Fields of Fire Clarifications and Corrections
August 17, 2009. Changes since last time marked in red.

Rule Book

Table of Contents (Corrections):
3.3 – change 'airecraft' to 'aircraft'
4.3 – change 'Communcation' to 'Communication'
7.6 and 7.7 – change 'At' to 'AT'
8.0 – change 'Visiblity' to 'Visibility'

1.2.1A (Clarification and Corrections):
Use the higher Cover and Concealment number if any fire is coming across a dark border. If all fire is coming across white borders, as Incoming fire, indirect Mortar fire, or from within the card itself, then use the lower number. Direct Lay Mortar fire is subject to the card borders. Note that the higher number is in larger font, above and to the left of the lower number. Also, there is actually no slash between the higher and lower numbers.

1.2.2, Example B (Clarifications and Corrections):
In some cases, the callouts on the Action Card diagram aren't mentioned in or don't match the text.
- The area labeled "Combat Resolution" is called the Infantry Fire Section in the text (1.2.2.C).
- The whole upper right quadrant of the card is the Action Attempt Section, and the items in that section ("Contact," "Spotted," "Higher HQ," and "Anti-tank Number") are described elsewhere in the rules.
- "Commands" is also misspelled in two of the callouts.

1.2.3H (Clarification):
All Battalion Level Staff units are considered to have an Experience Level of Line.

1.2.6 (Clarification):
Occupied, Cleared, and Secured Cards: Ignore any enemy casualties or VOF Markers on a card when determining if the card is Cleared.

2.2 (Correction):
Reverse the word order of "how" and "you" so that this sections begins "The Mission Details will tell you how many rows and columns…."

2.3.3 (Clarification):
A unit attached to a platoon is considered part of that platoon for all purposes during the given mission.

2.3.5 (Clarification):
All cards in the Staging Area are connected by phone lines.

3.1 (Clarification):
Any commands required to be spent for a Higher HQ Event must be spent by the CO HQ.

3.3.1C (Clarification):
You do not need to finish spending commands from one PLT HQ / CO Staff unit before expending commands from another such unit.

3.3.2d (Clarification):
There are some actions that ALWAYS require an HQ/Staff to be the originator, even if attempted under General Initiative. These are:
- Exhort (HQ/Staff can 'self-Exhort,' but other units cannot)
- Reconstituting the CO HQ or a Platoon HQ
- Creating/Dispatching/Dismissing a Runner
- Designating a New Tactical Control
- Attempting to Reconstitute a Squad
- Firing an FPF or FPL

3.5 (Clarification):
Only units with a printed VOF can capture, guard, and transport prisoners. Thus, if a situation arises where a unit that was guarding and transporting prisoners becomes a Litter Team (or worse), it is no longer eligible to guard or transport prisoners. Unless there is another unit in the card eligible to guard and transport them, then the prisoners are considered liberated and are again under the control of their original side (US or enemy).

3.7.1 (Clarification):
For any card without a VOF Marker, remove any Pinned Markers from units, just like when a MISS occurs when under fire (6.9.1). This is done at the beginning of any subsequent Combat Effects phase in which the unit is not subject to a VOF marker.

3.8 (Clarification)
Smoke is considered a pyrotechnic, so remove all Smoke Markers in this phase.

4.1.4 (Clarification):
An HQ or Staff unit that has been converted to an Assault, Litter, or Paralyzed Team cannot issue commands until it is reconstituted.

4.2, 2nd bullet (Reminder)
Here's the rule quote: "*Modify the number of cards to draw based on the attempting unit's Experience Level*." Thus, for any attempted actions: the card draw is always modified by the **experience of the unit that is attempting the action**, regardless who gave the order.

4.2.1l Designate a New Tactical Control (Correction):
Change the Originator column to read: Any HQ or Staff.

4.2.4d and e (Clarification):
If the target of a successful grenade attack moves away before the attack is resolved, treat it as a Grenade Miss.

4.2.4i and j (Correction):
The Cease Fire and Shift Fire actions are exceptions to the requirement that recipients must be in command. These actions apply to all occupants of a card, whether they are in command or not.

