

# Fire & Move

Jeep Edition

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## The Battlefield

The table is made up of two types of terrain - Terrain Features and Borders.

A Terrain Feature is a piece of ground that covers a portion of the table with a single terrain type. For example, a field, a wood or a building.

All Terrain Features are enclosed on all sides by Borders.

Borders define the edges of Terrain Features. Borders can be walls, ditches, banks, hedges, paths, roads, rows of trees, rivers, creeks, streams or any linear feature. They can also be simply the point at which two Terrain Features butt up against each other.

## Groups

All figures belong to a group (except Platoon Leaders [PL]). Groups may **not be smaller than two figures or larger than eight**. A group may only contain one LMG or one MMG. Squad Leaders (SL) count towards the total number of figures in a group. PLs can be a group of one or be "attached" to a group as the ninth figure. To be part of a group a figure must be within 1"/2.5cm of another member of that group. Groups that split become separate groups. The most significant figure in the group is the Key Figure (KF).

## Player's Turns and Performing Actions

In a turn a player will perform **actions** with his groups **by playing cards on a group**. Usually, one type of action per group per turn is permitted. Some actions permit the playing of more than one card, or more than one type of card. For example, when a group moves and fires a move card and a fire card are played together. A group's action is performed completely before another group takes an action.

When a player no longer has cards to play; no longer wishes to perform another action; or does not wish to perform any action in the turn, the action part of the turn ends. He may then, if permitted, discard a number of cards from his hand. He then refills his hand and play passes to his opponent.

## Command and Control

If the PL is pinned, KIA or routed, the player's hand size is reduced by one till the PL rallies or is replaced by another PL or a SL is promoted.

## Actions

**Move:** To move a group a movement card is played on them. Movement cards have a move value of 1 to 3 and may have a concealment value (CV) of -1 or -2. A group may perform the indicated number of move actions (1, 2 or 3) or the group can perform one move action with the CV on the card (-1 or -2).

Heavy weapons will need to be broken down or prepared before they can move and set up or prepared to fire after they have moved. Players can use a move action to do this or announce it as the sole action by that group for that turn.

Moving: A group moves from one point on the table to another point. The group can halt at any time, **but** the group **must** end its move action when it encounters a border. A group adjacent to a border (within 1"/2.5) may cross that border at the start of its move action as part of that action and then move.

The non-phasing player may take a fire action on the moving group at any point along its path provided they have a fire card that can be used and line of sight to the target.

**Move and Fire:** A movement and fire card, played together at Close and Medium ranges, will permit a group to fire while moving. The base FV is reduced to 0 and the bonus FVs are halved (FRD).

**Ford:** To cross a river/stream border a Ford movement card must be played **or** a movement card and a successful **2D8** check is required to cross (dice result: +1 to +7).

**Go to Ground:** Movement 1 cards can be used to Go to Ground. Going to ground will double the concealment value of the terrain the group is in. A Go to Ground card can be played at the end of a move action, i.e., as a second move card played on that group.

**Fire:** Play a fire card on a group. Each fire card shows fire values (FV) at different ranges. There is a **base value** and **bonus values** if automatic weapons are in the firing group (LMG/SMG).

FVs are reduced by the concealment value (CV) of terrain the target is in and/or the terrain the fire passes through; and the CV on the movement card played. The FV is increased for the PL's Leader Modifier (LM) and if a Hero Cards was played.

Resolve fire attacks by making a **2D8** check on each figure in the target group in LoS. Add the **2D8** check to the FV.

### Ranges

Close Range	8"/20cm
Medium Range	24"/60cm
Long Range	40"/100cm
Extreme Range	41"/101cm plus

Result  $\geq$  figure's morale # = figure pinned

Result  $\geq$  8 = figure KIA

Result  $\geq$  figure's panic # = pinned figure routs

Result  $\geq$  9 = pinned figure KIA

### Weapons Failure

Weapons with a **WF** number may fail if that number is rolled during a **2D8** fire resolution or an ordinance weapon "To Hit" roll.

Line of Sight: LoS is traced from the group's KF to at least one figure in the target group. The following features block line of sight: woods, buildings, high walls, hills and any other feature defined to do so.

**Second Fire Attack:** Groups with a SL/PL may make a second fire attack provide they have the maximum number of men in the group for both cards. LM, bonus FVs and hero bonuses apply to only one attack.

**Fire Ordnance:** Consult the weapon's "To Hit" table, make a 2D8 check, ignore +/- sign of the result. If the Target or the Firing group is moving the result must be positive (1+). If both are moving reduce the "To Hit" number by one. Make a 2D8 check per target for the effect; add FV, minus CVs.

**Smoke:** A stationary group with a SL or a PL can play a smoke card. Roll a D6 and place smoke on the group with a CV equal to the die roll. A smoke card and a movement card can be played together. The smoke moves with the group. Remove the smoke when the group performs another move action, or the smoke dissipates (smoke dissipates at the rate of a D3 at the end of each subsequent player's turn).

**Repair a Failed Weapon:** No card is required. Make a 2D8 check against the Rep # of the weapon. This is the sole action for a group for that turn.

**Reorganising Groups:** Play a rally card. Groups within cohesion distance, with a PL/SL present, can combine into a single group, exchange members or split. A rally and movement card played together will permit a group to split off and move independently from its parent group.

