



FIELDS OF FIRE



KEEP UP THE FIRE!
STAND-ALONE MISSION & EXAMPLE OF PLAY
FIELDS OF FIRE VOL. 1



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Guide to Units for this Mission

9th Infantry (US Units)



The CO HQ includes the Company Commander (you, a Captain) and various radio operators and other assistants. Use the counter with an S-rated Fire Team on the reverse side.



The XO (Executive Officer) is a Lieutenant and is second in command of the company. Use the counter with an S-rated Fire Team on the reverse side.



The Company First Sergeant is the senior enlisted advisor to the Company Commander. Use the counter with an S-rated Fire Team on the reverse side.



Platoon HQs include the Platoon Commander (a 2nd Lieutenant), Platoon Sergeant and radio operators. Use the counter with an S-rated Fire Team on the reverse side.



Activate Orders are given to the CO HQ from the Battalion Commander every turn in the **BN HQ Impulse**. They remain off map for the whole of this mission so the counter is not needed.



Although your squads are meant to be made up of 12 men, due to previous missions they are only between 6-9 strong in this mission. They are armed with the M1 rifle (one with a rifle grenade-launching attachment), a couple of M1 carbines, and a Browning Automatic Rifle (BAR).



Your LMG teams use .30cal machine guns mounted on light tripods (the M1919A4).



The 60mm mortars provide the company with their own indirect fire support. Although they fire bombs that are not much larger than a hand grenade, they can be very effective.



Bazooka teams are armed with the M1A1 2.36" Rocket Launcher.

German Units



Use the four German Grenadier squads labeled "GR" for squad packages.

These squads are either armed with Kar98k bolt-action rifles (the S VOF rated squads) or are centered around an MG42 machine gun (the A VOF rated squads).



You will occasionally come up against smaller teams consisting of just the MG42 and its gunners and ammunition bearers.



Using a scoped Kar-98k rifle, German snipers will try to kill key personnel and keep formations pinned down and unable to maneuver.



When mounted on a heavy tripod the MG42 could maintain a very high rate of fire; 1200 rounds per minute.



Rules Simplifications

This mission is not designed as part of the historical campaign, but as a learning tool and a quick sit-down-and-play if you do not have the time to invest in a full campaign. It uses the Normandy terrain deck, but could be set anywhere in Europe, and the following simplifications apply:

Experience

All units begin at Line experience; this is the most common experience level in normal play and reduces the need to reference which modifiers apply. As your company will not be conducting any further missions after this one, Experience Points are replaced with achievement points to help gauge your relative success or failure in this mission.

Task	Achievement Points Earned
Secure the Primary Objective Card	5
Secure the Secondary Objective Card	4
Secure the Attack Position Card	3
Clear another PC A card (not including Objectives or Attack Position)	2 per card
Clear another PC B or C card (not including Objectives or Attack Position)	1 per card
Capture an Enemy Prisoner	2 per step
Capture an Enemy Casualty	1 per step
Perform a successful point blank Grenade Attack	1 per attack
Complete a Higher Headquarter Event marked with *	1
Successfully evacuate a friendly casualty	1 per step
Clear an Enemy Bunker (in addition to the Card)	1 per Bunker
Clear an Enemy Pillbox (in addition to the Card)	2 per Pillbox

Ammunition (7.18)

Although managing the ammunition of heavy weapons is a key part of commanding a company, tracking ammunition can be time consuming. These missions will use Higher Headquarters Events to cover ammunition; no ammunition or fire missions are manually tracked. Enemy Spotters draw 2 cards to make subsequent calls for fire (8.10). If the attempt fails, the Spotter is immediately removed from play.

Communications (4.3)

Similarly, making sure all your units are in a position to receive commands is a key part of *Fields of Fire*, but to keep this mission simple all Unpinned HQs and Staff are considered to be in communication. Any Unpinned HQ and Staff is also considered to be in communication with any friendly unit on the same card.

Pyrotechnic commands are not available in this mission, so no Phase Line markers are placed at setup. The Attack Position, normally used as part of pre-arranged pyrotechnic commands, is placed just for the Achievement Point bonus.

Vehicles (10.0)

No vehicles are present in this mission.

General Mission Rules

Prisoners (8.15)

Both sides take prisoners in this mission.

Grenade Attacks (7.10)



US and German Grenade Attacks both use a -4 VOF.

Casualty Evacuation (5.1.7)



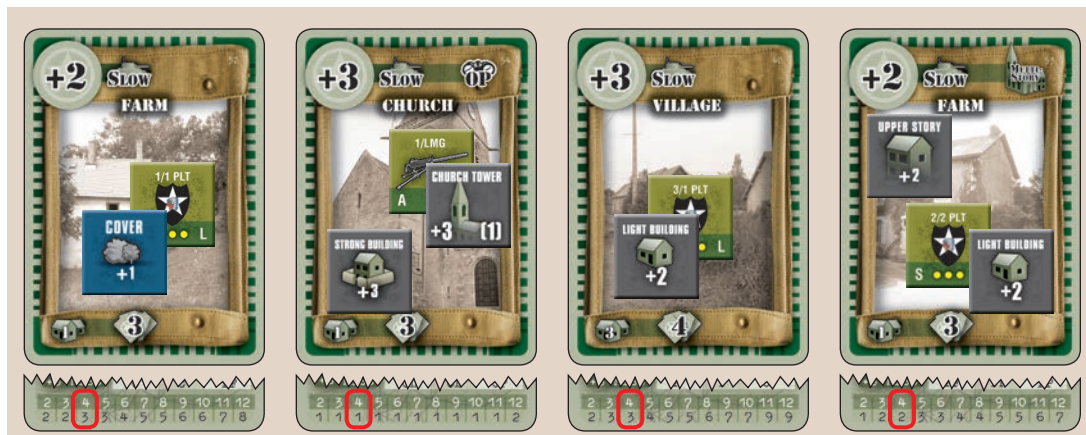
Place a CCP tactical control marker (Casualty Collection Point) on a Face up card of your choice or any one card in the Staging Area before the mission begins.

Cover (5.2.4)

- After a successful Attempt to Seek Cover (4.2.2e) action on a **Farm, Village, Church** or **Cemetery** card, draw on the following chart to see if a building or standard cover (indicating ruins) is discovered:

R#	Village	Farm	Church	Cemetery
1/4	Strong Building (+3)	Strong Building (+3)	Strong Building (+3)	Strong Building (+3)
2/4	Strong Building (+3)	Light Building (+2)	Strong Building (+3)	Light Building (+2)
3/4	Light Building (+2)	Standard Cover (+1)	Strong Building (+3)	Standard Cover (+1)
4/4	Standard Cover (+1)	Standard Cover (+1)	Standard Cover (+1)	Standard Cover (+1)

Place upper story or church tower markers as appropriate when building cover is placed (5.2.2B).



If a German force package is placed on a Farm, Village, Cemetery or Church card, consult the table above and if the building cover value is the same or better than the enemy cover listed in the enemy package chart, place them in the building. Place Spotters and Snipers in the upper story if possible.

Note: As noted in 8.4.6, the use of upper stories for enemy placements is not standard, and it will always be stated in the mission instructions if they will be used.