4.2.5 (Correction):
A Pinned unit may also attempt Movement Action 4.2.2f., Move to or from Cover.

4.3.1 (Correction):
Add to the end of this section: "Exception: The recipient of an Attempt to Remove a Pinned Marker Action or an Exhort Action can be Pinned and still be considered in Visual-Verbal Communication."

4.3.3 (Clarification):
The Battalion Staff may use the CO TAC Net if located with the CO HQ.

4.3.6 (Clarification):
You can't have a pyrotechnic indicate that units should just "Rally," but you can have one indicate that units should undertake a specific Rally Action such as an Attempt to Remove a Pinned Marker. In addition, the indicated order can be conditional, but you can only issue one order at a time, and it can't have alternatives. If possible, key the order given to a geographic location or a tactical control. For instance, a valid order could be "If adjacent to the Primary Objective, Attempt to Infiltrate the Objective Card."

You can use a pyrotechnic to initiate any action as long as the unit with the device is ordered to Deploy a Pyrotechnic, only one action is associated with the device, and the prerequisites for performing that associated action are met (e.g., each unit has the necessary LOS, is in the required state, etc.).

4.3.6B (Clarification):
Smoke blocks Line of Sight at all levels.

5.1 (Clarification):
Change the end of the second bullet to read: "…but you may continue to move during a turn any unit not so marked (but not during any one impulse, per 4.2)."

5.1.3A (Clarification):
When a unit becomes a casualty it loses its ability to carry any assets or loads and drops any it currently has on its card.

5.2.3, 1st paragraph (Clarification):
Ignore any enemy casualties under a Cover Marker when determining if the Cover Marker is occupied.

5.2.3, 3rd paragraph (Clarification):
A captured Prisoner LAT counts as a unit for cover stacking.

LOS Example on page 20 (Clarification):
The card numbers can be hard to make out. They are:
Row 3: 53 - 48 - 33 - 49
Row 2: 13 - 38 - 19 - 44
Row 1: 50 - 15 - 40 – 35

5.2.3C (Clarifications):
An Upper Story or a Church Tower Marker does not count against a card's Cover Potential (it's free).

Urban Cover (including Multi-Story Markers) does not block LOS at any level.

6.1 (Clarifications):
A non-Engaged unit becomes Engaged when it has an enemy unit in its Line of Sight, either due to movement of the friendly unit, movement of the enemy unit, or because a new unit has been placed on the map. When a unit becomes Engaged, place its VOF Marker on the card containing the enemy unit. If that card is not the Engaged unit's card, always place PDF Markers, too, between the two cards.

An Engaged unit will continue to fire at the same card until ordered to cease fire, to shift fire, to move to another card, or an enemy unit enters its card. (In the last case, remove the unit's PDF Marker and place the unit's VOF Marker on the unit's card.) An Engaged unit will not stop firing merely because there are no more enemy units on the target card, or smoke appears on the target card or along the PDF, or because changed status has reduced his range such that his target is now beyond his range. However, smoke along the PDF will block fire through the card with the smoke, and smoke on the firing unit's card will cause a unit to stop firing.

Change the type of VOF Marker on a card as better units join in, as firing units run out of ammo, or as firing units become pinned. Change the distance that a unit extends its fire (pull back the VOF and PDF Markers) as the unit's weapon type changes due to ammo or converting to a team, but do not otherwise change things, even if the unit is now firing at an empty card.

Because combat resolution in the Combat Effects Segment is simultaneous, a unit whose VOF changes during the Combat Effects Segment does not exert the new VOF until the Combat Phase is finished.

These guidelines apply to enemy units as well (Exception: enemy units will NOT continue to fire into a card where there are no longer any valid targets. In this case, assume that the enemy has received a Cease Fire order).

6.2 (Clarification):
A unit that has an Out of Ammo marker placed on it continues to fight with its new VOF rating and is not required to leave the map per 9.9.

6.3 (Clarification):
VOF Markers apply to all units on a card, even unspotted ones.

