



ERRATA

With all new rules systems there are questions and clarifications that need made about how to play the game, or that was not made as clear as it could have been when first written. Here are a few corrections and clarifications to go with Fields of Fire that will make your game play more enjoyable.

Corrections

1. Page 22: Buttoned or Unbuttoned heading should have the following text rather than what is printed there:

When trying to spot a target the player must state whether the vehicle is buttoned or unbuttoned. It is always assumed that the vehicle is unbuttoned, unless the vehicle was in an artillery barrage and survived. Then, it is forced to button up (this is a free action). During any movement phase, a player may declare any number of her vehicles to button/unbutton.

2. Page 23: on the Spotting Table, the "Buttoned" and "Unbuttoned" headings are reversed. Also, the modifier for dust should be 1/4. These are correct on the Combat Charts cards.

3. Page 74: US Tanks chart, the M60A3 should have a note that it is to be considered a large target. This is the only vehicle in the core rules that is considered large.

4. Appendix A: note RA (Reactive Armor) the rule associated with reactive armor should read as follows:

Reactive armor is armor added to vehicles after construction to improve the effectiveness of the armor plate of the vehicle. The effect of RA is to reduce the penetration chance by 1/2 rounded down against any missile fire. RA affects only the first hit against the vehicle.

5. Page 42: Advanced rules should contain the rules for smoke:

Smoke is a special, temporary type of terrain. It is created by special munitions or generators for the purpose of concealing movement of your units from the enemy. The types of smoke are: artillery/mortar, smoke grenade, smoke generator, and infantry.

ARTILLERY/MORTAR – Artillery and mortars may deliver smoke barrages in lieu of High Explosive rounds. Smoke rounds may be fired in any artillery segment in the same manner as a HE FFE mission. Upon arrival, a smoke screen is created identical in size to the sheaf size of the battery firing the smoke mission. The smoke generated by the barrage last for six full turns.

Artillery smoke rounds will block thermal sights trying to trace LOS through the smoke, whereas mortar smoke rounds will not.

SMOKE GRENADE – These are the rounds fired from a vehicle mounted smoke discharger. Smoke grenade launchers discharge a block of smoke in the direction that the turret

of the firing vehicle is facing. The size of the smoke screen is two inches wide by one inch deep. The smoke screen may be placed up to one inch away from the vehicle. This smoke has no effect on thermal sights and lasts for two full turns. Vehicles may use their smoke grenades a maximum of three times per scenario. Vehicle Smoke grenades may be fired during the Smoke Discharge Segment.

SMOKE GENERATORS – A vehicle using either its inherent smoke generators or towing a portable smoke generator will leave a trail of smoke one inch wide along the entire distance of its movement. This smoke has no effect on thermal sights and lasts for two full turns.

INFANTRY – Infantry smoke maybe placed in any direction. The smoke created by the infantry is a one inch square block of smoke. It may be placed up to one inch away from the infantry stand generating the smoke. Infantry smoke has no effect on thermal sights and the smoke lasts for two full turns. Infantry may use their grenades a maximum of three times per scenario. Infantry Smoke grenades may be deployed during the Smoke Discharge Segment.

Effects

Smoke completely obstructs LOS, regardless of any elevation advantage that an observer (including helicopters) may have unless the viewer is using a thermal sight and the smoke is of any type other than artillery delivered. If a target hidden by smoke is within two inches of the edge of the smoke screen (of any type), then the HIT number for direct fire weapons becomes:

“2”: If the modified HIT number before smoke is five or greater.

“1”: If the modified HIT number before smoke is less than five.

If a target hidden by smoke is more than two inches from the edge of the smoke screen, it may not be the target of enemy fire. (The probability of hitting while shooting blindly would be so low that the crew would either save the ammunition for a better shot, or switch to a more immediate threat.)

Artillery markers within smoke may be continued, but adjustments may not be made if two or more inches of smoke are between the spotting unit and the aiming point.

