

COMBAT VETERAN

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1.0 INTRODUCTION

Combat Veteran is a simple two-player tactical combat system that simulates the dynamics of infantry combat at the individual (man-to-man) level. This game features two particular historic scenarios as the introduction to the wider system: *Firefight at the Rice Paddy Angle* (Vietnam in the Mekong region, 1967), and *Firefight at Combat Outpost Keating* (Afghanistan in the Nuristan Province, 2009). Both firefights involved about a platoon of US infantry against a numerically superior enemy force. The US and Viet Cong soldier game pieces represent specific, individual men of their respective units, whereas Taliban soldier game pieces represent three to six men.

2.0 GAME INFORMATION

The following information about the scale and components of the game is listed as follows:

2.1 Scale

Each hex represents about 40 meters of actual terrain (almost half a football field from hex corner to hex corner), and the entire map area is roughly the same acreage as Hyde Park in London (The map's title is considered to be the north side of the map). Each weapon game piece represents one specific type of named weapon and its standard loadout. For example, the M60 weapon game piece represents one M60 machinegun, at least a 150 rounds of ammunition, and presumably a spare barrel (and even an asbestos glove), et cetera.

Each soldier game piece typically represents one man (although Taliban game pieces represent several jihadists) as well as all inherent personal weapons and gear. A US soldier game piece therefore represents one man, his rifle, ammunition, perhaps a pistol and/or grenades, a knife, canteens, C-rations, mosquito repellant, a machete, ad infinitum.

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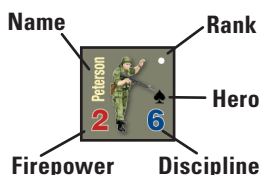
2.2 Components

This game is complete if it includes one mapsheet (featuring two distinct maps for the two scenarios), one 280-piece counter sheet, and this set of rules. These rules contain all charts necessary to play.

Only one six-sided die is necessary to play any aspect of the game, but the combat system is a so-called “bucket-o-dice” system, and so at least ten dice are recommended.

3.0 TYPES OF GAME PIECES

There are five distinct types of game pieces, listed as follows:



US Soldier (each is printed with a distinct and historic name and specific printed ratings).

***Note:** Through out the rules the term “Effective” refers to a soldier that is not crawling, wounded, or otherwise inhibited by any rules.*



Weapon/Equipment (each is printed with a weapon/equipment image, its nomenclature, as well as its specific printed ratings. A weapon game piece has two sides, its front, fully-functional side, and its back, disabled side).



Fire Support (each is printed with an explosion symbol, the type of ordnance it represents, as well as its specific printed ratings).



Disposition (there are numerous types of disposition game pieces, such as Sprint, Run, Crawl, and Wounded; the Wounded marker is printed as a red bandage with a white cross symbol).



Viet Cong



Taliban

Enemy (each Viet Cong soldier game piece is printed with a distinct name and specific printed ratings; each Taliban soldier game piece is merely printed with “Taliban” and specific printed ratings).

3.1 Nationalities

The various nationalities in the game are identified as follows:

US (Vietnam) = Olive Green

US (Afghanistan) = Tan

Viet Cong = Maroon

Taliban = Pale Green

3.2 Game Piece Ratings

The game pieces are printed with various numerical ratings and/or symbols. Not all game pieces are printed with all ratings and symbols. A game piece may only ever operate according to the rules that correspond

to what ratings and symbols it is printed. No game piece may ever use the ratings or symbols of any other game piece, even while stacked together. Each of the game piece ratings and symbols are described as follows:

Name/Nomenclature (top text) = This indicates the specific name or nomenclature of the inscribed game piece.

Rank (white right hand dots) = This symbol indicates the rank or grade of the inscribed soldier game piece. Some actions and/or functions (such as directing fire support) during the game are only permitted by a soldier printed with rank dots.

Hero (black ace of spade symbol) = This symbol indicates that the inscribed game piece has special capabilities (see 12.0).

Firepower (red lower left number) = This number represents the quantity of six-sided dice that may be thrown whenever that inscribed game piece is attacking an(other) enemy game piece(s). There are three kinds of firepower ratings, those printed as a single number (a singular firepower rating), those printed as a plus-number (a firepower rating that can be added to soldier’s singular firepower rating), and those printed as a circled number (a firepower rating that may only be directed at one target hex), all of which will be explained later in the rules.

Discipline (blue lower right number) = This number represents the morale or élan of the inscribed game piece whenever it is shot at or attempts to conduct certain activities that require initiative, nerve, daring, courage, etc.

Armor (black lower right number) = This number represents how many firepower dice must be deducted whenever attacking that hex. Armor may represent homogeneous steel, logs, entrenchments, camouflage, smoke, et cetera.

Crew (green lower right symbol) = This symbol indicates whether the inscribed weapon, equipment, or vehicle is assumed to be inherently crewed (by soldiers not portrayed as game pieces) or requires soldier game pieces to be currently present in that same hex to utilize or operate at full effectiveness.

If a weapon is printed with an empty square symbol (known as a Heavy Weapon), it must be stacked with at least three compatriot soldier game pieces to operate at full effectiveness.



If a weapon is printed with a half-empty square symbol, that weapon must be stacked with at least two compatriot soldier game pieces to operate at full effectiveness.



If a weapon is printed with a solid, filled square symbol, that weapon is assumed to be inherently crewed (or does not necessitate a crew, such as landmines) and therefore does not require any other game pieces to operate at full effectiveness (there are no such weapon game pieces included with this particular game, but will be included in subsequent games using this same rules system).

***Note:** Each Taliban game piece is considered equivalent to at least three soldiers for purposes of this rule. Therefore one Taliban game piece is always sufficient to crew any weapon game piece.*

If a weapon is not printed with a square symbol, only one soldier game piece is ever required to operate that weapon at full effectiveness.

3.3 Movement Ratings

Game pieces are never printed with any specific movement ratings. Movement is regulated generically and is described for all game pieces under rule 8.0 below.

4.0 STACKING

Having more than one game piece in the same hexagon is known as “stacking”. There is no limit to the quantity of game pieces that may be stacked in the same hex, but stacking more than fifteen (15) game pieces (of any type) in the same hex can entail consequences during combat (see 4.3 below).

In the two scenarios presented, there are no distinctly different locations within the same hex, but future games will have terrain and rules for multi-location hexes.

4.1 Utilizing a Weapon Game Piece

To utilize a weapon game piece, an effective soldier game piece (or sometimes multiple soldier game pieces; see 3.2, *Crew*) is required to be stacked immediately below that weapon game piece. In other words, a weapon can only ever be utilized by the soldier or crew that is stacked immediately below that weapon game piece.

If a utilizing soldier is eliminated, crawling, wounded, or otherwise rendered ineffective, any *other* soldier game piece in that same hex may be eligible to utilize that weapon game piece instead (see 8.2), but it must then be stacked immediately below that weapon game piece to do so. The former user, if still in that hex, must then be stacked at the bottom of the stack. That soldier game piece is no longer considered to be utilizing that weapon.

It can occur that a weapon that must be crewed (i.e., utilized by multiple soldier game pieces) will be unusable or reduced in effectiveness if one soldier of a crew is eliminated, crawling, wounded, or otherwise rendered ineffective (see 9.5(f)).

4.2 Beware of Backblast!

If there are currently more than fifteen (15) game pieces in the same hex whenever a LAW or AT-4 weapon is used, or whenever a LAW or AT-4 weapon is used in the same location in a multi-location hex, there is a possibility of a backblast attack upon every non-vehicle game piece in excess of fifteen game pieces (but including any vehicles present) in that hex or location, respectively. A backblast attack is resolved immediately after a LAW or AT-4 weapon is used in such circumstances (after the effect of the LAW or AT-4 upon the enemy target is resolved), and is simply equivalent to a firepower rating of “1” (one die roll), but ignoring all other battlefield conditions listed under 9.5 (which never apply to a backblast attack).



Note: B-40 and RPG weapons do not ever create a backblast attack.

4.3 Spread Out!

If there are currently more than fifteen (15) game pieces (including any vehicles) in the same hex whenever that hex is attacked, the attacking player must also roll one more additional die per each game piece stacked there in excess of fifteen.

Example: If an attacking game piece with a firepower of “1” attacks a bridge hex that is stacked with eighteen enemy game pieces, the

attacking player would roll four dice as his attack (instead of only one die), though modified normally by any other battlefield conditions (9.5), if any.

4.4 Close Combat

It is permissible for friendly and enemy game pieces to be stacked together within the same hex, although this will automatically result in immediate “close combat” (see 10.0). Close combat can only occur as a result of a game piece moving into an enemy game piece’s hex. Close combat is always resolved *immediately* and to conclusion whenever this occurs.

Exception: If a soldier game piece enters into a hex that is occupied by any enemy game piece that is stacked below a wounded marker, that wounded soldier game piece is automatically eliminated immediately.

4.5 Occupying Bunkers

A bunker game piece is counted as a single game piece in a hex normally when factoring a hex’s stacking calculation. However, the maximum quantity of game pieces that may be stacked below (in) that bunker (and eligible to utilize that bunker) is equivalent to that bunker’s armor value. For instance, if a bunker is printed with a “-4”, a maximum of four game pieces (of any type) may be stacked below (i.e., within) and benefit from that bunker when that bunker’s hex is attacked.



