staff Initiative Impulse** and move right on to General Initiative.

General Initiative Impulse

We draw a card for General Initiative. It's #27 with 2 commands. Halved makes 1 command. We use it to move 1/1 squad forward into the Orchard. 1/1 squad is marked Exposed.

Again, we skip the **ENEMY ACTIVITY PHASE**, the **MUTUAL CAPTURE & RETREAT PHASE**, the **AT COMBAT & VEHICLE MOVEMENT PHASE** and the **MUTUAL COMBAT PHASE**.

With no enemies, we can focus on getting our orders from CO HQ to 1st PLT HQ so they can get their 6 attached units through the course.

CLEAN UP PHASE

We remove the Exposed markers from all of the units. Shift the Turn marker up to turn 3 and go back to the beginning of the sequence of play.



Turn 2. 1/1 Moves forwards in the General Initiative Impulse.

Turn 3

We skip the **FRIENDLY HIGHER HQ EVENT PHASE** entirely and start the **FRIENDLY COMMAND PHASE** at the **CO HQ Impulse** (skipping the **BN HQ Impulse**).

CO HQ Impulse

CO HQ Activates 1st PLT HQ. We flip the 1st PLT HQ Command marker on the Command Display to its Commands Available side.

PLT HQ/CO Staff Impulse

1st Plt HQ was Activated, so can draw for commands in this impulse.

We draw the top Action card from the deck. It's card #11. We check the large number in the top-left, it's another 4. We move the 1st PLT HQ Command marker to the 4 box on the Command Display.

1st PLT HQ spends all 4 commands:

1. Order Mtr FO to Move straight forward.
Mtr FO moves and is marked Exposed.
2. Move itself to the right column of the current row where 3/1 squad and 1/LMG are waiting.
1st PLT HQ moves and is marked Exposed.
3. Order 3/1 squad to Move straight forward.
4. Move 1/LMG forward.
3/1 squad and 1/LMG are marked Exposed (again they can be placed under 1 Exposed marker to ensure you don't run out).

Initiative Segment

(We skip the **CO HQ Initiative Impulse**, **PLT HQ Initiative Impulse** & **Staff Initiative Impulse**)

General Initiative Impulse

We draw a card for General Initiative. It's #16 with 3 commands. We halve this and round down to 1 command. We use it to move 1/AT bazooka team straight forward. This is good news, without General Initiative, this unit was at risk of being left behind due to its distance from the PLT HQ.

Again, we skip the **ENEMY ACTIVITY PHASE**, the **MUTUAL CAPTURE & RETREAT PHASE**, the **AT COMBAT** & **VEHICLE MOVEMENT PHASE**, and the **MUTUAL COMBAT PHASE**. Try not to forget they exist. Acknowledge them and move on.

CLEAN UP PHASE

We remove the Exposed markers from all of the units. Shift the Turn marker up to turn 4 and go back to the beginning of the sequence of play.



Map at End of Turn 3

Turn 4

No **FRIENDLY HIGHER HQ EVENT PHASE** and we start the **FRIENDLY COMMAND PHASE** at the **CO HQ Impulse**.

CO HQ Impulse

CO HQ Activates 1st PLT HQ. We flip the 1st PLT HQ Command marker on the Command Display to its Commands Available side.

PLT HQ/CO Staff Impulse

1st Plt HQ was Activated, so can draw for commands in this impulse.

We draw the top Action card from the deck. It's card #23. We check the large number in the top-left, it's a 4 again. We move the 1st PLT HQ Command marker to the 4 box on the Command Display.

1st PLT HQ spends 3 commands:

1. Move itself to the front left where Mtr FO and 2/1 are taking position in the Open Fields.

1st PLT HQ moves and is marked Exposed.

2. Order Mtr FO to Move straight forward.

3. Order 2/1 to Move straight forward.

The two units move forward and are marked Exposed.

1st PLT HQ Command marker is now in the 1 box. They cannot move again as they are already marked Exposed and there is nobody on the card with them to give orders to, so we save this final point for the next turn.

As indicated on the Command Track, an HQ with Line Experience can save up to 6 command points every turn during a Daylight mission. Flip the Command marker to its Activation Completed side and slide it into the Saved Commands zone (the bottom half of the track).

Initiative Segment

(Again, nothing happening in the **CO HQ Initiative Impulse**, **PLT HQ Initiative Impulse** or **Staff Initiative Impulse**.)

General Initiative Impulse

We draw a card for General Initiative. It's #13 with 3 commands. We halve, rounding down to 1 command and use it to move 1/1 squad straight forward.

Skipping past the **ENEMY ACTIVITY PHASE**, the **MUTUAL CAPTURE & RETREAT PHASE**, the **AT COMBAT & VEHICLE MOVEMENT PHASE** and the **MUTUAL COMBAT PHASE**, we move swiftly on to Clean Up.

CLEAN UP PHASE

Exposed markers are removed, the Turn marker moves up to turn 5, the 1st PLT HQ Command marker slides up into the top half of the 1 box on the Command track, and we move back up to the top of the sequence of play.

FIELDS OF FIRE		COMMAND TRACK				
U.S. ARMY - NORMAL						
1st PLT Activation Completed			Max Spend Limited Visibility		Max Spend Normal Visibility	
1	2	3	4	5	6	7
1st PLT Activation Completed	Max Save GREEN Ltd Vis	Max Save GREEN Norm Vis	Max Save LINE Ltd Vis		Max Save LINE Norm Vis & VET Ltd Vis	
TURN	1	2	3	GAME TURN	6	7

Resetting the Command Track in Turn 4 Clean Up Phase.

Turn 5

We are nearly there!

Skipping past the **FRIENDLY HIGHER HQ EVENT PHASE** we start the **FRIENDLY COMMAND PHASE** at the **CO HQ Impulse**.

CO HQ Impulse

CO HQ Activates 1st PLT HQ. We flip the 1st PLT HQ Command marker on the Command Display to its Commands Available side.

PLT HQ/CO Staff Impulse

1st Plt HQ was Activated, so can draw for commands in this impulse.

We draw the top Action card from the deck. It's card #3. We check the large number in the top-left, it's a 5! Having saved 1 Command from the previous turn, we move the 1st PLT HQ Command marker to the 6 box on the Command Display.

1st PLT HQ spends 3 commands:

1. Move itself to the right where 1/LMG and 3/1 are surveying the Woods from their positions in the Orchard. 1st PLT HQ moves and is marked Exposed.
2. Order 3/1 squad straight forward into the Woods. 3/1 moves and is marked Exposed.
3. Order 1/LMG straight forward.

1/LMG joins 3/1 squad in the Woods where they share an Exposed marker.

1st PLT HQ saves three points for the next turn. We flip its Command marker and slide it down into the saved zone of the Command Track.

Initiative Segment

(Don't forget about the **CO HQ Initiative Impulse**, **PLT HQ Initiative Impulse** or **Staff Initiative Impulse**. They'll be important in future missions.)

General Initiative Impulse

We draw a card for General Initiative. It's #18 with 2 commands. Halved makes 1 Command. We spend it to move 1/AT bazooka team straight forward.

Since no one ambushed us in the Woods, there's no **ENEMY ACTIVITY PHASE**, or **MUTUAL CAPTURE & RETREAT PHASE** or **AT COMBAT & VEHICLE MOVEMENT PHASE** or **MUTUAL COMBAT PHASE** to deal with.

CLEAN UP PHASE

Exposed markers are removed, the Turn marker moves up to Turn 6 and we move back up to the top of the sequence of play.

Conclusion

Turn 6 would have the PLT HQ Moving to Row 3 and completing the mission. The movement of the units across the map would have been faster if they had kept together and moved as a group (either with regular Move actions or perhaps with Platoon Move actions, 4.2.2b on the Action Menu), however this would leave them vulnerable.

Battlefield dispersion as demonstrated in this exercise should be practiced, even in training, in order to ensure a single mortar barrage or minefield doesn't cripple your company. Even in the limited scope of this exercise, we can see that tactical movement of dispersed troops is quite time consuming. In an actual mission, actions would also be needed to seek cover, rally or perform combat actions.

That said, we managed to get the PLT HQ to Row 3 with some commands saved to retain some momentum for a larger scale mission.



Map at the End of Turn 5

Platoon Assault Course Run 2 - Attacking an Enemy Position

Objectives

The objective of Run 2 is to add an enemy position. The enemy position is known and present on the map throughout. For this exercise, in addition to the counters we used in Run 1, we will need one foxholes field fortification and a German LMG team. You will also need the **Enemy Activity Check Hierarchy** player aid, a few VOF and PDF counters and some LAT units.



Map

Using the same map and units as Run 1, the mission objective is now to clear the enemy from the wooded hill in the center of Row 3. Place the foxholes marker and an enemy machine gun team on the Woods Hill card in Row 3, Column 2. The enemy LMG begins the course already Spotted.



Weapons

Weapons such as machine guns and bazookas have limited ammunition in the full game, but for this exercise, neither will track ammunition (the US weapons or the German machine gun).

The Mortar FO has two Fire Missions of 81mm Mortars and draws two cards when attempting to call for fire. If successful, a mortar attack with a Volume of Fire (VOF) of -3 will be placed on the enemy.

Checking the Line of Sight (LOS)

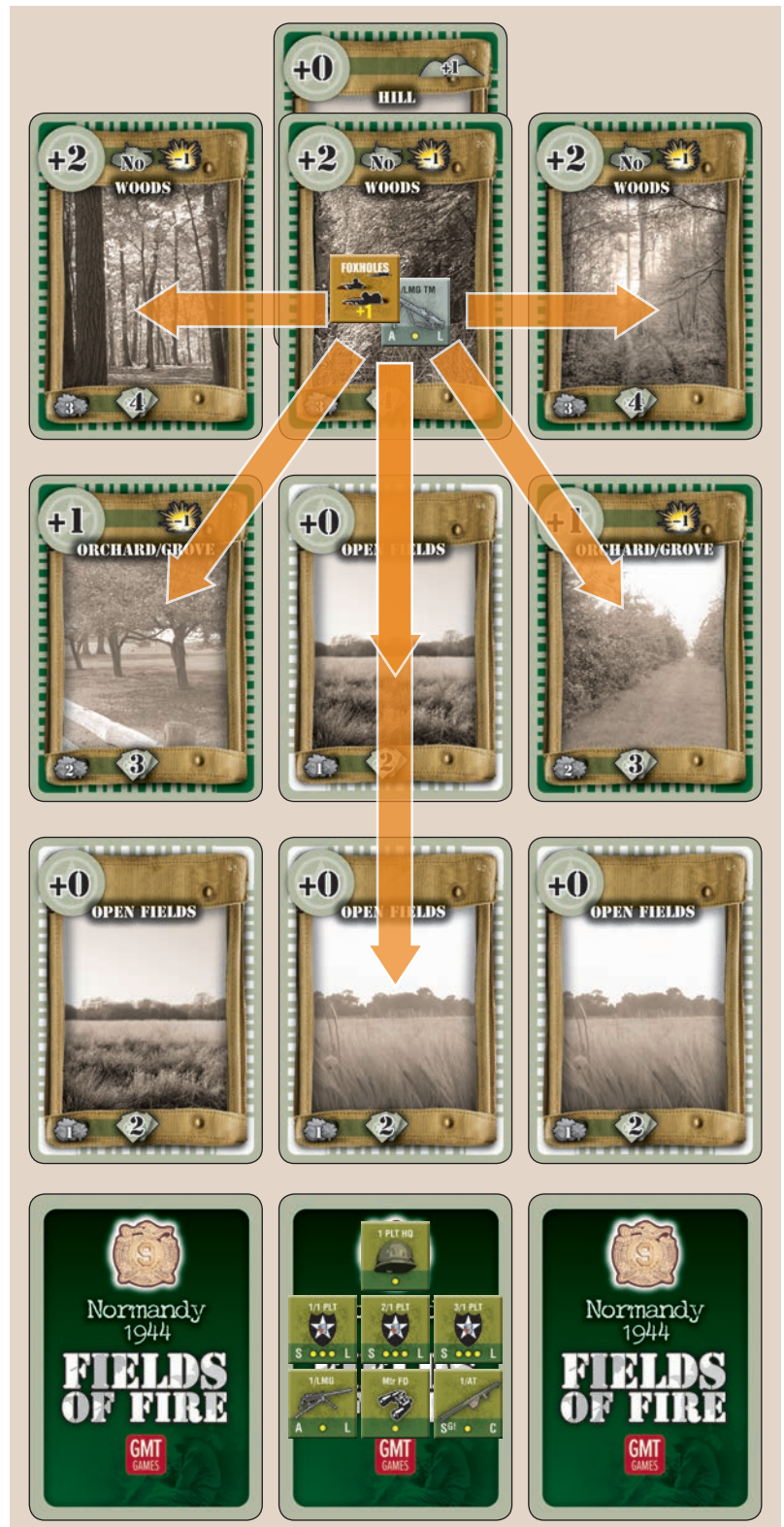
Line of Sight (LOS) is an important consideration when studying the map before and during your mission. Section 5 explains in detail how terrain and elevation affect LOS. For now, just remember that LOS is only ever a straight line. And that crossing Open Fields to attack an enemy position on a hill is never an easy task.

The German LMG has LOS to all adjacent cards. In addition, its Range rating of L indicates that it can reach Row 1 (Long Range) thus it has LOS to the center card of Row 1. All LOS is reciprocal; if the LMG can see us, we can see it. But that's not going to be of much comfort to any units we send Exposed into the Open Fields.

Because of this, it would probably be inappropriate to use the skirmisher formation we did in the last run through, as that exposes all our troops and doesn't give us any sort of reserve. We will use a 'two-up,' or 'Vee' formation, this time, to give us some width, but hopefully keep our center out of harm's way.

There are several approaches we could take to knock out the LMG though, and the following example is just one approach (and not necessarily the best way). We begin in the Staging Area below Row 1. This is a safe area; there can be no firing between the map and the staging area.

Some alternative approaches which you could try are provided at the end of this run. Practice assaulting the position using various tactics until you feel comfortable with the mechanisms of combat.



