

FRONT TOWARD ENEMY

ERRATA, REVISIONS, AND CLARIFICATIONS

31 AUG 19

We make no claims of infallibility. The Front Toward Enemy rules contain areas requiring the use of common sense and historical knowledge to interpret rule statements to cover situations not explicitly mentioned. Players who find an area that they cannot decide to their mutual satisfaction should feel free to post on the Boardgame Geek or Consimworld Forums for clarification. We support our products fully and will be delighted to respond to your questions as quickly and clearly as possible. Your questions will continue the process of locating weak points and potentially help another gamer in the future who is confused by the same problem. *Joe Chacon and Nick Richardson*

ERRATA:

1. Page 7, 6.2 Stacking.

The modifier for more than four units in a target hex should be a -1 DRM not a +1 DRM. That last sentence should read, "There is a -1 Fire Attack die roll modifier (-1 DRM) for each Unit, of any type, beyond four in the target hex." The chart is correct, as is the reinforcement of this under 7.1 Fire Procedures, step 3.

2. Page 10. Fire Example.

In the option 1 paragraph, The DRM for using a friendly Leader as an observer should be +1 DRM, not -1 DRM. The final number to hit is correct.

3. Page 17. 19.7 VC.

The first sentence should say, "Place a VC Commander, a VC Fire Team, a Dummy Unit counter, and a Civilians marker..." not "or a Civilian marker..."

4. On the FTE Charts

Under Fire Request Table, the header for NVA/VC Fire Mission should read NVA Fire Mission. As stated in the rules, VC leaders cannot request fire missions.

5. For scenario 1-5, Defend Until Relieved.

3. Mission: should read Hill 184, not Hill 189. The American Forces set up is correct.

REVISIONS:

Revisions: There is has been some excellent feedback and questions this first couple of months and some of them have given me thought to improving play and the narrative. While I am loath of ever-changing rules, I hope players will take a look at these changes as improving play.

1. Page 3, 1.2 Summary of Major Rules.

For clarification, on the last bullet, add, "**Marker DRMs are cumulative**".

2. Page 13, 8.0 Action: Assault

Only non-suppressed Vehicle and Infantry units may be activated for an Assault action. The first sentence should read, "**Non-Suppressed** Vehicles and Infantry Units that start their Action adjacent to enemy Units may be activated for an Assault."

3. Page 14, 8.0 Action: Assault, step 8.

Attacking units that are suppressed may no longer participate in the assault nor may advance. The sentence should read; "**Attacking** Suppressed Units no longer participate in the Assault nor may they advance."

For clarification: Defending units that become suppressed are still marked with a Suppressed marker and an Activation Complete marker if not already marked with one. They may continue to participate in Fire Combat, to defend themselves, but with the effects of the Suppression marker.

4. Page 15, Action: Unload.

In the last paragraph, after the first sentence add; "**An exception to this is to conduct a Load Action to load WIA and/or KIA markers.**"

5. Page 17, 19.1 Injury.

In the first paragraph, **delete the restriction on a Unit carrying an Injury marker can no longer use Double Time Movement (6.6).**

CLARIFICATIONS:

Please accept these clarifications and examples as below the level of revising any rules but provided to help players that may have some questions.

1. Casualty and Evacuations:

The side causing the casualties is awarded VP. During the Check Casualties phase, an RTD result gives the player owning the casualty some VPs so the net is less.

During the Check Casualties phase if the WIA becomes a DOW and thus a KIA, the side owning the casualty loses VP so the net is greater but, when the KIA is evacuated, that net is reduced.

For example, for the American player: NVA causes a WIA and gains 4 VP; net = -4

Case 1:

WIA becomes DOW and American loses 2 VP (-2 VP); net is now -6

KIA is evacuated and American gains 2 VP; net is now -4

Case 2:

WIA is RTD and American gains 2 VP; net is now -2

Case 3:

WIA is evacuated and American gains 3 VP; net is now -1

The intent is provide incentive to get casualties to medics to reduce the chance of DOW, and evac as quickly as possible – that Golden Hour.

The numbers are similar for the NVA but intentionally asymmetric.

2. An Injury marker is carried and evacuated the same as WIA markers so may be dropped like WIA markers.
3. WIA and KIA markers on a Helicopter may be automatically carried when unloaded.
4. Normally, when a Unit enters a new hex, the opposing player may attempt Opportunity Fire at the Unit in this new hex but helicopters are special case. Consider the changing altitude like entering a new hex or completing for Opportunity Fire. *I've tried to keep the helicopter rules simple and usable but this clarification helps in those tight LZs.*
5. For each Leader on a Helicopter that is Broken and leaves the map, immediately remove 1 Activation Chit of the Leader's side from the cup. It is out of play for the rest of the scenario. If there are none remaining in the cup, remove one from the pool for the remainder of the scenario. *This is like losing Leaders to combat for reducing the command and control on the field. Helicopter load planning matters.*
6. A downed helicopter (from a WIA result) that has not unloaded is considered a helicopter for stacking purposes. If the helicopter WIA-crew becomes DoW or RTD during the Check Casualties phase, then the helicopter is considered unloaded (and thus no longer count for stacking). *I've tried to keep the helicopter rules simple and usable but his clarification helps in those tight LZs.*
7. When a leader activates Infantry units within two hexes, if one of those Infantry Units is a Leader, that Leader may perform an action but may not further activate units two hexes away from the first Leader; no chain activation of Leaders. *I think chain activating leaders gives the players too much control, takes away from the disjointed nature of command and control in combat, and weakens the chit pull mechanics.*
8. If adjacent helicopters are activated together to perform a Move, Unload, or Load action under 5.1 Activating Units, must perform their second action together, also a Move, Unload, or Load. *Think formation flying. This means if they are firing, the helicopters must activate separately.*