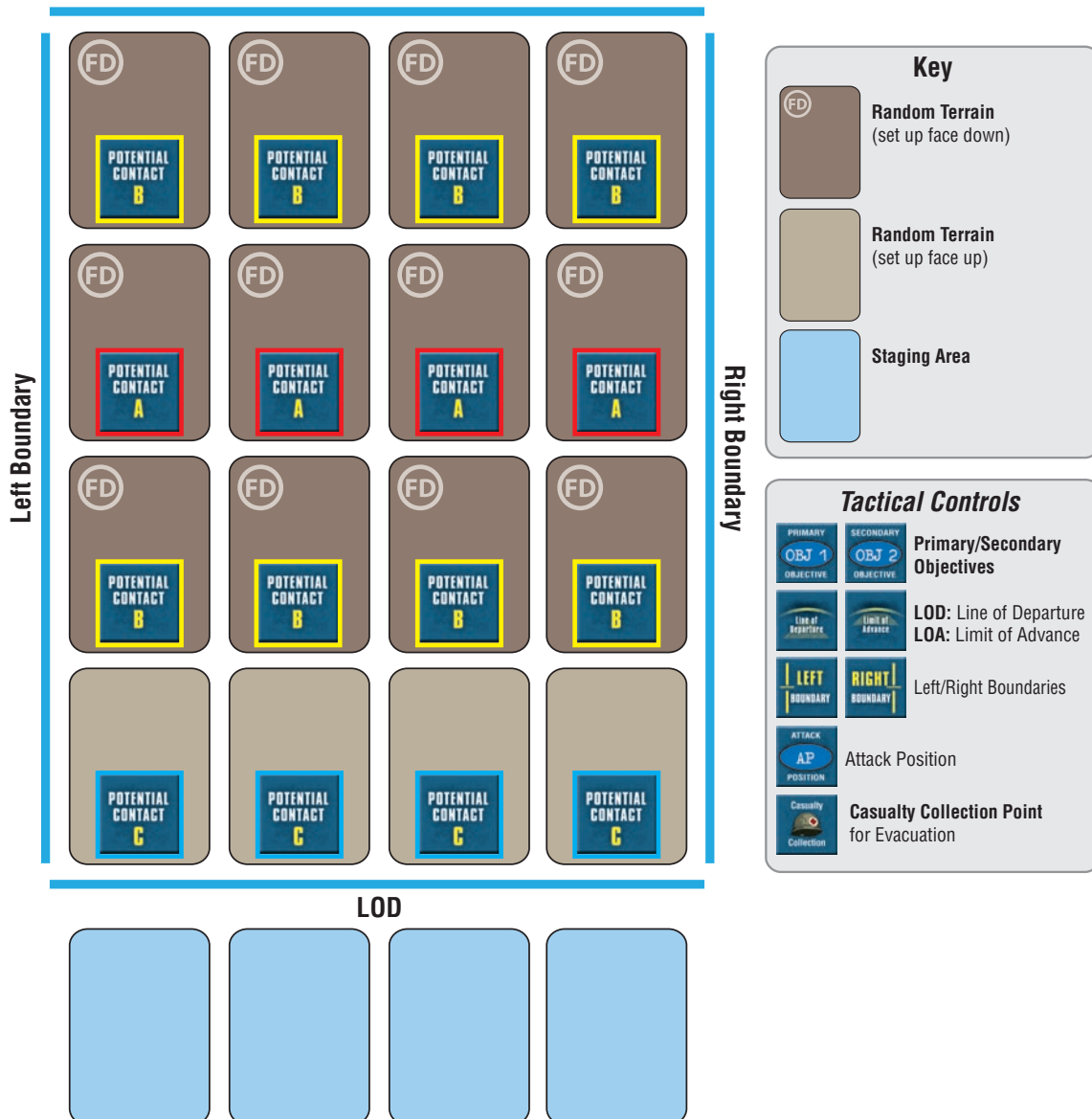
Somewhere between the Rhine River and Czechoslovakia. Officers of the 9th Regiment standing next to German Pillbox.

Setting Up the Mission

Situation	
Type, Duration, Visibility	Offensive, 10 Turns, Daylight +0
Map	<p>4 columns by 4 rows.</p> <p>Shuffle the deck and lay the 4 cards of the Staging Area (2.5) face down.</p> <p>Lay the 4 cards for Row 1 face up and Rows 2, 3 and 4 face down.</p> <p>If a Row 1 card allows LOS from the staging area through to Row 2, turn the relevant Row 2 card(s) face up.</p> <p>Continue with Rows 3 and 4 the same way if the LOS extends from the Staging Area.</p>
Mission Objective	Secure the Primary and Secondary Objectives on Row 4.

Tactical Controls	<p>The Line of Departure (LOD) is between the Staging Area and Row 1.</p> <p>The Limit of Advance (LOA) is at the Top of Row 4.</p> <p>Left Boundary is left of Column 1</p> <p>Right Boundary is right of Column 4.</p> <p>After building the map, place Primary and Secondary Objectives in cards of your choice on Row 4.</p> <p>Place an Attack Position on Row 3 adjacent to either the Primary or Secondary Objective.</p>
Potential Contact Placement	<ul style="list-style-type: none"> • Row 4: B • Row 3: A • Row 2: B • Row 1: C
Enemy	<p>Tactics: Deliberate Defense</p> <p>Use the German Grenadier units labeled “Gr”.</p>

LOA





Company Table of Organization & Equipment (TO&E)

Start the mission in the Staging Area with the following units, attachments and assets:

Unit	Description	Steps
Company Headquarters		
CO HQ	Company Headquarters	1
CO XO	Company Executive Officer	1
CO 1 Sgt	Company 1st Sergeant	1
1st Platoon		
1 PLT HQ	1st Platoon Headquarters	1
1/1	1st Squad, 1st Platoon	3
2/1	2nd Squad, 1st Platoon	3
3/1	3rd Squad, 1st Platoon	3
2nd Platoon		
2 PLT HQ	2nd Platoon Headquarters	1
1/2	1st Squad, 2nd Platoon	3
2/2	2nd Squad, 2nd Platoon	3
3/2	3rd Squad, 2nd Platoon	3
3rd Platoon		
3 PLT HQ	3rd Platoon Headquarters	1
1/3	1st Squad, 3rd Platoon	3
2/3	2nd Squad, 3rd Platoon	3
3/3	3rd Squad, 3rd Platoon	3

Company Weapons Teams (Platoon assignment)

Assign the following company weapons teams to any of your platoons. Teams can be given orders by the HQ of the platoon they are assigned to or by any CO Staff or CO HQ. Platoon designation cannot change during the mission (2.3.3).

Company Weapons Teams (Platoon assignment)		
Unit	Description	Steps
1/LMG	1st Light Machine Gun Team	1
2/LMG	2nd Light Machine Gun Team	1
1/AT	1st Bazooka Team	1
2/AT	2nd Bazooka Team	1
3/AT	3rd Bazooka Team	1
1/Mtr	60mm Mortar Team 1	1
2/Mtr	60mm Mortar Team 2	1
3/Mtr	60mm Mortar Team 3	1

Attachments

The following units from other formations are attached to the Company for this mission.

Attachments			
Unit	Description	Parent Unit	Steps
ARTY FO	Artillery Forward Observer	15th Field Artillery Battalion	1
MTR FO	81mm Mortar Forward Observer	Battalion 81mm Mortar Platoon in Heavy Weapons Company	1

* Either assign these units to a platoon, or leave them unassigned. Assigned units can be given orders from that platoon's HQ. All units can be ordered by the CO HQ and CO Staff regardless (2.3.2).

Assets

The following are the assets that are available for the mission:

Asset	Amount
Rifle Grenades (1 shot)	3 (1 per platoon)
HC Smoke	4
WP Smoke	4

Distribute the assets amongst your units (including attachments). Place them on the appropriate space on the Command Display, or under the unit itself on the map.

Fire Support Available (7.16)

Refer to this table when the FOs or your CO HQ carry out an Attempt to Call for Fire from an Off-Map Firing Agency action (4.2.4i).

Fire Support Available					
Agency	Ammo	Mod	Arty FO Draw	Mtr FO Draw	CO HQ Draw
15th Field Artillery Battalion	HE	-5	3	1	2
	WP	-4	3	1	2
Battalion Mortar Platoon	HE	-3	2	3	2
	WP	-3	2	3	2

Note: Battalion Fire Missions (7.16.2B) are not available for this mission. If a card with multiple burst symbols is drawn, treat it as a regular burst symbol.



Higher Headquarters Events

Starting on Turn 2, refer to these tables when drawing random events. Friendly Higher HQ events affect your own units, while Enemy HQ events affect enemy units. Enemy units affected by Higher HQ events do not draw for an action in the Enemy Activity Check Segment (3.1), (3.4.1).

