

The Cards

The Fog of War Cards

The Fog of War cards are designed to introduce some unpredictable effects to the battlefield, simulating the "friction" often encountered by commanders. These cards are intended to "color" the battle, not overwhelm it. Although designed for the Warfighter System, they can easily be adapted to any land combat game whose units are scaled a battalion level or below.

Concepts & Definitions

Armor/Defense

In the Warfighter System, some units have thicker armor on their front slopes than their sides or rear. For these units, the facing of their frontal armor can cause a change in their armor values.

LOS

Line-of-sight - the ability for a unit to see from one hex to another, which may be impeded by terrain.

Town/City

In the Warfighter System, towns and cities are differentiated on the maps. In other systems that do not distinguish between the two, applies any rules for towns or cities to urban hexes.

Turn Sequence

One Complete Turn

- 1~ Player A moves; Player B moves.
- 2~ Players designate firing units and targets.
- 3~ Player A fires; Player B fires.
- 4~ Both players conduct Cleanup simultaneously.

Card Effects

Cards have two types of effects: those that are immediate, and those with a duration or extended effect. If the effect is immediate, then it is applied this turn. If the effect has a duration (such as the Radio Interference cards) then the effect begins at the start of the following turn.

Removing or Replacing Cards

If a card's duration expires, it is removed during Cleanup of the final turn of its duration. If a new card goes into effect before a previous card has expired, then it replaces that card at during cleanup of the current turn.

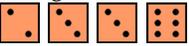
Using the Cards

Preparing for Play

Shuffle the cards. Place one card, face down, in front of each player. Each player rolls one die and places that die on top of their card, without looking at the card. Thus, each player starts the game with one Fog of War card in front of him, with one die on top of it.

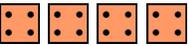
During Play

Each player starts the game with a card, and a die on it. Whenever a player rolls the dice, and the result includes a "doubles" value of the die on the card, that card is turned over and put into play.

Joe has a card face down in front of him with a "3" on it. During combat in turn 2, he rolls firing dice for a tank platoon and rolls  2-3-3-6. In addition to the hits scored with the die roll, the double-3 triggers the card in front of him.

Once a card is placed into play, it stays in play until its duration expires.

A player draws a new card, face-down, the next time doubles are rolled, a new card is drawn and placed in front of the player that rolled the doubles, with a die showing the face of the doubles-value that was rolled.

During combat in turn 6, Joe's mortars are firing, and he rolls straight 4s. Because he rolled doubles, he draws a new card and  places it in front of him with a die showing "4" on it.

A player may only have, at most, one card in front of him, and one card in effect. If a player rolls two doubles in one turn, the player may choose which die to place on the card, but does not put two cards face down in front of him. If a player already has a card face down in front of him, and rolls doubles, no new card is drawn.

Adapting to Other Game Systems

If the cards are used with a game system that uses only single-die rolls (ie. multiple dice are not used to resolve any effects), then doubles are obviously thin on the ground. Instead of using doubles as the 'trigger' for the Fog of War cards, use consecutive die rolls. If a player rolls the same number on two consecutive die rolls, then treat those rolls as 'doubles' for the purposes of the mechanics above.

Card Effects

Friendly

Friendly effects are applied to the forces owned by the player putting the card into play. In some cases, the card may affect units from both side ("Is that an '8' or a 'B'?") but the effects are resolved by the friendly player.

Enemy

Enemy effects are applied to the opposition, and the results of them are resolved by the opponent.

Global

Global effects apply to both sides equally.

Design Notes

The Fog of War cards are intended to include some variability on the battlefield. They are a curiosity and not necessarily a full-blown requirement of the game. These cards are designed to be used in tactical land-combat games, but may be easily adapted to operational-level games.

These cards were not playtested in any great depth, since they were an add-on to an article about Fog of War and gaming. If, during the course of play, you find that one card is horribly unbalanced, remove it from your game, and drop the author a line, so he can adjust them for later use/consideration.

Thanks!
Brant Guillory
www.bayonetgames.com

Friendly

BAD MAP READER

One friendly unit is not where he's been reported on the map. Next turn, that unit may only move 1 space, regardless of available movement, to get back to where he'd been reporting to his commander all along.

