

Firefight 7 - Costly Encounter

Player Command: U.S. **Round 1 Initiative:** U.S. **U.S. CAP Allocation per Round:** 7 **Beginning Victory Points:** 1 Japanese **Action Cards:** Action and Bonus Cards 2-13 and 30. The U.S. receives 1 card in Round 1 and 1 card in each Round thereafter. **Order Cards:** 3-43

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| 1 Start Mission Reinforcements enter. | 2 | 3 | 4 Bushido Remove 1 Command Order Card for every U.S. Unit that is hidden. |
| 5 All: Score Victory Hex H3-17 | 6 Swift Action The AI performs 2 Order Card Actions in a row, drawing a new Order Card for the second action. Then Player's turn. | 7 Scout Teams Before playing the Order Card, reveal hidden Units within LOS & 3 hexes of the Control Marker. | 8 Bushido Remove 1 Command Order Card for every U.S. Unit that is hidden. |
| 9 All: Score Victory Hex H3-17 | 10 Autorally As AI Action: Hit AI closest to a Unit ▶ Autorally If no AI can Autorally, execute the Order Card. | 11 Advance As AI Action: Unhit fresh AI closest to a Unit ▶ Move 2 hexes (Don't make a spent check) If not, exec. Order Card. | 12 |
| 13 All: Score Victory Hex H3-17 | 10 Command Exp Shuffle 2 random Command Order Cards removed (if any) back into the Order Card Deck. | 15 Advance As AI Action: Unhit fresh AI closest to a Unit ▶ Move 2 hexes (Don't make a spent check) If not, exec. Order Card. | 16 End of Mission All: Score Victory Hex H3-17 |
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Counteractions

AI **closest** to a Unit that is **flanking**
 ▶ **Fire (+2 CAP)**
 If an AI is in the Draw Cup:
 Draw an AI from the Draw Cup
 ▶ **Move onto the map hex closest to a Mission Objective or Unit**

AI Mission Objectives

U.S. Control Marker

Mission Orders

Highest FP AI closest to a Japanese Control Marker
 ▶ **Fire at the Unit closest to the Control Marker (+2 CAP)**
 AI **closest** to a U.S. Control Marker
 ▶ **Move towards**

Special Rules

The Japanese machine gun in the bunker is not eligible for Move actions while inside the bunker.

Optional Victory Conditions

At End of Mission:
 - If the Control Marker is Japanese, the game is a Japanese Major Victory. If not...
 - If the Japanese suffered 3 more casualties than the U.S., the game is a U.S. Major Victory. If not...
 - The side with less casualties at End of Mission gets a Minor Victory. If not...
 - The game is a Draw.

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| CAPS | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
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