Friendly Higher HQ Events	Turns 2-4 R#	Turns 5-7 R#	Turns 8-10 R#
*Situation Report (SITREP): CO HQ must spend its first 3 Command points to send a report.	-	1-2/10	1-2/10
*Comm Trouble: CO HQ is not activated this turn and must draw for commands in the Initiative Segment (4.1.1). CO HQ must spend its first 3 Command points to re-establish communication. (Comms are reestablished next turn regardless if not enough points are available.)	1-3/10	3/10	3/10
*Must keep up with the companies on your left or right: Must advance at least one unit onto a new Row (further than the current most advanced US unit) this turn unless you already are on Row 4, then ignore.	4-6/10	4-5/10	4/10
*Don't get ahead of the companies on your left or right: Must not advance onto another Row this turn (further than the current most advanced US unit).	7/10	6/10	5/10
Machine Gun Ammo: If your machine guns are not marked Out of Ammo, then mark them with an Out of Ammo marker (7.18.2). If already marked, then remove it as they are resupplied.	-	7/10	6-8/10
Battalion Mortar Platoon Unavailable: Your units cannot make a Call for Fire action (HE or WP) from the Battalion Mortar Platoon this turn.	8-9/10	8/10	9/10
No artillery is available this turn: Your units cannot make a Call for Fire action (HE or WP) from the 15th Field Artillery Battalion this turn.	10/10	9-10/10	10/10

* Earn 1 Achievement point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Command points.

Enemy Higher HQ Events	Turns 2-4 R#	Turns 5-7 R#	Turns 8-10 R#
Evacuate Casualties: All casualties in non US-occupied cards are removed.	-	1-2/10	1-2/10
Reinforcements: All remaining PC B or C markers are replaced with PC A markers.	1/10	3-4/10	3-4/10
Rally: Remove all Pinned markers from Enemy units.	2-6/10	5-6/10	5/10
Rally: All Paralyzed Teams and Litter Teams become Fire Teams.	7-9/10	7/10	6/10
Machine Gun Ammo: If machine guns are not marked Out of Ammo, then mark them with an Out of Ammo marker. If already marked, then remove it as they are resupplied.	-	8-9/10	7-8/10
Breaking Point: All Paralyzed Teams are removed from play, and all Litter Teams become Paralyzed Teams.	10/10	10/10	9/10
Surrender: All Enemy units of any status on U.S. occupied cards immediately surrender. Place them in the prisoners box on the command display. Prison guards do not need to be assigned.	-	-	10/10



German Force Packages

Enemy packages are limited by the counters provided. Redraw any package you are unable to place. German squads are drawn randomly from the available pool of squads.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Mines!	Yes	N/A	Mines VOF placed on same card as triggering unit (7.9.1)
2	Sniper! Sniper in Basic +1 Cover	Yes (7.15)	No	Place Sniper at max LOS/Range as per the Contact Location Table
3	Incoming! Incoming mortar (-3 VOF) / Spotter in Basic +1 Cover	Yes	No	Place Incoming! VOF on same card as triggering unit. Place Spotter at max LOS
4	MG Nest LMG Team in Foxholes	Yes	No	Place LMG Team at max LOS/Range per Placement Table
5	MG Bunker HMG Team in Bunker	Yes	No	Place HMG Team at max LOS/Range per Placement Table
6	Strongpoint 2 Squads in Trenches	Yes	No	Place each squad on a separate card at max LOS/Range per Contact Location Table
7	Maneuvering Squad Marked Exposed	No	Yes	Place at Max LOS of triggering unit (regardless of any weapon ranges)
8	Pillbox HMG in Pillbox	Yes	No	Place at max LOS/Range per Placement Table
9	Main Defensive Line Package 5 / Package 6	Yes	No	Place each squad and HMG on a separate card at max LOS/Range

With the exception of package 7 and the Spotter in package 3, all units must be placed where they can open fire on the US unit(s) that triggered the package. Redraw if it is not possible to place all units in a package (8.4.3).

German Contact Package Placement Tables

Type of Contact

Package	PC A R#	PC B R#	PC C R#
1	-	1/10	1-2/10
2	1/10	2/10	3-4/10
3	2-3/10	3-4/10	5-6/10
4	-	5-6/10	7-8/10
5	4/10	-	9/10
6	5/10	7/10	-
7	6/10	8/10	10/10
8	7/10	9/10	-
9	8-10/10	10/10	-



German troops with MG42.

Contact Location

Contact	Left Front R#	Direct Front R#	Right Front R#
1	1/5	2-3/5	4-5/5
2	1/3	2/3	3/3
3	1/3	2/3	3/3
4	1-2/5	3-4/5	5/5



Example of Play

This example of play will step through a typical setup and the first two turns of the Stand alone Mission. The terrain and action cards drawn are numbered so you can follow along on the table if you like. The first thing to do is read through the mission instructions and then, following Section 2 in the rulebook, set up the map and Command Display.

Check the Campaign Instructions

Experience Points

After a brief guide to the units involved in this mission, the Campaign instructions move on to the Experience Points table (or Achievement points in the case of this mission). In addition to the main mission goal of capturing the Primary and Secondary objectives, you will be rated on how well you carry out your mission. Even if you're not interested in adding up the points for your mission, it's worth looking at this to see how you're expected to behave out in the field.

In addition to the objectives, take note that your higher command expects you to also Secure the Attack Position, to capture enemy prisoners and to evacuate casualties. They also expect you to close with the enemy to a position where you can perform a Grenade Attack (an abstraction of a close assault).

Fields of Fire is a Sandbox; you can carry out your mission as you like. But it's also an RPG with you in the role of Company Commander. You don't have to evacuate every casualty on the map by nightfall, but to leave behind wounded men who you could have rescued will be frowned upon.

Rules Simplifications

The next few notes point out that we will not be tracking ammo, and that Communications will be simplified in this mission. Communications are one of the most important aspects of *Fields of Fire*. If the CO HQ cannot communicate with the PLT HQs, the PLT HQs will have to act on their own initiative and they will be less effective. If PLT HQs cannot communicate with their units, all but the smartest of them will carry on doing whatever they were doing last time they received an order (probably nothing, or at worst, wasting ammo by firing at a long departed enemy).

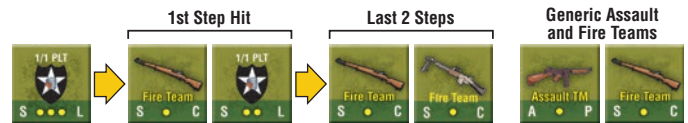
Prisoners, Grenades and Casualty Evacuation

Finally there are some notes on taking prisoners, the VOF of Hand Grenades and how a Casualty Collection Point can be set (the point you evacuate your casualties to, can be in the Staging area). These instructions can be found in all campaigns. Make a note of them on your mission log somewhere.

Setting Up the Mission

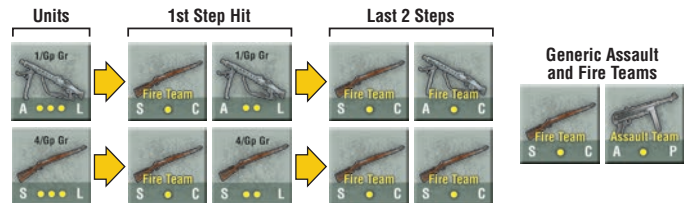
Breakdown Charts

The back page of this Mission Book has a diagram showing the breakdown of US and German units, plus some key counters that will be used. Take note of the Generic LAT counter used for Fire Teams and Assault Teams in this mission.



A 3-step US squad is made up of the three fire teams indicated. F Hit results (Fire Team) on a 3-step or 2-step squad will produce one of these fire teams. The final step of the squad is the Fire Team on the right. In the case of the US units, the two different Fire Team types (two armed with an M1 rifle, the other with a Browning Automatic Rifle, or BAR) have the same ratings, so it doesn't matter too much if you get them mixed up, but other units may be made up of fire teams with different rated weapons, so it's important to check these breakdown tables.

A (Assault), L (Litter Team), P (Paralyzed) and C (Casualty) Hit results convert the step into generic Assault, Litter, Paralyzed and Casualty counters as described in the rulebook, 6.4.3.



The final step of the A VOF rated German squad is armed with a machine gun. When there is only one step remaining of the squad, place this unit—the squad members will do everything they can to keep their MG34 in action as it is their best chance of survival. Events relating to machine gun ammo will affect this unit too. In the full game where ammo is tracked, the MG equipped Fire Team would get any remaining MG ammo that the unit was carrying.