Global

FOG (OF WAR, NATCH)

All units have LOS reduced to 1. Units may not see over any intervening contour lines, and may not see into any LOS-blocking terrain (forest, city, etc) even if it is the adjacent hex.

Duration: 1 turn

Enemy

CAMOUFLAGE

One enemy assault fails without die roll. The enemy was misled by camouflage employed by the defenders. The enemy unit, unable to find the target of their assault, returns to the hex from which they attacked during cleanup. If the hex is now occupied by a friendly unit, immediately roll one additional assault for each unit.

Friendly

PARTS ON ORDER

One vehicle-mounted unit (determine randomly) is down for maintenance. Unit may return fire, but may not move unless forced to retreat.

Duration: 1 turn

Global

RADIO INTERFERENCE

Only friendly units in adjacent hexes may talk to each other. This includes reporting of RR to commanders, calling for indirect fire, or coordinating assault combat.

Duration: 3 turns

For assault combat, all units assaulting must start in adjacent hexes.



Enemy

RESUPPLY ISSUES

Any mounted enemy units in a town hex remain in place for 2 turns while they scrounge for fuel and lubricants to keep their vehicles up and running.

This does not apply to mounted units in city hexes, or dismounted units in towns or cities.

Friendly

LOW AMMO

One direct-fire unit was too low on ammo to carry out the attack assigned to it. Although the attack remains declared, no effects take place.

Resupply arrives in 1 turn, until then, unit may not attack.

Global

MUD

Any mounted unit in a hex adjacent to any river hex may not move. Any mounted unit moving into a hex adjacent to a river must immediately stop.

Does not apply if the unit is in a city or on a road.

Duration: 3 turns

Enemy

SERGEANT: "FIX BAYONETS!"

PRIVATE: "WHY, ARE THEY BROKEN?"

The enemy has not sent his most intelligent troops to the front. Pick one enemy unit at random. For the rest of the game, that unit may only conduct one action per turn, such as moving, or shooting, or changing facing. That unit may defend against an unlimited number of attacks.

Friendly

IS THAT AN "8" OR A "B"?

An artillery strike goes awry. Randomly determine the target hex, and immediately apply 3 dice of indirect fire to that hex, and 1 die of indirect fire to each hex surrounding it.

Global

FOG (OF WAR, NATCH)

All units have LOS reduced to 1. Units may not see over any intervening contour lines, and may not see into any LOS-blocking terrain (forest, city, etc) even if it is the adjacent hex.

Duration: 2 turns

Enemy

CAMOUFLAGE

One enemy assault fails without die roll. The enemy was misled by camouflage employed by the defenders. The enemy unit, unable to find the target of their assault, returns to the hex from which they attacked during cleanup. If the hex is now occupied by a friendly unit, immediately roll one additional assault for each unit.

Friendly

PARTS ON ORDER

One vehicle-mounted unit is down for maintenance. Unit may return fire, but may not move unless forced to retreat.

Duration: 2 turns

Global

RADIO INTERFERENCE

Only friendly units in adjacent hexes may talk to each other. This includes reporting of PIR to commanders, calling for indirect fire, or coordinating assault combat.

Duration: 2 turns

For assault combat, all units assaulting must start in adjacent hexes.



Enemy

RESUPPLY ISSUES

Any mounted enemy units in a town hex remain in place for 3 turns while they scrounge for fuel and lubricants to keep their vehicles up and running.

This does not apply to mounted units in city hexes, or dismounted units in towns or cities.

Friendly

LOW AMMO

One direct-fire unit was too low on ammo to carry out the attack assigned to it. Although the attack remains declared, no effects take place.

Resupply arrives in 2 turns, until then, unit may not attack.

Global

STRANGE WEATHER

The weather completely saps the energy of the soldiers. Any dismounted unit that took any actions last turn may not take any action this turn (move, shoot, enter stealth mode). Units may still spot for PIR and may defend against attacks.

Duration: 2 turns

Enemy

INSIDE THE DECISION LOOP

You are inside the enemy's decision loop.