Special Rules

The German LMG is using **Deliberate Defense** tactics. This will affect its draw in the **Enemy Activity Check Segment**. In addition during this segment, for the purposes of this exercise it will ignore a result on the hierarchy chart of "Remove unit, replace with PC marker" and do "No Action" instead.

Step by Step Example

Put the **Sequence of Play** player aid next to your map; we will again follow this throughout the exercise. This exercise will focus mainly on the **FRIENDLY COMMAND PHASE**, the **ENEMY ACTION PHASE** and the **MUTUAL COMBAT PHASE**. We will not be looking at the Potential Contact system this time, because we know where the only enemy unit is.

Although some of the other phases will not be used, as before we will step through the complete sequence of play in order to help you remember when you come to more complex missions.

Turn 1

FRIENDLY HIGHER HQ EVENT PHASE

Like last time, no random events will occur in the assault course.

FRIENDLY COMMAND PHASE

As in the first run, the BN HQ is not present; orders will be communicated to 1st PLT HQ from an off-map CO HQ. The CO HQ is always in communication with the PLT HQ and besides “Activate”, they cannot give any other orders.

Activation Segment

BN HQ Impulse

Ignored in this assault course.

CO HQ Impulse

CO HQ Activates 1st PLT HQ. We flip the 1st PLT HQ Command marker on the Command Display to its Commands Available side.

PLT HQ/CO Staff Impulse

1st Plt HQ was Activated, so can draw for commands in this impulse.



We draw the top Action card from the deck. It's card #35. We check the large number in the top left, It's a 3. We move the 1st PLT HQ Command marker along to the 3 box on the Command Display.

Rather than running headlong into a hail of machine gun fire, our basic plan is to send a unit to approach via one of the Orchards, which offer more cover, pin the MG team down with crossfire

from a unit on the opposite side, before finishing off the MG team with a Mortar strike. Well, that's the idea anyway. Let's see how well we do.

1st PLT HQ spends all 3 points. We track how many points are used with the Command marker on the track:

1. Order 1/1 squad to Move to the front right field.
They move and we place an Exposed marker on them.
2. Order 1/AT bazooka team to Move to the front right field to support 1/1 squad.

They move and are also marked Exposed.

3. Order 1/LMG to the front left field.

They are marked Exposed.

Having used all three commands, we slide the 1st PLT HQ to the top of the track and flip it to its Activation Completed side.

Initiative Segment

In this course, since CO HQ is off-map, there's nothing to do in the **CO HQ Initiative Impulse**. And 1st PLT HQ was Activated this turn, so cannot act in the **PLT HQ Initiative Impulse**. We also have no CO Staff so nothing happens in the **CO Staff Initiative Impulse** either.

General Initiative Impulse

We draw Action card #18. The small number in the top left indicates 2 command points for initiative. Halved and rounded down gives us 1 point. We use it to Move 3/1 squad to the front-left Open Fields to join 1/LMG.

The terrain we have moved our units into are both out of LOS of the German LMG, so we are safe for now. However we will have to close with the enemy eventually. Exposed markers inflict a -2 penalty (as indicated on the counter) when calculating combat effects, which can make a big difference. By splitting our forces and approaching from two directions, we can minimize the number of our units who will be hit while Exposed when the LMG opens fire. Of course, we can only do this because we know the LMG is there. Enemy units will not always be so easy to locate.

ENEMY ACTIVITY PHASE

In this phase, random events pertaining to enemy forces may occur and we check all enemy units on the map for this turn's activity.

Enemy Higher HQ Event Segment

There are no random events on this assault course, so nothing happens.

Enemy Activity Check Segment

In this assault course, the German LMG is using **Deliberate Defense** tactics, so we look at the Enemy Activity Hierarchies play aid, locate the Defensive Activity hierarchy and note that we will be drawing for an Activity on the third column of numbers, labeled “Deliberate”.

We work our way through the list from top to bottom until we find a situation that matches the actual situation on the map. The 4th table seems appropriate.

Not under fire and no LOS to an opposing unit

Auto	Auto	Auto	Remove unit; place PC marker (8.6.2)
------	------	------	--------------------------------------

Special rules for this assault course indicate that the LMG will ignore this instruction and simply do No Action. So it does nothing.

Moving on with the Sequence of Play, we can ignore the **MUTUAL CAPTURE & RETREAT PHASE** (since no-one is inclined to run away yet), **AT COMBAT & VEHICLE MOVEMENT PHASE** (as we

have no vehicles) and the **MUTUAL COMBAT PHASE** (because no-one has opened fire yet).

CLEAN UP PHASE

Exposed markers are removed from all units. The Turn marker moves to turn 2 and we return to the top of the Sequence of Play.

Turn 2

We can skip the **FRIENDLY HIGHER HQ EVENT PHASE**, and start the **FRIENDLY COMMAND PHASE** at the **CO HQ Impulse** (skipping the **BN HQ Impulse**).

Activation Segment

CO HQ Impulse

CO HQ Activates 1st PLT HQ. We flip the 1st PLT HQ Command marker on the Command Display to its Commands Available side.

PLT HQ/CO Staff Impulse

1st PLT HQ was Activated, so can draw for commands in this impulse.

We draw the top Action card from the deck. It's card #21 which gives us 4 command points. We move the 1st PLT HQ Command marker to the 4 box, on the Command Display.

1st PLT HQ spends 2 points:

1. Move itself to the front right Open Fields.
1st PLT HQ is marked Exposed.
2. Order 1/1 squad to Move straight forward into the Orchard.
1/1 moves and is marked Exposed.

Immediately (and before 1st PLT HQ can spend any more command points) the German LMG team and 1/1 squad open fire on each other. Units do not need to wait for orders from their commander to engage enemy units in their LOS (and the enemy certainly won't wait around for you to make up your mind).



To show this, we place a PDF marker on its two-way side in between the Woods and the

Orchard to indicate that fire is taking place between these two cards. Next we place a VOF marker on each card. 1/1 squad is an S-rated unit, which means it places a Small Arms VOF, with a value of +0, on the enemy card. The German LMG team is A-rated, so an Automatic Weapons Fire VOF, value -1, is placed on the Orchard. Note that this Basic VOF is affecting the entire terrain card. Should any units enter these cards during the turn, they will be hit by the fire when it is resolved later in the turn.

Throughout the sequence of play (with the exception of the **Combat Effects Segment**), units that are not already firing somewhere will Open Fire if any opposing units appear in their LOS within range of their weapons. There are some excep-

tions (such as your units not opening fire when other friendly units are present), and you can read the full details of the basics of combat in Section 6 of the rulebook. The effects of this fire will be resolved during the **COMBAT PHASE**.

As it stands, our rifle squad 1/1 is at quite a disadvantage in this fight; the German LMG has more firepower and better cover, and 1/1 are also Exposed. But we also have an advantage - more units! Hopefully 1/1 will distract the LMG for long enough that we can bring in some heavier firepower.

1st PLT HQ opts to save the remaining 2 Command Points until next turn. Its Command marker is flipped to the Activation Completed side and we slide it down into the Saved Commands zone of the 2 space on the track.

Initiative Segment

We skip the **CO HQ Initiative Impulse**, **PLT HQ Initiative Impulse** and **Staff Initiative Impulse** and move straight on to **General Initiative Impulse**.

General Initiative Impulse

We draw a card, it's #29, which offers 2 points. Halved makes 1.

We use that point to Move 1/LMG straight forward into the Orchard. They move and are marked Exposed.

Just as before, the German LMG is now in 1/LMG's LOS, so they immediately open fire. The German LMG is currently engaged with 1/1 squad, so they cannot Open Fire on 1/LMG. All units on a card will continue to fire along the same PDF until ordered to Shift Fire.

A one-way PDF is placed between 1/LMG's Orchard and the Woods. The VOF marker on the Woods is upgraded to an Automatic Weapons VOF (as indicated by the A rating of 1/LMG). Usually only one VOF is placed on a card which represents the most powerful Volume of Fire affecting that card (in this case Automatic Weapons fire from 1/LMG). This does not mean that 1/1 squad have stopped firing, it is just an indication of which VOF we will use in the combat results calculation later.



In addition, we place a Crossfire Modifier on the Woods. When a card is being fired at along two different PDFs, we gain a -1 bonus (as indicated on the marker).

Basic VOF (in this case Small Arms VOF and Automatic Weapons VOF) and Crossfire Modifiers affect every unit on the card being fired at.

Point Blank combat, where opposing units occupy the same card, can become more complicated. Section 6 of the rulebook contains various examples of firing from a distance and at Point Blank Range.

By flanking our enemy, we have evened up the fight somewhat. In later turns, 1st PLT HQ can exert some influence by ordering other combat Actions to tip the balance of the fight into our favor.



ENEMY ACTIVITY PHASE

We skip the **Enemy Higher HQ Event Segment**.

Enemy Activity Check Segment

Picking up our Enemy Activity Check Hierarchies player aid, we check the Defensive Activity Hierarchy and look for a situation that matches the current one. Starting from the top, we work down, stopping at the first one that matches (and ignoring all others below that).

This time the table that seems most appropriate is “Under fire from a different direction to its own PDF.” The German LMG is not unaware that it is being fired at from two different directions, and will act appropriately.

The 3rd column is for “Deliberate” tactics. It seems there is no chance of the LMG falling back, so we’ll just have to fight it out. We are going to pick a random number between 1 and 4. To do this we draw an Action card and check the number in the 4 column in the random number section at the bottom of the card. We draw Action card #32, locate the 4 column (top row of numbers) and look at the result (bottom row of numbers). It’s a 3.

The Enemy Activity chart says a result of 3-4/4 is “Shift PDF to Direction of Incoming Fire.”

The German LMG has decided that our LMG team is more of a threat and has shifted its Primary Direction of Fire to focus on it. The Automatic Weapons VOF marker on the right Orchard is moved to the left and the PDF markers altered.

Things are not quite going according to plan, but that’s OK. At least for now.

We skip past the **MUTUAL CAPTURE & RETREAT PHASE** and the **AT COMBAT & VEHICLE MOVEMENT PHASE** and move right on to the **MUTUAL COMBAT PHASE**.

MUTUAL COMBAT PHASE

Fire Mission Update Segment

Right now there are no Fire Missions in progress on either side, so nothing is done this turn.

Potential Contact Evaluation Segment

This assault course does not use Potential Contact markers to generate enemy units. We will take a closer look at how this works in the next run of this Course.

Pinned Recovery Segment

Nobody has been pinned by enemy fire, so nothing happens yet.

Combat Effects Segment

In this segment we resolve the effects of combat on every unit on the map that is under a VOF. The game is essentially “on pause” during this segment; no PDFs or VOFs are updated. Since the results of one combat have no effect on any other combat (everything is considered to be occurring simultaneously), we can calculate the effects in any order.

Tip: Establish a routine for the order you will check Combat Effects (e.g., left to right, top to bottom) and stick to it to ensure you don’t ever forget any cards. This will help in later missions when the map can become extremely complicated. So long as you have placed counters correctly throughout the turn, you won’t ever have to check exactly where fire is coming from each time, only what’s happening on each card.

A variety of factors are added together, the result of which we call the **Net Combat Modifier (NCM)**. Once we know this number, we draw an Action card and check the combat resolution column to see what happened. Section 6.4 in the rulebook lists the various factors we need to take into account.

This time we will check one row at a time, starting at the top of the map and working from left to right.

Card 1: Woods in Row 3, Column 2

The German LMG is under fire from 1/1 squad and 1/LMG team.

NCM Calculation:

Woods Terrain: +2
Foxholes cover: +1
Automatic Weapons VOF: -1
Crossfire Modifier: -1

NCM: +1

Note how only the most powerful VOF of the two affecting the Woods card (Small Arms and Automatic Weapons) is taken into account in this calculation.

We draw an Action card, it's #20. Checking the Combat Resolution chart under +1 we can see the result is PIN.

A Pinned marker is placed on the German LMG to indicate this state.

Pinned units suffer from reduced combat ability and various limitations on the kind of actions they can use. The full set of limitations can be found on the LAT Limitations Chart (Charts & Tables player aid) and section 4.2.5 in the rulebook.

The reduced combat ability will become apparent when we update the PDFs and VOFs later. For now, besides marking the unit Pinned, don't change anything. We must resolve the other Combat Effects first.

Card 2: Orchard in Row 2, Column 1

1/LMG is under fire from the German LMG team.

NCM Calculation:

Orchard Terrain: +1

Automatic Weapons VOF: -1

Exposed marker: -2

NCM: -2

We draw a card from the Action Deck, it's #49. Taking a look at the Combat Resolution Section of this card, we can see that regardless of the NCM, 1/LMG is going to be in for a bad day, and -2 is definitely a HIT.

Any unit that is HIT is automatically Pinned, but one or two steps will also suffer additional effects. Our LMG team only has one step, so there's a chance it could be knocked out of action right away.

We draw a second Action card to determine the actual Hit effects. Hit effects are shown at the bottom of the card, divided by unit experience. In this assault course, all units are assumed to be Line experience (the most common experience level).

We draw Action card #14, the result is "LC."

Possible HIT results are C (Casualty), P (Paralyzed), L (Litter), F (Fire Team) and A (Assault Team).

In the case of a multi-step unit, the two letters apply to the first two steps of the unit. In the case of a single step unit, like 1/LMG, only the first letter applies and the second is ignored.

L indicates that our LMG converts to a Litter Team. A Litter Team is a generic Limited Action Team (LAT). We replace the LMG counter with a Litter Team counter, marking it with a Pinned marker.

The LMG team is no longer recoverable, the main weapon has been damaged or lost and the surviving crew are in no mood to continue fighting. The crew can be rallied later into a more useful combat unit, but the machine gun itself is gone.

A result of F or A would have flipped the LMG team to their Fire Team side, a state which allows them to continue fighting, albeit with reduced effectiveness, and keeps the possibility that they can fully recover with Rally orders from their HQ.

That is all the Combat Effects for this turn.