Weapons Teams (MGs, bazookas, mortars), HQs, Staff and FOs all have a named Fire Team on the reverse of their counter. The counter is flipped to this side whenever the unit suffers an F (Fire Team) or A (Assault Team) Hit (see rulebook 6.4.3). Rally Actions can flip the unit back to its Good Order side. L (Litter Team), P (Paralyzed) and C (Casualty) Hit results replace the unit with a generic Litter Team, Paralyzed Team or Casualty. Weapons Teams, CO Staff and FOs cannot be recovered from this state during a mission. HQs and the CO HQ can be Reconstituted using the Reconstitute actions.



Setting Up the Map

We set up the map cards and Potential Contact markers as shown in the diagram (noting that the Situation table says that some of the cards are to be placed Face Down in this mission) and also make a note of the enemy tactics (Deliberate Defense) as this will be used later when the enemy takes actions. We place a Daylight counter and “No Contact” Activity marker at the top of the map .

The mission instructions inform us that we should then reveal all cards with LOS from the Staging Area—LOS exists from Staging Area cards to Row 1, but no fire can take place from the Staging Area (or against it).

To have LOS through a terrain card, it needs white LOS borders on both sides (the side you’re looking into and the side you want to see out of).

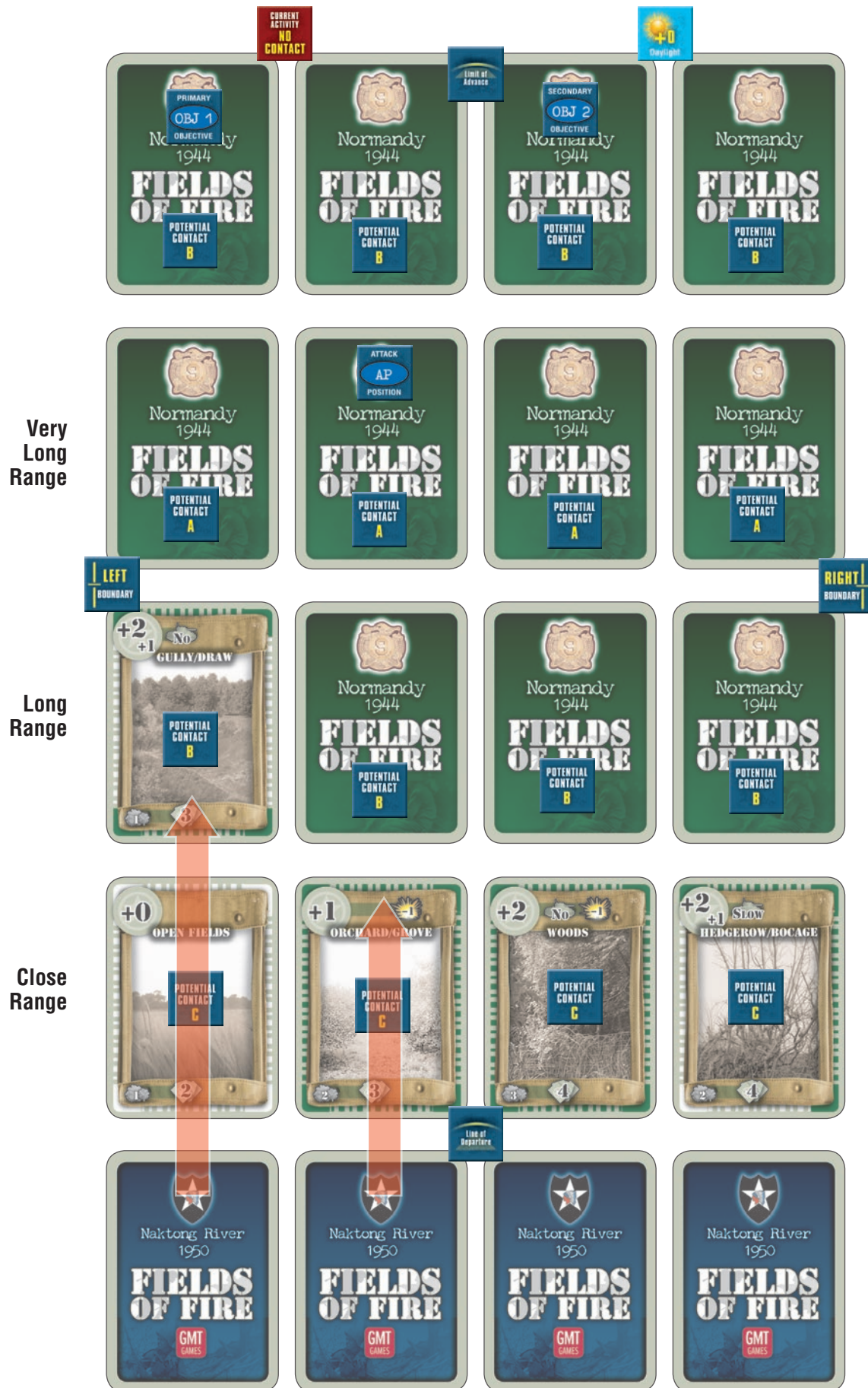
The Open Field in Column 1 fits that description, so we can flip the terrain card directly above it.

All terrain cards have LOS to adjacent cards, so as we begin to move our units out onto the map, we will start revealing other cards too.

The terrain revealed in Row 2 is a Gully (see map on next page). It has white borders on the left and right, but dark borders at the top and bottom, so there is no LOS through it.

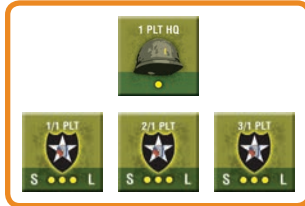
Note: The longest distance units can see is 3 cards (Very Long Range).



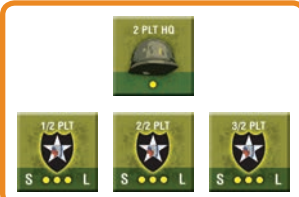




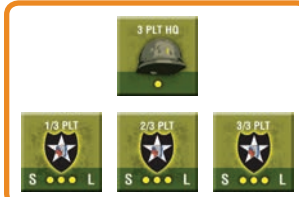
Company HQ & Staff



1st Platoon



2nd Platoon



3rd Platoon



Company Weapons Teams

Organizing the Company

The next thing to do is organize the company. We'll follow the instructions in section 2.

1. Fill out the Mission Log

First we check the Table of Organization & Equipment (TO&E) to see which units make up our core company. Special rules for this mission state that all units start at Line experience and there are no ammunition or fire missions to keep track of, so not much to note so far. Let's grab our counters:

Here are the 23 counters which make up your company for the this Mission. HQs, three rifle platoons and a selection of weapon teams with no platoon attachment indicated.

In addition, missions will usually assign you specialist units from other formations to accompany you. In this case we are provided with artillery and mortar Forward Observers.

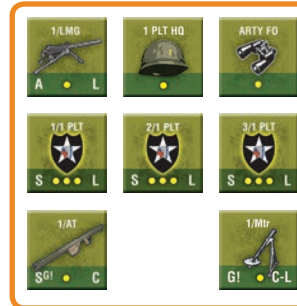


In a regular campaign, such attachments do not need to be tracked in between missions. They arrive at the experience level indicated in the mission instructions (Line in this case, like all the other units) and are replaced in the following mission if removed from play.

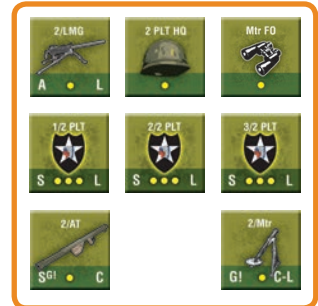
Rulebook 2.3.2 and 2.3.3 explain that we can assign Attachments, as well as any units in our company which begin unassigned (in this case our weapons teams), to a platoon. This is not a requirement, but doing so will provide you with some additional flexibility.

Remember, the CO HQ and Staff (and the BN HQ if it ever appears on the map) are able to order any of your units. Platoon HQs can only order the units assigned to them.

Company HQ & Staff



1st Platoon



2nd Platoon



3rd Platoon

For your first mission, don't think too hard about this. Simply spread the units across all three platoons. As you play more and find tactics which suit your playstyle, you can experiment with other set ups. Note the attachment of each unit on your log sheet. For this example, we assign the Arty FO to 1st Platoon, Mtr FO to 2nd Platoon, a bazooka team and mortar team to each platoon and the LMG teams to 1st and 2nd Platoon.



