

This is a combined ASL Q&A file consisting of three parts.

1. Perry Sez from GameSquad ASL Forums (version 26, 2020-03-27), (pages 2 – 126).
2. Scott Romanowski's Q&A, Clarifications & Errata file (version 22, March 2005), (pages 127 – 254).
3. Scott Romanowski's Q&A, Clarifications & Errata file (version 22, March 2005), First Edition Rulebook, (pages 255 – 273, and with text in red).

Version History

Ver.	Date	Description
1	2010-02-14	Initial version.
2	2010-02-14	Added 3 Q&A.
3	2010-02-22	Added 3 Q&A.
4	2010-04-26	Added 9 Q&A. Added Index & Obsolete Q&A sections. Changes in rule references and ordering of the Q&A.
5	2010-07-16	Added 15 Q&A.
6	2010-11-14	Added 7 Q&A. Added version number on the pages.
7	2011-03-09	Added 17 Q&A.
8	2011-08-10	Added 6 Q&A + 51 Q&A from source {1}.
9	2011-12-22	Added 10 Q&A + 85 Q&A from source {2}.
10	2012-06-26	Added 16 Q&A + 3 Q&A from source {3} + 67 Q&A from source {4}.
11	2012-09-27	Added 7 Q&A.
12	2012-11-28	Added 6 Q&A.
13	2013-03-18	Added 9 Q&A. Removed 1 Q&A. Moved 6 Q&A to Obsolete section.
14	2013-09-11	Added 13 Q&A.
15	2013-12-20	Added 10 Q&A.
16	2014-05-22	Added 14 Q&A + 1 Q&A from source {3}. Updated 1 Q&A.
17	2015-02-17	Added 25 Q&A. Moved 1 Q&A to Obsolete section. Discontinued the Index.
18	2015-05-27	Added 16 Q&A.
19	2016-02-29	Added 18 Q&A. Added 3 Obsolete Q&A. Moved 17 Q&A to Obsolete section.
20	2016-10-17	Added 20 Q&A. Added description of Obsolete section.
21	2017-04-24	Added 30 Q&A. Added 2 Obsolete Q&A. Moved 1 Q&A to Obsolete section.
22	2017-09-27	Added 27 Q&A. Moved 1 Q&A to Obsolete section.
23	2018-07-13	Added 21 Q&A.
24	2018-12-28	Added 33 Q&A.
25	2019-05-21	Added 32 Q&A. Moved 1 Q&A to Obsolete section.
26	2020-03-27	Added 45 Q&A.

Sources:*

- {1} Posted on the GameSquad forum in the “ASL Rules & Errata” section.
- {2} Posted on the ASL Mailing List (2004 – 2009).
- {3} Posted on the ConsimWorld Forum.
- {4} Q&A formerly available at dicetower.com.

* The source is given within {} after the answer. If no source is given it was posted on the GameSquad forum in the “The Unofficial Perry Sez Collection” sub-section.

Chapter A

A.5 & A7.52

What is the total DRM for a two-Location FG: the 1st Location contains an 8-1 and a squad and has +2 total Hindrance to the target; the 2nd Location has a CX squad and no Hindrance to the target?

A. +3.

A.8

Is a Location ADJACENT to itself? I.e., if a rule permits some activity in an ADJACENT Location, and does not “specifically exclude” the unit’s current Location from that activity, is the current Location included by default?

A. Yes. Yes.

A.9 & A7.301

Four infantry units are in a Location that is effected by a 2KIA IFT result.

The Random Selection DR is 6, 6, 5, 3. How many are eliminated?

A. 2.

The Random Selection DR is 6, 5, 5, 3. How many are eliminated?

A. 3.

The Random Selection DR is 6, 6, 5, 5. How many are eliminated?

A. 2.

A.9, A14.23, & E1.4

Are dummy units in a concealed stack with non-dummies considered Eligible Targets when rolling for RS on a sniper attack?

A. Yes; all the Dummies would be considered one (combined) Eligible Target.

When dealing with hexes that have multiple cloaking counters and a RS is called for (e.g. Detection, Sniper, etc) do you RS between each cloaking counter and then RS from there, or do you simply RS between any/all units inside of the cloaking counters? What if one or more of the counters is a dummy?

A. A.9 and A14.23 will apply normally. Ignore the cloaking counters unless they are empty (in which case they count as their own (dummy) unit [A.9] or as part of all Dummies in that Location [A14.23]).