Direct fire weapons may not conduct targeted fire out of smoke unless firing at a target that was visible prior to placement of the smoke AND the firing unit is within two inches of the edge of the smoke (see: Thermal Sights for exception). Smoke has no effect on penetration. Smoke does not normally damage units within the impact area (see White Phosphorous).

Smoke Summary Table

Smoke Type	Size	Duration	Thermal Penetrates
Artillery	As per sheaf	6 Turns	NO
Mortar	As per sheaf	6 Turns	YES
Vehicle Grenade	2” W x 1” D	2 Turns	YES
Vehicle Generator	1” W x distance moved	2 Turns	YES
Infantry	1” x 1”	2 Turns	YES

Wind

Wind can play an important role in a battle using smoke. Drifting smoke can reveal a position prematurely, or cover a target unexpectedly.

At the beginning of a game, roll two d10 and consult the charts below:

Wind Direction - First d10

Roll	Result
1	Wind FROM N
2	Wind FROM NW
3	Wind FROM W
4	Wind FROM SW
5	Wind FROM S
6	Wind FROM SE
7	Wind FROM E
8	Wind FROM NE
9-0	No wind (ignore 2 nd d10)

Wind Speed - Second d10

Roll	Result
1-3	1" Drift per turn
4-6	2" Drift per turn
7-8	3" Drift per turn
9	4" Drift per turn
0	5" Drift per turn

If there is wind, the smoke will drift at the beginning of the Segment that it arrived, each Phase. So, artillery smoke will drift at the beginning of the Artillery Segment, vehicle generator smoke will drift at the beginning of the Fire/Move Segment, and smoke from infantry or vehicle grenades will drift at the beginning of the Smoke Discharge Segment.

Variable Wind (Optional)

If you want to keep the wind unpredictable, roll a d10 on each initiative phase to determine any changes from the table below.

Variable Wind - d10

Roll	Result
1-5	No Change
6	Changes Clockwise by 1 Pt (ie. N becomes NE)
7	Changes Clockwise by 2 Pts (ie. N becomes E)
8	Changes Counter-Clockwise by 1 Pt (ie. N becomes NW)
9	Changes Counter-Clockwise by 2 Pts (ie. N become W)
0	Roll a d10 and refer to Wind Speed table for new speed.

Clarifications

Q: Do infantry (and other non-vehicle units) always count as "unbuttoned" for spotting purposes?

A: Yes. Anything that cannot be buttoned are treated as unbuttoned. This may change as our morale rules are formalized and published. We are considering treating pinned units as "buttoned" for spotting purposes.

Q: Which vehicles should get the small target bonus?

A: Any vehicle that is the size of a Jeep should get the small target bonus.

Q: What should the orientation of the artillery template be when placing it over a target?

A: The orientation of the artillery is parallel with the controlling player's starting board edge (ie the direction of his rear area). This is the orientation used, if none is specified. For a Line template, the default orientation is also parallel to the controlling player's starting board edge. An alternative to this is for the center point to be plotted and then the template oriented along a direction axis such as NE-SW, or for the template to be oriented to a linear terrain feature, such as along/parallel to a road or ridge line. Only an FO can call artillery using a non-standard orientation because calling for artillery is not the primary skill for line officers. They generally rely on their FIST for artillery support, but can make a basic call for fire when needed.

Q: From what game board orientation does artillery deviate from?

A: The deviation is determined from your starting board edge. Left/Right is parallel to your board edge. Long/Short is perpendicular to the board edge. This was to simplify the measuring and eliminate the need to keep track of the angle of fire. This does not prohibit a scenario designer from including a specific point of aim in their design, but helps to speed up play when you can use the board edges as your perpendiculars.

Q: Does a helicopter need to stop moving to fire a wire guided missile?

A: The same rule applies as applies to vehicles in that the helicopter should not be moving when firing wire guided munitions. We should have put a reference to the ATGM section under the Helicopter rules. We can add this clarification to the Errata.

Q: Do decoys launched by air units affect all fire against them?

A: No, chaff and flairs are only effective against radar-directed ADA or SAMs, not manual/optically aimed AAA, AAMG, or small arms.