2. Assign the Assets

Next we check the Assets list. This one is quite simple:

- 3 rifle grenades that must be assigned 1 per platoon. We'll give them to 2/1, 2/2 and 2/3 squads.
- 4 regular (HC) smoke grenades and 4 WP smoke grenades. We'll hand out the HC smoke to 1/1, 2/1, 3/1 and 1st Sgt and the WP to 3/1, 3/2, 3/3 and 1st Sgt.

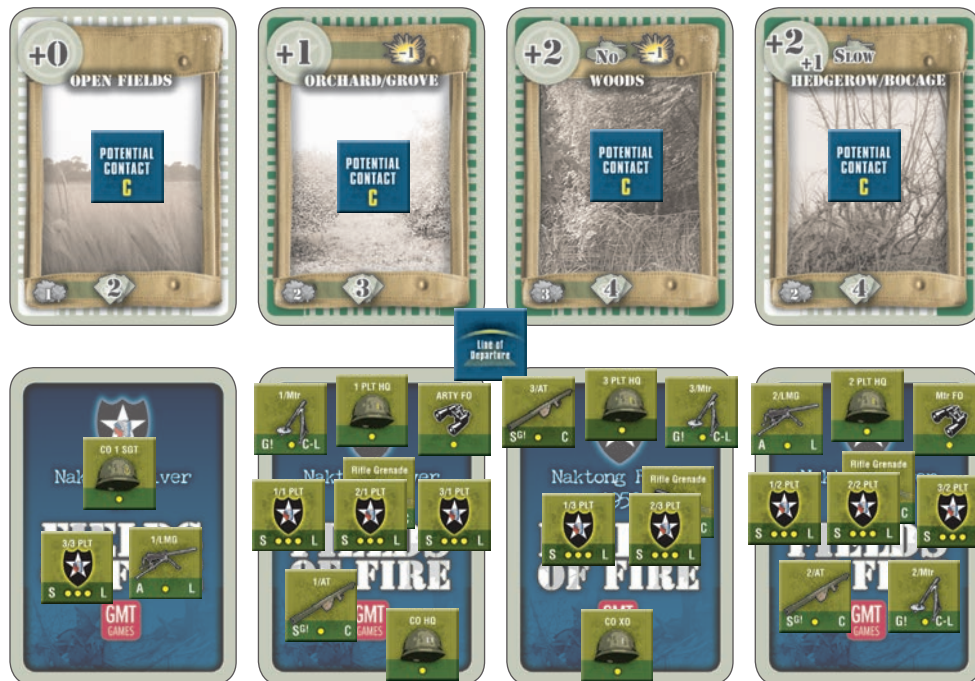
We can place assets either on the Command Display or under the unit counter that they are assigned to. Just as a matter of preference I'll place the rifle grenades under the units and the smoke grenades on the Command Display. The rifle grenade are placed with their "1-shot" side up, as indicated in the assets table.

3. Enter the map

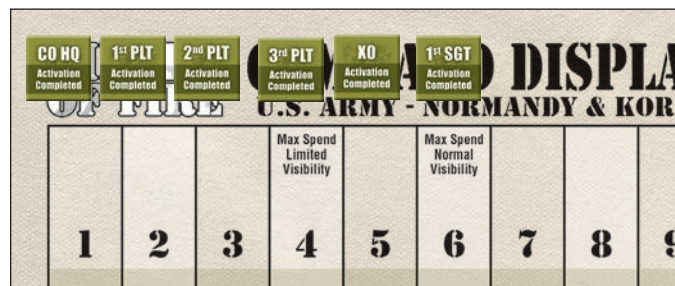
2.3.5 in the rulebook instructs us that in an Offensive Mission (which this is), the units are (unless otherwise specified in the mission instructions), placed in the Staging Area below Row 1. My plan (such as it is) is to send 1st Platoon up Column 2 to secure the Attack Position, before taking the 1st Objective. 2nd Platoon will head up Column 4 and then across to the 2nd Objective. 3rd Platoon will be a reserve, following 1st and 2nd Platoon a turn or two later, up Column 3. In the meantime, 1st SGT will lead a small group of units hand-picked from 1st and 3rd platoon up Column 1 to provide support as required.

Note: It's perfectly acceptable (and sometimes necessary) to leave units, or even single steps of multiple step units, behind and have them not take part in the mission. Simply make a note of the adjustment on the command log so they can rejoin for subsequent missions.

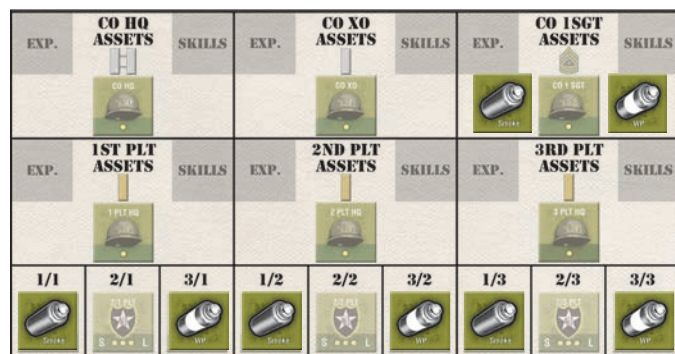
We place our units on the map, thus:



We also place 1 Command marker for each HQ and Staff on the Command Display above the Command Track.



And Smoke Grenade counters are arranged on the Command Display.



And now we're ready to start. Each turn we precisely follow the sequence of play, which can be found on the back of the rulebook or separate player aid. Keep in mind throughout that units will open fire on their enemies automatically whenever they have a valid target in LOS. Whenever anything on the map changes,

keep an eye out for PDF (Primary Direction of Fire) and VOF (Volume of Fire) additions/changes.

You'll get used to this with practice. There is a lot to keep track of, especially on the larger maps, but don't worry. So long as everything is basically correct by the Combat Effects phase towards the end of the turn you can make corrections as you notice them with no great impact on play.



Turn 1

FRIENDLY HIGHER HQ EVENT PHASE

None in Turn 1.

FRIENDLY COMMAND PHASE

Activation Segment

BN HQ Impulse

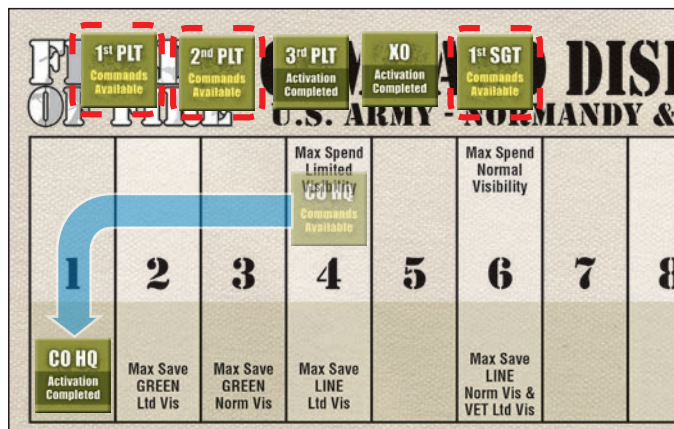
The BN HQ Activates the CO HQ (they are always in contact in this mission thanks to the simplified communication rules). The CO HQ Command counter is flipped to its Commands Available side.

Co HQ Impulse

CO HQ draws an Action card and checks the large number in the top left. It's a 3. Checking the Command Draw Modifiers Chart (Charts & Tables Play Aid) we can see that if the Activity Level is "No Contact", we get a +1 bonus to that number. A total of 4. We place the Command marker on the 4 section of the Command track. We use the top half of the track.

We will use three Commands as follows:

- 1 to Activate 1st PLT HQ
- 1 to Activate 2nd PLT HQ
- 1 to Activate 1st SGT



3rd Platoon HQ is our reserve so they can wait for now. The Activated PLT HQ and 1st SGT Command Counters on the Command Display flip to their "Commands Available" side.

CO HQ saves 1 point and the Command Counter is flipped to its "Activation Completed" side. We slide it down into the Saved Commands Zone to remind ourselves that the CO HQ has completed its actions for the turn.

PLT HQ & Staff Impulse

Each Activated HQ and Staff gets to draw for commands and take actions in this segment. We'll start with the Platoon HQs and then do 1st SGT:

1st PLT HQ

Draws an Action card. It's a 2.