5.0 GAME TURNS AND PHASES

Both scenarios included in this game are comprised of ten (10) game turns. A game turn track is printed on the map (to be used for both scenarios), and a game turn marker is provided to place upon and move along the track to simulate the passage of time; each game turn represents several minutes.

Both scenarios start with the first game turn, and each game turn is comprised of two distinct player turns (a US player turn and an enemy player turn). The first game turn of the Vietnam scenario (*Firefight at the Rice Paddy Angle*) will begin with the US player’s turn, followed by the Viet Cong player’s turn, but the first game turn of the Afghanistan scenario (*Firefight at Combat Outpost Keating*) will begin with the Taliban player’s turn.

5.1 Game Turn Phases

Each player turn is further subdivided into “phases” which regulate the activities that may be permitted by that player’s side. These phases must always be resolved in the order given (a, b, c, d), listed as follows:

- a) Discipline Phase (see 6.0)
- b) Stance Phase (see 7.0)
- c) Movement Phase (see 8.0)
- d) Combat Phase (see 9.0)

6.0 DISCIPLINE PHASE

The Discipline Phase of a player’s turn is the opportunity for a player to attempt to remove “Crawl” markers from soldier game pieces, as well as attempt to remove “Wounded” markers from a wounded soldier game piece if a medic type of soldier game piece is stacked in the same hex, although a medic cannot remove more than one wounded marker per each friendly Discipline Phase, even if there are multiple wounded soldier game pieces in its hex.

To do so, the owning player, during his own Discipline Phase, *may* nominate each friendly crawling soldier game piece and *must* nominate

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each wounded soldier game piece, one at a time, and roll one six-sided die per each such soldier, explained as follows:

Crawling: If a crawling soldier game piece's die roll less than (<) its printed discipline rating, that soldier's Crawl marker is immediately removed. However, see 6.1 below.

Wounded: If a wounded soldier game piece's die roll is equal to or higher (\geq) than its printed discipline rating, that soldier is immediately eliminated *if* there is no other friendly soldier game piece present in that same hex (regardless of their relative locations within that hex). If there is a medic (i.e. a soldier game piece that is printed with a red cross symbol instead of a firepower rating) present in a wounded soldier game piece's hex, that soldier game piece will become immediately restored to health (removing the wounded marker) if that wounded soldier's die roll is less than (<) its printed discipline rating. An unwounded soldier in the same hex as a wounded soldier will always prevent its elimination, but only a medic can restore a wounded soldier to health.

Note: A non-medic soldier game piece has no ability to restore a wounded soldier game piece to full health, but rather only prevents a wounded soldier from becoming eliminated if it occupies the same hex. In this respect, it is actually unnecessary to roll a die for a wounded soldier in a hex with only a non-medic soldier game piece, and no medic (because the wounded soldier can neither be eliminated nor restored to health).

A wounded medic is permitted to attempt to restore its own health, but will be eliminated if its die roll is less than its own printed discipline rating.

Each soldier game piece, whether crawling or wounded, is only ever entitled to one die roll per friendly Discipline Phase, regardless of the result.

In both cases, it is irrelevant how long a soldier game piece has already been crawling or wounded, or if a soldier was crawling or wounded any time previously.

6.1 Rank (Leaders)

Soldier game pieces that are printed with white dots are leaders. These dots represent that soldier's rank (i.e., more dots equates to a higher rank). The effect of rank dots is to influence a crawling soldier game piece's discipline die roll (though rank has no effect upon any wounded soldier's die roll).

Whenever a crawling soldier is undergoing a discipline die roll check during its own side's Discipline Phase, the owning player may, instead, roll for the discipline rating of a leader that is printed with the most rank dots in that same hex (provided that leader is not, itself, crawling or wounded). In this regard, any other leaders in that same hex that are printed with equal or fewer rank dots are not relevant.

A ranking leader's discipline die roll is not *in addition* to a crawling soldier's discipline die roll, but rather is a roll in its stead. But, a ranking leader's discipline rating may only be used for one crawling soldier in its same hex per each Discipline Phase. A crawling soldier is only ever entitled to one leader's discipline die roll per Discipline Phase, but it may use a different ranking leader each phase if preferred.

7.0 STANCES

A stance is the physical disposition of each soldier and vehicle game piece as it currently exists on the map (and always regardless of the terrain it presently occupies). A soldier game piece's stance can be changed during the Movement and/or the Combat Phase (voluntarily and/or involuntarily), but within some strictures as will be explained later.

Exception: Stances never apply to weapon game pieces; a weapon game piece is assumed to share the stance of the soldier or vehicle that is carrying/utilizing it.

There are five different kinds of stances, but a soldier can only ever embody one kind of stance at the same time (and can only *intentionally* change its stance once per each friendly Movement phase).

7.1 Default Stance (Walking)

By default, a soldier game piece is always assumed to be walking, even if it has not or will not be moved during a game turn, or even while being transported. As such, there is no marker provided in the game to indicate that any soldier game piece is walking. However, if a game piece is crawling, running, sprinting, or wounded, it must be stacked under an appropriate marker (crawl, run, sprint) to indicate its stance; a soldier can never embody more than one stance at any one time.

Stances are generally voluntary, but some stances require a die roll before or after movement, explained as follows:

7.2 Wounded

A soldier game piece that is stacked under a wounded marker may or may not be able to move (see 8.3), but being wounded automatically subtracts four (-4) dice from any attack against that wounded soldier in any case, although all other battlefield conditions (9.5) apply normally nonetheless.



Note: A wounded marker can be removed exactly like a crawl marker (see 6.0), but only if a medic is present in that same hex during a friendly Discipline Phase.

7.3 Walking

A soldier game piece that is walking may move and conduct combat without any bonuses or penalties (see 8.6). All rules apply normally to soldier game pieces as if they are walking.

7.4 Crawling

A soldier game piece that is stacked under a "Crawl" marker is only permitted to move into one hex during its own Movement Phase (see 8.7), but crawling automatically subtracts four (-4) dice from any attack against that crawling soldier (while crawling, even if it doesn't actually move), although all other battlefield conditions (9.5) apply normally nonetheless.



Note: It is permissible for a soldier game piece to be stacked under a "Crawl" marker even it does not actually move (i.e., for the purpose of reducing enemy attacks against that soldier).

A game piece that is stacked under a "Crawl" marker is not eligible to attack during the Combat Phase although it may conduct defensive fire (8.10) and participate in close combat (10.0) during the opposing side's game turn.

A crawl marker can be removed during the owning player's Discipline Phase if he rolls one six-sided die for that crawling game piece, and if that die roll is less than (<) that game piece's printed discipline rating.

7.5 Running

A soldier game piece that is stacked under a "Run" marker at any time during its movement is assumed to possess a total movement value of "12" instead of 6 (see 8.8). However, when a running soldier completes its movement (regardless of when it began to run, or even if it doesn't actually move), it is subject to an overheating die roll (see 7.7).



7.6 Sprinting

A soldier game piece that is stacked under a "Sprint" marker is only permitted to move a maximum of two hexes (if not in excess of normal movement costs) during its movement (see 8.9), but sprinting automatically subtracts two (-2) dice from any attack against that sprinting soldier (while sprinting), although all other battlefield conditions (9.5) apply normally. However, when a sprinting soldier completes its movement (regardless of when it began to sprint, or even if it does not actually move), it is subject to an overheating die roll (see 7.7).



Note: It is permissible for a soldier game piece to be stacked under a "Sprint" marker even it does not actually move (i.e., for the purpose of reducing enemy attacks against that soldier).

7.7 Overheating

Whenever a running or sprinting soldier game piece has completed its movement, the owning player must roll one six-sided die for that specific game piece. If that die roll is equal to or higher than (\geq) that game piece's discipline rating, it has overheated immediately (place a "Crawl" marker atop that game piece). That crawl marker as a result of overheating can be removed per 7.4 normally, and this may be facilitated by the presence of a friendly ranking leader, too (see 6.1).

8.0 MOVEMENT

Pushing a game piece or stack of game pieces across the hexfield on the map is known as movement. The movement of a soldier game piece is always a voluntary action by the owning player. Movement is conducted by counting off movement as each soldier game piece or stack is moved from a hex into each successively adjacent hex. All non-vehicle "Walking" soldier game pieces have a movement value of "6" per friendly Movement Phase. As each soldier game piece is moved, it must count off a specific movement cost from its movement value of 6 (or 12 if running) for each hexagon it enters.

The type of predominant terrain that is printed in each hex determines the specific movement cost for any soldier game piece to enter that hex, and these costs are printed on the map as the Terrain Effects Chart. The listed "Move Cost" for each type of terrain is printed as the leftmost green number next to each terrain symbol (e.g., the movement cost of "Rocky Ground" is "1"). Therefore, if a soldier game piece enters a rocky ground type of hex, for example, the moving player must count off "1" from its movement value (in other words, it must deduct 1 from its movement value) to enter that hex. Then, a game piece's total movement value is hence reduced accordingly (from 6 down to 5 if walking).

Some terrain is known as "Hexside Terrain" and is therefore expressed as a "+" movement cost on the map's Terrain Effects Chart. Hexside terrain imposes an additional (+) movement cost to any soldier game pieces that crosses over the terrain feature depicted along a hex spine

(if printed in between the hex that the soldier game piece is entering and the hex it just moved from). This additional movement cost is therefore added to the movement cost of the hex being entered.

Note: Movement is always prohibited into any hex where a defensive fire attack has occurred (regardless of the result) during the same Movement Phase; see 8.10.