6.3.1 (Clarification):
VOF Types are as follows:
- **BASIC:** All Pinned, Small Arms, Automatic Weapons, Heavy Weapons
- Grenade! (only applies to a single unit, or all units under a single Cover marker, and is additive to other Grenade! VOFs), Sniper, and Incoming
- **MODIFIERS to VOF** (these are always added to all of the VOF listed above): Grenade Miss, Crossfire, Concentrated Fire (only applies to a single unit, or all units under a single Cover marker)

Basic VOF markers are automatically placed by units eligible to place said VOFs (e.g., an 'S' rated unit will place a Small Arms VOF, an 'A' rated unit will place an Automatic Weapon VOF, etc.). They are called Basic because there is no attempt necessary for their placement.

Grenade! and Incoming VOFs are not considered Basic per se because each requires an *attempt* in order to be successfully placed, yet each IS taken into consideration when determining the best (lowest) VOF in order to calculate NCM (6.1.2). Note that the Sniper is a special case since it applies two different modifiers – the especially nasty -3 VOF for the target, and a Small Arms VOF for the remainder of the card.

Finally, the Grenade Miss, Crossfire, and Concentrated Fire VOFs are modifiers that are always applied in addition to whatever Basic VOF may apply. There will only ever be one Grenade Miss per card, as well as only one Crossfire per card. Multiple Concentrated Fire VOFs are permitted, but each applies – as stated above – to either a single unit or all units under a single Cover marker.

6.3.2 Grenade (Correction):
Remove the sentence that starts "It overrides…." (As per the Infantry Combat Modifiers Chart, always use the best VOF rating on a card, which may or may not be a Grenade VOF.)

6.3.2 Crossfire (Clarification):
Pinned units can be used to generate a Crossfire.

6.3.2 Incoming! (Clarification):
The -1 on the Incoming! markers is the modifier to use when the target is a vehicle. The modifier to use when the target is a non-vehicle unit is printed on the Spotter unit.

6.4 (Clarifications):
If a lone enemy unit with a friendly VOF Marker on its card moves to another card in LOS and along the same PDF, any friendly fire against that unit follows the unit to the new card.

A firing unit that loses its PDF because an enemy unit has entered its card switches its fire to the entering unit.

A US unit will not open fire through a card containing another US unit. However, if a US unit with an existing PDF will continue to fire at a card even if another friendly unit moves into that card.

PDF restrictions do not apply to FOs when Calling for Fire. In other words, they can call down fire in any direction, including Calling for Fire elsewhere when there are Enemy units on their own card (for example).

6.4.1 (Clarification):
Only tripod-mounted weapons qualify for Grazing Fire – no exceptions.

6.4.3 (Clarification):
This works in reverse, too. That is, a tripod-mounted MG can fire from a level 1 card over a friendly unit on an adjacent level 1 card if the target is at a higher elevation.

6.7.1 (Clarifications):
You may only issue a Call for Fire against a card that has a spotted enemy unit on it. You cannot do so against a card with only unspotted units or a PC Marker.

Some Missions allow for CO HQs (and even PLT HQs) to Call for Fire. They are capable of doing this via the CO TAC Net or the BN TAC Net (in the CO HQ's case). The number of card draws is based upon the actual observer. The card draws for HQs are lower to signify that the process is less efficient when not handled by an FO.

6.7.4 Communication (Clarification):
A Call for Fire command can be issued to an on-map Mortar unit that is in communication with a unit on the proper TAC Net.

When firing Direct Lay - meaning that the Mortar is firing at a card to which it has LOS, whether the H-rated squad or the G!-rated team - that fire is treated exactly like any other Direct Fire (exception: mortars can ALWAYS fire over friendly units). Thus, it places a PDF, making it eligible to help qualify for Crossfire. Also, like any other Direct Fire, it is subject to the Terrain Effects dictated by the card borders that the fire crosses.

When firing Indirect Lay - only the 2- and 3-step mortar squads can do this - the mortar does NOT place a PDF, thus it does not help qualify a card for Crossfire. Also, it is treated the same as Incoming! in regard to terrain effects (i.e., it uses the 'lower' number and also the '-1' on some cards).
Indirect Lay firing procedure: you need someone who is eligible to command the 2- or 3-step Mortar to spot for him and give him an order to call down fire. The mortar can either have his own radio or be co-located on a card with another unit that has a radio (that is considered "good enough"). There is no card draw; he automatically places the 'H' VOF. Note that he will NOT continue to do this every turn. He will need to be ordered every time you want him to fire Indirect.