+1 as the Activity Level is at No Contact for a total of 3.

- 1st PLT HQ decides to take a cautious approach.
- 1 point is spent to Detach a 1-step Assault Team from 1/1 squad.
- 1/1 squad is reduced to a 2-step squad and an Assault Team is placed on the card.
- 1 point is spent to send the Assault Team forwards into the orchard. It moves and is marked with an Exposed marker. All map cards in LOS of the Assault Team are flipped over, revealing a Church and more Bocage on the 2nd row. 1 point is saved. During Daylight missions up to 6 Commands can be saved to be used in the next turn (as indicated on the Command Display).

Flip the 1st PLT Command marker to its Activation Completed side and slide it to the bottom of the track in the 1 column to show it's finished.

2nd PLT HQ

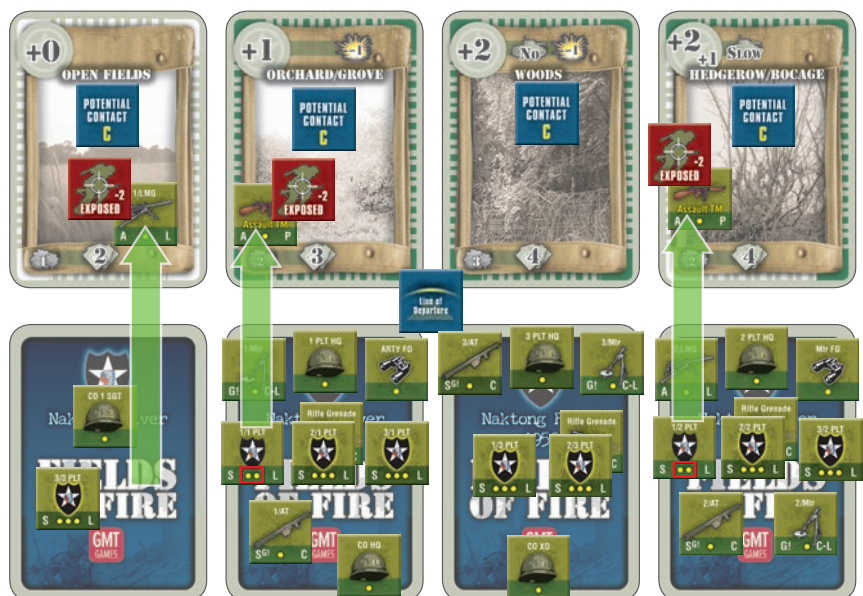
Draws an Action card. It's a 5. +1 No Contact bonus for 6.

- 2nd PLT HQ follow the same cautious approach and spend 2 points:
- 1 to detach an Assault Team
- 1 to send the Assault Team forwards into the Bocage. An Orchard is revealed on Row 2. They save 4 points and their Activation Completed marker is slid to the bottom.

1st SGT

Draws an Action card. It's a Reshuffle card. We draw the next card, which is a 5, then reshuffle the deck. 1st Sgt gains 6 Command Points (5 +1 for No Contact Activity Level).

1st SGT weighs up the risks, and decides he's not going to waste time with Assault Team scouts. He spends just 1 point to move the LMG into the Open Field. He saves 5 points and moves the marker to the bottom. He trusts that the LMG team will find some way to avoid enemy fire (not very easy in an Open Field though).





Initiative Segment

CO HQ Impulse

The CO HQ was Activated in the **Activation Segment**, so does not draw for Initiative Points.

PLT HQ Impulse

3rd PLT HQ was not Activated in the **Activation Segment**, so they are eligible to draw for Initiative Points. We flip the 3rd PLT HQ Command counter over to its Commands Available side. All the other HQs are down in the Saved Commands zone indicating that they have already finished for this turn and are not eligible for Initiative.

We draw a card, this time we check the smaller number, it's a 0. No Contact Bonus still applies to Initiative, so +1 makes 1 point.

3rd PLT HQ decides to save this point. We slide its command marker down into the Saved Commands zone.

CO Staff Impulse

1st SGT was Activated in the **Activation Segment**, so does not receive a command point. CO XO was not Activated in the **Activation Segment**, so now gains just 1 single initiative command point. This number is not modified in any way. CO XO saves the point.

General Initiative Impulse

We draw a card and check the small number in the top left. It's a 1. We can now choose any unit and spend this point on an action. In this way our units on Row 1 who are no longer in communication with HQs can search for cover or carry out more effective attacks on enemy units.

We spend the point on 1/LMG and have them search for cover. The number in the bottom center of the terrain card itself shows the base draw for this attempt. It's a 2, so we draw 2 cards. We do not succeed. Hope 1st SGT knows what he's doing, sending the LMG Exposed into an Open Field.

1	2	3	4	5	6
CO HQ Act 1st PLT	Max Save GREEN Ltd Vis	Max Save GREEN Norm Vis	Max Spend Limited Visibility 2nd PLT Activation Completed	Max Spend Normal Visibility 1st SGT Activation Completed	Max Spend Normal Visibility Max Save LINE Norm Vis & VET Ltd Vis
3rd Act Com XO Activation Completed					

Command Points at the end of the Activation Segment (a Maximum of 6 per turn can be saved in the mission):

Summary

The **FRIENDLY COMMAND PHASE** is now over. To summarize, Command Points were used to give the following orders*:

Activate (4.2.1a)	Allows an HQ to draw for commands in the Activation Segment.
Move to an adjacent card (4.2.2a)	Moves a unit to an adjacent card. This order marks a unit Exposed.
Seek cover (4.2.2e)	Attempts to find more secure locations within a terrain card (automatically moves units carrying out the action to that new cover).
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.

ENEMY ACTIVITY PHASE

Enemy Higher HQ Event Segment

In Turn 1, no Higher HQ events are drawn.

Enemy Activity Check Segment

There are no Enemy units on the map, so nothing to do in this segment.

MUTUAL CAPTURE & RETREAT PHASE

We check to see if any Paralyzed Teams or Litter Teams on either side are under fire (with a VOF marker on their card affecting them) as this may cause them to retreat. There are none right now. Units eligible to be taken prisoner are captured during this phase.

AT COMBAT & VEHICLE MOVEMENT PHASE

There are no vehicles on the map, so there is nothing to do here.

MUTUAL COMBAT PHASE

In this phase, Fire Missions are updated to show barrages lifting or arriving, then new enemy units may be placed on the map. Units on either side with opposing units in LOS open fire on them automatically, this often happens in this phase but needs to be checked whenever something happens on the map in any of the previous phases too.

Fire Mission Update Segment

There are no Fire Missions to update.



Potential Contact Evaluation Segment

The first turn of most offensive missions will start off slowly like this, a move into unknown territory, followed by resolution of PC Contacts. Let's see what we get.

There are three US-occupied cards with PC markers which need to be resolved. These are resolved in alphabetical order (in this case, all three are C markers) and then random order within that. We draw Action Cards to see which ones to check first.

Card 1: Random number 2/3 is drawn, that's the orchard with one of our Assault Teams. The current Activity Level is "No Contact", checking on the Potential Contact Draws Chart, we see that 4 cards must be drawn. Contact with the enemy is made if the word "Contact" is drawn. We draw 4, and no contact is made.

Card 2: Random number 1/2 is drawn; the LMG in the Open Field.

4 cards are drawn, no contact is made.

Card 3: Bocage on the right side. 4 cards are drawn. Contact!

We draw on the PC C column of the German Contact Packages Table.

The result is 3/10. Under the PC C column we can see that 3-4/10 is Package 2: Sniper in Basic +1 Cover. "Basic +1 Cover" means enemy units in this package are placed in natural terrain cover, not field fortifications.

This will either be a standard +1 Cover marker, or in the case of Farms, Villages and Churches, it may be a building.

The Package list states that the Sniper will be placed at Max LOS/Range. We draw for a direction on the Package Placement table. Our Assault Team is located in Column 4. We draw a random number, the result is 4/5. In Column 4 a result of 3 or 4 results in a Direct Front placement.

An Unspotted German Sniper is placed on the Orchard card and it opens fire on our Assault Team. The Sniper's Basic Small Arms VOF (S) is placed on the assault team's card, along with a Sniper! Special VOF. The target of the Sniper! VOF is a single unit selected randomly, with priority on Exposed units. In this case there's only our Assault Team. This target is reselected during the **Combat Effects Segment** in subsequent turns.