Each game piece may be moved from its present hex into successively adjacent hexes during its own Movement Phase...paying a movement cost for each hex it enters until it has spent all of its total movement value (or before then, if the moving player prefers to end its movement sooner). No soldier game piece may ever move into any hex that costs more movement than that soldier game piece has remaining (accounting for whatever movement it has already expended that turn), and no game piece may ever borrow the movement value of any other game piece or from any future Movement Phase to increase or supplement its basic movement value (6, or 12 if running). Similarly, any game piece's unused movement value (if it didn't move, or did not move its full movement value) does not carry over from turn to turn, nor may be lent to any other game piece.

The movement of a soldier game piece must be completed before the movement of another game piece (except per 8.1). Aside from the allowances of stack movement, when any soldier game piece is moved individually, its movement is always automatically finished as of the moment that another soldier game piece or stack in any other hex begins to move.

A soldier game piece's movement value is always renewed fully each new game turn. Any movement that it had expended during a previous game turn has no effect during any following game turn.

8.1 Stack Movement

Friendly game pieces may be moved together as a stack without restriction. No game piece in a stack has any effect upon the movement of any other game piece in that stack. Furthermore, it is permissible for a stack of game pieces to split off and move in different directions at any time during their collective movement, and some game pieces may be "dropped off" while other game pieces move on, or are "picked up" by a stack as it enters the same hex. In all cases, however, each game piece's movement value remains 6 (or 12 if running) from the hex where it began its movement whether it moved with a stack or not. None of these permutations of stack movement entail any particular strictures, although the moving player may find it necessary to somehow record each game piece's particular movement when a stack is interacting with differently-moving game pieces during the same Movement Phase.

Unlike normal movement which requires a moving soldier game piece to complete its movement before another soldier game piece may be moved, this restriction does not apply to a moving stack of game pieces. In this regard, it is permissible for a moving stack to be momentarily paused while a game piece from that stack moves out, and to then continue its movement normally. In cases when a particular soldier game piece moves out of a stack, its movement must always be completed before the stack it departed may continue its movement, however.

Note: The complexities of stack movement may necessitate that players keep notes or somehow mark such hexes with mnemonics such as coins or other aide-mémoire.

8.2 Carrying Weapon Game Pieces

Weapon game pieces have no ability to move independently and thus are never assumed to have any movement value. However, each weapon game piece can be carried by any non-wounded soldier game piece that it is stacked with, although a weapon game piece that is printed with an empty square symbol in the lower right corner (known as a heavy weapon) requires at least two non-wounded soldier game pieces (or one Taliban soldier game piece) to be stacked with it to be carried. Any soldier game piece that is in the same hex with any weapon game piece can take sole possession of that weapon during any friendly Discipline Phase by simply being stacked directly under that weapon game piece by the owning player.

Note: *Each non-wounded soldier game piece is permitted to carry a maximum of three weapon game pieces (or two weapons if also carrying a wounded soldier), though this is not meant to imply that a soldier can ever utilize more than one weapon game piece at a time when it conducts an attack (see 8.1).*

Exception: Two soldier game pieces are always required to carry any heavy weapon (any weapon that is printed with an empty white crew symbol), but no other weapons, and no wounded soldier at the same time.

Any soldier game piece that is carrying a weapon game piece is assumed to have its inherent movement value (8.0) reduced one (-1) per *each* weapon game piece it is carrying, regardless of the type of weapon(s) being carried. In the case of two soldiers that are carrying a heavy weapon, they are each assumed to have their inherent movement value reduced one (-1 each). This penalty has no effect upon a soldier that is crawling while carrying any weapons (7.4), but it applies to any soldier that is running (7.5) or sprinting (7.6) while carrying any weapons.

Example: A soldier game piece that is sprinting may move a maximum of two hexes. However, if that sprinting soldier is carrying a single weapon game piece, that soldier could only move a maximum of one hex. If a sprinting soldier is carrying two weapon game pieces, it would not be eligible to move at all (although it is permissible for a soldier to be stacked under a “Sprint” marker even if it doesn’t actually move; a player might do this to reduce enemy attacks against that soldier; see 7.6).

A malfunctioned weapon is carried normally; there is no additional effect to carrying a malfunctioned weapon aside from its inoperativeness.

8.3 Wounded Movement

Whenever a soldier game piece is wounded and consequently stacked below a wounded marker, its movement is automatically reduced to a maximum of one hex. However, a wounded soldier game piece is only permitted to move (one hex) *if* the owning player first (at the start of its movement during each movement phase) rolls a successful discipline check die roll for that wounded soldier; if that die roll is less than (<) that wounded soldier’s printed discipline rating, it may be moved to one adjacent hex of the owning player’s choice (if not otherwise prohibited by other rules), but if that die roll is equal to or higher than (≥) its printed discipline rating, that wounded soldier game piece may not move during the current Movement Phase.

Note: *A failed movement attempt die roll has no other effect upon a wounded soldier. The owning player is eligible to roll one discipline check die roll per each wounded soldier game piece per each Movement Phase. This is an entirely separate roll from the mandatory discipline check die roll during a wounded soldier’s Discipline Phase.*

A wounded soldier game piece is not permitted to carry any weapon game piece while it is stacked under a “Wounded” marker.

8.4 Carrying a Wounded Soldier Game Piece

Any soldier game piece that is not currently crawling, wounded, nor carrying more than two weapon game pieces may attempt to carry one friendly wounded soldier exactly like a weapon game piece (see 8.2) when they occupy the same hex together.

To carry a wounded soldier, an eligible soldier game piece must occupy or enter that wounded soldier’s hex (at any time during its Movement Phase) and must then undergo a discipline check die roll the moment it attempts to carry a wounded soldier (and at the beginning of each subsequent friendly Movement Phase that it is still carrying a wounded soldier). If any defensive fire is declared in that hex, it is must be resolved before that discipline check die roll.

If the carrying soldier game piece’s discipline check die roll is less than (<) its discipline rating, it is then immediately assumed to be carrying one wounded soldier in that hex, exactly as if it is a weapon. But if that carrying soldier game piece’s discipline check die roll is equal to or higher than (≥) its printed discipline rating, it is not carrying any wounded soldier and also becomes overheated immediately (and is therefore stacked under a “Crawl” marker in that same hex); this does not affect the wounded soldier (beyond not being carried), and this does not preclude any other eligible soldier(s) in that same hex to also attempt to carry that wounded soldier.

Note: *A soldier game piece that is carrying a wounded soldier is permitted to run or sprint normally, but it will no longer be carrying that wounded soldier if it becomes overheated after running or sprinting (see 7.7). To eligibly carry a wounded soldier again, that overheated soldier game piece must first successfully remove its crawl marker (during its discipline phase), and then undergo another discipline check to carry a wounded soldier in its hex again. A failure of either die roll prevents that soldier game piece from carrying a wounded soldier, but otherwise has no cumulative effect.*

See 9.5(m) regarding attacks against wounded soldiers while being carried.

Any soldier game piece that is carrying a wounded soldier is assumed to have its inherent movement value reduced by one (-1), in addition to the reduction for each additional weapon (-1) it may also be carrying.

If a soldier game piece that is carrying a wounded soldier begins crawling or is wounded, it will no longer be carrying that wounded soldier at the instant that it begins crawling or is wounded.

8.5 River Movement

Practically speaking, there is no river movement, per se. In other words, whenever any soldier game piece enters a river hex, it is always assumed to be occupying the land or beach portion of that hex (but disregarding whatever other printed terrain is featured along the land or beach portion of that river hex). For purposes of any relevant rules (such as line-of-sight), the owning player may always choose which side of a printed river depiction his game piece(s) there are actually occupying, although this does not affect movement or combat in that hex in either case.



The effects of the water in a river hex is always represented by the “All” move cost and the “0” combat effect (see the Terrain Effects Chart printed on the map).

Designer’s Note: *Whenever a soldier game piece is present in a river hex, it is not assumed to be in the water, although the high movement cost for river terrain does presume that the soldier there has indeed already crossed the river, or has at least been delayed by the presence of the river. Any soldier game piece in a river hex does not benefit from any terrain to represent the reduced cover in that hex, not that the targeted soldier is in the water, necessarily (though it can represent that, too. Either way, the effect is the same).*

8.6 Walking

All non-weapon soldier game pieces are automatically assumed to be walking (even if not actually moved into another hex). Thus, there is no marker necessary to indicate this, but rather is always the presumed stance of a game piece when it is not stacked under any other kind of marker (i.e., crawl, run, sprint), even when being transported aboard a vehicle (in an upcoming variant of the game).

8.7 Crawling

A game piece may be purposefully stacked under a “Crawl” marker at the start of its movement (never voluntarily after it has already moved), and only for a maximum move of one hex.

A game piece may not be stacked under a “Crawl” marker and any other marker at the same time. If a game piece becomes wounded, for example, its crawl marker is immediately removed, and that game piece is therefore immediately no longer considered crawling, but wounded instead.

A “Crawl” marker can only be removed during a player’s own Discipline Phase if the owning player rolls one six-sided die for that game piece and if that die roll is less than (<) that game piece’s printed discipline rating (see 6.0).

Exception: A crawl marker is automatically removed from any soldier game piece that is in a close combat hex.

8.8 Running

A game piece may be stacked under a “Run” marker at any time during its normal movement (see 7.5). A “Run” marker simply doubles a game piece’s standard movement (e.g., a soldier game piece with a normal movement value of “6” would actually be assumed to have a movement value of “12” instead).