6.8.1 (Clarifications):
Machinegun Ammo, 2nd paragraph: When a squad runs out of MG Ammo, place an Out of Ammo Marker on it, reducing its ratings to those found on the marker.
Note also that some units (like the Germans in WWII) start with more ammo than they can carry at one time.

6.9.2 (Clarification):
Under the results for A = Assault Team, the restriction on not converting a unit to an Assault Team if it has a Fire Team on its reverse side does not apply to a generic Fire Team whose reverse side contains another Fire Team with a different weapon type. Convert such a Fire Team to an Assault Team when it receives an A result.

6.9.2 Last paragraph (Clarification):
In the WWII missions, when breaking down a German squad, randomly determine which choice of the two breakdown alternatives they use. Optionally, draw an R10, and on a result of 1 to 7 use the top alternative (the one with the two MGs) and on a result of 8 to 10 use the bottom alternative. If using the top alternative, you must split any remaining ammo between the two MG units.

7.4.5, Restrictions (Correction):
The statement that the maximum vehicle capacity per card is 3 is incorrect. It should be 4, as per rule 1.2.1.I.

7.5 (Clarifications):
A vehicle does NOT have to be activated to fire at infantry. The purpose of activation is to allow it to fire at vehicles and/or move in the Mutual Vehicle-Aircraft Phase. Moreover, a vehicle that has moved and/or fired in the Mutual Vehicle-Aircraft Phase can still fire at infantry in the Combat Effects segment (i.e., resolve its VoF). Infantry fired at by a Vehicle that earlier fired at another vehicle does not have to be in the same card as the targeted vehicle. However, in the Combat Effects segment the firing vehicle must fire along any already-established PDF.

Weapons systems that consume ammo will consume ammo each time they fire. In other words, if a weapon fires at a Vehicle in the Mutual Vehicle-Aircraft Phase, and then fires at infantry in the Combat Effects segment, it will have consumed 2 points of Ammo.

7.5B (Clarification):
Vehicles are attacked by VOFs whether they are moving INTO a card with a VOF, moving OUT of a card with a VOF, or staying put in a card with a VOF. Resolve the fire using the AT Combat Resolution and the modifiers listed there. The VOF resolution against moving vehicles is only for those weapons which do not have a specific line on the Vehicle/AT Weapons Chart. Thus, a weapon that has both a VOF and a listing on the Vehicle/AT Weapons Chart would NOT get to attack a moving vehicle twice (with both its VOF and its Gunnery Modifier). It would only attack with its Gunnery Modifier.

Pinned Vehicles generate All-Pinned VOFs just like Infantry units do. Additionally, when Pinned they may be activated, but are bound by the restrictions imposed on Pinned units in 4.2.5.

7.5D (Clarification):
If a vehicle is in the LOS of a vehicle or AT-capable infantry unit when it performs an activity in lieu of firing (i.e., spotting), that activity makes it vulnerable to reaction fire just as if it had moved or fired.

8.1 (Clarification):
Illumination is available for any mission that has 1 or more turns where the visibility is Moon of any value.

8.2 (Clarification):
The AC-47 Spooky does NOT have any night observation system, thus it must drop illumination in order to avoid the visibility penalty.

8.3 (Clarification)
For LOS purposes, Smoke includes HC Smoke, WP Smoke, and Incoming! VOF markers. LOS can be traced INTO Smoke, but it CANNOT be traced OUT OF or THROUGH Smoke. Note that this does create a rare instance where LOS is not reciprocal.

Clusters and parachutes are NOT considered Smoke.

9.1 (Correction):
Remove "friendly" from the definitions of Contact, Engaged, and Heavily Engaged. Contact can occur when a US unit places a VOF Marker even if the enemy unit does not.