Activity Level increases to Contact (One occupied card is under a VOF). Flip the Activity Level marker to indicate this.

The Sniper is a dangerous unit that we need to Spot and eliminate quickly in the following turns.

Pinned Recovery Segment

We check to see if any Pinned units can recover, there are none right now.

Combat Effects Segment

We now check the combat effects of every card in play. In this segment, all combat effects are occurring simultaneously, which means we do not update any PDFs or VOFs. They will be updated next during the **CLEAN UP PHASE**. Since the results of one combat

will not affect combat in other areas, we do not need to check the cards in random order.

Right now, there's only one card to check: German Sniper attack on our Exposed US Assault Team. We calculate the NCM on the Assault Team as described in 6.4:

Most Powerful VOF affecting the unit	-3 (sniper fire)
Cover & Concealment	+2 (fire is crossing a dark border)
Exposed	-2
Total NCM	-3

We draw a card and check the column on the left to see the effect.

It's a HIT. We draw one more card to check the effect of the HIT. All units in this Scenario have an experience of Line so we look at the middle column. The result is "PC". For a one-step unit, only the first letter applies. P means we replace our Assault Team with a Paralyzed unit. We also mark it Pinned. This unit will need to be rallied to be of any use during the mission.

CLEAN UP PHASE

To conclude the turn, we remove Exposed markers from all units along with markers such as Grenade Attacks and Misses, Smoke and Illumination. The simultaneous combat effects segment is now over so we can also update PDFs and VOFs all across the map. In this case there isn't much to do, but we move the Sniper VOF to the top of its card to remind ourselves that the Sniper will choose a new target on this card at the beginning of next turn's **COMBAT PHASE**. Finally we slide all of the command counters up into the Command Tracking Zone of the command track ready for the next turn.

Units featured in this turn:



Sniper: Sniper rules are covered in 7.15. In addition enemy Snipers have a unique set of priorities and do not use the charts for determining Enemy Activity. Details of how they act can be found in 8.8.



Assault Team: Assault teams are single step units that are detached from larger squads through orders (4.2.3g) and combat results (6.4.3) or by rallying Fire Teams (4.2.3d). They are somewhat flexible combat units which can be used as scouts. As Limited Actions Teams (LATs), they are not considered attached to any platoon so can be ordered by any PLT HQ and they are not considered "Good Order" units.



Paralyzed Unit: A paralyzed unit has lost all fighting ability and will need to be rallied to be of any further use during the mission. Unless they are Pinned, they will automatically retreat under fire in the **MUTUAL CAPTURE & RETREAT PHASE**. In this phase they are also eligible to be taken prisoner (8.15)



Turn 2

FRIENDLY HIGHER HQ EVENT PHASE

We draw a card and look for the HQ Radio icon. And there it is.

We take a look at the Events table for the mission and note that this chart has separate columns depending on the turn of the game. It's Turn 2, so we draw on the first column.

We draw a 5/10. Moving down the chart we see that a result of 4-6/10 is the event "Must keep up with the companies on your left or right". During this turn we are tasked with moving at least one unit forwards to a new row. Our furthest advanced units are on Row 1, so we need to move something into Row 2 this turn. So much for our cautious approach...

We will be awarded achievement points for managing to complete this task. If for some reason, it is not possible, there are no additional penalties. Although from an rpg point of view, BN HQ will surely take note of your failure when it comes time to hand out promotions.

FRIENDLY COMMAND PHASE

Activation Segment

BN HQ Impulse

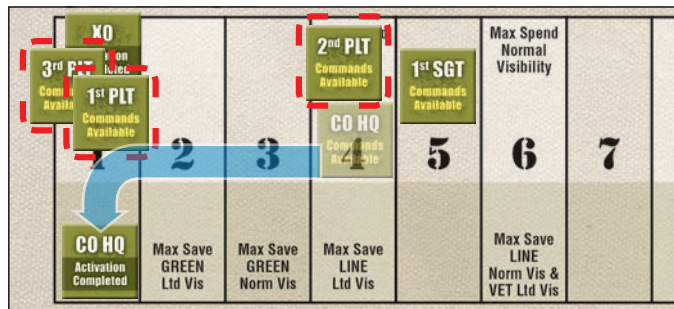
The BN HQ Activates the CO HQ. The CO HQ Command counter is flipped to its Commands Available side.

CO HQ Impulse

Because the CO HQ was Activated, we draw a card for Command Points. This time there are no modifiers, since Activity Level is at "Contact", however we have 1 point saved from Turn 1. We draw a 3 for a total of 4 points. And spend 3 of them Activating 1st, 2nd and 3rd PLT HQs.

While we hadn't planned on sending 3rd Platoon forwards this turn, some of their units may be needed to Spot and drive away the enemy Sniper.

CO HQ saves one point, and the Command Counter is flipped to Activation Complete. We slide it to the bottom of the command track to indicate that we have finished with this HQ (to avoid mistaking it for an HQ which was not activated at all and is waiting for the **Initiative Segment**).



PLT HQ & Staf Impulse

1st, 2nd and 3rd Platoon HQs were Activated so will draw for commands and give their orders. We will do 3rd Platoon last, hopefully it's not necessary to start moving them out yet and they can simply save the Commands for next turn.

1st PLT HQ

We draw a 5. Added to one saved from last turn makes 6. Great draw!

As indicated on the Command Display, the maximum number of Command Points an HQ can use in one turn in a Daylight mission is 6.

1st PLT HQ uses 6 Command Points:

- 1 to order 2/1 forwards to join the Assault Team in the Orchard (they move and are marked Exposed).
- 1 to order 1/1 into the Woods to the front-right (they move and are marked Exposed)
- 1 to move themselves into the Woods (marked Exposed).
- 1 to order 1/1 to try to Spot the Sniper.

Now, spotting a Sniper that doesn't want to be Spotted is tricky. We consult the Spotting Attempt Draw Modifiers table. Our base of 2 cards is reduced by 1 because the Sniper is under cover and one more because the Sniper is indeed a Sniper. Leaving us with 0. Luckily we get a minimum of 1 card for a Spotting Attempt.

We draw one card and look for the Crosshairs icon. It doesn't come up.

1st PLT HQ then uses 1 command point to attempt to Spot by themselves. 1 card is drawn, also failed.

Finally, considering they are on a card with a Potential Contact marker, 1st PLT HQ orders 1/1 to seek cover. We draw 4 cards, (base draw for Woods terrain, as indicated on the card) and the word "Cover" does not appear. They have no leftover Commands to save, so their Command Counter is moved to the top of the Command Display.

2nd PLT HQ

We draw a 2. Added to 4 saved from last turn makes 6 Command Points.

2nd PLT HQ consider the situation carefully. Moving any unit straight forwards makes them a potential target for the Sniper. In theory the HQ could Infiltrate unseen into the Bocage, pull out the Paralyzed unit and retreat to safety before the Sniper notices, but that would require some very lucky draws and such maneuvers are best left to Veteran HQs and Staff (of whom we have none).

We spend 4 points:

- 1 to move 2nd PLT HQ into the Woods (the HQ moves forwards and is marked Exposed).
- 1 to attempt to Spot the Sniper (1 card is drawn, failed again).
- 1 to Exhort. The Exhort command can be used to draw 1 extra card after any failed attempt. We draw a card, and it's the Crosshairs. The Sniper is Spotted at last!

The moment it becomes Spotted, all US units in LOS open fire on it. Right now, that's just 1/1 squad in the Woods. We place a PDF marker pointing from the Woods towards the Sniper and a Small Arms VOF on the Sniper's card.



Initiative Segment

CO HQ Impulse

The CO HQ was Activated in the **Activation Segment**, so does not draw for Initiative Points.

PLT HQ Impulse

Platoon HQs 1, 2 and 3 were Activated this turn, so none of them take Initiative points.

Exposed and on a card with a Potential Contact marker is not a good position for an HQ, so we spend 1 point to seek cover, drawing 4 cards. The final card comes up "Cover". A Basic +1 Cover marker is placed on the card and 2nd PLT HQ is automatically placed under it. 2nd PLT HQ saves 2 points for next turn. The Activity Level increases to "Engaged" (two or more occupied cards have a VOF on them).