Though a game piece may be stacked under a “Run” marker at any time during its normal movement, it must be stacked under the “Run” marker as of the instant that it exceeds its normal movement value (6). But regardless of when a game piece is marked as running, the “Run” marker must remain with it throughout its entire movement thereafter (until that game piece begins crawling or is wounded).

A game piece may not be stacked under a “Run” marker and any other marker at the same time. If a game piece is crawling or is wounded, for example, its “Run” marker is immediately removed, and that game piece is therefore immediately no longer considered to be running.

A heavy weapon game piece cannot ever be carried by a soldier game piece that is presently running.

Whenever any running soldier game piece completes its current movement, it is required to undergo an immediate discipline check die roll. If that soldier’s discipline check die roll is equal to or higher than (\geq) its printed discipline rating, that soldier is no longer running and is stacked under a crawl marker. If that soldier’s discipline check die roll is less than (<) its printed discipline rating, it may remain stacked under a run marker (although it is not required to remain stacked under a run marker, in which case, the run marker is immediately removed).

8.9 Sprinting

A game piece may only ever be stacked under a “Sprint” marker at the start of its movement (never after it has already moved), and only for a maximum of two [consecutive] hexes. Sprinting does not actually increase movement whatsoever; it’s only purposes is to subtract two (-2) dice from any enemy attack against a sprinting soldier.

Note: *It is permissible for a soldier game piece to be stacked under a “Sprint” marker even it does not actually move into a new hex).*

A game piece may not be stacked under a “Sprint” marker and any other marker at the same time. If a game piece is crawling or is wounded, for example, its sprint marker is immediately removed, and that game piece is therefore immediately no longer considered sprinting.

A heavy weapon game piece cannot ever be carried by a soldier game piece that is presently sprinting.

Whenever any sprinting soldier game piece completes its current movement, it is required to undergo an immediate discipline check die roll. If that soldier’s discipline check die roll is equal to or higher than (\geq) its printed discipline rating, that soldier is no longer sprinting and is stacked under a crawl marker. If that soldier’s discipline check die roll is less than (<) its printed discipline rating, it may remain stacked under a sprint marker (although it is not required to remain stacked under a sprint marker, in which case, the sprint marker is immediately removed).

8.10 Defensive Fire

As any game piece or stack moves, the enemy player may declare a defensive fire attack against that moving game piece or stack from any enemy soldier or crewed weapon(s) that exhibits a valid line-of-sight to that moving game piece’s or stack’s entered hex. The enemy player cannot declare a defensive fire attack against any hex where no physical movement occurred during the current Movement Phase (even if that hex is presently occupied by any other opposing game pieces).

Note: *The mere placement of a crawl, run, or sprint marker atop a soldier game piece is not considered movement.*

A defensive fire attack may only be declared against a moving game piece or stack as it *enters* a hex (but not against any stationary game piece already in that hex), at which time the moving player is obligated to temporarily halt the movement of that moving game piece or stack (if a defensive fire attack is to be considered there). However, the moving player is never obligated to indicate where he intends to ultimately end the movement of any moving game piece or stack (thus compelling the enemy player to carefully consider exactly *when* to declare any defensive fire or not).

Defensive fire cannot be declared against a moving game piece or stack in a hex it has already moved out of, or against a game piece that remained in a hex that another game piece or stack moved out of. Likewise, defensive fire cannot be declared against any hex after the

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opportunity to do so therein was already renounced by the enemy player (as can happen if the enemy player mistakenly assumed that a moving game piece or stack would continue moving but suddenly ended its movement there instead). The enemy player's decision to either declare or renounce defensive fire in a particular hex must always occur *before* the moving player decides to continue or end a moving game piece's or stack's movement there.

Note: *Game pieces in a close combat hex may not conduct defensive fire while there is any enemy soldier or crewed weapon game piece in that close combat hex.*

To resolve defensive fire, the attacking player must simply announce that he is attacking a moving enemy game piece or stack in a hex it has entered (assuming he has line-of-sight to that entered hex). The attack is then resolved per 9.0 normally.

Per 9.3, when conducting defensive fire, a player may attack with all or only some of each game piece's printed firepower rating against any moving enemy game pieces.

Defensive fire also has the effect of prohibiting any subsequent or forthcoming movement into the hex where the defensive fire attack occurred (during that same Movement Phase).

9.0 COMBAT

During an enemy player's Movement Phase or, during a player's own Combat Phase, each of his game pieces may be nominated (one at a time) to attack any other enemy game pieces that are present anywhere on the map and within a valid line-of-sight (see 9.2 below). To attack an enemy game piece, a player must simply indicate which of his own game pieces on the map (if it is otherwise eligible to attack) will be attacking which hex. Each soldier game piece is entitled to conduct one attack, provided that it is printed with a red firepower rating of at least "1".

Each eligible game piece may conduct one attack, but no game piece is ever required to attack (except when engaged in close combat; see 10.0), and the owning player may always choose the order in which his various game pieces conduct attacks, although each game piece's attack must be resolved to completion before another game piece may begin its attack.

9.1 Weapon Game Pieces

A weapon game piece can only conduct an attack if it is stacked with a soldier game piece (or is inherently crewed, though no inherently-crewed weapons are included with this game). A soldier may only ever utilize one weapon when it conducts an attack, even if it is carrying more than one weapon (see 4.1), although a weapon may be used during the friendly Combat Phase *and* during defensive fire, if otherwise eligible.

Note: *An un-crewed weapon game piece has no ability to move or attack by itself.*

If a soldier game piece is utilizing a weapon game piece, it may conduct an attack with that weapon's red printed firepower rating instead of its own printed firepower rating (in other words, that utilizing soldier may not conduct any attack with its own printed firepower rating if it is conducting an attack with a weapon's printed firepower rating). However, if a soldier game piece is utilizing a weapon game piece that is printed with a red "+" symbol firepower rating, it may conduct an attack that adds that weapon's "+" firepower rating to its own printed firepower rating (though it is never actually *required* to do so, if preferred).

A weapon's firepower rating may be directed entirely against one target hex or dispersed among multiple targets, even in multiple hexes (if there is a line-of-sight and if otherwise eligible). See 9.6.

Exception: *If a soldier game piece is utilizing a weapon game piece that is printed with a circled red firepower rating, it may conduct an attack with that weapon's circled red firepower rating instead of its own printed firepower rating, but that weapon's entire (circled) firepower rating may only be directed against one target hex.*

If a weapon game piece is printed without a firepower rating (such as a Smoke game piece), it has no capability to attack; its sole function is to be flipped over to its reverse side in or adjacent to its present hex wherein it then immediately blocks line-of-sight and also imposes a battlefield condition (9.5) upon any attack into that hex (where the smoke has been flipped) for the duration of the current phase.

A weapon game piece can malfunction or be eliminated as a result of an enemy attack in its hex (see 9.10), although the wounding or elimination of a utilizing soldier has no direct affect upon a weapon game piece (aside from causing it to become un-crewed). In such a case, that weapon simply becomes inanimate in that hex (and is therefore placed at the bottom of any stack there, if any) until an eligible soldier game piece takes possession of it (see 9.1).

Though most weapon game pieces remain operational throughout the course of a scenario, some weapons are automatically expended (permanently eliminated) after they are utilized, regardless of the result of their attack. These weapon game pieces are as follows:

LAW
Smoke
Claymore
B-40 (because of limited rocket reloads)

All other weapon game pieces may be utilized repeatedly (until they malfunction or are eliminated as a result of combat).

Radios are used like weapon game pieces except that they do not, attack; their utilization merely permits the placement of a fire support marker (see 11.0).

Note: *Fire support markers are not considered weapons, but they are also expended immediately after they have conducted an attack.*

9.2 Line-of-sight

A line-of-sight is simply defined as an imaginary straight line of any length between (but not including) an attacking game piece's own hex and (but not including) its target hex. A line-of-sight must not be blocked by any obstructing terrain (nor a utilized smoke marker's hex) anywhere along its length (i.e., between the attacker and its target hex) to permit that attack.

To determine if a line-of-sight is blocked or not, the attacking player must simply demonstrate a straight imaginary line from the attacking game piece's hex to its target hex (any linear object with a straight edge - such as a ruler, pencil, or taut string - can be used for this purpose). When demonstrating this imaginary straight line, it must always start at any corner of the attacking game piece's present hex, and it must always end at any corner of the target hex. The attacking player always chooses which two corners are to be used. If there is no obstructing type of terrain artwork crossing this imaginary line (nor any hex with a smoke



marker), then the line-of-sight between that attacking game piece and its target hex is not blocked. However, if there is any type of obstructing terrain artwork (or if through a hex with a utilized smoke marker) in between the start and the end of this imaginary line, even if only a miniscule depiction of obstructing terrain artwork, then the line-of-sight between that attacking game piece and its target hex is considered to be blocked.

If a line-of-sight is not blocked, an attack is therefore permitted (if otherwise eligible). If a line-of-sight is blocked, no attack from that attacking game piece's hex to that target hex can occur.