CLEAN UP PHASE

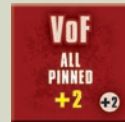
Exposed markers are removed from the units. 1st PLT HQ Command marker remains in the 2 box, but we slide it out of the Saved Zone into the top half of the box.

Note: Try to get into the habit of using the top and bottom half of the Command Track. While it doesn't matter too much right now, when you have several Command markers to keep track of in a regular mission it will help to ensure you don't forget which HQs are awaiting the initiative segment and which have already completed their actions for the turn.

PDF and VOF markers are now updated (the game is "unpaused" again).

A Litter Team does not exert a VOF, so the PDF marker between it and the Woods is flipped to its one-way side (pointing towards our Litter Team). As fire is only entering the German unit's card from one direction now, the Crossfire marker is removed from the Woods. Since the only VOF affecting the Woods is now from 1/1 squad, who have an S rating, the VOF on the Woods card is reduced from Automatic Weapons to Small Arms.

The German LMG is Pinned, which means it can no longer fire effectively. The Automatic Weapons VOF marker (-1) on the Orchard is replaced with an "All Pinned" VOF maker (+2).

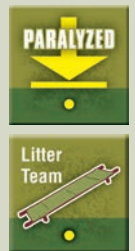


All Pinned: To avoid clutter we usually place only the strongest VOF affecting a terrain card, as only this one will be used to calculate damage. Pinned units have a VOF of +2, the weakest VOF. So this counter is only placed when all incoming fire is from pinned units. Hence "All Pinned".

We've lost a machine gun, but the team itself is recoverable. More importantly, we have the German LMG pinned down. Things are, more or less, moving according to plan.

Note how we have achieved all of this using only two actions from the Action Menu, "Activate" and "Move." In theory, since our units are quite capable of fighting by themselves, we could play out a whole mission with just these two commands. But you wouldn't be a very effective CO if you did that...

Note on Limited Action Teams: Hit results, as shown in this turn, convert steps into Limited Action Teams (LATs). These represent disorganized teams with varying degrees of morale. Our Litter Team is therefore not a team with a special ability to help casualties to evacuate (any unit can do this); rather, it is a team that is no longer able to/willing to engage with the enemy and the only way it is able to contribute is by helping casualties away from the field. A Paralyzed unit is in a worse state and is focused only on retreating from the battlefield.





Map at the End of Turn 2

Turn 3

Skipping by the **FRIENDLY HIGHER HQ EVENT PHASE**, and the **BN HQ Impulse** of the **FRIENDLY COMMAND PHASE** (but being sure to point at them knowingly so as to remember later), we start turn 3.

Activation Segment

CO HQ Impulse

CO HQ Activates 1st PLT HQ. We flip the 1st PLT HQ Command marker on the Command Display to its Commands Available side.

PLT HQ/CO Staff Impulse

1st Plt HQ was Activated, so can draw for commands in this impulse.

We draw the top Action card from the deck. It's card #45. Which gives us 2 command points. We saved 2 points in the previous turn, so move the 1st PLT HQ Command marker across to the 4 box on the Command Display.

1st PLT HQ spends all 4 points:

1. Order 1/AT bazooka team to Move straight forward to support 1/1 squad. They move and are marked Exposed.
2. Move itself back to the Staging Area in Column 2.
3. Order Mtr FO to Move straight forward into the Open Fields.
4. Order 2/1 squad to Move straight forward to support the Mtr FO.

Don't forget to mark the units Exposed as they move.

Since 2/1 squad have a range of L (Long Range - 2 cards) they open fire on the German LMG in the Woods. We place a Crossfire marker on the card. (The VOF does not upgrade, nor do we add a second one, as both 1/1 and 2/1 squads have the same Small Arms VOF.)

The Command marker is flipped to its Activation Completed side and placed above the Command Track as PLT HQ has no commands left.

Initiative Segment

Skipping through the **CO HQ Initiative Impulse**, **PLT HQ Initiative Impulse** and **Staff Initiative Impulse**, we enter the **General Initiative Impulse**. We are hoping for a point here so the Mtr FO can attempt to dislodge the LMG with a mortar barrage.

We draw Action card #32. That indicates 2 points, which we halve to 1.

We use the point to have Mtr FO make an Attempt to Call for Fire. We draw 2 cards from the Action Deck (there is no base number of cards to draw for a Call for Fire; the number of cards drawn is indi-

cated in the mission instructions for each campaign). We are looking for a Burst icon which would indicate success.

We draw cards #4 and #41. #4 has a burst symbol, so our attempt was successful! It is important to always draw the full number of cards, even if a successful draw is made early. Not only does this help keep the deck well shuffled, but a Call for Fire has a small chance of catastrophic failure (a ‘short’ round). You can read about this and other details of utilizing off-map fire agencies in the rulebook, section 7.16.

Section 7 includes details on all kinds of special weapons, unit types and techniques that can give you an edge over your opponent. Don’t worry about learning everything in here at once; check the rules as required, and slowly build up your abilities as a CO.

We take a –3 Pending Fire Mission marker and place it on the Woods. The mortar barrage will land shortly before the Combat Effects Segment. In addition we take a Mortar Concentration marker and also place it on the card. The Concentration marker makes it easier to Call for Fire in the same location later in the mission as the coordinates are now recorded and the mortars are locked on target (so long as the firing agency does not fire elsewhere in the meantime).

This concludes the Friendly Command Phase, to recap we’ve now used three different commands from the Action Menu:

Activate (4.2.1a)	This order is given from a higher HQ (such as BN HQ or CO HQ) to a subordinate HQ or Staff (such as 1st PLT HQ or 1st Sgt). It allows an HQ or Staff to draw for commands in the Activation Segment.
Move to adjacent card (4.2.2a)	Moves a unit to an adjacent card. This order marks a unit Exposed.
Call for Fire from an Off-Map Firing Agency (4.2.4i)	Makes an Attempt to call for off-map artillery and mortar barrages. Also air strikes and attack helicopters in later eras. Requires an eligible Spotter (such as an FO or CO HQ) with LOS to the target. Mission instructions will indicate the kind of fire missions available and how many cards friendly and enemy spotters draw for the attempt.

* Note that besides the action “Move within a card” (4.2.2f), a unit cannot perform the same action twice in an impulse.

ENEMY ACTIVITY PHASE

We skip the **Enemy Higher HQ Event Segment** and go straight to the **Enemy Activity Check Segment**.

Enemy Activity Check Segment

The German LMG is currently Pinned. Picking up our Enemy Activity Check Hierarchies player aid, we turn it over to the back and locate the Enemy LAT/Pinned Activity Check Hierarchy. It doesn’t matter what the unit was originally, all LAT/Pinned units use this chart. Working from the top, we make our way down the chart until we find a situation which matches the current one. “Pinned under Cover” is the first one we reach that applies..

On the LAT/Pinned table, it doesn’t matter what tactics the enemy are using. The column on the left is for units in Visual-Verbal Communication with a Leader and the column on the right for those without. There are no Leaders present so we draw a random number between 1 and 4 and look at the right column.

Action card #25 is drawn, that’s a 2, a result of “No Action.” The German LMG team are still mostly concerned with keeping out of the line of fire, and shooting at us sporadically. (They do not cease firing; “No Action” simply means no orders have reached the LMG this turn. They will, as all units do, continue to fire at opposing units in LOS without having to be told to do so.)

Moving on, we double-check to see if the Litter Team isn’t going to do something in the **MUTUAL CAPTURE & RETREAT PHASE**. Litter Teams will help casualties retreat if there are any around (there are not), and may be captured if on a card with an enemy unit (not the case here). So straight on to the next phase.

No vehicles, so nothing to do in the **AT COMBAT & VEHICLE MOVEMENT PHASE** so we move into the **MUTUAL COMBAT PHASE**.

MUTUAL COMBAT PHASE

Fire Mission Update Segment



In this Segment, all Active Fire Missions are removed, and all Pending Fire Missions become Activated. We have a Pending Fire Mission on the Woods, so we flip the counter over to its Activated side. In addition to potentially causing a lot of damage, Incoming mortar and artillery blocks LOS.

More specifically, it blocks all LOS for any units under it, and also blocks the fire of anyone trying to shoot through it to a card beyond. Units outside will continue firing into a card with an Incoming marker (although likely the most effect they will have is a Crossfire modifier, as Incoming tends to be the most powerful VOF on the card).

We remove the German LMG’s PDF marker as it is no longer able to see or fire at the Orchard due to all the dust and smoke, and we remove the VOF marker from the Orchard. Our Litter Team is no longer under fire.

Skipping the **Potential Contact Evaluation Segment**, we reach the **Pinned Recovery Segment**.

Pinned Recovery Segment

In this segment we check every card for Pinned units which are no longer under a VOF. These units automatically become Unpinned. This will result in any units exerting a VOF to

upgrade from Pinned fire to their Basic VOF, so usually various VOF markers will need to be updated at this time.

In this case, our Litter Team recovers. We remove the Pinned marker. They do not have a VOF rating though, so there is nothing else to update. The German LMG is still under fire, so does not recover from being Pinned.

Combat Effects Segment

Looks like there's now only one card under a VOF that we need to calculate Combat Effects for. How quickly the tables turn...

Indirect fire is more effective in areas with trees, as the rounds tend to burst in the canopy, showering the target with hot shrapnel and big bits of tree. There is a Burst icon on the Woods and Orchard cards indicating this that modifies the NCM by -1.

German LMG NCM Calculation:

Terrain: +2
Burst icon: -1
Foxholes: +1
Pinned: +1
Incoming Mortar: -3
Crossfire: -1

Total NCM: -1

Note how being Pinned has actually added to the defensive bonus of the LMG. They are far more interested in using whatever means possible to get away from your fire than actually engaging us right now.

We draw an Action card, it's #31. Checking the Combat Resolution Chart, that's a HIT!

We draw a second card to see the effects of the HIT. It's Action card #40. That gives a result of P under Line experience.

The German LMG has suffered severe damage and its crew are paralyzed with fear. As with all hits, they also suffer a Pinned result (but they were already pinned).

We replace the LMG with a Paralyzed Team and put the Pinned counter on it. Having been Removed From Play, the LMG team counter is placed back in the German unit counter mix. This Paralyzed Team can never rally back into an LMG team, but a new LMG may enter the map later using the same counter.

CLEAN UP PHASE

Exposed markers are removed from all units. There are no PDFs to update, 1/1 and 2/1 squads are not aware of the psychological state of the German units in the Woods or the damage to their weapons.

All they know is that the enemy is up ahead and they'll keep shooting until ordered to advance or cease firing.

A Paralyzed enemy unit is mostly harmless, although there is a chance they could Rally through Events or if a Leader showed up. That's not going to happen in this assault course though, so things should be nicely wrapped up next turn.

Note that Incoming fire is not removed during the Clean Up Phase. It remains until the Fire Mission Update Segment next turn.

Ideally we want to move in and capture the paralyzed German unit next turn. However, that may not be possible due to the risk of friendly fire. 1st PLT HQ needs to get their units under control before we can conclude.



Map at the End of Turn 3

Turn 4

Nothing to do in the **FRIENDLY HIGHER HQ EVENT PHASE**, so we move into the **FRIENDLY COMMAND PHASE** (skipping the **BN HQ Impulse**).

Activation Segment

CO HQ Impulse

CO HQ Activates 1st PLT HQ. We flip the 1st PLT HQ Command marker on the Command Display to its Commands Available side.

PLT HQ/CO Staff Impulse

1st Plt HQ was Activated, so can draw for commands in this impulse.

We draw the top Action card from the deck. It's card #36. Which gives us 3 command points. We move the 1st PLT HQ Command marker to the 3 box on the Command Display.

We feel that moving people forward at this point is a good idea, so we'll keep up the attack on the German LMG team, just in case.

1st PLT HQ uses 2 command points:

1. Move itself forward.
1st PLT HQ moves and is marked Exposed.
2. Order 2/1 to Move to the front left field to join the Litter Team.

To carry out 2/1's Move, first its PDF is removed, along with the Crossfire on the Woods, we move the unit into the field, marking it Exposed. Then it then immediately Opens Fire again from its new card at the Woods where the paralyzed remains of the German LMG team are in LOS.

A PDF marker is placed between the Orchard and the Woods and a Crossfire marker is put back on the Woods.

1st PLT HQ saves 1 point. (Slide the Command marker into the Saved Commands Zone of the 2 box.)

Initiative Segment

Skipping the **CO HQ Initiative Impulse**, the **PLT HQ Initiative Impulse** and the **Staff Initiative Impulse**, we enter the **General Initiative Impulse**.

We draw an Action card and check the small number, we get Action card #27 which indicates 2 points. That gives us 1 General Initiative point as this is a single platoon mission.

There are plenty of things we could do with this point. There's a bazooka on the right itching to be fired, or one of our squads could be made to concentrate fire on the Paralyzed Team.

None of that is going to make much difference though, so we opt to use the point on the Litter Team and have it Rally. This is an automatic success as the Litter Team is not under a VOF.

Rallying LATs takes them up one level of combat effectiveness from Paralyzed > Litter Team > Fire Team > Assault Team. So our Litter Team is replaced with a Fire Team. Unlike a Litter Team, a Fire Team has a VOF, so it joins in the firefight and starts shooting along the PDF. No changes are made to the VOF on the Woods though, as the Fire Team also has a VOF rating of S (Small Arms) and that is not better than 1/1 or 2/1's firepower.

We used one new action from the Action Menu in this Friendly Command Phase this time. Ensuring that PLT HQs are keeping your units in fighting shape is an important part of your job as CO. You'll find yourself ordering Staff to help out with Rally orders quite often, especially while your PLT HQs are still Green.

Attempt to Convert a Litter Team to a Fire Team (4.2.3c)	This order upgrades a Litter Team to a Fire Team. It requires an Attempt Draw if the unit is under a VOF (modified by the experience of the HQ giving the order). Can also be carried out by HQs on themselves and any units on themselves with general initiative points.
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Each Rally upgrade is a separate action on the Action Menu and so a succession of Rally commands can be given in one impulse if the HQ has enough commands.