**Rally:** Playing a rally card removes the pin markers from the number of men on the card. SL and PL may play two rally cards at the same time. The PL's LM can be added to one card.

**Crossing Wire:** Playing a movement card and make a 2D8 check. If the result is  $\geq$  wire level (ignore +/- sign of the result) the group crosses the wire border. Add LM, add CV of the movement card or make multiple attempts with movement 2 or 3 cards.

**Remove Fear:** Playing a movement card and remove the fear marker.

**Place a Demolition Charge:** Play a movement card. The figure with the DC must pass a morale test, if successful move to the target, place the DC and move back. A DC has a FV 8.

**Call-in Off-Table Artillery:** Play a Radio card. Make a 2D8 check. If the result is positive (+1 to +7) the attack comes in, FV 4, 5 or 6. CV apply except in wood, jungle or orchards. The group calling-in the fire must have an unpinned PL/SL, a radio, an unpinned radio operator and a LOS to the target.

**Crewing/Un-Crew a Weapon:** Announce that the weapon is being crewed or un-crewed as the sole action for that group for that turn. No card is required.

**Acquire a Weapon:** Announce that an abandoned weapon is being acquired by an adjacent figure in a group as the sole action for that group for that turn. No card is required.

**Break Down or Set Up a Weapon:** MMGs and heavy mortars need to be broken down to move and set up to fire. This action is announced as the sole action for the group for that turn or a movement 2/3 card is played, and a move action is used to perform this task.

**Prepare a Weapon to Move or to Fire:** AT guns and Infantry guns need to be prepared for movement and set up to fire after they have moved. This action is announced as the sole action for the group for that turn or a movement 2 or 3 card is played, and a move action is used to perform this task.

**Change a Weapon's Arc:** Heavy weapons have an arc of fire. Changing the facing of the weapon is the sole action for that group for that turn. No card is required.

### **Close Combat:**

- Play a movement card on a group.
- Nominate the figures that will try to move into CC and test their morale (2D8 check, [ignore +/- sign of the result] result ≤ morale = pass).
- Successful nominees are moved into contact. Those that failed are pinned and don't move.
- Resolve any reactive fire on the moving figures.
- Test to see if the defenders stand or elect to voluntarily retire.
- Move each unpinned attacker into base to base contact with a defender.
- Move any uncontacted defenders into base to base contact with any attacker.
- Resolve each individual CC (CCV + 2D8 check).
- Determine the victor.
- Retire the defeated figures or repeat the CC.
- The victorious group rallies, they may regroup, and they may remove any Fear marker.

## **Discards**

**Sniper:** Sniper cards are played as a discard on an enemy group. Randomly determined one figure in the group. Make a 2D8 check no CV modifiers apply, -3 to -5 & 3 to 5 the figure is pinned, -6 to -7 & 6 to 7 the figure is KIA.

**Fear:** Fear cards are played on an enemy group. That group may not move or fire till the fear is removed. (See Removing Fear action above.)

**Cower:** Cower cards are dead cards they take up space in a player's hand. They can only be discarded.

## **Other Cards**

**Minefield Cards:** The non-phasing player may play a Minefield Card on a group performing a move action. The minefield attacks one randomly determined figure in the group with a FV of 4. No terrain CV apply. To exit a minefield the owning player must play a move 1 (and incur a second MF attack) or move 2 card on the group. Move cards can be set aside, one per turn, to achieve the required value.

**Hero Cards:** A Hero card can be played at any time on one figure. Rally the figure, add +1 to a fire attack, or improve a "To Hit" roll by one, +1 in Close Combat. Promote a SL to the PL if the PL is lost.

# Nationalities

**Germans:** Five card hand, may always discard one card.

**Russians:** Four card hand, discard up to four cards but only if they take no actions. Berserk rule.

**Americans:** Six card hand, discard up to two cards but only if they take no actions.

**British:** Five card hand, discard up to two cards but only if they take no actions.

**Japanese:** Four card hand, discard up to two cards but only if they take no actions. Exceptions: may always play movement cards for any reason and still discard two cards. May always discard cover cards regardless of actions take or number of discards made. Banzai rules and Knee mortar rules. PL wounded not pinned.

**Italians:** Four card hand, discard up to two cards but only if they take no actions.

**French:** Six card hand, discard one cards but only if they take no actions.

**Hungarians:** Five card hand, discard up to one card but only if they take no actions. May always discard cover card even if they take actions. Special Smoke/Cover card rule.

## 2D8 Check

Roll two D8 dice, one black, one red. The black die is positive (+), the red die is negative (-).

For most 2D8 checks the positive and negative values are applied as they are, adding the positive/black values and taking the **negative/red values**, giving a result between -7 and +7

At other time the 2D8 check will specify that the result will need to be a positive result (+1 to +7) or a result of 0 or more (0 to +7), or a specific number/s whether positive or **negative**.

On some occasions the 2D8 check will specify that the result must be within a range from a **negative** to a positive result. This means that positive and **negative** values are applied but then the numerical sign (+ or -) of the result is ignored and only the numerical value, or range of values, are read. Thus, a result between -x and +x is what is needed. Morale tests, "To Hit" rolls and Sniper Checks are such tests.

For example, a "To Hit" value of 0-2 would be successful if the roll was -2, -1, 0, +1 or +2. That is between -2 and +2.