A.18, A7.7, & A10.8

Does an Encircled, Fanatic 10-2 Leader have a 10ML for MC/TC/etc.?

A. Yes.

A1.23 & A25.222

When a Partisan squad (or more generally a squad with underlined Morale) fails to Rally with a Commissar:

A Is it Casualty Reduced?

B Is it split in two HS?

When a Partisan half-squad (or more generally a HS with underlined Morale) fails to Rally with a Commissar:

C Is it Disrupted (for a non-partisan)?

D Is it eliminated?

A. A and D.

A1.31, A12.3, & A12.32

A HIP leader and a HIP squad are stacked together out of LOS of any enemy unit. The owning player wishes to deploy the HIP squad. Must the squad be placed on board before making the deployment DR?

A. Both the squad and the leader must be placed on board.

A1.31 & C9.3

May a mortar spotter deploy? If so, does the mortar spotter designation deploy with one of the HS similar to a SW?

A. Yes to both.

A1.31 & C9.3

Can a leader Deploy a Spotter? If, yes, could the spotting duty be taken over by only one of the resulting HSs, freeing up the other HS for other purposes?

A. Yes. Yes. {1}

A2.5

At what level are off-board hexes treated to be at?

A. For boards, those hexes are generally at level zero; some SSRs modify this.

A2.5

A scenario is in play, and one side has a reinforcement group that is specified to enter “on/after turn X”. The player of that side sets up reinforcements from this group off board to enter at the beginning of his turn X. Are these units now required to enter on turn X as specified by A2.5 for “All forces scheduled to arrive”?

A. Yes. See also ASOP step 1.11A: “...Set up, offboard, all forces due to enter in this Player Turn...” Don’t set them up if you do not want them to enter.

A2.51

Must Vehicle units specified to enter a given hex from off board set up in a line, i.e., in hexes with the same grid co-ordinate to enter that given hex? (e.g., A unit to enter via hex 111 have to setup off board in hexes of the row I, or may they setup in hexrows H and J and merge into 111 before entry?)

A. No. They may set up in H & J and then merge.

If in the above question the units are required to enter via a single road hex. Must those units set up on the hypothetical off board road hexes? Or, may they set up in adjacent hexrows and merge before entry on the specified hex?

A. No. They may merge.

Do the above units have to enter paying the road movement rate? or, may they enter paying open ground rates by entering from an adjacent hexrow e.g., A unit entering A5/A6 may access those hexes by setting up in a hypothetical B4 or B6 and thus enter A5/A6, but not considered to be on the road, but entering the road hex?

A. No. They may pay non-road COT. {4}

A2.51

If using part of a board with a hill divided by the onboard/offboard line, what level are the offboard hill hexes at?

A. Ordinarily, such hexes are at level 0, barring an SSR or special (e.g., HASL) rule.

A2.51, D2.5, D8.1, D8.2, E3.65, & E3.724

Are units in offboard hexes immune to Sniper attack as well as “fire”?

A. Yes.

Are units in offboard Open Ground hexes subject to increased movement costs such as E3.65, E3.724, or any other condition that increases the normal movement cost?

A. Yes.

Are units in offboard Open Ground hexes subject to Bog or Immobilization rules for any reason?

A. No.

Can an offboard AFV attempt to increase its available MP via an Excessive Speed Breakdown DR?

A. No. {2}

A2.6 & A2.76

Given a scenario with only board 41 in play, are hexes W1 & W10 stream hexes due to A2.6?

A. Moving to off the board from stream hex W1 (or W10) to the imaginary mirror image stream hex would be crossing a stream hexside at the same level -1. (A2.76).

A2.76, B20.41, & G.1

Is there any order of applying terrain transformations? Should a dry stream be converted into a gully before connecting via A2.76/G.1 or after?

A. Dry stream is a gully, and gullies don’t connect.

A2.8, A6.3, & B20.9

May a unit fire at a Depression hex if they have LOS to the crest level of the hex, but no LOS INTO the Depression hex in the following situations:

A) The hex is devoid of non-HIP units?

B) The hex has a non-HIP unit IN the Depression, but no non-HIP unit at crest level?

A. Yes to both; only units at crest level would be affected (other than for WP).

If the answer to situation B is yes, then would the following also be true for that situation:

1) Would a unit firing Smoke/WP be subject to the +2 Case K DRM to the TH DR?

2) If a hit is obtained with Smoke/WP would it rise from the level of the Depression?