Enemy Activity Phase

We skip the **Enemy Higher HQ Event Segment** and go straight to the **Enemy Activity Check Segment**.

Enemy Activity Check Segment

Checking the LAT/Pinned chart, we work from the top and locate the first chart which applies to the pinned German Paralyzed Team's situation.

This one looks good:

Pinned under cover		
NA	1-2/4	No Action
Auto	3/4	Rally
NA	4/4	Fall Back

The right column applies as there is no Leader on the card. We draw an Action card, it's #48.

This gives a result of 4: "Fall Back."

The Paralyzed Team has decided it's had enough of being shot at and manages to get away into the Woods. The enemy unit moves backwards, towards the top of the map. Finding no more cards there, it is removed from play.

And the rest of the turn passes uneventfully.



In later turns, we can cease firing and move our units up to Secure the Woods.

Fields of Fire offers a lot of tools for COs to put to use in trying to achieve their objectives. Just focus on the ones you feel confident about using. No CO memorizes all the techniques and puts them all to use on their first time in the field. Read about your special units in section 7, experiment with moving around the map and putting cover to use. In your next attempt at the course, some of the following commands may come in handy:

Concentrate Fire (4.2.4b)	This order can be given to any unit with a Basic VOF (S, A, H, A/S). Two cards are drawn, if at least one has a “Cross-hairs” icon, a Concentrated Fire marker is placed on the target (which can be a single unit out of cover, or a stack of units under a Cover marker). Each Concentrated Fire marker gives a –1 bonus when calculating the NCM in the Combat Effects Segment but uses an additional point of ammo that turn. Concentrated Fire is covered in detail in section seven (7.11).
Grenade Attack (4.2.4d)	This can be used in two ways: 1) To order your bazooka to fire on an enemy at Close Range (adjacent card). If successful, a –4 Grenade Hit VOF is placed on your target (which can be a single unit out of cover, or a stack of units under a cover marker). 2) To order any unit with a VOF rating to carry out a Grenade Attack (a close assault involving hand grenades and whatever else comes to hand) on an enemy unit on the same card. Grenade Attacks are covered in detail in section seven (7.10).
Attempt to Remove Pinned marker (4.2.3a)	One of the Rally commands. Automatically successful if not under a VOF, requires an attempt (draw 2 cards, look for the word Rally) if the card is under VOF.
Infiltrate (4.2.2c)	Attempts to Move without being marked with an Exposed marker. When moving from a card with a VOF on it, or to a card with a VOF on it, an attempt can be made to Infiltrate by drawing two cards and looking for the “Infiltrate” icon.

* Note that besides the action “Move Within a Card (4.2.2f), a unit cannot perform the same action twice in an impulse.

This example is just one approach to the platoon assault course; go back to the start and try it again, attempting to achieve the following objectives:

1. Carry out a successful Point Blank Grenade Attack (be sure to study the rules on Return Grenade Attacks and Critical Hits in section 7.10 of the rulebook).
2. Capture the German LMG team. See section 8.15 for details on how to take prisoners.
3. Successfully carry out an attack with your bazooka team.

Assault Course Run 3 - Potential Contact

In run 2 we practiced how to take on a known enemy, outflank them, engage with the weapons at our disposal, pin and finish them off with a close assault if they don't retreat.

However, enemy positions will very often be unknown. In this next exercise we will introduce the Potential Contact System.

This uses the same map and US units as runs 1 and 2. In addition we will prepare five enemy "packages" that may appear during the course of play. The objective of this course is to Secure the Woods on the Hill on Column 2, Row 3. This means the card must have US units present and no enemy units.

Prepare the following enemy units:

- 1 German LMG team
- 1 German Grenadier squad (3 steps, rated S)
- 1 Incoming! VOF (rated -3)
- 2 Foxholes markers
- 1 Bunker marker



This is the complete counter mix available for enemy placements in this course. If the Potential Contact System calls for placement of enemy counters which are already in use, ignore the draw and select from the packages that you are able to place. If nothing is available, there is no contact. Any enemy units that are removed from the map become available to use again later.

In addition we need some Potential Contact (PC) markers—three B markers and three A markers—and the Activity Level markers.



Place one A marker on each card in Row 1. Place one B marker on each card in Row 2. Place the No Contact marker at the top of the map. Contact Level and PC markers are used to determine the enemies encountered throughout a mission.

From now on, whenever the map situation changes, we check to see if the Current Activity Level needs to be adjusted. The Activity level affects the chances of new enemy packages being placed on the map, as will be explained in the play-through below.

Package Placement

We will use the following Enemy Package tables to determine the enemies we encounter during this assault course:

Platoon Assault Course Enemy Package Tables

#	Package	Spotted?	Placement
1	Incoming Mortar! (-3 VOF) with no spotter	-	On triggering card
2	LMG in Foxholes	No	Random card on Row 2
3	LMG with no cover	Yes	On triggering card
4	Squad in Foxholes	No	Random card on Row 3
5	LMG in Bunker	Yes	Random card on Row 3

Package	PC A R#	PC B R#
1	1/4	1/5
2	2-4/4	-
3	-	2/5
4	-	3-4/5
5		5/5

Full details of the Package Placement System can be found in the rulebook in section 8. Check the rules for placing enemies in 8.4.3 if it is not obvious where to place a package.

Tip 1: There are times when a lot of different rules apply to a specific situation. *Fields of Fire* is not supposed to be a logic puzzle in which one incorrect move will destroy some internal "balance". If certain modifiers or enemy placement instructions are forgotten, so be it, play on. Chances are the situation that has occurred is plausible. And if it makes for a good story later, who's to say it didn't happen that way...

Three rules to bear in mind when placing enemy packages are:

- 1) Respect the counter mix. Redraw if there are not enough counters to place the package.
- 2) Don't place a new enemy package on a card which already has enemy units.
- 3) Enemy units placed on the map must be able to Open Fire on the unit which triggered them.

Special Rules

The German units in this run are using **Hasty Defense** tactics (see the Enemy Activity Hierarchy Chart).

The Mortar FO has 2 Fire Missions of 81mm Mortars and draws 2 cards when attempting to Call for Fire. If successful, a mortar attack with a Volume of Fire (VOF) of -3 will be placed on the enemy.

Other weapons (bazooka, German and US machine guns) do not track ammo in this assault course.

Tip 2: First, step through the example, then try it by yourself using the objectives at the end as a guide. The Potential Contact system means you are never sure what you will encounter or how tough the fight ahead will be.

Step by Step Example of Play

For this example, put the Sequence of Play next to your map; we will follow it closely throughout the exercise. This exercise will focus mainly on the **FRIENDLY COMMAND PHASE**, the **ENEMY ACTION PHASE** and the **MUTUAL COMBAT PHASE**. Although some of the other phases will not be used, we will step through the complete sequence of play in order to help you remember when you come to more complex missions.

After stepping through the example, reset and try the mission a few more times and experiment with the different Combat and Rally commands available to you. Aim to Secure the Wooded Hill by about turn 6.



Map at Start of Turn 1

Turn 1

FRIENDLY HIGHER HQ EVENT PHASE

No random events occur during this assault course.

FRIENDLY COMMAND PHASE

As in the other platoon assault courses, the BN HQ is not present, Orders will be communicated to 1st PLT HQ from an off-map CO HQ. The CO HQ is always in communication with the PLT HQ and besides “Activate,” they cannot give any other orders.

Activation Segment

BN HQ Impulse

Ignored in this assault course.

CO HQ Impulse

CO HQ Activates 1st PLT HQ. We flip the 1st PLT HQ Command marker on the Command Display to its Commands Available side.

PLT HQ/CO Staff Impulse

1st Plt HQ was Activated, so can draw for commands in this impulse.

We draw the top Action card from the deck. It's card #1. We check the large number in the top left. It's a 6! Good start.

HQ's gain a +1 bonus to their command points while the Contact Level is No Activity. So 1st PLT HQ Command marker is placed in the top half of the 7 box on the Command Display.

As indicated on the Command Display, the maximum number of commands an HQ can use during a Daytime mission is 6 (at night, or in poor weather conditions, collectively known as “Limited Vision” it is 4).

1st PLT HQ is determined to flush the enemy out so spends 3 points to send the three rifle squads forward into the Open Fields in skirmisher formation: 1/1 to the front left, 2/1 straight ahead and 3/1 to the front right. All three are marked Exposed. 4 points are saved. 1st PLT HQ Command marker is flipped to its Activation Completed side and we slide it down into the Saved Commands Zone of the 4 box on the Command Track.

Initiative Segment

In the Platoon Assault Course, CO HQ is sending in orders from off-map in the Activation Segment, so there's nothing to do in the **CO HQ Initiative Impulse**. And 1st PLT HQ was Activated this turn, so cannot act in the **PLT HQ Initiative Impulse**. We also have no CO Staff so nothing happens in the **Staff Initiative Impulse** either.

General Initiative Impulse

We draw Action card #31, the small number in the top left indicates 2 command points for initiative. Halved, this gives us 1 point.

One or more of the rifle squads we've just sent exposed into the Open Fields is going to make enemy contact. Maybe all of them will, we just don't know which one so we guess and decide to spend the point on 2/1 squad and have them Seek Cover.

Of course, 2/1 are trained soldiers, they have a squad leader to guide them, so they're doing their best to find cover in the terrain already. This is represented by the Cover & Concealment value of the terrain card. The Attempt to Seek Cover action is an attempt to find that one location which is slightly easier to defend than anywhere else, perhaps based on additional information that wasn't immediately available to the squad. This often needs HQ or Staff direction, but on a good day a squad can manage on their own initiative.

The terrain card indicates the base number of cards to draw for this attempt and also the maximum number of additional cover markers we can place on the card. An Open Fields card allows for just one cover marker as indicated in the bottom left (the “bush” symbol indicates that any cover discovered will be +1 Basic Cover) and has a base draw of 2, indicated by the bottom center number.

We draw 2 cards to make the attempt, #48 and #2. Neither of these display the word “Cover” at the top, so the attempt failed. The General Initiative point has been expended, so we move to the next Phase.

No Enemy events take place during this course, and there are no enemies on the map so we skip the **ENEMY ACTIVITY PHASE**. And we'll also pass through the **MUTUAL CAPTURE & RETREAT PHASE** and the **AT COMBAT & VEHICLE MOVEMENT PHASE** without incident.

MUTUAL COMBAT PHASE

Nothing to do in the Fire Mission Update Segment, so let's dive right into the Potential Contact system.

Potential Contact Evaluation Segment

In this Segment we check every card which contains both a PC marker and one of our units. There are three cards to check (the three Open Fields on Row 1). The results of each Potential Contact check will affect the results of further checks, so we must check them in random order.

We assign each card a number (1, 2 and 3 working left to right), draw an Action card and check the random number chart at the bottom of the card. It's card #25. Under the 3 column the result given is “2.” So we start with the center card.

The chance of making contact with the enemy depends on the type of PC marker (A - C, with “A” being the highest threat level) and the Current Activity Level of the map. The current level is No Contact (which most missions begin at). And we look up how many cards we need to draw on the Potential Contact Draws Chart (on the Chart & Tables Play Aid).

Potential Contact Draw Chart

Type of PC Marker	Number of cards drawn to check for Contact			
	No Contact	Contact	Engaged	Heavily Engaged
A	Auto	7	5	3
B	Auto	5	3	2
C	4	3	2	1

The chart indicates that at No Contact, a PC marker A is “Auto.” This means there is no draw to be made, we have made enemy contact! There are 5 potential packages in the Assault Course Enemy Package Chart. We draw Action card #6 and check the PC A column of the Package Placement chart.

A result of 1/4 is package number 1, which the Package List says is “Incoming Mortar! (–3 VOF) with no Spotter” with placement instructions of “On triggering card.” Incoming packages always drop onto the unit that triggered them, so the important bit to take note of in the enemy description is that no enemy Spotter is going to be placed. While on the map enemy Spotters make attempts to Call for Fire in exactly the same way as your units do. Their target priorities are covered in 8.10—Enemy Indirect Fire Spotters.



But in this case, there’s no Spotter to worry about, just the mortar bombs raining down on 2/1 squad. Let’s hope they found someplace to take cover. An Incoming marker with a VOF rating of –3 is placed on its Activated side on the Open Fields in Row 1, Column 2. The Pending side of the counter is not used as this attack will take effect right away in this turn’s Combat Effects Segment. The mortar is already landing amongst your troops before they know what has hit them.

At this point, before any other PC markers are checked, the Activity Level changes. There are 4 Levels:

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



We began the mission at **No Contact**. The Incoming marker we just placed on 2/1 squad’s position increases the level to **Contact**. It is not uncommon for the Activity Level to jump up to Engaged or even Heavily Engaged as a result of placing a single package. The Activity Level counter is flipped to its Contact side.

We draw an Action card and refer to the random number chart to see which card we will check next. There are two cards remaining, we name them 1 and 2. Drawing Action card #50 we see that the card in Column 3 (card 2) will be checked next.

This time the Potential Contact Draw Chart indicates that we should draw seven cards to check for enemy contact. We draw seven and hope that the words “Contact” do not appear at the top.

But, well, seven cards is a lot. And one of them inevitably comes up “Contact.” Remember to draw all seven cards to ensure good rotation of the deck even if Contact appears early in the draw.

So we draw again on the Enemy Package Chart. Action card #30 is drawn which indicates a result of 3 in the 4 column.

That’s package 2, “LMG in Foxholes” to be placed on “a random card in Row 2.”

Now, it’s important to remember that it isn’t a completely random card. The rules of enemy placement still apply. The important one here being that enemy units “must Open Fire on the unit which triggered them”. Which rules out placement in Column 1.

We draw another Action card to check if we’re going to place the package in Column 2 or 3 (both of which have LOS to Row 1 Column 3). It’s card #38 and under the 2 column we get a result of 2. So we place the LMG and a Foxholes Field Fortification in Column 3 and as the Package table indicates, we mark it Unspotted by placing an Unspotted marker next to the unit, or flipping the PC marker to its “?” side and using that if you prefer (or if you’re out of Unspotted markers).