Note: *An attacking player may attempt to demonstrate a line-of-sight from any corners of the two hexes that he prefers.*

The types of obstructing terrain are noted on the Terrain Effects Chart with a black square symbol (■), and are listed as follows:

Buildings
Mountain Vegetation
Mountain
Peak
Plants/Trees
Jungle

Note: *Mountain terrain is only an obstruction if it interrupts a line-of-sight between lower levels (i.e., not over other mountain hexes).*

On the *Firefight at Combat Outpost Keating* map, obstructing terrain must also be considered in terms of its height level (such that *lower* level obstructing terrain does not block the line-of-sight of *higher* level terrain), listed in the following order of height (from highest to lowest):

Peak (highest)
Mountain Vegetation (higher)
Mountain (high)
Plants/Trees, Buildings (low)
River (lowest)

Note: *Plants/trees and buildings that occupy a river hex are considered to be at the river level (lowest), not their normal (low) level.*

Therefore, higher level terrain is never blocked by any lower level terrain, and lower level terrain does not block higher level terrain, except into a "leeward hex". A leeward hex is simply a hex that is directly adjacent to any type of obstructing terrain (that is the same level or higher as the leeward hex), and so a leeward hex is indeed blocked by adjacent obstructing terrain (if the line-of-sight is demonstrated through that adjacent obstructing terrain) regardless of any height level.

Example: The obstructing terrain in hex 2232 causes hex 2233 to be a leeward hex. Therefore, there is no line-of-sight through 2231 into 2233 from the peak hex (2231), despite the fact that the peak is a higher level. However, hex 2234 is not a leeward hex (from the direction of the peak) because it is not adjacent to the obstructing terrain in hex 2232. Hex 2234 is a leeward hex from every other direction, however.

Note: *A smoke marker, when it is utilized as smoke, is assumed to block all height levels through its own hex for the duration of the phase it was utilized.*

9.3 Conducting an Attack

To conduct an attack, a player must nominate one of his own eligible game pieces and an eligible target hex (if there is an unobstructed line-of-sight between them). The attacking player must then roll a quantity of six-sided dice equal to the attacking game piece's red firepower rating, but also adding and/or deducting a quantity of dice as indicated by the map's terrain chart (see 9.4) and battlefield conditions (see 9.5). There is no maximum dice limit, however; a player is permitted to roll as many dice as his attacking game piece is legally entitled to. If an attack does not qualify for at least one die, that attack does not occur.

Once the total (net) amount of dice is determined for a particular attack, the attacking player may then decide how many of those dice he would like to roll to conduct that attack. If he decides to roll all of the dice he is eligible to roll (as determined by the attacking game piece's firepower rating, terrain, and/or battlefields conditions), that attack is then resolved normally (see 9.6). If, however, he does not roll all of the non-circled dice that he is eligible to roll at that time, he may then conduct a second attack with whatever dice he has remaining... whether against the same target hex or a different target hex altogether (if there is a line-of-sight and if otherwise legal) during the same phase (whether during Combat Phase or as defensive fire during the enemy Movement Phase). A player may conduct as many separate attacks as he has dice that he's entitled to roll with his attacking game piece, and he may even resolve each of those separate attacks sequentially; even observing and considering the result of each attack before deciding and resolving his next attack.

Exception: Any weapon that is printed with a circled firepower rating (such as a LAW) must have its entire firepower rating (i.e., dice equivalency) rolled against a single target hex only (although multiple targets within that hex may be assigned separate dice from that LAW's attack). This includes any other added dice as a result of terrain (9.4) and/or battlefield conditions (9.5) that are brought about because of that circled firepower weapon's attack.

Example: If a LAW (with a circled firepower rating of 10) is being used to attack a path hex (which adds one six-sided die to any attack), all eleven dice must be rolled against that same target hex.

If an attack is conducted during his Combat Phase, the owning player may divide his attacking game piece's firepower rating amongst different targets, although he must resolve each attack in succession before conducting an attack with a different game piece.

Note: *A circled firepower rating may be divided to attack different targets as well, but only ever against different targets within the same hex.*

However, if an attack is conducted as defensive fire (i.e., during the enemy Movement Phase), the attacking (defensive firing) player may opt to attack with only *some* of his game piece's printed firepower rating against any particular moving game piece or stack, but withhold any portion of that firepower rating to subsequently attack any other moving enemy game piece or stack later during that same enemy Movement Phase (or even the same target as it continues to move). In other words, a player is free to use any portion of his attacking game piece's firepower rating to attack different enemy targets, and he may even save any of his remaining firepower rating to be used to potentially attack another moving enemy game piece (during that same movement phase). However, no portion of any game piece's firepower rating may ever be saved up or accumulated from phase to phase or turn to turn.

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Note: If, during defensive fire, a player saves some portion of any game piece's firepower rating to be available to attack another enemy game piece (such as some forthcoming enemy game piece that he anticipates may move soon), he must be careful to remember how much firepower each of his game pieces have remaining. An easy method to keep track of this is to simply place a six-sided die atop any game piece that has any remaining firepower rating...placing the number of the die face up that equates to how much firepower remains available to that game piece.

Of course, only printed firepower ratings may be saved in this way, not any battlefield condition (9.5); battlefield conditions are only ever applicable as they exist or occur.

9.4 Terrain

Certain types of terrain will affect an attack by either adding to or subtracting from the total dice that the attacking game piece is entitled to roll when it is attacking that hex (regardless of the target or targets therein). To determine this, simply consult the Terrain Effects Chart on the map and then reference the type of terrain that is depicted in the target hex (as well as any hexside terrain that is in between the attacker and that target hex). Add or subtract the total number of dice that is listed for that type of terrain under the "Combat Effect" column. For instance, if an attack is conducted against a rocky ground hex, the attacking player must add one (+1) die to his collective attack dice.

Terrain combat effects (dice equivalency) are never cumulative with other terrain combat effects; a target hex can only ever be affected by one type of terrain in a hex or along a hexside (in between the attacker and the target hex); in such cases, always use the terrain that is most beneficial to the target hex (whichever type of terrain deducts the most dice from the attacker's roll).

Terrain is also applicable during close combat, but it only affects the side that instigates close combat as a result of entering an enemy hex (see 10.0).

9.5 Battlefield Conditions

Battlefield conditions are circumstances other than terrain that add to or subtract from the dice that an attacking game piece is eligible to roll when attacking each game piece in that hex. Battlefield conditions are always cumulative, with terrain, if applicable in the same target hex. All of the possible battlefield conditions that could exist during an attack are listed below (in alphabetical order for easy reference).

Note: A game piece can never be stacked with more than one stance marker (i.e., "Crawl," "Run," "Sprint"), and no stance marker ever applies during close combat (see 10.0).

Battlefield conditions that are player-decision choices (such as when deciding to place a soldier game piece under a "Sprint" marker) must always be declared by the owning player as of the moment just before the intended game piece enters a hex. That is to say, the owning player must announce his choice to apply that battlefield condition or not before anything else occurs in that hex.

a) Armor: Some game pieces are printed with an armor rating (which can actually represent anything from armor to merely good concealment). An armor rating is printed as a black minus (-) number in the lower right corner of a game piece, and it functions to reduce the amount of dice that are rolled to attack that game piece or any other game pieces in the same hex that may eligibly stack below

that armored game piece (irrespective of which hexside the attack originates from, except in the case of vehicles) i.

b) Captured Weapon: If a soldier game piece is utilizing an enemy weapon game piece, the owning player must subtract one die (-1) from his attack.

c) Carrying Wounded: If a soldier game piece is carrying a wounded soldier, one die is added (+1) to each attack against that carrying soldier.

A wounded soldier is automatically eliminated whenever it is in a close combat hex, even if it is being carried.

d) Close Combat: When opposing game pieces exist together in the same hex (as a result of any game piece moving into a hex that is occupied by any opposing game piece), close combat must then result there immediately (see 10.0).

Note: Game pieces that are involved in close combat cannot be attacked by other game pieces (of either side) that are not in that close combat hex (that is, until the game pieces of one side or the other are all wounded or eliminated).

e) Crawling: If a soldier game piece is stacked under a "Crawl" marker, four dice are subtracted (-4) from any attack against that crawling soldier game piece.

A crawl marker is automatically removed in a close combat hex.

f) Deficient Crew: If a particular weapon is not crewed with sufficient soldier game pieces (i.e., at least three soldier game pieces if it is printed with an empty square symbol (i.e., a heavy weapon), or at least two soldier game pieces if it is printed with half-empty square symbol), the firepower rating of that weapon game piece is automatically halved (rounded down). All other applicable battlefield conditions apply normally nonetheless.

Note: A single soldier game piece can never utilize a heavy weapon. At least two unwounded soldiers are always required to utilize a weapon that is printed with an empty square symbol, albeit at half firepower.


g) Misadventure: If any hex(es) between an attacking game piece and a target hex are occupied by any other soldier game piece(s), whether friendly or enemy, one die is subtracted (-1) per each such other occupied hex (regardless of how many other soldier game pieces occupy each such intervening hex).

Note: A hex is defined as "between" an attacking game piece and a target hex if any portion of that hex interposes the line-of-sight from the attacker's hex to the target's hex.

h) Overstacking: If there are more than fifteen (15) game pieces of any kind (soldiers, vehicles, and weapons) in a hex that is attacked, one die (+1) is added to each attack per *each* extra game piece in that hex in excess of fifteen. See 4.3.

Game pieces in excess fifteen do not contribute to close combat in a close combat hex.

i) Proximity: If a target is adjacent to an attacking game piece's hex, one die (+1) is added to each attack from that hex.



j) Range: If the total distance of hexes *from* the attacker's hex *into* the target's hex is higher than (>) that attacking game piece's printed firepower rating (to include the firepower rating of any "+" type game piece being utilized in that same hex), one die is subtracted per each hex that is farther than the attacking game piece's printed firepower rating.