Remember that Activity Level is DYNAMIC – it can go up or down depending on the circumstances.

9.1.2 (Clarification):
If two PC markers end up on a card due to some event (such as a Counterattack), remove the lower letter (A is highest).

9.2 (Clarification):
Important: you can NEVER place an enemy package on a card that already contains enemy units (Exception: when you receive a '+' result, those units are placed together.). When placed, enemy units will always target the unit that triggered their placement (Exception: in Vietnam missions ONLY, enemy units CAN be generated on the card of US Units that did NOT trigger them, thus causing them to open fire on that card rather than the unit that triggered them. This represents the extensive use of tunneling by the enemy in Vietnam). If the placement location drawn does not legally allow the enemy unit to target the triggering US unit, redraw for a different placement. Continue drawing until the above requirement is met. If that package cannot legally be placed to comply with this, redraw for a different package. If NO available package could legally comply, then discard the contact entirely.

9.2.2, 5th bullet (Clarification):
An enemy package may appear on a card containing US units if called for by the Placement Tables. You cannot place a package on a card where the card is already along the PDF of another enemy unit.

9.2.2, 7th bullet (Correction):
Change the first part of the first sentence to read: "If an enemy unit is placed such that it is firing through a PC Marker on another card, remove that PC Marker if it is on the same level as both the firing unit and target unit…."

9.2.2, 8th bullet (Clarification):
This applies in reverse, too. That is, you can't place an enemy VOF on a card with an enemy unit, even one that has not yet been spotted by US units. [Exception: when a US unit is on a

card that contains both an Enemy Unit and a PC, if that PC triggers an enemy unit that places a VOF, that triggered Enemy unit WILL place its VOF on the card of the triggering unit (targeting the US unit that triggered it, per 9.2). Thus, in this case Enemy units do place VOFs on cards that contain other Enemy units. You will find that in most cases, it is still advantageous for the Enemy to do so, as their own troops are generally in field fortifications. This represents interlocking fortifications firing close in fire to prevent the US from overrunning the card.]

9.2.2, 11th bullet (Clarification):
Enemy units cannot be placed under an Upper Story cover marker (assuming one is available).

Default Cover: When an Enemy Force Package makes no mention of Cover, place the Enemy unit(s) in Default Cover according to Mission instructions. When it says "under [fortification type]," place the unit(s) under that fortification type. When it says "in Cover," place the unit(s) under a +1 Cover marker. When it says "No Cover," then no cover is placed for the unit(s).

9.2.2, 12th bullet (Clarification):
Do not extend the map if an enemy unit leaves it due to a Fall Back result from an Activity Check Hierarchy. Remove the unit from play instead.

9.3 (Clarification):
If at least one enemy unit on a card is spotted, all are spotted, regardless of whether an unspotted unit moves into a card with a spotted unit or vice versa.

An unspotted enemy cannot be purposely targeted. There are only two cases where an unspotted enemy unit can be affected by a friendly VOF:
- If you receive a Battalion Fire Mission and one or both of the adjacent cards you choose has unspotted enemies present.
- If an unspotted enemy unit ends up on a card that already has a friendly VOF on it (one example of this would be if US units are firing into an empty card and a PC placement result puts an enemy on that card)

9.4 (Clarifications):
During the Enemy Activity Check segment of each turn, check each Enemy unit individually. Remember first to determine **randomly** in what order to check each enemy-occupied **card**, then within each card to check Pinned/LAT units, Good Order units, and Leaders, in that order.

Each enemy unit will be checked only ONCE PER TURN, regardless what change of status may occur.

When an enemy unit needs to choose among targets on its own card, it selects the largest target first, then randomly among equal sized targets.

An enemy unit loses its PDF if a US unit has enters its card and switches its fire to the entering unit.

Enemy units that move are subject to the same restrictions as US units that move. Thus, mark any enemy unit that moves, including one that Falls Back or Seeks Cover, with an Exposed Marker. In addition, certain unit types, as listed in 6.2, cannot fire if marked with an Exposed Marker.