3rd PLT HQ

We draw a card, it's a 3, added to one saved from the last turn makes 4.

With 2 HQs in the Woods already, we decide that having 3rd PLT HQ move forwards would not be a wise idea. If the Woods turn out to be a minefield we could lose all of our HQs at once. 3rd PLT HQ sticks to the original plan and does nothing. They save 4 points.

FIELDS OF FIRE COMMAND U.S. ARMY - NORMANDY &							
					1st PLT Activation Completed		
XO Activation Completed			Max Spend Limited Visibility	1st SGT Activation Completed	Max Spend Normal Visibility		
1	2	3	4	5	6	7	8
CO HQ Activation Completed	2nd PLT Activation Completed	Max Save GREEN Norm Vis	3rd PLT Activation Completed		Max Save LINE Norm Vis & VET Ltd Vis		

CO Staff Impulse

1st SGT and CO XO were not Activated, so both will act on Initiative this turn.



1st SGT

1st SGT gains 1 point (unmodified). Added to 5 saved from last turn makes 6.

While everyone else was focussed on the Sniper, 1st SGT knows that upsetting BN HQ never leads to good things, so works on moving someone forwards as demanded.

He spends 5 points:

- 1 to move 3/3 forwards into the Open Field
- 1 to move himself into the Open Field
- 1 to order 1/LMG to move to the church (thereby fulfilling our event requirements to advance onto Row 2—we make a note of the achievement points gained).
- 1 to order 3/3 to seek cover—we draw 2 cards (base for Open Field)—Success! 3/3 is placed under a +1 Cover marker.
- 1 final point to move under cover with 3/3.
- 1 point is saved.

As 1/LMG moves forwards, more of the map is revealed to us. It seems our Objectives lie on the far side of a deep forest. The designated Attack Position is in a great place, on top of a wooded hill (the Company Commander will later claim to have known all along it was there).

CO XO

CO XO gains 1 point (unmodified). Added to 1 point from the last turn makes 2.

He spends 1 point to move to the right where most of 2nd Platoon are waiting. Since 2nd PLT HQ is out in the woods someone is needed to get the units moving once the Sniper is gone. Moving through the Staging Area does not mark a unit Exposed.

CO XO saves 1 point.

General Initiative Impulse

We draw a card and check the small number, it's a 2.

We use 1 point to move 1st PLT HQ under cover with 2nd PLT HQ.

We use 1 point to have 1/LMG seek cover in the Church. Three cards are drawn, the second of which is a "Cover" card.

Checking the mission instructions, we see that this campaign has a Building Cover chart. We check the Church column, and draw a random number. We draw 1/4. The chart indicates that 1/LMG has found Strong Building Cover to set up in. This is good.

In addition to the Building Cover, we place a Church Tower on the card (on its +3 side to match the Strong Building cover rating). This is an elevated cover marker with room for 1 step. We choose to put the LMG in the Church Tower. This is not necessarily a great move, 1/LMG can see further from the Church, but conversely, enemy units can also see 1/LMG from a long way off.

From the elevated position, 1/LMG can see the Sniper, so opens fire. A PDF is placed facing right and the Small Arms Fire VOF counter on the Sniper's card is replaced with an Automatic Fire VOF counter. In addition a Crossfire marker is placed on the Sniper's card.

The additional height provides LOS over the Woods, so one more map card is revealed at the top right of the map (some Open Fields). However, even from this lofty position, 1/LMG cannot see to the far side of the hill directly to the front.

It should be noted that our LMG is not mounted on a heavy tripod, and as such is not capable of firing over other units. There is a fairly substantial risk of 1/LMG causing a friendly fire incident from this position if any units enter the Hedgerow between the church and the Sniper's card.

The **FRIENDLY COMMAND PHASE** is now over. To summarize, Command points were used to give the following orders*:

Activate (4.2.1a)	Allows an HQ 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.
Seek cover (4.2.2e)	Attempts to find more secure locations within a terrain card (automatically moves units carrying out the action to that new cover).
Move within card (4.2.2f)	Moves a unit between out of cover and under a cover marker, between cover markers or between building areas on an Urban Terrain card. Cover markers should be considered entirely separate areas within the larger area of a terrain card. This becomes important to bear in mind when playing with the full communications rules.
Spot (4.2.4a)	Attempts to Spot hidden enemy units in LOS. The base draw of 2 cards is modified by various factors as noted on the Spotting Attempt Draw Modifier Chart.

* Besides Move within card (4.2.2f), a unit cannot perform the same action twice in an impulse.

Note: Overhead Fire is covered in detail in 7.2 amongst other features of tripod mounted machine guns. This mission does not feature any machine guns capable of Overhead Fire. As described in 6.1.2, if any unit moves into a PDF between a firer and its target, the VOF is automatically shifted to the nearer unit, be they friend or enemy.



ENEMY ACTIVITY PHASE

Enemy Higher HQ Event Segment

A card is drawn, and we look for the HQ radio icon. It does not appear, so there is no enemy event this turn.

Enemy Activity Check Segment

There is one enemy unit on the map, the Sniper. Enemy Snipers do not use the regular enemy activity check hierarchies; they follow their own priorities, which are described in 8.8.

A Spotted Sniper which is not in a Field Fortification will Fall Back, with priority on a card out of LOS of any US units. The unknown terrain card directly behind the orchard fits nicely, so they move here and are marked Exposed. Safely out of LOS of any US units, the Sniper immediately regains its Unspotted status (a special rule pertaining only to Snipers).

The Sniper VOF is removed from the Bocage card, much to the relief of the Paralyzed unit there. 1/1 and 1/LMG continue firing into the orchard where they're pretty sure a Sniper is still hiding. They don't have the benefit of your overall view of the map.

The Current Activity drops to "Contact". Although there are no more occupied cards with VOF on them, the Activity Level will not drop to "No Contact" until there are no more PDF/VOF markers (or Spotted enemies) on the map.

MUTUAL CAPTURE & RETREAT PHASE

We check to see if any Paralyzed Teams or Litter Teams on either side are under fire and see if they retreat. Our Paralyzed Team is no longer under fire so is not eligible (and besides, is still Pinned—or at least believes themselves to be—right now). There are also no units eligible to be taken prisoner.

AT COMBAT & VEHICLE MOVEMENT PHASE

There are no vehicles on the map, so nothing to do here



MUTUAL COMBAT PHASE

Fire Mission Update Segment

There are no Fire Missions to update

Potential Contact Evaluation Segment

There are two US occupied cards with PC markers which need to be checked for enemy contact. We take them in alphabetical order, the B PC marker on the Church first, then the C PC marker in the Woods on Row 1.

The Current Activity Level is “Contact”. We are required to draw 5 cards according to the Potential Contact Draws Chart. We draw 5 cards, none of them come up Contact. We drew the Reshuffle card (last card in the deck this time) so the deck is shuffled up and we move on.

Next is the Woods. At contact we draw 3 cards for a C PC marker. None of them come up as a contact either.

Pinned Recovery Segment

The Bocage card where our Paralyzed unit is located is no longer under a PDF, so the Pinned marker is removed.

Combat Effects Segment

If there were any combat occurring, we would check for effects now. But there is none. Out there somewhere is a Sniper, waiting for our units to wander into LOS. But for now, silence. Except for 1/LMG and 1/1 squad shooting up the empty orchard. Someone please tell them to stop (they would be wasting ammo, if we were tracking it).

CLEAN-UP PHASE

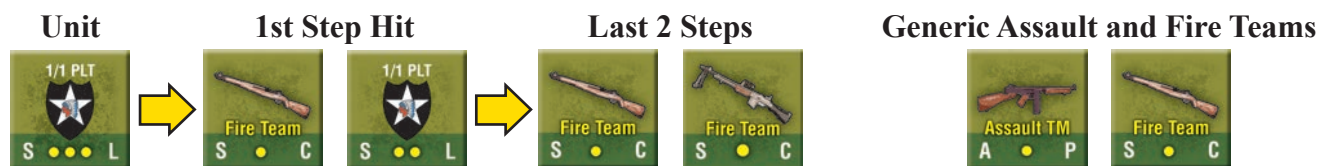
Exposed markers are removed from all units. And we’re ready to move into Turn 3 .





Squad Breakdowns

US Squads



German Squads