Note: *Range considerations are irrelevant during close combat.*

k) Rank (Leader): If a non-wounded soldier game piece is printed with any white rank dot(s) or is stacked in the same hex as another non-wounded soldier that is printed with any white rank dot(s), a maximum of one die (+1) per each rank dot that is also present in that same hex may be added to any attack(s) from that hex; The attacking player is free to distribute the totality of rank dots among multiple attacks (from that same hex), or he may apply them all to one attack (from that same hex), although no single soldier may ever have more rank dots added to its attack than the highest single ranking soldier (i.e., printed with the most rank dots) in that same hex. Thus, no attacking soldier can ever benefit from the rank dots of more than one soldier (including itself).

Note: *When conducting an attack, each rank dot may not be applied more than once per phase.*

l) Sprinting: If a soldier game piece is stacked under a "Sprint" marker, two dice are subtracted (-2) from any attack against that sprinting soldier game piece.

Note: *When a sprinting game piece has completed its movement, it is then subject to an overheating discipline die roll check in the last hex it enters (after any attacks or other game occurrences in that hex are resolved).*

A sprint marker is automatically removed in a close combat hex, however.

m) Wounded: If a soldier game piece is stacked under a wounded marker, four dice are subtracted (-4) from any attack against that wounded soldier game piece.

A wounded soldier is automatically eliminated in any close combat hex.

9.6 Choosing a Target

When a hex is attacked, the attacking player must first decide which specific enemy game piece in that target hex that will be attacked by his di(c)e roll. Multiple game pieces within a target hex may be attacked, but each game piece in a target hex is attacked separately and one at a time. If a hex is attacked during defensive fire (8.10), only the moving game piece(s) in a target hex may be attacked.

When selecting a game piece to attack in a target hex, a player must first decide how many of his total eligible dice he will roll to attack that game piece (except when attacking with a weapon that is printed with a circled firepower rating; see 9.3). A player may not change his mind after he has actually rolled any dice (if he is, for example, unsatisfied with the results of his roll). He may then decide to make a subsequent attack with any remaining dice he has available, but only against a different eligible target, his subsequent roll is considered to be a separate attack and is resolved separately.

Once a specific enemy game piece in a target hex has been selected,

roll the dice and resolve that attack normally per 9.3 and 9.7. An attack only ever applies to the game piece chosen as the target in that target hex, but can possibly cause collateral damage to weapon or bunker game pieces in that same hex (see 9.9).

9.7 Resolving an Attack

Once a game piece in a targeted hex has been selected and dice assigned to attack that game piece (after subtracting and/or adding dice for any applicable battlefield conditions), the attacking player rolls all of those dice he decided to use. Each die roll will have one of six possible outcomes (refer to the Infantry Target Combat Effects Chart):

The attacking player always decides which game piece(s) in a hex he is targeting, and in what order (if he will be attacking more than one game piece in that hex), but the targeted player always decides which of the attacker's die rolls are cancelled or nullified by any "1" (Take Cover!) results, if any, that are rolled against each target.

After all of a game piece's die rolls have been resolved to completion, the attacking game piece may not conduct any further attacks during that same phase. If an attack occurred as defensive fire (see 8.10), any unaffected enemy game piece that had been moving when that attack occurred may then continue its movement normally (if the moving player desires).

9.8 Attack Eligibility

Each soldier and crewed weapon game piece is always eligible to conduct one attack (with any or all of its eligible dice per 9.6) during its own Combat Phase, and one more attack (with any or all of its eligible dice per 9.6) during the enemy's Movement Phase (against a moving enemy game piece or stack only) if otherwise permitted and eligible. A game piece cannot conduct an attack whilst it is engaged in close combat (see 10.5).

Note: *The result of an attack does not affect any other attack, or any attack's subsequent eligibility.*

9.9 Collateral Damage

If there are any excess "Severely Wounded" results after a target has already been eliminated by a killed in action result during the same attack (after all possible killed in action results were nullified by any concurrent "Take Cover!" results, if any), each excess killed in action result will cause one weapon game piece or a bunker in that same hex (of the attacking player's choice) to become immediately malfunctioned (or eliminated in the case of a bunker). If such a weapon game piece is already malfunctioned, it will become eliminated by an excess killed in action result instead (even if it was just malfunctioned by an excess killed in action result).

If there are no weapon game pieces in a hex where any excess killed in action results occurred, there is no collateral damage and no further effect.

9.10 Malfunctioning Weapons

A weapon game piece can become malfunctioned as a result of collateral damage, in which case a malfunctioned weapon must be flipped over to its back side (or eliminated if already malfunctioned). That weapon game piece cannot be utilized until it is repaired (although it may be carried normally).

A player may attempt to repair a malfunctioned weapon game piece

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Infantry Target Combat Effects Chart

Die Roll	Result	Effects
1	Take Cover!	There is no effect to the targeted game piece. The attacked player may ALSO immediately apply this die roll to cancel any other single die roll result of his choice that occurred during the same attack*. For example, a die roll of "1" can be used to nullify a single concurrent die roll of 3, 4, 5, or 6. <i>*The "same attack" is defined as an attack from the same attacking game piece against the same target during the same phase. A "Take Cover!" result may never be applied to a separate attack from a different attacking game piece.</i>
2	Miss	There is no effect to the targeted game piece whatsoever. This roll has no further effect and cannot cancel or nullify any other die roll.
3	Discipline Check	Immediately roll another six-sided die for that targeted game piece; if that die roll is equal to or higher (\geq) than its discipline rating, place a "Crawl" marker atop that game piece, in which case that game piece may only move one hex, may not conduct or facilitate any attack, and may not carry any wounded soldier. If that game piece is already currently crawling, there is no further effect. <i>Note: that discipline check die rolls of "1" cannot be applied to cancel or nullify any other die roll (they are not "Take Cover!" results).</i> <i>Note: A crawl marker is automatically removed during close combat.</i>
4	Pinned Down!	Place a "Crawl" marker atop that targeted game piece. That game piece may only move one hex, may not conduct or facilitate any attack, and may not carry any wounded soldier. If that game piece is already currently crawling, there is no further effect. <i>Note: A crawl marker is automatically removed during close combat.</i>
5	Lightly Wounded	Place a wounded marker atop that targeted game piece. That game piece requires a discipline check to move (see 8.3), may not conduct or facilitate any attack, may not carry any wounded soldier (but may be carried; see 8.4). If that game piece is already lightly wounded, there is no additional effect. If this game piece is not stacked with another friendly soldier game piece during any subsequent Discipline Phase, roll another six-sided die for that wounded game piece; if that die roll is equal to or greater (\geq) than its discipline rating, that wounded game piece is killed in action and is removed from the map immediately. <i>Note: If a medic is present in the same hex as a wounded soldier, a wounded marker can possibly be removed during its Discipline Phase (see 6.0).</i>
6	Severely Wounded (Killed in Action?)	This result is identical to "Lightly Wounded" above, except that this result becomes a "Killed in Action" result if the targeted game piece was already wounded (even if just wounded during the current attack). A soldier that is killed in action is eliminated and removed from the map immediately. Any other pending combat die roll results against that soldier game piece, if any, are therefore ignored.

during his own Discipline Phase. To do so, the owning player must simply nominate one eligible* soldier game piece that occupies the same hex as that weapon game piece, and then roll one six-sided die; If that die roll is less than (<) that soldier game piece's printed discipline rating, that weapon game piece is therefore repaired immediately. If that die roll is equal to or higher than (\geq) that soldier game piece's printed discipline rating, that weapon game piece remains malfunctioned, though it can be potentially repaired during the any following Discipline Phases(s).

**A soldier game piece is not eligible to attempt a repair if it is currently carrying wounded, in close combat, crawling, overstacked, running, sprinting, or wounded.*

Weapon game pieces that are printed with "Expendable" on their back side are not eligible to be repaired, and therefore are automatically eliminated and removed from the map if ever subject to a malfunction.

***Note:** A captured weapon game piece is eliminated and removed from the map permanently if it malfunctions (and therefore cannot be repaired).*

A player may only attempt to repair each malfunctioned weapon game piece once per his own Discipline Phase.

It is possible for a weapon game piece to malfunction and be repaired repeatedly throughout the course of a scenario. However, if collateral damage occurs to a weapon that is already malfunctioned, it is eliminated instead.

10.0 CLOSE COMBAT

Whenever opposing soldier game pieces occupy the same hex, close combat must be immediately resolved in that hex (this means that close combat, when it occurs, must be resolved during the course of the current Movement Phase). Battlefield conditions do not apply during close combat, and all stances (e.g., sprinting) must be removed (from both sides) when close combat occurs.

***Note:** If close combat occurs in a hex where there are any wounded soldiers, they are automatically eliminated.*

No game piece may continue to move during the same Movement Phase after it has entered a close combat hex.

10.1 Soldiers and Weapons during Close Combat

To resolve close combat, each player must count the quantity of his own soldier game pieces that are present in that same hex (except any



wounded soldier game pieces, which are automatically eliminated during close combat), and then count the quantity of his own weapon game pieces that are present in that same hex (except any weapon that is not sufficiently crewed or is not stacked with a particular soldier game piece). Disregard each game piece's printed firepower rating. Firepower ratings are ignored when conducting close combat.