3) Would a WP hit cause the non-HIP unit IN the Depression to take a WP NMC?

A. Yes to all three.

A2.9

Must a player setup all units/concealment/fortifications in his scenario given OB? If Yes, does a player who accidentally leaves off part of his OB immediately forfeit the scenario? If No, are units not setup considered eliminated for CVP? Immediately or at scenario end? Should double CVP for capture be assumed, if allowed by the scenario VC? Would any fortifications not setup which count for VC be considered captured by the other side?

A. No. No. Yes, they would be considered eliminated or captured at option of other player. Immediately. At the option of the other player. Use whatever is most beneficial to the other player when considering non-setup Fortifications, either eliminated or captured.

Must a player set up all units, fortifications and other counters listed in his OB? Do the units not set up count as eliminated for CVP purposes? Do fortifications or counters not set up count as captured/controlled by the opposing side for VC purposes? Must a player inform his opponent of the elimination/capture/control of said units/fortifications/counters when the elimination occurs?

A. No. Eliminated, captured, or controlled at other player's option. Yes. As soon as it might be material to the VC.

Must a player enter all units and counters (ex: motorcycles/horses) scheduled to enter as reinforcements (assuming no SSR mandating entry as Riders/Cavalry/Mounted, etc.)? Do the units not entered count as eliminated for CVP purposes? Do counters (e.g. motorcycles/bicycles/skis/horses) not entered count as eliminated/captured/controlled by the opposing side for VC purposes?

A. No. Eliminated, captured, or controlled at other player's option. Yes.

A2.9, A12.1, & B28.

May Dummies set up in a Minefield hex?

A. Yes.

A2.9 & A12.16

A2.9 defines an enemy stack (which may not be inspected prior to play) as: "all units/SW/Guns/entrenchment-counters in a given Location". Is it legal to temporarily remove any info. counters (e.g. WA, TCA, building level counter) that is on top of such a stack and at least look at the top counter prior to play?

A12.16, basically the same question as above but during play – if there is a stack of enemy units that is out of LOS from all of the opponents units – as per A12.16 the opponent can't inspect the stack, but can he still look under any info. counters that are on top of such stacks?

I'm asking in both case is whether it is legal to look under info. Counters (i.e. counters not in the list in A2.9) even if you aren't allowed to inspect the stack that is beneath such counters?

A. It is legal to see under informational counters e.g. WA, TCA, building level counter to see what the topmost counter of the "stack" is since the informational counters are not part of the stack even if not allowed to inspect the stack.

A2.9, A12.3, & C3.2

In scenarios in which one side enters from off-board, is the player setting up on board required to indicate the (V)CA of concealed vehicles, Guns and 5/8" dummies, or is that information kept in a side record until those units move or fire? Also, if the player setting up on board receives OB "?", is indication of (V)CA of concealed vehicles, Guns and 5/8" dummies required, or is that information kept in a side record until those units move or fire?

A. Regardless of whether the enemy is setting up on board or entering, concealed units must be placed on board with the[sic] their correct CA, which information is *not* kept in a side record.

A2.9, B23.23, & B24.

In pre-game, both sides get to setup rubble counters (B24) per SSR. As such, one side uses their counters to rubble all stairwell hexes in a multi-story building (B23.23) so that all the stairwells are no longer in play. If that building is within one side's setup area, can they elect to set up eligible units in an upper level Location of that building?

A. Yes.

Should A2.9 have errata applied so that it reads “A unit/weapon may not set up overstacked or in a LOCATION it could not enter during the normal course of play”?

A. We will take that under advisement.

A2.9 & German Vehicle Note 93

May a Goliath (German Vehicle Note 93) set up at scenario start in a hex other than that of its possessor (controller), assuming its possessor (controller) has LOS to the Goliath's Location and it is within 16 hexes?

A. The Goliath does not need to set up in its controller's hex.

A3.1 & A4.431

May a leader transfer a SW in the Rally Phase and then attempt to rally one or more units?

A. No.

A3.7 & B27.

May a unit IN a Foxhole Advance out of the Foxhole to above the same Foxhole in the APh? May a unit above a Foxhole Advance INTO the same Foxhole in the APh?

A. Yes to both.

A4.12, A4.2, & A4.63

Two MMCs and a leader are in 1M7 and move as a stack. The leader and squad A declare a dash move to M5 and squad A successfully places a smoke grenade in M6. Squad B places a DC in L7. The stack then moves to M6 (Leader and squad A as dash move, squad B as normal move) for a cost of two MF. Finally, they enter M5 for a total of 6 MF. Can the leader which has “wasted” 2 MF in M7 still dash? Does squad B have leader bonus even if the leader dashes and it doesn't?