Note: Since the units on a card can only ever be Spotted or Unspotted, never both, you can save markers by simply placing a single Unspotted counter at the top of a card containing enemy units.

The LMG immediately opens fire on 3/1 squad. We place a PDF marker between the Orchard and the Open Fields and an Automatic Weapons VOF on the Open Fields. Since the unit is Unspotted, 3/1 does not return fire. First they have to work out which way the fire is coming from.



With two cards now under VOF markers, we upgrade the Contact level to “Engaged” and check the final card (Column 1). This time we draw 5 cards as indicated on the Potential Contact Draws Chart. A lucky draw and none of the cards come up “Contact.”

No-one is pinned yet, so no need to do anything in the **Pinned Recovery Segment**.

Combat Effects Segment

We now check all the cards on the map for Combat Effects. Right now only 2 cards have VOF markers on them. Combat effects can be checked in any order, so we’ll just move left to right.

Card 1 (Row 1, Column 1)

Incoming Mortar on squad 2/1.

NCM Calculation:

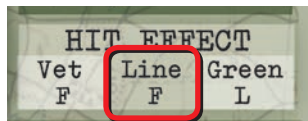
Terrain: +0

Incoming VOF: –3

Exposed marker: –2

Total NCM: –5

–4 is the worst that things can get, so we draw an Action card and check the result in the combat resolution section. It's card #36, which is a HIT.

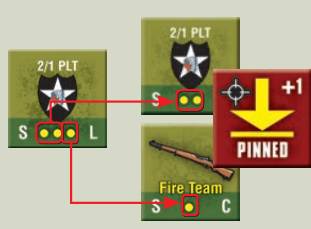


We draw another card and check the Hit Effects area under Line experience. Action card #47 is drawn which is a result

of “F.” That’s not so bad.

“F” stands for “Fire Team” and it means that 1 step of our 3-step squad is converted to a Fire Team. A generic WWII Fire Team is placed on the card, and 2/1 loses a step, so we flip it over to its 2-step side. We then mark both units Pinned (a HIT result always Pins units).

Note: There are still three steps on the card (one 2-step squad, one 1-step Fire Team). We have not lost any steps, but now they are represented in two counters to indicate the loss of cohesion in the squad.



Card 2 (Row 1, Column 3)

Automatic Weapons VOF on squad 3/1.

NCM Calculation:

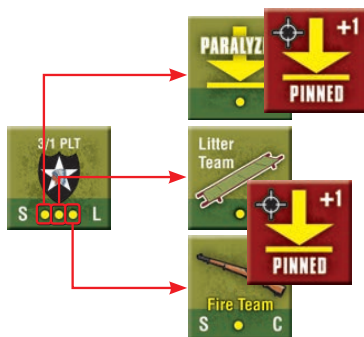
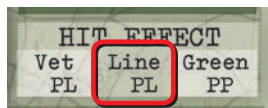
Terrain: +0

Automatic Weapons VOF: –1

Exposed marker: –2

Total NCM: –3

We draw an Action card and look up –3 in the Combat Resolution area; card #24 indicates another HIT. We draw to check the result; card #23 indicates that a Line rated unit (all of our units are Line rated) will suffer a “PL” hit. P stands for Paralyzed, L for Litter Team. This is quite a bit worse than the F hit that 2/1 suffered.



1 step is converted to a Paralyzed Team, 1 step is converted to a Litter Team. Finally, when there is only one step remaining, we place it as a generic WWII Fire Team. All three units are marked Pinned. Some squads may consist of fire teams with different weapons for one or two steps. The Mission Book for each campaign will indicate what Fire Teams each squad breaks down into.

Since the three steps of 3/1 have fully broken down and the original counter is no longer on the map, 3/1 squad is considered “Removed from Play.” This makes the squad eligible to be reconstituted later from any combination of two or three fire teams or assault teams.

CLEAN UP PHASE

Exposed markers are removed. Enemy units without valid targets will stop firing here, but that won't happen until all our units are reduced to Casualties. Hopefully we can prevent that.

The Incoming marker will remain until the Combat Phase of the next turn, blocking LOS from that card. This will make Spotting the enemy LMG tricky.

Finally the Turn marker is moved up to turn 2 and we go back to the start of the Sequence of Play.

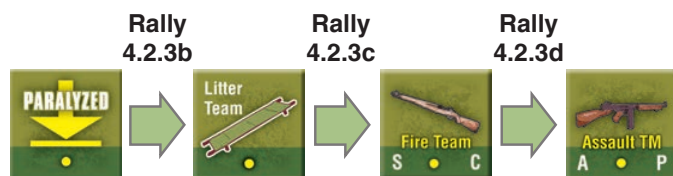
Not a great start. But no casualties yet, so it looks a lot worse than it actually is. All these units are recoverable. Next turn we need to spot the LMG, knock it out and push on up the map.

That's the end of turn 1, we used three actions from the menu:

Activate (4.2.1a)	This order is given from a higher HQ (such as BN HQ or CO HQ) to a subordinate HQ or Staff unit (such as 1st PLT HQ or 1st Sgt). It allows an HQ or Staff to draw for commands in the Activation Segment.
Move to adjacent card (4.2.2a)	Moves a unit to an adjacent card. This order marks a unit Exposed.
Attempt to Seek Cover (4.2.2e)	Makes an Attempt to add a Cover marker to the terrain card. This is an area of the card which offers a slight defensive advantage in combat compared with regular cover (indicated by the Cover & Concealment value of the card). The card draw for the attempt is indicated by the number at the bottom center of the card. The maximum number of cover markers that can be discovered with Seek Cover actions is indicated by the number on the bottom left. Seeking cover automatically moves the unit carrying out the action under the new cover marker, marked Exposed.

* Note that besides the action “Move within a card” (4.2.2f), a unit cannot perform the same action twice in an impulse.

In addition we looked at how to break down multi-step units into separate single-step LATs. Rally commands can be used to improve the status of LATs, from Paralyzed to Litter to Fire to Assault Teams. Reconstitute commands can be used to reform a squad that has been Removed from Play from Fire or Assault Teams.



The three “Convert” Rally actions are separate actions and as such can be all carried out in a single impulse



A Hit result of C converts a step into a Casualty, meaning all the men in the step have either been killed, or injured so badly they can no longer fight. This step is no longer recoverable. During a

campaign game, a small number of Replacement Steps may be introduced to the company in-between missions. These are used to replace the missing steps of any company units that suffered casualties or were taken prisoner.



Map at End of Turn 1

Turn 2

The **FRIENDLY HIGHER HQ EVENT PHASE** is skipped as there are no events in this assault course. And we start the **FRIENDLY COMMAND PHASE Activation Segment** in the **CO HQ Impulse** (since BN HQ has better things to do than supervise a platoon training course).

CO HQ Impulse

CO HQ Activates 1st PLT HQ from off-map (the only order available).

PLT HQ/CO Staff Impulse

1st PLT HQ was Activated so draws an Action card, #28, which gives 3 command points. Added to 4 saved from last turn makes 7.

1st PLT spends 4 points:

1. Order 1/LMG to Move forward.

LOS is still blocked by the Incoming marker on this card, but it will lift later in the turn, so this is a good spot to move to and provide covering fire for the battered units in Column 3. There is a chance that the German LMG will Shift Fire and target this card instead, so instead of a normal Move to Adjacent card order, we give an Attempt to Infiltrate to Adjacent card order. This is possible because the card immediately ahead is under a VOF (the Incoming marker). Infiltrate actions can only be carried out when moving to or from cards with a VOF on them. If successful, the LMG team will be able to move unexposed.

We draw 2 Action cards for the attempt and look for the Infiltrate icon. We get #25 and #26. #26 has the Infiltrate icon so 1/LMG moves forward and we do not place an Exposed marker on them. They do not open fire yet as there is no LOS to the Orchard with the German unit.

2. Two points are spent to make a Platoon Move.

1st PLT HQ and all 1st Platoon units on the same card who are in communication (not Pinned and not in different cover areas to 1st PLT HQ) are included. The 1st PLT Commander shouts 'follow me!' and they all move out. 1st PLT HQ, 1/AT bazooka team and the Mtr FO are moved to the front left Open Fields and are all marked Exposed.

In this way, 2 points have been spent to move 3 units. The Platoon Move is a useful way to move lots of units quickly. Be careful of sending too many units at once into danger though, one mine-field or an artillery hit can potentially take out a whole platoon at once.

3. Finally 1st PLT HQ orders 1/1 squad to Move straight forward into the Orchard ahead. Then saves 3 points.

Initiative Segment

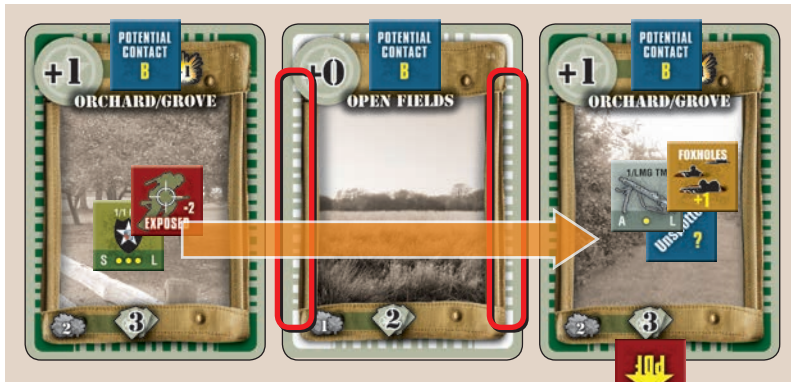
CO HQ and 1st PLT HQ both acted in the **Activation Segment**, so we skip the **CO HQ Initiative Impulse** and the **PLT HQ Initiative Impulse**. We have no Staff so also skip the **Staff Initiative Impulse**.

General Initiative Impulse

We draw an Action card, it's #15. Which indicates 3 points for Initiative. Half, rounded down makes 1 again. We use the point to have 1/1 squad attempt to Spot the German LMG team.


First we check to see that we actually have Line of Sight (LOS) to the Orchard where the German team is located. Units can see up to three cards away (Very Long Range) so long as terrain, poor light, smoke or Incoming markers do not restrict the Line of Sight.

Around each terrain card is a border which is either white or dark green. This indicates the ability to see through a card (as well as having an effect on combat in some cases). If both sides of the card we want to see through are white, LOS is not blocked. And that is the case here.



Section 5 covers terrain and LOS borders in detail. For now, just remember that we can see through the white borders of the Open Fields.

A number of factors affect Spotting attempts. We start with a base of two cards, and apply all of the modifiers on the Spotting Attempt Draws Modifiers chart. If the result is less than 1, we draw 1 card.



Spotting Attempt Draw Modifiers chart
Base draw is two Action cards; minimum is one

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

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

The following modifiers apply in this case:

Target is under cover: -1

Target is a unit with a VOF rating of A: +1



For a total of two cards. We draw and look for a crosshairs icon. It's cards #47 and #20. #47 shows the crosshairs, a successful Spotting Attempt!

The LMG is now Spotted which means that we remove the Unspotted marker and 1/1 opens fire.

A PDF marker from 1/1 squad's card is placed pointing right and a Small Arms VOF marker is placed on the Orchard with the German LMG.

The Pinned Fire Team in Column 3 Open Fields also has LOS, so they open fire too. Fire from Pinned units isn't all that effective, but it is useful as Crossfire. A Crossfire marker is placed on the Orchard too.

[illegible]

We used a couple of new actions from the Action Menu this time:

Carry on with the remaining steps of the Sequence of Play to finish the turn and try to complete the mission in a few more turns yourself. Knock out the LMG and resolve the final Potential Contact markers. Remember that if a unit moves onto the same card as the LMG, the Activity level may raise to Heavily Engaged.



US soldier in a training session of rifle grenade launch. Blank grenade fitted in a M1 Garand rifle with the Rifle Grenade Launcher; M7. Circa 1944

Company Assault Course

The Company Assault Course (CAC) builds on the lessons of the Platoon Assault Course (PAC), but with more moving parts. The majority of the company is needed, but not all of it. This reinforces the fact that a reserve is usually held back from contact for use in bolstering the line, or reacting to opportunities where required. In practice, subordinate units would rotate through in multiple runs and the company staff would be involved in overseeing training and safety.

The CAC has three main runs: the first with the enemy position known, the second where the enemy is placed via the Potential Contact system introduced in the PAC and the final run which introduces radios to give you practice dealing with real communications issues. You are encouraged to try each run a few times, moving on to the next level of complexity when you are ready.

Run 1 - Assaulting a Known Position

Components Needed

The following components are needed to start:

The Normandy Terrain Deck

Locate one Marsh, two Gully/Draw (one with white borders on left & right, the other with white borders on the top & bottom), three Open Fields, two Orchard/Groves, four Woods, three Hills and set the rest of the deck aside.

Build the map as follows:

Row 1: Open Fields, Marsh, Woods, Open Fields

Row 2: Gully, Orchard, Open on Hill, Gully

Row 3: Woods on Hill, Orchard, Woods, Woods on hill

Use any 4 cards from the remainder of the deck, face down, to be the three Staging Area cards below Row 1. Refer to map on page 35.

Note: To ensure that all terrain is available, the Staging Area in a regular mission is made up of cards from another terrain deck. These assault courses use the Normandy deck in order to minimize the components you'll need to prepare.

The Action Deck

The Action Deck consists of 50 Action cards, 1 reshuffle card and four hint cards. Remove the hint cards, shuffle the deck, including the reshuffle card, and place it to one side.

Other Components

You'll need the Command Display Card and Turn marker. 1st PLT, 2nd PLT and CO HQ Command markers and several "Exposed" markers. Place the Command markers and Turn marker on the Command Display. The HQ Command markers start with their Activation Completed side face up.