If any hero game piece is present, it is counted as if equivalent to two soldier game pieces (per each hero game piece present during close combat), although any weapon it is carrying, if any, is still only counted singularly, normally.

10.2 Terrain Modifier during Close Combat

After each player has totaled the quantity of his own soldier and weapon game pieces present in a close combat hex, whichever side instigated that close combat (as a result of entering an enemy soldier or vehicle game piece's hex) must add or subtract the combat effect modifier of the terrain in that close combat hex (as printed on the map's Terrain Effects Chart) from his total. For example, if close combat is instigated in a Clear terrain hex (which has a combat effect of "+1"), the side that instigated that close combat is entitled to add one (+1) to his total count of his own soldier and weapon game pieces present in that hex. If, however, close combat is instigated in a jungle terrain hex (which has a combat effect of "-2"), the side that instigated that close combat must subtract two (-2) from his total count of his own soldier and weapon game pieces present in that hex.

10.3 Armor Modifier during Close Combat

After each player has totaled the quantity of his own soldier and weapon game pieces (10.1) and then applied the combat effect of the terrain in that hex (10.2), each player must then subtract the highest single negative armor rating value of all of the enemy game pieces in that same close combat hex, if any (in terms of an absolute value; for instance, a "-4" is a higher negative armor rating value than "-3"). For example, if a close combat hex contains a Viet Cong bunker (with a printed armor rating of "-4"), the US player must therefore deduct four (-4) from his close combat calculation (as determined in 10.1 and 10.2) when assessing a total close combat value.

If there are no units with a printed armor rating in a close combat hex, this rule is ignored.

10.4 Close Combat Resolution

After determining the final total close combat value for each side (per 10.1, 10.2, and 10.3), each player must then roll one six-sided die and add his totaled close combat value to that die roll as a final result, resolved as follows:

- a) The player that has the lower (<) final result must eliminate any one of his own present game pieces (of any type, of his choice) in that close combat hex.
- b) If the higher (>) final result is at least double (x2) that of the lower player's final result, the player that has the lower final result must eliminate any two of his own present game pieces (of any type, of his choice).
- c) If the higher (>) final result is at least triple (x3) that of the lower player's final result, the player that has the lower final result must eliminate any three of his own present game pieces (of any type, of his choice).

d) If the higher (>) final result is at least quadruple (x4) that of the lower player's final result, the player that has the lower final result must eliminate any four of his own present game pieces (of any type, of his choice).

Note: And so on in this pattern infinitely.

e) If both player's final result is exactly even, each side must eliminate one of his own present game piece (of any type, of their own choice).

f) If there is at least one soldier game piece from each side remaining in that close combat hex, close combat must be resolved again during the opposing player's ensuing Movement Phase (unless all of his soldier game pieces are moved out of that hex during their Movement Phase).

10.5 Surviving Close Combat

Any soldier game piece that had not been eliminated during close combat may, during any subsequent friendly Movement Phase, move out of that close combat hex per the normal movement rules. Moving out of a close combat hex does not impinge that exiting game piece's movement (or its stance) in any way, and any game piece that moves out of a close combat hex is subject to defensive fire normally (see 8.10), including from any enemy game pieces that remain in that close combat hex.

Exception: Game pieces in a close combat hex may not conduct defensive fire while there is any enemy soldier or crewed weapon game piece in that close combat hex.

11.0 FIRE SUPPORT

Available fire support markers may be used by a player to attack enemy game pieces during his own Combat Phase (though never as defensive fire against any moving enemy game piece). Available fire support markers may simply be placed directly into any target hex(es) of the attacking player's choice during his own Combat Phase, but only if an unobstructed line of sight presently exists to that target hex from another hex that contains a friendly non-wounded and non-crawling leader (printed with at least two rank dot symbols) and a functioning radio weapon game piece (though the leader is not required to *utilize* the radio; he merely needs to be in the same hex as the radio). Any intervening terrain that is not actually blocking line of sight does not affect Fire Support.

Exception: Because of the drones that were present over the COP Keating firefight, the US player is permitted to place fire support markers wherever he desires during that scenario (i.e., without the need for any radio game pieces or a line of sight), and thus no radio game pieces are provided or necessary.

Note: In *The Firefight at the Rice Paddy Angle* scenario, fire support is the only purpose of radio weapons in the game. Historically, radios were necessary for disparate squads to communicate and coordinate, et cetera, but that level of detail is replicated, to the degree it's necessary, by the scenario's special rules.

Only one leader in such a hex may be nominated for this purpose, but that leader may designate as many fire support attacks as are available to its side. A leader may never apply his rank dots to any fire support attack's die roll, however.

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Each fire support marker does not automatically attack the hex it is placed in. Rather, the attacking player must immediately roll one six-sided die to determine if the fire support marker actually attacks the intended hex (where it is placed). If the die roll is less than (<) that aforementioned leader's discipline rating (i.e., if that eligible leader has an unobstructed line-of-sight to the target hex), that target hex is then attacked by that fire support marker. If the die roll is equal to or higher than (>=) that aforementioned leader's discipline rating, that fire support marker will attack one of the six hexes that are around that target hex instead. To determine which of the six hexes is actually attacked, roll one more six-sided die and place that fire support marker in the same-numbered hex according to this scatter diagram printed on the map. This is known as an off-target hex. Only the hexes immediately surrounding the intended target hex are considered potential off-target hexes.

Note: If an off-target hex is actually beyond the edge of the map's playing area, that attacking fire support marker is simply removed from play immediately instead, and has no effect.

After a fire support marker is placed into a hex (whether in the intended target hex or an off-target hex), it then attacks that hex normally with its printed firepower rating. Because a fire support marker is printed with a circled firepower rating, all of its attacking dice must be rolled for the hex it attacks, only (against any target or targets that the attacking player prefers). There is no limit to the amount of fire support attacks that may occur in any particular hex, but each fire support attack must be resolved to completion before another one commences.

Each fire support marker that is printed with a black skull symbol represents ordnance of such explosive power that it automatically eliminates *every* game piece in the hex that it attacks (whether in the intended target hex or an off-target hex). A fire support marker that is printed with two black skull symbols represents ordnance or munitions of such magnitude that its blast effect extends beyond a single hex. Accordingly, whenever a fire support marker that is printed with two skull symbols is placed into a hex (whether the intended hex or an off-target hex), every game piece in that hex and each of the six surrounding adjacent hexes are automatically eliminated.

After a fire support marker attack is resolved, that fire support marker is permanently removed from play; it is not available to be used again during that same scenario, unless specified otherwise by the scenario's special rules.

All fire support markers function exactly the same way, although there are various types of fire support markers printed with different designations (such as "105mm") and different printed circled firepower ratings (or a skull symbol). The various printed designations are only for identification or historical reference (although some scenario special rules will specify a particular fire support marker).

12.0 HEROES

Any game piece that is printed with an ace of spades symbol is considered a "hero" and is therefore entitled to enforce the re-roll of any one single die roll (of the hero player's choice) per each attack result against it or each attack result it achieved (see 9.7 above). This re-roll only applies to a single attack die result (but *per* each attack), not any discipline, wound recovery, fire support, collateral damage, or repair die roll.

Note: Any re-rolled die roll is the final and valid result, even if it is a worse result than the previously rolled result.

If a hero soldier game piece is involved in close combat, it is counted as double (x 2) when counting the quantity of soldier game pieces in a close combat hex (see 10.1).

13.0 SCENARIO 1 (FIREFIGHT AT THE RICE PADDY ANGLE)

As part of a larger search & destroy operation involving the entire 47th Infantry Regiment of the 9th Infantry Division, the 1st Platoon of Charlie Co., 4th Battalion, encountered an element of the Viet Cong 514th Provincial Battalion in the Cam Son province of South Vietnam on May 15th, 1967.

The scenario begins with the US Movement Phase.

13.1 Viet Cong Set-up (set up first)

Secretly record (with pen and paper) the hex numbers of every hex where a Viet Cong bunker (and all of its occupants, if any; see 4.5) is to appear when and if it is "discovered" (see 13.3). All Viet Cong bunkers must be set up in hexes north of the pathway that crosses the map from east to west, and no more than one bunker may be recorded as occupying the same hex.

Note: Until a bunker is discovered, any attacks into its hex have no effect.

Then, openly set up all other Viet Cong game pieces that are not stacked under a bunker in any non-bunker hexes north of the pathway that crosses the map from east to west (but not in excess of normal stacking limits).

Whether set up in a bunker or not, the following Viet Cong soldiers must be set up with these specific weapons in any hex(es) of the Viet Cong player's choice:

Place Thanh with a B40
Place Tanh and Manh with an FM 24/29

13.2 US Set-up (set up second)

Set up all of the US game pieces within five hexes of any of the six shellhole hexes printed on the map (but not in excess of normal stacking limits) of the US player's choice. Regardless of which hexes they are set up in, the following US soldiers must be set up with these specific game pieces (though all other game pieces can be set up with soldiers of the US player's choice):

Place Barry with an AN/PRC-25
Place Lilley with an AN/PRC-25
Place Hausner with an AN/PRC-25
Place Bridges with an AN/PRC-25
Place Acevido with an XM148
Place Nall with an XM148
Place Specht with an M60
Place Peterson with a LAW, SMOKE
Place Gronseth with an M79
Place Reed with an M79

Set up all US fire support markers off to the side of the map, available for use by the US player (except per 13.3).