A. All elements of a moving stack must declare Dash or none may.

A4.12, A4.42, A4.5, & A4.52

Situation: Open Ground all around, a Leader, HS, and second HS possessing a 5PP MTR start the MPH in same hex. All move together for 5MF covering 5 OG hexes, none of them using CX while doing so. The HS with MTR stays behind in the 5th OG hex, while Leader and the single HS continue to move into the 6th OG hex for the 6th MF. Now, in the 6th OG hex, both Leader and HS declare late CX. Can the Leader and HS continue to move on to a 7th OG hex for a 7th MF?

A. No.

A4.12, A12.121, & A23.3

A concealed 9-1 and DC-carrying 838 assault move into a building, then the 838 attempts placement of the DC in a neighboring rubble hex. Does the leader lose concealment? Per A4.12 it seems he must spend 3 MF in the building hex, at the same time as the 838, but A23.3 suggests that only the “carrying Infantry unit” actually places the DC, thereby incurring concealment loss.

A. No.

A4.132, A6.12, B3.43, & G1.6121

Under B3 generally and in the absence of “road negating terrain” (B3.43), can a unit state that it is not using the road to avoid LOS under A4.132 (hexside LOS) per A6.12 (atypical LOS generally)? Does it make a difference if the unit is infantry versus vehicular? If a player has placed a hidden set DC in a road, can the opposing player simply avoid the possibility of being subject to the effects of a potential A-T Set DC simply by declaring that he is not “using the road” while entering a hex?

A. Yes. No. Yes.

A4.133 & B2.4

The B2.4 example indicates that the cost for changing elevation and moving into an open ground hex and using a shellhole to negate moving in the open is 3 MF which seems to contradict A4.133 which would suggest that it should cost 4 MF. Is 3 MF correct?

A. The COT for the OG is doubled to 2 MF +1 MF for entering shellhole for a total of 3.

A4.134

If a unit wants to make a Minimum Move, can it make MF expenditures other than the move from one hex to the other hex?

A. No.

May it change Location within the hex, e.g., leave a pillbox or move to another level/location in a building before moving to the other hex? May it recover SW before moving to the other hex? If it may, would it be considered CX when recovering if not CX at the start of the Minimum Move? If CX at the start of the Minimum Move? May it place SMOKE grenades before moving to the other hex? If it may, would it be considered CX when placing if not CX at the start of the Minimum Move? If CX at the start of the Minimum Move? May it place a DC before moving to the other hex? If it may, would it be considered CX when placing if not CX at the start of the Minimum Move? If CX at the start of the Minimum Move? May it exit an entrenchment before moving to the other hex? If a unit may perform “secondary” MF expenditures before making expenditure to move from one hex to the other, must that unit retain at least one MF after making the secondary expenditures to perform the Minimum Move?

A. No to all.

A4.134 & A15.4

Would Personnel units [*EXC: those immune to HOB*] unloading from a vehicle that has spent more than 1/2 but less than or equal to 3/4 of its MP allowance have any additional MF available to conduct a charge if it were to become berserk upon dismounting from the vehicle? Is the answer the same for an Infantry unit that has spent its entire MF allowance to move into a Location using Minimum Move (A4.134) during the current MPh?

A. Yes to both; 8 MF minus how many already spent. See the Examples in A4.134 for how to calculate spent MF.

A4.14

Can a Good Order unit enter a location containing a enemy unarmed truck?

A. If that is all that is there, yes.

A4.14 & A10.51

Can a broken unit rout into a hex that contains a vehicle that is unknown to it? Can a broken unit rout into a hex containing a melee in which all enemy units are unknown to it?

A. Not if the vehicle is unconcealed; A4.14. No; A4.14.

A4.15

A good order SMC and a disrupted squad are in a foxhole. Can an enemy MMC conduct an infantry OVR on the SMC?

A. No.

A4.15

If a MMC enters a hex, in the MPh, which contains only one, concealed, enemy SMC and *then fails* the required NTC. Is it (the MMC) simply returned to the previously occupied hex unable to move or take any further action in that phase? Or, Does it remain in the hex with the SMC marked with a CC Counter?

