

Fields of Fire Volume 2: “With the Old Breed”

Official Errata & Clarifications

Ben Hull, Designer, as of September 8, 2019

Errata:

1. Counters: (Corrected counters will be in C3i No. 33)

Back of the following MG units were mislabeled

Front	Back
1/1/MG (1-step)	2/3/MG fire team, should be 1/1/MG fire team
2/1/MG (1-step)	2/2/MG fire team, should be 2/1/MG fire team
2/2/MG (1-step)	1/3/MG fire team, should be 2/2/MG fire team
1/3/MG (1-step)	2/1/MG fire team, should be 1/3/MG fire team
2/3/MG (1-step)	1/1/MG fire team, should be 2/3/MG fire team
1/2/MG (2-step)	1/3/MG (1-step), should be 1/2/MG (1-step)
2/2/MG (2-step)	1/2/MG (1-step), should be 2/2/MG (1-step)
1/3/MG (2-step)	2/2/MG (1-step), should be 1/3/MG (1-step)

Front was mislabeled

1/2 Assault Section Bazooka team labeled 2/1 on front (not back)

2/3/MG (1-Step) front has incorrect range, should be L not V

2. Playbook:

All Campaigns, the maps do not expand, if contact is made on the last row placement at Point Blank range is all that is possible.

Peleliu Campaign:

There is no NGF Spotter or NGF Spot Radio in the counters, the unit and radio were removed in playtesting and removed from the counter manifest, but the playbook was not updated. The capability for Naval Gunfire in Mission 1 is with the CO HQ, Arty FO, and MTR FO.

There is no IJA force package 20, if it is drawn, redraw.

Mission 2 is a Defensive mission.

For mission 6, 7, and 8 the enemy force packages are mislabeled rows 1, 2, and 3, they should be labeled PC A, B, and C from left to right. As PC markers are placed on all rows as indicated.

Clarifications: In mission 1, CSR 4 the AMTRAKS go straight in and out, they may not maneuver diagonally to avoid fire as they were on a very tight time schedule. If a retreat result happens the AMTRAK returns in the same column the next turn – note that this may have two AMTRAKS together in a column.

Passengers in AMTRAKs/LVTs may not fire or be fired upon apart from the AMTRAK/LVT.

Chosin Campaign:

Chosin Mission 7 The bold/underlined 3s are the marked as 2 on the playbook

Row	Level				
Row 5	2	2	2	<u>3</u>	3
Row 4	2	2	3	3	3
Row 3	2	3	3	3	<u>3</u>
Row 2	2	3	4	3	2
Row 1	2	2	3	2	2

Hue Campaign:

The Maps for Mission 1 and 8 are hard to read and the card art does not match the current deck

Mission 1:

Row	Card Name and #			
Row 7	Compound 40	Traffic Circle 25	Compound 11	Light Detached Buildings 20
Row 6	Cane Field 49	Road Embankment 36	Cane Field 50	Tree Line 55
Row 5	Compound 14	Road Embankment 35	Cane Field 44	Tree Line 54
Row 4	Cane Field 43	Road Embankment 34	Cane Field 42	Tree Line 53
Row 3	Light Detached Buildings 18	Traffic Circle 27	Cane Field 41	Tree Line 52
Row 2	Light Detached Buildings 17	Road Embankment 33	Light Detached Buildings 19	Tree Line 51
Row 1	Canal 37	Canal 38	Canal 39	Canal 40

Missions 2 -7 (see attached PDF) the printed map is difficult to read; the attached PDF is easier to read. The Staging Area is shown with terrain cards, but functions as a staging area like any other mission. The actual terrain is shown as the map is well documented so players can follow the action from historical accounts. The building numbers are from the actual tactical maps used in 1968. The Army Mapping Service produce a 1:25,000 map with excellent detail and a building numbering system for ease of reference. It was in short supply during the opening days of the battle with each company only having one copy.

Hue Campaign the Main Map for Missions 2 – 7, the Player selects Zone 1 or 2 for Missions 2 through 7 and remains in that zone throughout the campaign. The Missions reference the Columns from the Main Map on page 15. Zone 1 is Row 1 and 2, Zone 2 is Row 3 and 4. Since the game is played from bottom to top, the Zone once chosen is the oriented for the player to play from bottom. The Unit Placement tables

for Missions 2 through 7 reference Columns 1 through 4 which correspond to the Rows 1 through 4 on page 15. There are placements that may fall into the adjacent Zone and are valid placements. Like FOF Vol 1 the Player may exchange fire with contacts out of Zone but may not leave the Zone.

Mission 8

Row	Card Name and #			
Row 4	Canal 37	Canal 38	Canal 39	Canal 40
Row 3	Light Detached Buildings 17	Compound 14	Complex Building 8	Tree Line 52
Row 2	Cane Field 42	Large Interior Building 22	Complex Building 7	Garden Compound 16
Row 1	Cane Field 41	Light Detached Buildings 18	Rubble 26	Tree Line 51

3. Rules:

7.7.B 3) on page 48 references an Enroute Staging Area, it should be the Outbox Box of the Helicopter Control Card.

7.7.B 4) on page 48 references an Enroute Staging Area, it should be the Inbound Box of the Helicopter Control Card.

Clarifications:

Counters:

We consolidated the BN SCR300 and CO TAC SCR536 into a single counter for the CO HQ as the BN TAC PRC25 had a phone, we were trying to reduce some counter clutter as the CO HQ will always have the radios and still be able to have a phone.

Playbook:

The maps do not expand like the maps in FOF Volume 1. On resolving enemy contact this may cause an invalid Package and/or Placement and per the rules redraw the contact, If there is only one valid placement, no draw is necessary, place the contact in the valid location – please note that some of these may be behind the Unit per the Japanese tactics of allowing Marines to advance and attacking them from behind.

NB-if circumstances limit the valid package or placement, using the random selection rule (1.2.2.E page 5), you may assign a random generation among the valid choices. For example, circumstances only allow 3 valid packages instead of 10, use the R3 section of the card, instead of R10 and redrawing until one of the three is selected.