CO HQ Activation Completed		1 st PLT Activation Completed		2 nd PLT Activation Completed		COMMAND U.S. ARMY - NORMANDY							
1		2		3		4		5		6			
		Max Save GREEN Ltd Vis		Max Save GREEN Norm Vis		Max Spend Limited Visibility				Max Spend Normal Visibility			
						Max Save LINE Ltd Vis				Max Save LINE Norm Vis VET Ltd			
TURN		GAME TURN		2		3		4		5		6	

Finally, locate the following US units:

- o CO HQ, MTR FO, ARTY FO
- o 1/LMG, 2/LMG, 1/AT, 2/AT, MTR SEC
- o 1 PLT HQ, 1/1 PLT, 2/1 PLT, 3/1 PLT
- o 2 PLT HQ, 1/2 PLT, 2/2 PLT, 3/2 PLT





And the following units for the enemy packages:

- o 2 Trenches, 1 Foxholes, 1 Bunker
- o 2 LMG teams, 2 Squads (3-step A/S-rated units)



Enemy Setup

For the first run, set up the enemy on the map.

The enemy will have a rifle squad in each trench, an LMG in the bunker, and another LMG in the foxholes. Place the trenches on Row 3, one in Column 2 and one in Column 3.

The bunker will be placed in Row 3. Draw Action cards and check the random number table to determine the placement column and direction it is facing. The foxholes will be placed in Row 2. Determine the column by drawing a random number between 1 and 4.

Row 3: Bunker Placement Column	
R#	Column
1/2	2
2/2	3

Bunker Placement Direction	
R#	Column
1/3	Below-left
2/3	Below-center
3/3	Below-right

Row 2: Foxholes Placement Column	
R#	Column
1/4	1
2/4	2
3/4	3
4/4	4

Objective

The objective is to use the two platoons to eliminate all enemies on the map in 10 turns. There are no ammo restrictions and all units start at Line experience. The enemy positions while “known” are not considered Spotted.

Fire Missions

There are unlimited Fire Missions available. The Mtr FO and Arty FO each draw 2 cards to make an Attempt to Call for Fire from either 81mm Mortars (–3 VOF) or 105mm Artillery (–5 VOF). The CO HQ may also attempt a Call for Fire from either the mortars or the artillery, but with only 1 draw. (Battalion fire missions [7.16.2B] are not available.)

Communications

For this first run assume that the CO HQ is always in communication with the PLT HQs and with the mortar section.

Special Rules

The enemy is using **Deliberate Defense** tactics. In the Enemy Activity Phase, enemy units will ignore a “Remove unit, place PC marker” action result and do “No Action” instead.

Since we are not using the Potential Contact system in this Run, we will not track the Activity level.

New Unit - The Mortar Section



The **mortar section** is a powerful unit with various special rules. These are covered in detail in 7.3. For now follow these rules:

- Like regular units, unless otherwise engaged, mortar sections open fire with their Basic VOF (H) as soon as Spotted enemy units are in LOS.
- A mortar section cannot fire at all while Exposed.
- Mortar sections cannot Infiltrate.
- Mortar sections (and smaller 1-step mortar teams) cannot fire from Woods terrain.
- Mortar sections can also be ordered to fire indirectly. See 7.3 for an example of how this works.

Step-by-Step Example

This example will step through the first two turns to demonstrate the Sequence of Play for managing a whole company. Follow along and then continue from turn 3, or reset and try the CAC from the beginning. Practice until you are comfortable then try Run 2 which adds the Potential Contacts system and then Run 3 in which we equip the HQs with real radios.

Put the Sequence of Play next to your map, as always we will follow this throughout the exercise.

Note: We will not be using the Activity markers that we learned about in the PAC until we add in the Potential Contacts system in Run 2.

Setup

Having set up the map, we place the enemy squads in trenches on Row 3 and draw Action cards to determine the position of the LMGs in the bunker and foxholes on rows 3 and 2. We draw a 1 for bunker placement (Column 2) and a 3 for its direction (Below-right). And we draw a 3 for the foxhole column. Bunkers have a limited firing arc; units inside cannot fire at Point Blank Range (on the same card) and cannot Shift Fire to a different direction.

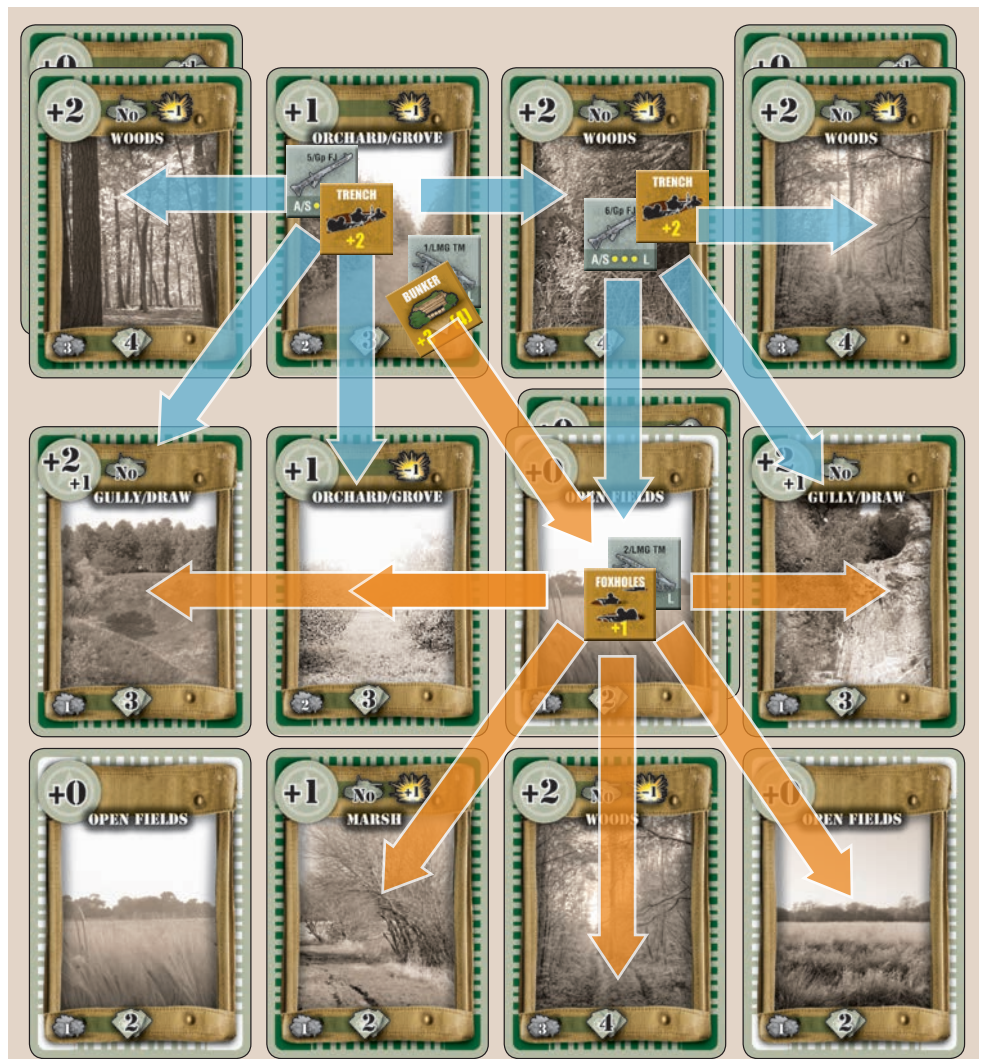


LOS

Before we begin, we check the Line of Sight (LOS) of the enemy units. There are two important factors, Terrain Card Borders and Hills. Units on Hills can see over dark terrain borders, so the German LMG in the foxholes is covering all of Row 2, which may hamper progress a little. Other enemy units are limited to Close Range LOS due to dark terrain borders and the hill.

Interesting positioning on the bunker facing the German Fox-holes. There's some potentially dangerous miscommunication going on there on the German side. Or maybe they're just really invested in protecting the hill. This will make it hard to take in a close assault.

The dark LOS borders and hills mean that the FOs will need to get in close before they can call for fire.





Next we place our units in the Staging area. We'll put 1st Platoon in Column 2, 2nd Platoon in Column 4 and CO HQ in between them. We'll place the mortar section with CO HQ. One MG team and One bazooka team are attached to each platoon. The Arty FO is attached to 1st Platoon and the Mtr FO is attached to 2nd Platoon. The mortar section could also be attached to either Platoon but we choose to leave it unassigned, which means only the CO HQ can give it orders.

We mark all of the enemy units Unspotted to remind ourselves of just how tough this is going to be, place the Turn marker on turn 1, and start playing from the top of the Sequence of Play.

There are no random events in these assault courses, so we skip the **FRIENDLY HIGHER HQ EVENT PHASE**.

FRIENDLY COMMAND PHASE

Since we're using a full company (less one platoon), the CO HQ is on the map. The Higher HQ immediately above the CO HQ is the BN HQ. BN HQ is located off-map and will Activate the CO HQ each turn.

Activation Segment

BN HQ Impulse

BN HQ Activates the CO HQ. We flip the CO HQ Command marker to its Commands Available side.

Note: It's very rare that the BN HQ is out of communication with the CO HQ. It can happen during a comms breakdown event or an event where the BN HQ appears on the map and subsequently moves out of communication with the CO HQ. Also if the CO HQ is eliminated, any newly reconstituted CO HQ will need to find a BN TAC radio to get back in communication (they can adapt an existing one, such as the radio used by the Arty FO, or go and find the original if it isn't broken).

CO HQ Impulse

The CO HQ was Activated by the BN HQ, so they now draw for Commands. We draw Action card #49 which gives 1 point. Not ideal. CO HQ spends the 1 point to Activate 1st PLT HQ. We flip 1st PLT HQ to its Commands Available side and flip the CO HQ Command marker back to Activations Completed.

PLT HQ / CO Staff Impulse

1st PLT HQ was Activated by the CO HQ, so they now draw for Commands. We draw Action card #31 which gives 3 Command points and place the Command marker on the 3 column of the Command Track.

I think our basic plan is to distract the LMG on the Hill with a small force from 1st Platoon taking cover in the Marsh, while moving in our real attack force from the more exposed side once it's busy. The diversion should work.

1st PLT HQ uses two points:

1. Order 1/1 squad to Detach an Assault Team.

We reduce 1/1 squad from 3-steps to 2-steps by flipping over the counter. Then we place an Assault Team on the same card.

Play Note: Fire Teams or Assault Teams can be detached from squads as desired. However Fire Teams have very limited abilities, and cannot for example be used to scout into unknown territory. The list of allowed actions for each LAT type can be seen on the LAT Limitations chart on the Charts & Tables player aid.

- Order the Assault Team to Move forwards into the Marsh. They Move and are marked Exposed.



Immediately the German LMG opens fire. We place a PDF pointing from its card towards the Marsh and an Automatic Weapons VOF marker on the Marsh where our Assault Team is located.

1st PLT HQ saves 1 point. 1st PLT HQ Command marker is flipped back to its Activations Completed side and we slide it down into the Saved Commands Zone.

2nd PLT HQ was not Activated by the CO HQ, so cannot take any actions in this Segment.

Initiative Segment

CO HQ Initiative Impulse

The CO HQ was Activated this turn, so does not draw for Initiative commands.

PLT HQ Initiative Impulse

We check to see if any HQs have not yet been Activated. 1st PLT HQ was Activated (we can tell because its Command marker is down in the Saved Commands Zone), so will not do anything in this impulse. 2nd PLT HQ however was not Activated, so can take actions in this Impulse. We flip the Command marker to its Commands Available side.

2nd PLT HQ now draws for Initiative Command points. We draw an action card and check the smaller number in the top left of the card. It's card #36 which gives us 1 point. No bonuses or penalties apply right now (2nd PLT HQ is not yet under fire).

One point is not quite enough to do what we want, but we use it to have 2nd PLT HQ order 2/LMG to Move forwards into the Open Fields. They move and are marked Exposed.

The German LMG has not been Spotted yet, so is still not under fire from our units. We have one last chance to do something useful this turn...

We skip the CO Staff Initiative Impulse as there are no CO Staff involved in the assault course and move on to the General Initiative Impulse.

General Initiative Impulse

We draw an Action card, #39. Again, only 1 point.

We use this point to have 2/LMG Attempt to Spot the German LMG in the Foxholes. Checking the Spotting Attempt Draw Modifiers table we apply the following modifiers:

Base: 2 cards

Target Under Cover: -1

Target card has +0 Cover & Concealment Value: +1

Target has a VOF rating of A: +1

For a total of 3 cards. We draw Action cards #18, #5 and #48. Card #5 has a crosshairs indicating a successful Spotting attempt!

We remove the Unspotted marker and 2/LMG immediately Opens Fire. We place a VOF marker between the two Open Fields cards and an Automatic Weapons VOF on the Open Fields card with the German LMG. Our Assault Team also has LOS to the German LMG, but unfortunately only has a range of P (Point Blank) so does not open fire.

Note: During every Phase, Segment and Impulse except the Combat Effects Segment, whenever something happens on the map, check if VOFs or PDFs need to be updated. Units that are not already firing somewhere, will open fire as soon as any opposing units come into LOS. This can happen in several ways, for example because a unit moved, units were successfully Spotted, smoke cleared, night ended, the weather cleared up, etc.

ENEMY ACTIVITY PHASE

There are no Enemy HQ Events in this assault course, so we skip the Enemy Higher HQ Event Segment (and besides no events take place on turn 1 even if there were any)

Enemy Activity Check Segment

Each enemy unit on the map makes an Activity check. None of the units on Row 3 have LOS to US units, so will end up doing nothing (due to the special rule on ignoring "remove from map" results). We'll just check for the LMG on the hill on Row 2.

We look down the Defensive Enemy Activity Hierarchy for the first situation which applies. In this case it's ***"Under fire from a different direction to its own PDF"***. We then draw an Action card and check the random number section against the 3rd column (for "Deliberate" tactics). There are four possible options, Card #10 is drawn which gives a result of 1: "No Action".