Enemy units that receive a Fall Back result will move away from US units into one of the 3 cards to the rear (or 2 cards if it is on the edge of the map). The first priority for the Fall Back move is the card that is out of LOS of any US units. Next priority is the card with the Highest terrain value. If more than one of the allowable cards fits these priorities, then determine the card randomly.

If an enemy unit is targeting a US unit on its card and it receives a Fall Back result, it will continue to target that same US unit after executing the Fall Back (unless, of course, it has Fallen Back onto a card that also contains a US Unit).

If a result is drawn on the Enemy Activity Hierarchy tables that an enemy unit cannot legally perform, and there are no alternatives listed for that result, or if there is no row that applies to the unit in its current state, then that enemy unit does nothing.

Note that some Enemy Activity Hierarchy results will call for an enemy unit to be removed and be replaced with a PC marker. In all such cases, place the same letter PC marker that was placed on the row at setup. If there is a PC marker already present, do not place another – simply remove the enemy unit.

9.5 (Correction):
In the next to the last sentence of the first paragraph, change both instances of 'NCM' to 'VOF.'

9.6 (Clarification):
Note that snipers are not governed by the Enemy Activity Hierarchy, but by this section. However, if Pinned or reduced to an LAT, snipers then will follow the Enemy Activity Hierarchy like all other units.

If a Sniper no longer has any eligible targets, leave it in place until another target appears.

If a vehicle moves into a card that is being targeted by a Sniper, the vehicle is subject only to the S VOF from the Sniper, not from the H (the H only affects the specific target). However, if a vehicle is ON a card when a Sniper is choosing a target, that vehicle is part of the target selection process and, if selected, will then be subject to the H VOF from the Sniper.

When a Good Order Sniper is Spotted and thus following his instructions to move one card away from US units until out of LOS, his first priority is the allowable card that is out of LOS of all US units. His next priority is the card with the Highest terrain value. If more than one of the allowable cards fit the priorities, then determine the card randomly.

9.7 (Clarification):
There is no functional difference between available enemy leaders.

9.8 (Clarification):
An enemy spotter attempts to call for all fires after the first one in the Enemy Activity Check Segment.

Like the sniper, Enemy spotters are not governed by the Enemy Activity Hierarchy but by their own rules in this section. However, if Pinned or reduced to an LAT, Enemy spotters will then follow the Enemy Activity Hierarchy like all other units.

9.9 (Clarification):
See the 6.2 Clarification above.

10.1 (Clarification):
You can never have a unit rally such that it ends up with more firepower than it started with.

10.2 (Clarifications):
You do not need to transport an enemy casualty but you must clear its card in order to gain points for it.

Determine whether a card is cleared at the end of a mission. You do not get points for a card that is cleared during a mission but then reoccupied by the enemy before the mission is over, and you cannot get double points for clearing a card twice.

10.3 Promoting Units (Clarification):
Each patrol in a Combat Patrol mission is considered a separate mission, so you do accumulate and spend Experience points between each one.

10.3 Replacements (Clarification):
The Veteran Steps that return are in addition to any replacements listed in the Campaign Instructions. For example, if the US forces in a WWII lost 6 Steps, then the US would get 6 Green replacement Steps and 1 Veteran Step. [Note: when counting casualties for the sake of determining how many veteran steps you receive, count ALL casualties – evacuated or not. But only count those from the mission just completed – there is no carryover from mission to mission.]

11.1 (Clarifications and Corrections):
Apply bullets 2, 5, 10, and 11 between missions, too.
Bullet 4: Remove all casualties, too.
Bullet 11: Reset all assets, too.

Turn Sequence Summary (Correction)
Under "3.7.1 VOF Segment," change "3.7.2b" to "3.7.1b."

Briefing Booklet

The header line for the Korea and Vietnam sections calls this the "Mission Booklet." It should, of course, be "Briefing Booklet" throughout.

On all the Potential Contact Tables, the text for the header of the first column should be "R#" not "t."

If a Mission Goal is to clear a row or column, only those cards in the original mission boundaries need to be cleared, not any new cards that appear during play.

For any Combat Patrol Mission that requires a platoon to pass through an objective, only one unit of the platoon must do so.