A. The MMC is returned and done.

A4.15 & A12.15

Does a unit that reveals an SMC through Detection that wishes to do an Infantry OVR need to spend the additional MF (e.g. double MF to OVR a Known SMC) in order to do so, or is that now N/A since that unit is already in the hex with the SMC?

A. Additional MF NA.

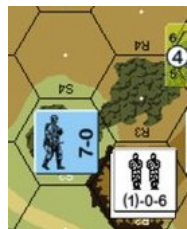
A4.3

A4.3 states “Bypass cannot be used to skirt the edges of [...] an obstacle that is Ablaze or contains an armed non-Disrupted (19.12) Known enemy unit.” Does this mean that a building location containing an armed, non-Disrupted Known enemy unit ONLY at level 1 cannot be bypassed?

A. No, it does not mean that.

A4.3

Consider Board 2. Can a unit in hex R2 (prisoner counter in image below) go directly into bypass in hex R3 along the R3/R2 hexside for 1 MP without going through any other hex?



A. No.

A4.31

Using the A4.31 EX illustration: may the 4-4-7 squad enter D4 in Bypass along the D4/C4 hexside, and then enter C4 for a total of 3 MF (1 for bypassing D4, 2 for the woods in C4)?

A. Yes.

A4.31 & B.1

Using board 64. Non-bypass, no terrain or MF altering introductions. What is the MF cost for infantry to move from K1 to L1? What is the MF cost for infantry to move from M2 to L1?

A. Two MF in both cases; Woods is the dominant terrain in L1, there is no cumulative cost.

A4.32-33, A8.1, A12.15, & B23.71

Is the 3 MF cost for Rowhouse Bypass considered a simultaneous expenditure? Or does all fire vs. the vertex need to be resolved before any fire against the destination hex occurs?

A. Yes and No. You are spending 3 MF, and the only place you can go is into the building Location (or back to your start building), but only 1 MF is spent at the vertex and only 2 MF are spent in the building, and the vertex MF is spent first. Yes.

If an Infantry unit is broken/pinned while at the vertex, must it endure all other DFF at that Open Ground point (ala A4.32-33) before the mechanic of A12.15 returns it to its original Location, where it expends the final 2 MF of its 3 MF move?

A. Yes, anyone who wants to shoot at the unit at the vertex on that MF may do so before the unit spends the final 2 MF back in the original building Location.

A4.34

When a unit bypasses on a crest line (on the higher level as per A4.34), will LOS to a vertex be drawn to that same level, or must it be drawn to the lower level?

A. The higher level.

A4.34, B.6, C.5B, & C.5C



A unit in 62N8 (level -1) wants to bypass the Lt Jungle hex in 62M9 (level -1) along the M8/M9 hexside. There is a Palm tree location in 62M8 (level -1) and another Lt Jungle Hex in 62N8. An enemy unit fires from 62P6 (level 0) tracing LOS to the M9/N8/M8 vertex. The LOS passes through the Open Ground portion of 62N8 but does not pass through 62M8. Would the LOS be blocked by the inherent Palm trees in 62M8? The larger question would be, when tracing LOS to a vertex made up of a target hex w/out inherent terrain and other hexes w/ inherent terrain, must the LOS pass through the actual hex w/the inherent terrain to be affected by it?

A. The LOS is not blocked. Generally speaking, The LOS must cross the hex (including hexside) to be affected.

A4.4

A broken leader stacked with a broken HS that possesses a LMG. In the RPh, the leader self-rallies and then tries to rally the HS. The HS rolls boxcars and dies. Can the leader attempt to recover the LMG in this same RPh that he just self-rallied in? I am thinking that he is not allowed to do this, because units are generally allowed only one action per RPh. If he is allowed to do this, I assume he'd have to roll for it and that it is not automatic?

A. Yes. But this action is allowed "regardless of phase." Correct. {4}

A4.41

If a unit already possessing a SW "remains stationary", but conducts other activities, may it fire the SW (with penalties) in the advancing fire phase? May it place SMOKE grenades? May it pick up a different SW in the location?

A. Only if not having expended any MF while possessing this SW. If the manning unit expended any MF, the SW has "moved". No. No.

A4.41

An American 7-4-7 squad with an MMG has attempted to place smoke in an adjacent hex and rolled a 6. Can it then fire its MMG in the AFPh? The wording of A4.41 seems have changed from ASLRBv1 to ASLRBv2.

A. No, the MMG “moved.”

A4.42

If a SMC adds its IPC to another unit, must the SMC end its MPh with that unit? (Example: a leader adding its IPC to a squad to carry a 5 PP SW.)