The German LMG does not take an action this turn, so it continues to fire its Basic Automatic Weapons VOF down into the Marsh at 1st Platoon's Assault Team. Remember units don't need orders to shoot their Basic VOF at spotted enemies in their Line of Sight. This is exactly the same for enemies as it is for your units. Only G!-rated units do not fire automatically every turn (as they do not have a Basic VOF).

We skip the **MUTUAL RETREAT AND CAPTURE PHASE** and **AT COMBAT & VEHICLE MOVEMENT PHASE** as there's nothing to do in either right now.

MUTUAL COMBAT PHASE

There are no Fire Missions to update, no PC markers to evaluate and no Pinned units on the map, so we begin this phase with the **Combat Effects Segment**.

Two cards are under VOFs, we check the combat results, and then will make any updates to the VOFs/PDFs during the Clean Up Phase. It doesn't matter in which order we check the combat results as they are all assumed to be occurring simultaneously. So we start at the top row and work our way down.

Card 1

German LMG under fire from US LMG

NCM Calculation:

Terrain: +0

Foxholes: +1

Automatic Weapons VOF: -1

Total NCM: +0

We draw an Action card, it's #11. The Combat Resolution Area indicates that an NCM of 0 gives a result of PIN. We place a Pinned marker on the German LMG.

Card 2

Exposed Assault Team in Row 1 Marsh

NCM Calculation:

Terrain: +1

Exposed: -2

Automatic Weapons VOF: -1

Total NCM: -2

We draw an Action card, it's #24. The Combat Resolution Area indicates that an NCM of -2 gives a result of HIT!

We draw a 2nd card to see what the results of the HIT were. All Assault Teams are assumed to have an experience level of Line. So we will check the result under the Line column of the Hit Effects Section. Action card #33 is drawn, which gives a result of C. The Assault Team is replaced with a Casualty

counter. This step is no longer recoverable, and can only be evacuated as soon as someone gets the chance to do so.

CLEAN UP PHASE

Exposed markers are removed from all units and the 1st PLT HQ Command marker slides to the top half of its 1 box on the Command Track.

The German LMG is Pinned, so their Automatic Weapons VOF is replaced with an All Pinned VOF. In addition, since a Casualty is not considered a valid target, the enemy LMG now receives orders to Shift Fire. Only one other unit is in its LOS; 2/LMG in the Open Fields. We move the All Pinned VOF from the Marsh in Column 2 to the Open Fields in Column 4.

Note: Enemy Cease Fire/Shift Fire orders for units without valid targets occur in the Clean Up Phase and at the beginning of the (Offensive Mission) Enemy Activity Segment. Casualties are never considered "valid targets". Neither are other enemy units, in case you've tricked the Germans into a friendly fire situation. These are general orders/actions taken by all enemy units regardless of restrictions on combat actions for Pinned units.

That's the end of turn 1. To recap we used the following Actions from the Actions menu:

Activate (4.2.1a)	This order is given from a higher HQ (such as BN HQ or CO HQ) to a subordinate HQ or Staff (such as 1st PLT HQ or 1st Sgt). It allows an HQ or Staff to draw for commands in the Activation Segment. While on the map, the CO HQ can Activate HQs and also give individual orders to any units.
Move (4.2.2a)	Moves a unit to an adjacent card. This order marks a unit Exposed.
Attempt to Spot (4.2.4a)	Attempts to spot any unspotted enemy unit in LOS. Various modifiers apply based on terrain type, elevation, experience of spotter and target, and the type of enemy unit you are trying to spot. Once one enemy unit is spotted, all enemy units on the same card become spotted.
Detach Team (4.2.3g)	Removes one step from a 3 or 4 step unit and creates an Assault Team (or a Fire Team). Assault Teams can be handy for scouting, although they can only engage at Point Blank Range.

* Note that besides the Action "Move within a card" (4.2.2f), a unit cannot perform the same action twice in an impulse.

Assault Team



An Assault Team is a 1-step Limited Action Team (LAT). They suffer from fewer movement restrictions compared with other LATs, so make quite useful scouts. Although limited to firing at Point Blank Range, they project an Automatic Weapons VOF so can be dangerous to opposing units (this is more a representation of how aggressive they are than the actual weapons they use). Assault Teams always have an Experience level of Line and are not considered "Good Order" units. They can be given orders by CO HQ and any PLT HQ or CO Staff.



Map at end of Turn 1

Turn 2

Once more we skip past the **FRIENDLY HIGHER HQ EVENT PHASE**.

FRIENDLY COMMAND PHASE

Activation Segment


BN HQ Impulse

BN HQ Activates the CO HQ from off-map. We flip the CO HQ Command marker to its Commands Available side.

CO HQ Impulse

The CO HQ was Activated by the BN HQ, so they now draw for Commands. We draw Action card #30 which gives 3 Command points

The CO HQ spends all three points:

1. Activate 1st PLT HQ.
1st PLT HQ Command marker (currently on the 1 column of the Command Track) is flipped to its Commands Available Side.
2. Activate 2nd PLT HQ.
2nd PLT HQ Command marker is flipped to its Commands Available side.
3.  Set up a Casualty Collection Point. The CO HQ (and any Staff, if present) can designate any card on the map, where the CO HQ/Staff unit is located, including one in the Staging area, as a Casualty Collection Point (CCP). Any casualties on a card designated as a CCP at the end of the turn are considered evacuated.

Note: You will be awarded experience points for evacuating casualties. It's not strictly speaking necessary in this assault course (because, fortunately for everyone's careers, the Assault Team is only playing dead), but we may as well get used to putting best practice into action here during training rather than forgetting later under the pressure of real combat.

PLT HQ / CO Staff Impulse

1st and 2nd PLT HQ were Activated by the CO HQ. We can choose either HQ to start with, so we'll start with 2nd PLT HQ. If 2nd PLT HQ's plans don't work out, 1st PLT HQ may need to step in to support them.

2nd PLT HQ



We draw an Action card for 2nd PLT HQ. It's card #22, which gives us 4 Command Points.

2nd PLT HQ uses all 4 points:

1. Order Mtr FO to Infiltrate forwards.
Due to the VOF on the Open Fields card, the option to Infiltrate is available. We draw 2 cards to make the attempt: We get cards #12 and #24. Neither have the Infiltrate icon, so this is a Failed attempt. Mtr FO Moves forwards and is marked Exposed.
2. Infiltrate itself forwards.

We draw 2 cards and get #19 and #15. Another failure. 2nd PLT HQ moves and is marked Exposed.

3. Order 2/LMG to Infiltrate forwards into the Gully.

We draw 2 cards, #8 and #7, another failure! 2/LMG moves and is marked Exposed. 2/LMG Opens Fire on the German LMG team again as it is still in LOS. German squad 2/3 on Row 3 Open Fire on 2/LMG. A PDF marker is placed and a Small Arms VOF is placed on the Gully where 2/LMG is now located. There are now two cards with VOF markers, meaning the Activity Level increases to 'Engaged!'.

4. Order Mtr FO to Attempt to Call for Fire.

We draw 2 cards, #28 and #29. #28 shows the Burst icon; finally a success! A Pending -3 Incoming VOF marker is placed on the field where the German LMG team is located, along with a Mortar Concentration marker to remind us that subsequent calls for Mortar fire on this card will get a bonus draw.

1st PLT HQ



We draw an Action card for 1st PLT HQ. It's card #16 which shows 3 points. We slide the Command marker over to the 4 box.

1st PLT HQ uses all 4 command points:

1. Order 1/1 squad to Move forwards.
They move and are marked Exposed. 1/1 immediately Open Fire on the German LMG. We place a PDF and a Crossfire marker on the Open Fields terrain card where the German LMG is located.
2. Order the Arty FO to Move forwards.
They move and are marked Exposed.
3. Order itself to Move forward.
1st PLT HQ moves and is marked Exposed.
4. Order 1/1 squad to begin transporting the Casualty.
The Casualty marker is placed under 1/1 squad's counter (it could also be placed on the Command Display as part of 1/1 squad's assets if preferred). A "Pick up" order marks a unit which carried it out Exposed. But 1/1 are already Exposed so no additional penalties are applied.

Initiative Segment

CO HQ and both PLT HQs were Activated this turn so we skip the **CO HQ Initiative Impulse**, the **PLT HQ Initiative Impulse** and the **CO Staff Initiative Impulse** (as there are no CO Staff).

General Initiative Impulse

We draw an Action card and check the small number in the top left to see how many General Initiative points we get. It's card #29, which gives us 2 points.

We spend the 1st point to move the mortar section to the front left Marsh. They do not open fire yet, as a Mortar unit cannot fire while Exposed (due to the time it takes to set up after moving). The Woods may have been a safer spot, but unfortunately Mortars cannot fire from Woods cards.

We spend the 2nd point to have 2/LMG attempt to Spot the German squad on Row 3. An Attempt to Spot can be made on any Unspotted enemy unit, even if the PDF of the unit making the attempt is in a different direction. We check the Spotting Attempt Draw Modifiers table and apply the following modifiers:

Base Draw: 2 cards

Enemy under cover: -1 card

A total of 1 card. We draw Action card #47. The crosshairs icon is present, so the German squad is Spotted! We remove its Unspotted marker.

2/LMG does not Shift Fire automatically, and no other US units are in LOS, so no changes are made to PDFs or VOFs.

ENEMY ACTIVITY PHASE

We skip the **Enemy Higher HQ Segment** as no random events occur in this course.

Enemy Activity Check Segment

The enemy squad and LMG on the Row 3 Orchard can be skipped. The only possible choice on the Hierarchy is Not under fire and no LOS to a US unit, the result of which (Remove unit) will be ignored by special rule during this course.

The squad in Row 3 Woods and LMG in Row 2 Open Fields will check for actions. We randomly select which card will be looked at first by drawing an Action card. On a draw of 1/2 we choose the squad, on 2/2 we choose the LMG. We draw card #46 which indicates a 2. So the Pinned German LMG will check for actions first.

(This is important, because the results of enemy action on one card can easily affect the situation on another.)

Actions for Pinned enemy units are determined on the LAT/Pinned hierarchy, so we look for the first chart that matches the current situation.

In this case **“Pinned under cover”** applies. We then draw an Action card and check the 4-column to see what action the LMG takes. Card #18 is drawn, the 4-column indicates a result of 2: “No Action”

Next we check the German squad on Row 3. Looking down the Deliberate Defense Hierarchy the first table which applies to the current situation seems to be **“Not under fire but has valid target along PDF”**. Under Deliberate tactics, the selection is automatically **“Grenade Attack (or Concentrate Fire).”**

Some of the Actions on the Enemy Activity Hierarchies have a more detailed explanation in the box on the left of the chart. Grenade Attack (Concentrate Fire) instructions tell us to carry out an Attempt to Make a Grenade Attack if possible. The German squad does not have a ranged Grenade Attack capable weapon (such as a Panzerfaust) so are limited to Point Blank Range Grenade Attacks.

The next part of the instructions tells us to make an Attempt to Concentrate Fire if no Grenade Attack is possible. So that’s what we’ll do. The rules are exactly the same for Enemy

Units as for your units. First the German squad picks a target. This can either be a stack of units under a cover marker or a random unit in the out-of-cover area of the card. If multiple targets are available one is selected randomly. However, in this case, 2/LMG is the only valid target. We draw 2 cards for the attempt and get cards #32 and #6. Neither of these have a Crosshairs icon, so the attempt failed. Nothing further is done.

We skip the **MUTUAL RETREAT & CAPTURE PHASE** as there are no Paralyzed or Litter teams on the map, and the **AT COMBAT & VEHICLE MOVEMENT PHASE** as we have no Vehicles on the map.

MUTUAL COMBAT PHASE

Fire Mission Update Segment

The Pending Fire Mission marker on Row 2 is flipped to its Incoming side. At this point the German LMG immediately loses LOS off the card. We remove the PDF marker and the Automatic Fire VOF marker on 2nd PLT HQ’s card.



Smoke and various Fire Missions block LOS. Units can fire into a card with a smoke or Incoming marker, but not through it to another card beyond. And units cannot fire out of the card at all.

There are no PC markers to be evaluated in this mission, so the **PC Marker Evaluation Segment** is skipped.

In the **Pinned Recovery Segment**, we check to see if any pinned units are not under a VOF. Right now there is only one Pinned unit (the German LMG) and they are under heavy fire, so will remain Pinned.

Combat Effects Segment

There are two cards under VOFs that we need to calculate combat effects for (German LMG in the Open Fields and US 2/LMG in the Gully). VOF and PDF markers are not updated until the Clean Up Phase, so the results of one combat will not affect another. So just pick cards to calculate as seem logical to you (starting from the top row, working left to right before moving to the next row is recommended).

We'll work from left to right.

Card 1

German LMG in Open Fields under fire from multiple sources

NCM Calculation:

Terrain: +0
Foxholes: +1
Pinned: +1
Incoming VOF: -3
Crossfire Modifier: -1

Total NCM: -2

Note: Only the most powerful VOF from all those affecting the card, in this case Automatic Weapons (-1) and Incoming (-3), is used in the NCM calculation.

We draw an Action card and check the Combat Resolution area. We get card #23 which indicates a result of HIT for an NCM of -2.

We draw another Action card and check the Hit Effect section under the column Line (as all units in this exercise start at Line experience) to see what the results of the hit were. It's card #21 which gives a result of PP.

This means that up to 2 steps have become Paralyzed. Since the LMG only has 1 step, we ignore the 2nd letter altogether and read it as a result of "P". The LMG counter is replaced with a German Paralyzed Team.

Since a Paralyzed Team is a generic LAT, there is no way for the LMG to recover. Assume that the main weapon has been destroyed and the remaining crew are doing their best to survive. The team remains Pinned (all HIT results also Pin the unit and any resulting units it may split up or convert into).

Card 2

1/LMG in Gully under Small Arms Fire

NCM Calculation:

Terrain: +2
Exposed: -2
Small Arms VOF: +0

Total NCM: +0

Note: The larger Terrain Cover & Concealment value (+2) is used. The smaller number is only used when all fire entering the card is across the white borders of the card; the top and bottom in the case of this Gully. The diagonal has a Dark Green border.