For any mission where a platoon of tanks or tank destroyers is attached to the Company, you receive all 5 vehicles in that platoon.

As a general rule, if a package is generated that cannot fit on a card or in a card's terrain, draw again until a package is selected that will work.

WWII Campaign – Enemy AT Information
The German Panzerschreck, 75mm, and 88mm AT Guns are automatically activated for the Mutual Vehicle-Aircraft Phase if unpinned. All other German AT-capable assets are automatically activated for AT combat if they are in the same card as a US vehicle.

German Force Package Table (page 3)
Change packages 5 and 6 from "Mines + " something to "Mines/" something because Mines always are placed on the triggering card.

Normandy Mission 3
Higher Level HQ units may not accompany the platoon on the mission, but may support the platoon by fire from Row 1.

Normandy Mission 4
Ignore the Panzerfausts assigned to squads on the enemy ammo table.

It is correct that enemy PC Markers start in Row 1.

Do NOT place a PC in the Combat Outpost.

KOREAN Campaign – Enemy AT Information
ALL Enemy AT-capable assets are automatically activated for AT combat in the Mutual Vehicle-Aircraft Phase.

Korea Mission 4
For the Initial Placements, delete the last sentence (that mentions Replacements from Mission 2).

Korea Mission 5
The US Player gets 12 KATUSA replacement Steps and no US replacement Steps after this mission.

VIETNAM Campaign – Enemy AT Information
ALL Enemy AT-capable assets are automatically activated for AT combat in the Mutual Vehicle-Aircraft Phase.

NVA Force Packages Table (page 36)
This table is missing package 20, but that package is listed on the separate Force Packages card.

Vietnam Missions 2, 4, and 5
Any RPG/B40 Team receives the same amount of B40/RPG2 ammo as the squads for the same mission.

Vehicle and Anti-Tank Weapons Chart (page 60)
In the 75mm PAK (WWII) row, the VOF column should be S to match the counter.

Charts and Tables Cards

Force Packages Card

- The German Force Packages table is missing a note at the end that can be found on the German Force Packages Table on page 3 of the Briefings Booklet.

Enemy Activities Check Hierarchies

- On the Enemy Defensive Activity Hierarchy, in the Not under fire and no LOS to a US unit section, you place the PC marker on the card that the unit was removed from. If there is already a PC Marker there, then do nothing.
- On the LAT and Pinned Activity Check Hierarchy, in the Fire Team under cover on a US occupied card section, the second action listed should be Attempt to Make a Grenade Attack instead of Attempt to Seek Cover. The numbers remain the same.

Action Menu

- Note that the Action Menus in the rules contain another column of information that could not fit on the card. Until you are comfortable with the game you should use the Action Menus in the rules.

Spotting Attempt Draw Modifiers Chart

- Remove the last two lines of the chart (VOF of A, VOF of H or G!). Add to the "Target is:" section the following two lines:

    A unit with an A VOF rating   +1
    A unit with an H or G! VOF rating +2

Infantry Combat Modifiers Chart

- Move the listing for 'Sniper' from the 'Other' section to just under 'Incoming' in the 'VOF' section. Under the 'Notes' section, add at the end '(see 9.6).' Sniper VOF is NOT cumulative with other VOF, but it is special. Read 6.3.2 carefully.

Counters

Countersheet 1 Back

- Some of the All Pinned VOF Markers are missing the circled +2 AT modifier.

Countersheet 3 Front

- The 2/60mm, 3/60mm, and 4/60mm Mortar Teams should have ratings of G! • C/L.
- One Panzerfaust unit has a range of C. It should be a P, like all the others.

Countersheet 3 Back

- The 1/Wpns and 2/Wpns Fire Teams should have ratings of A • C.
- The German 3/3rd Squad has 'Fire Team' on the reduced side. It should not.

Countersheet 5 Front

- The RPG/B40 counters with the G! C ratings are ammo markers (like Panzerfaust markers), and should not have a step dot on them. The RPG/B40 counters with the S • L ratings are teams who will come into play with an associated ammo marker.

Countersheet 5 Back

- The backs of four enemy leaders are missing their "Fire Team" label.