13.3 Special Rules

The US player may not place any fire support markers until at least one Viet Cong soldier game piece has conducted an attack somewhere on the map.



All of the “BOMBS” fire support markers only become available to the US player after all other fire support markers have been used or are placed.

Bunkers are not placed on the map until discovered by the US player; a bunker is considered discovered immediately (along with every other soldier in that same hex) when any of the following events occur:

- a) Any US soldier game piece moves adjacent to its recorded hex. If the bunker is unoccupied by any Viet Cong soldier game piece, it is eliminated automatically.
- b) Any activity of any kind (7.0, 8.0, 9.0, 10.0) occurs in that bunker's hex, regardless of any line-of-sight to that hex.
- c) Any Viet Cong attack emanates from that bunker's hex (whether from a soldier that is stacked below that bunker or not).
- d) Any fire support marker attacks its recorded hex (which will have no effect per above, but will reveal that bunker; that bunker will thus be susceptible to subsequent attacks normally).

Bunkers, regardless of their placement, are assumed to have a 360 degree coverage (as the bunkers actually represent a complex of entrenchments, not just a single bunker). Bunkers possess a +1 firepower rating, but they are not weapons and cannot be carried.

13.4 Victory Conditions

Which ever side inflicts more casualties (i.e., killed and wounded) wins, though each US soldier that is *killed* counts as triple (x3). But, each US soldier that occupies a rice paddy hex north of the Tra Tan River counts as one more (+1) Viet Cong casualty.

13.5 Scenario Insights

In contrast to common perceptions of the Viet Cong, the men of the 514th Local Force Battalion, a veteran unit that had been operating in the Mekong since 1963, were actually poorly equipped. Very few of the Viet Cong conscripts were armed with the notorious AK-47; instead, they were armed with an agglomeration of outdated firearms of all varieties—most of them requiring completely different types of ammo and parts. From “grease guns” to bolt-action rifles, no standardization was possible, and this is partly why the Viet Cong soldier game pieces are printed with such low firepower ratings. Nevertheless, the specific VC platoon featured in this game was considered an elite formation (it was the battalion's “Demolition” contingent and the best soldiers in the unit), and this is why the Viet Cong soldier game pieces have such high discipline ratings.

From captured documentation after the firefight, it is known that this VC unit had conducted three operations prior to the 15 May engagement, and so they had already learned that US fire support was to be avoided if at all possible. The VC therefore began to rely on prepositioned fortifications to offset American artillery and airpower, though they needed to specifically control the routes coursing along the Mekong River (such as the road featured on the map). By this time, however, the newly-formed US Mobile Riverine Force, in tandem with the 4/47th (9th ID) had demonstrated such high mobility that these veteran Viet Cong soldiers could do little but retreat to their earthen bunkers and fight it out when they were encountered. Their strategy was not inherently flawed, but this particular company of G.I.'s (Charlie Company) was arguably the best unit in the battalion. In part because they had already experienced combat in the Rung Sat Special Zone since their arrival in Vietnam, but also because most of them had been together

since basic training. When the firefight erupted, the G.I.'s were quick to hunker down, return fire and call in artillery, gunships, and jets to pulverize the VC fortifications. Indeed, this VC unit was so thoroughly wrecked as a result of this engagement that the RAND corporation has estimated it was not reformed until the Tet Offensive in 1968.

14.0 SCENARIO 2 (FIREFIGHT AT COMBAT OUTPOST KEATING)

Approximately 250-300 Taliban militants attempted a prepared and coordinated assault to overrun Bravo Company, 3/61st at Combat Outpost Keating in the Nuristan Province of Afghanistan on 3 October 2009.

The scenario begins with the Taliban Movement Phase.

14.1 US Set-up (set up first)

Set up soldier game piece Breeding, Rodriguez, and Thomson in hex 2134. Set up all other soldier game pieces in any of the thirteen COP Keating hexes (but not in excess of normal stacking limits) of the US player's choice. Regardless of which hexes they are set up in, the following US game pieces must be set up as follows:

Place Rasmussen with an M203
Place Kirk with an M203
Place Carter with an M249
Place Jones with an M249
Place a Claymore in hex 2236
Place a Claymore in hex 2536
Place the M2 in hex 2336.

Next, place the two “120mm” fire support game pieces in the Turn 1 box of the turn track (see the Special Rules below concerning their availability).

Finally, blindly mix up all of the other fire support game pieces and randomly place them face down on the turn track, two per each turn box (three in the Turn 10 box). The US player will thus be eligible to receive the specific fire support game pieces allotted during each such game turn during his own Combat Phase. However, neither side is entitled to know what specific fire support game pieces have been placed in each game turn box (except for the two “120mm” game pieces mentioned above) until they are placed during the Combat Phase. The Fire support game pieces may not be saved or accumulated from turn to turn. Any fire support game piece that is not placed during the US Combat Phase of the game turn that it had been allotted to is removed from play permanently.

14.2 Taliban Set-up (set up second)

Set up the five Taliban soldier games pieces printed with a “4” firepower rating, each with a DShK weapon game piece, in five separate “Peak” hexes anywhere on the map of the Taliban player's choice.

14.3 Taliban Arrival

Taliban game pieces that do not begin set up on the map must enter the map during the Taliban Movement Phase of the Turn 1 game turn (no Taliban game pieces may be withheld to enter during a later game turn).

Taliban game piece may enter the map on any side(s) of the map as the Taliban player prefers.

Taliban game pieces, as they enter the map, may be organized in any configuration that the Taliban player prefers (within normal stacking limits).

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14.4 Special Rules

The two “120mm” fire support game pieces are available to the US player to be used during any game turn (either during the same game turn or during two separate game turns), but only if there are at least three US soldier game pieces (that are not presently crawling or wounded) occupying hex 2134 (representative of a emplaced mortar position not depicted on the map) when the 120mm fire support game pieces are used.

The five DShK weapon game pieces only have a “+” firepower rating while occupying any peak terrain hexes. If a DShK weapon game piece occupies any other type of terrain, its firepower rating is merely “7” (not +7).

There are no special rules concerning the claymore weapon game pieces. Given the scale of the map, they are simply utilized and function like any normal “+” weapon game piece in every respect.

“Armor” and “Range” battlefield conditions do not apply to any attack by a B-10 weapon.

No fire support game piece may be placed in any COP Keating hex (defined as any clear terrain hex within the barbed wire perimeter) if there is any US soldier game pieces present in any COP Keating hex.

The pathway printed on the map (identified as the “Switchback”) is treated as the same terrain effects as the “Path” terrain category printed under the Terrain Effects Chart for purposes of movement, but it is considered mountain terrain for purposes of line-of-sight and combat.

The “Bridge” hex (2535) is treated like a river hex for purposes of movement if that hex is entered from an adjacent river hex (2435 or 2636).

The “Wall” hexside (2236/2346) is treated like a wall hex for purposes of movement and combat only when movement or an attack crosses over the wall hexside depiction.

The M2 weapon game piece may not be carried; it must remain in hex 2336 throughout the scenario (it represents a .50 Cal affixed to a HMMWV not shown in the game). It imposes an armor battlefield condition of -2 to its own hex unless it is currently malfunctioned.

US soldier game pieces that move to any map edge hex are permitted to continue their movement off of the edge of the map (requiring an assumed movement cost of 1) for the purposes of achieving the US player’s victory condition. Once any US game piece exits the map, it may not return to the map. Instead, it is placed off map to be counted when victory is assessed (see 14.5 below).

The Taliban side does not have a medic, and so any lightly wounded result against a Taliban soldier is tantamount to a killed in action result (because they cannot be recovered and participate in the game).

14.5 Victory Conditions

The Taliban player wins the scenario if every US soldier game piece is eliminated and/or wounded before the end of the last game turn (Turn 10).

The US player wins the game if at least five US soldier game pieces successfully exit the map before the end of the last game turn (Turn 10).

If neither side has achieved their victory condition after the end of game turn 10, the game is considered a draw result (a tie game).

14.6 Scenario Insights

The Taliban had been planning their assault on COP Keating for several months. Though they knew well enough the Americans would bring in enormous fire support, the Taliban believed they could bring in enough men to overrun the outpost in spite of whatever casualties they would suffer in the process. Exact estimates vary, but no fewer than several hundred militants descended into the small valley in an attempt to achieve a “great victory.” It is for this reason that the Taliban soldier game pieces are rated so highly (i.e., each game piece represents no less than four men and occasionally even more).

Furthermore, the Taliban soldiers had the enormous advantage of the surrounding hills which not only increased the range of their weaponry, but also concurrently made it easier to pin down the G.I.’s who could only rely on their own heavy weapons to return any effective fire. Unlike the Vietnam scenario, almost all of the Taliban were equipped with Soviet-era firearms, and they probably outnumbered the Americans by ten-to-one, give or take. In both of the scenarios featured in this game, however, the G.I.’s have been ambushed, but they can nevertheless rely on their overwhelming fire support to even the odds—a truism that has been the bane of adversaries of the United States going all the way back to the Civil War.

As it went, the Taliban suffered 250-300 casualties before an American relief force arrived to rescue the men of COP Keating, though it should be noted the soldiers defending COP Keating had showed no less moxy than their forebears back in Vietnam. When considering the two scenarios in this game, it might be fair to conclude that the essential nature of the US soldier and American war fighting hasn’t fundamentally changed much since the 18th Century, whether fighting on home soil or half a world away.