We draw Action card #24. The Combat Resolution area indicates a result of PIN for an NCM of 0. We place a Pinned marker on 1/LMG. Pinned units do not fire as well as Good Order units, so the Basic VOF of the LMG is temporarily reduced to Pinned (+2). We replace the Automatic Fire VOF on the Open Fields with a Small Arms VOF (from 1/1 squad in Row 1), which is now the most powerful VOF affecting the card (or will be when the Incoming marker is removed next turn).

CLEAN UP PHASE

Exposed markers are removed from all units. This results in the mortar section on Row 1 opening fire on the German Paralyzed Team in Row 2 Open Fields. The Small Arms VOF (+0) is replaced with a Heavy Weapons VOF (-3).

The Turn marker moves up to turn 3, 1st PLT HQ Command marker slides to the top half of its box, and we go back to the top of the Sequence of Play.

That's the end of turn 2. To recap we (and the enemy) used the following Actions from the Actions menu:

Activate (4.2.1a)	This order is given from a higher HQ (such as BN HQ or CO HQ) to a lower HQ or Staff (such as 1st PLT HQ or 1st Sgt). It allows an HQ or Staff to draw for commands in the Activation Segment. While on the map, the CO HQ can Activate HQs and also give individual orders to any units.
Move (4.2.2a)	Moves a unit to an adjacent card. This order marks a unit Exposed.
Infiltrate (4.2.2c)	Attempts to move a unit to an adjacent card without being marked Exposed. Requires a VOF on the origin card or the destination card.
Attempt to Spot (4.2.4a)	Attempts to spot any unspotted enemy unit in LOS. Various modifiers apply based on terrain type, elevation, experience of spotter and target, and the type of enemy unit you are trying to spot. Once one enemy unit is spotted, all enemy units on the same card become spotted.
Call for Fire from an Off-Map Firing agency (4.2.4i)	Makes an Attempt to call for off-map artillery and mortar barrages. Also air strikes and attack helicopters in later eras. Requires an eligible Spotter (such as an FO or CO HQ) with LOS to the target. Mission instructions will indicate the kind of fire missions available and how many cards friendly and enemy spotters draw for the attempt. Full details of the various types of off-map fire support and the various procedures involved can be found in 7.16

Designate a New Tactical Control (4.2.1l)	Tactical controls can be set by the CO HQ or CO Staff. The mission instructions will indicate what kind of tactical controls may be set during a mission. Casualty Collection Points (CCPs) can usually be set during a mission, the action can be used to designate Landing Zones for helicopters in Vietnam era and later missions.
Pick up, load, unload, embark (4.2.2h)	This action allows units to pick up assets, ammo and casualties from a card, have a vehicle load the contents of a card or unload the items it is transporting. And is also used to have infantry units embark vehicles. Notably not included are “drop” orders, which can be carried out automatically whenever required, even out of sequence, and ‘Disembark’ which is carried out in the vehicles phase as part of a Vehicle Movement Action. Details on transportation rules and limitations can be found in section 5.
Attempt to Concentrate Fire (4.2.4b)	This order can be given to any unit with a Basic VOF (S, A, H, A/S). Two cards are drawn, if at least one has a crosshairs icon, a Concentrated Fire Modifier marker is placed on the target (which can be a single random unit out of cover, or a stack of units under a cover marker). This gives a -1 bonus when calculating the NCM in the Combat Effects Segment. Concentrated Fire is covered in detail in section seven (7.11).

* Note that besides the action “Move within a card” (4.2.2f), a unit cannot perform the same action twice in an impulse.

Continue with this run and try to destroy the remaining units. In turn 3 you will be able to evacuate the Casualty by moving them to the CCP (the transporting unit will drop them automatically when they get there). You could attempt to capture the paralyzed unit on the hill by moving units there as per the Capture instructions in the Sequence of Play. Although with an enemy bunker facing in that direction it won't be easy.

If you run into issues look up rules for combat in section 6 of the rulebook and rules for LOS and terrain in section 5. Details of making special attacks or such as Grenade Attacks and Concentrated Fire and using the FO for making Calls for off-map fire missions can be found in section 7.

When you are comfortable with movement and combat, move on to Run 2 which uses the Potential Contact System and Run 3 which introduces radios to get you used to dealing with real communications issues.



Map at end of Turn 2

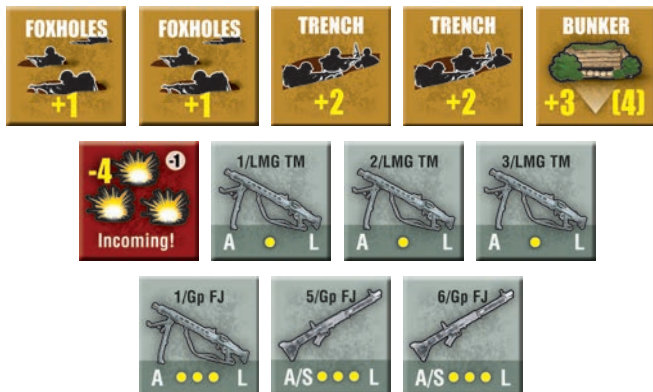
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Run 2 - Potential Contact System

This uses the same map and US units as run 1. In addition we will prepare seven enemy “packages” that may appear during the course of play. The objective of this course is to Secure the Woods on the Hill on Column 2, Row 3.

Prepare the following enemy units:

- 3 German LMG teams
- 2 German FJ squads (3 steps, rated A/S)
- 1 German squad (3 steps, rated A)
- 2 Foxhole markers, 2 Trenches and 1 Bunker marker.
- 1 Incoming VOF (–4)



This is the complete counter mix available for enemy placements in this course. If the Potential Contact System calls for placement of enemy counters which are already in use, ignore the draw and select from the packages that you are able to place. If nothing is available, there is no contact.

In addition we need some PC markers, four A markers and four B markers, and the Activity Level markers.



Place 1 A marker on each card in Row 1. Place 1 B marker on each card in Row 2. Place the No Contact marker at the top of the map or on the Command Display. Contact Level and PC markers are used to determine the enemies encountered throughout a mission. As previously in the PAC, keep track of the Contact Level whenever changes occur on the map.

Package Placement

We will use the Enemy Package tables below to determine the enemies we encounter during this assault course.

Each time a squad is drawn, pick the type (A-rated or A/S-rated) randomly.

Full details of the Package Placement System can be found in Section 8: The Enemy. Check the rules for placing enemies in 8.4.3 if it is not obvious where to place a package.

Three rules to bear in mind when placing enemy packages are:

- 1) Respect the counter mix. Redraw if there are not enough counters to place the package.
- 2) Don't place an enemy where one already exists.
- 3) Enemy units placed on the map must Open Fire on the unit which triggered them.

Assault Course Enemy Package List			
#	Package	Spotted?	Placement
1	Incoming Artillery! (–4)	-	On triggering card (no Spotter)
2	LMG in Foxholes	No	Random card on Row 2
3	LMG with no cover	Yes	On triggering card
4	Squad in Foxholes	No	Random card on Row 2
5	Squad in Trench	No	Random card on Row 3
6	LMG in Bunker	Yes	Random card on Row 3
7	Squad in Trench + LMG in Bunker	No	Random card on Row 3 (place both units on the same card).

Potential Contact Table		
Package	PC A R#	PC B R#
1	1/6	1/7
2	2-4/6	-
3	5/6	2/7
4	6/6	-
5	-	3-4/7
6	-	5/7
7	-	6-7/7



Run 3 - Adding Communications

Communications, or the lack thereof, are one of the most important considerations in *Fields of Fire*. Up until now, the CO HQ has been in communication with the PLT HQs automatically. For Run 3 we will equip the company with radios which they must use to communicate with one another.

Before beginning this run, you will need to consider not only the LOS of potential enemies, but also how your HQs can communicate with each other.

Place the following radios on the Command Display:

CO HQ: BN TAC

SCR300 radio, SCR536

CO TAC Net radio

1st PLT HQ, 2nd PLT

HQ, Mtr Sec: SCR536

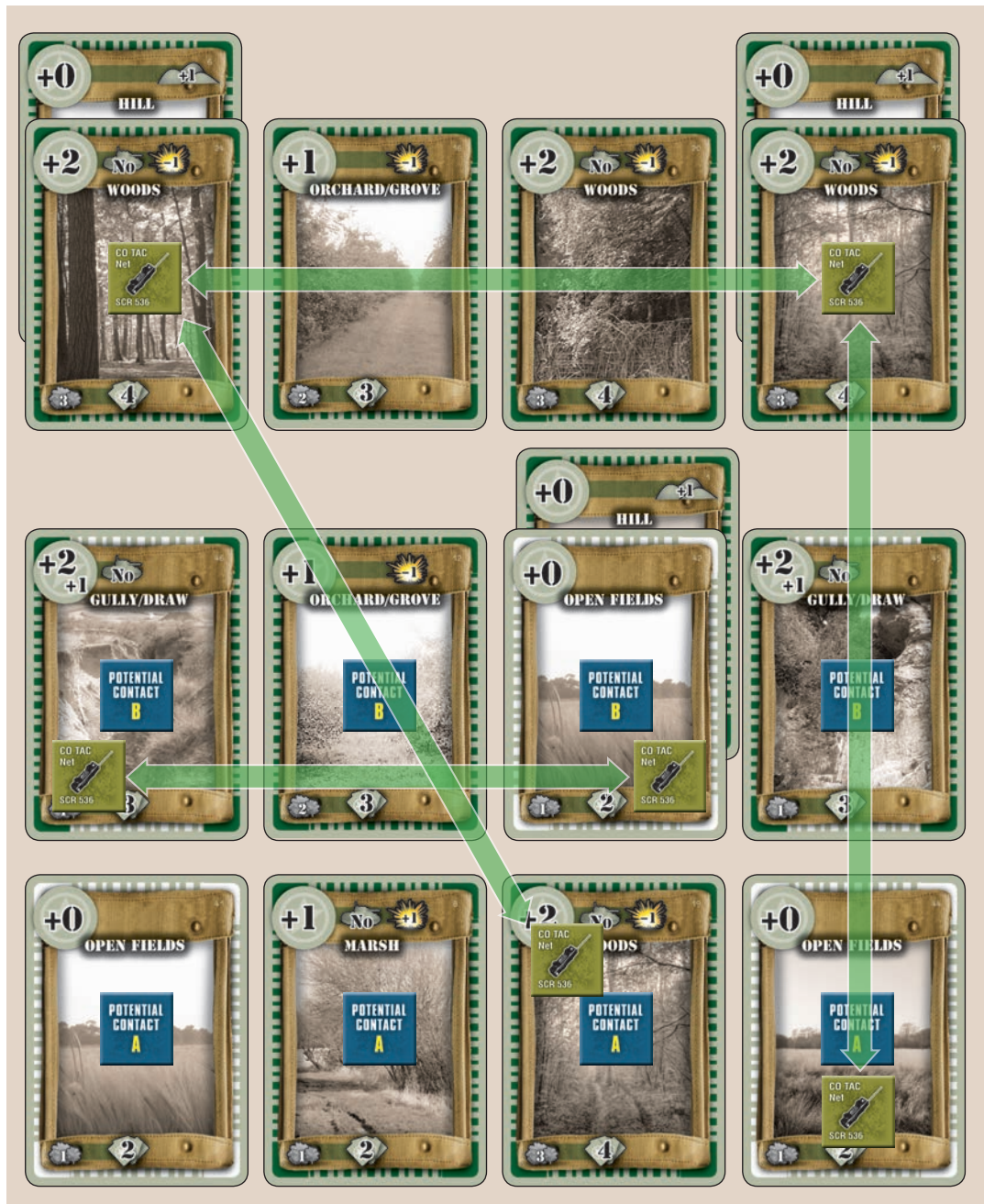
CO TAC Net radios

The BN TAC radio allows the CO HQ to be activated every turn by the off-map BN HQ. Try not to lose this!

The CO TAC radios allow the CO HQ to Activate the Platoon HQs (or give them other orders directly) when Visual/Verbal communication is not possible.

Now we have two ways for the CO HQ to communicate with PLT HQs and the mortar section:

- 1) Visual-Verbal communication (CO HQ is in the same card area as the PLT HQ it wants to give orders to)
- 2) Radio communication. The SCR536 radio provides communication to any PLT HQ or the mortar section in LOS of the CO HQ. This will generally be limited to the adjacent card in this assault course, although hills will provide LOS over other cards. The SCR536 radio does not function at all from under a Cover marker.



In addition to communication between radios on adjacent cards, the hills provide longer range communications as shown in the diagram:

Note: In later eras as communications become more efficient, individual squads are equipped with radios, allowing Platoon HQs to give them orders from a longer distance.

Afterword

Carry out company assault courses until you feel comfortable with the system. There are various Actions which you may want to look up in the rulebook such as Grenade Attacks and reconstituting a PLT HQ when they inevitably become casualties.

Full communication rules can be found in 4.3. Experiment with using Runners and Field Phones using this Setup if you want to.

This concludes your training; the next step is to pick a mission. We recommend trying the Stand-Alone Mission, and try to put everything you've learned into practice. Additional guidance, including an example of play using all of the game rules can be found in the Advanced Operations Field Manual.

As you learn, look up rules for different unit types (most of which can be found in the rulebook, section 7) when you feel you want to make use of them. There is no pressure to

utilize everything at once, and you are not expected to be able to carry out a perfect mission on your first try.

From time to time you will run into situations where two conflicting rules seem to apply, or perhaps you simply can't remember which rule applies at all or where you might look for it in the rulebook. In these situations, simply draw an Action card and make your decision as to what happens with a random number. You will learn eventually. *Fields of Fire* is designed to be a learning journey; a system that you should spend time with, experiment with, and gradually build up your knowledge of both rules and tactics. It will never become exasperated at you for forgetting the rules, or "break" just because you placed a marker in the wrong place.

If a mission provides you with a memorable experience and stories of amazing happenings on the battlefield, you have played a successful game even if you got every rule wrong.