Regardless of who has initiative, you move first, however...

Your opponent must write down his first 3 moves before the start of the turn. He must execute these three moves, regardless of where your units are now in place.

Friendly

I NEVER DID FIGURE OUT HOW "RESECTION" WORKS!

One unit is lost. Pick one unit at random and roll one die. The unit immediately moves one space in that direction (unless prohibited by river or contour). If that places the unit in a hex with an enemy unit, neither moves, and an assault takes place next turn.

If the unit could not move b/c of terrain, move to the next available space clockwise.



Global

FOG (OF WAR, NATCH)

All units have LOS reduced to 1. Units may not see over any intervening contour lines, and may not see into any LOS-blocking terrain (forest, city, etc) even if it is the adjacent hex.

Duration: 3 turns

Enemy

I SWEAR I SAW THEM OVER THERE!

One enemy unit is disoriented.

Pick one enemy mounted unit (with frontal armor) at random. That unit does not move this turn. Instead, that unit re-orientes it's frontal armor according to the diagram below. Roll one die and change the enemy facing to that direction.



Friendly

EXTRA AMMO?

Machine-gunners are overloaded with ammo.

Pick one dismounted unit at random. The next time that unit assaults, it receives one additional firing die, so long as the defender is also dismounted. If the defender is mounted, there is no bonus.

Global

FOOD RIOTS

Any units in city hexes must immediately move out of the city hex one the first available turn to avoid rioting mobs. No units may move into any city hexes. If a unit cannot exit a city hex (path blocked by terrain or enemy) then it is flipped for each turn it cannot move.

Duration: 2 turns

Enemy

DAMN GOOD S-2

Your enemy has your maneuver plan pegged. Pick one company-sized unit at random. You must write out that unit's moves at the beginning of each turn, and move them last, regardless of who has initiative.

You must continue to do so until a unit from that company kills at least one enemy platoon. Once you've killed an enemy platoon with that company, this no longer applies.

Friendly

TRAFFIC JAM

Randomly select two friendly units in the same hex with each other.

Next turn, neither of those units moves while they untangle themselves from a traffic jam.

Global

FLASH FLOOD

No rivers may be crossed at ford sites or bridges.

Duration: 3 turns

Enemy

INSIDE THE DECISION LOOP

You are inside the enemy's decision loop.

Regardless of who has initiative, you move first, however...

Your opponent must write down his first 3 moves before the start of the turn. He must execute these three moves, regardless of where your units are now in place.

Friendly

BAD FUZES

No mortar units can fire for 3 turns while the mortar units fix their fuzes.

Global

CHAMPIONS!

The local soccer team has won a major match and the citizens are celebrating. All towns and cities are choked with revelers. No units may move in or out any town or city hex, even on roads.

Roll 1 die to determine duration.

Odd number = 2 turns

Even number = 4 turns

Enemy

CAUGHT NAPPING

The card takes effect after combat is declared but before it is resolved.

One enemy unit (chosen by random) rolls its Firing Dice and the results are applied immediately, before any other combat actions are resolved.

Friendly

NEW LIEUTENANT

One platoon (select at random) moves one hex away from its original destination, as determined by the a die roll and the diagram below.

The unit must be a platoon, not a command unit or individual section (sniper, scout, etc).

NORTH



Global

FOOD RIOTS

Any units in city hexes must immediately move out of the city hex one the first available turn to avoid rioting mobs. No units may move into any city hexes. If a unit cannot exit a city hex (path blocked by terrain or enemy) then it is flipped for each turn it cannot move.

Duration: 4 turns

Enemy

BAD FUEL

Randomly select one enemy company-sized mounted formation. That unit received a bad tank of fuel.

For the next 4 turns, all counters in that unit have a movement of 1.

Friendly

LOW AMMO

Select one unit at random. Unit attacks as normal, except that 6s do not count double.

Global

FLASH FLOOD

No rivers may be crossed at ford sites or bridges.

Duration: 4 turns

Enemy

WHO'S CALLING THE SHOTS?

During combat this turn, you roll the dice for all of your opponent's combat rolls.

Your opponent rolls the dice for all of yours.