A. No, but having benefited from the SMC’s IPC, the other unit could not move any farther without the SMC.

A4.42 & D6.5

If a MMC carries a 5PP SW, and is alone (without leader), its MF allotment is reduced to 2 MF. Suppose that it is carried by a truck that expends 1/2 of its MP allotment (including stop MP). The MMC is supposed to have expended 2 MF, so it has no MF left. Can it unload?

A. Not that turn.

A. Upon further review, we have changed the answer here to “Yes, it can unload. The MF reduction for excess PP only applies to Infantry.” Sorry for any confusion.

A4.43, A4.44, & ASOP

If in Step 3.32A of the ASOP, a leader Recovers a SW from a Broken unit and immediately drops it, is that leader assess the PP for that SW weapon? Is the weapon(s) considered to have been portaged for purposes of the last sentence of A4.4? If a unit does not drop a SW in step 3.22A of the ASOP, but waits until step 3.32A is the weapon considered to be unpossessed and the unit not assessed the PP cost?

A. No. No. Only if no MF were expended before dropping the SW. {1}

A4.43, A15.23, & A15.24

Does the attack of Machinegun possessed by a 6+1 Leader assisted by a Hero qualify for the Hero -1 modifier? What would the total modifier be if the Machinegun was possessed by the Hero and assisted by the 6+1?

A. Yes. -1.

Does the Heroic -1 DRM of a Hero assisting a leader who possesses a MG only within the inherent FP-range of the Hero (i.e., 4 hexes) or to the normal range of the MG possessed by the leader (for example 16 hexes in case of a German HMG)?

A. The normal range of the MG.

A4.43 & G1.424

Can a DC Hero drop a DC? If yes is the DC still eliminated at the end of the player turn?

A. No, he cannot voluntarily cease being a DC Hero, which entails possessing a DC.

Can a DC Hero detonate a DC in CC after the advance phase?

A. No.

A4.44

Situation: a stack composed by a squad with a DC and a leader is assault moving. They spend 2 MF trying to place the DC, but the defender reacts with first fire and the squad breaks. The leader can now recover (A4.44) the DC without MF expenditure and residual FP attack. After that, the leader, still assault moving and with sufficient MFs tries to place himself the DC. Is this scenario allowed?

A. No, that would be portaging the DC more than once; A4.44.

A4.44

Is this formulation correct?

1 - During the RPh, a SW may be searched a number of times = #units present in the same location, as long as each unit do it as their sole RPh action. Ex : If two squads are stacked with a LMG, each of them may try to recover it once in their RPh. I.e., if the first try is unsuccessful, the second sq may try.

2 - During the MPh, a SW may be searched only once by only one unit. If the attempt is unsuccessful, then no other unit may try to recover this SW during this MPh.

3 - The same unit may try to recover the same SW two times during his player turn : one attempt during the RPh and one attempt during the MPh.

A. 1 & 3 are correct; for 2, as many units as desired may attempt an MPh recovery of an SW/Gun, but each such unit may try only once for each different SW/Gun it tries to Recover during that one MPh. {1}

A4.44 & A8.1

If a SMC recovers a SW from a broken unit at the cost of 0 MF and declares that he is assault moving out of the hex at the same time, is he subject to first fire in the hex before he leaves?

A. No.

A4.44 & A12.

A good order crew that is concealed, begins its rally phase with a GUN, that is unpossessed, in its same location. The GUN, by default, is not concealed since it is not a "unit". There is no LOS from any enemy units to the location with the GUN and crew. (The GUN is a 5/8" counter 75L) The crew then rolls to possess the GUN in the Rally Phase and succeeds with a dr of 1. Again, there is no enemy LOS to the location. Which of the three below is correct.

1) The Crew possesses the GUN. Retains its concealment and now because the possessor of the GUN is concealed, the GUN shares the concealment status of the crew, making it concealed.

A. Correct.

A4.5, A4.51, & A13.36

Three CX questions that seem to depend upon the answer to the first: 1) if a CX unit decides to move again, is the counter removed only at the end of its present move (barring Minimum Move, or Deep Stream Entry)?; 2) Can a CX unit ever declare DT (even the +1MF DT declared after the unit begins to move)?; 3) Can a CX Cavalry unit ever declare Gallop (even the +4MF gallop declared after the unit begins to move)?

A. CX counter is removed at start of MPh, but unit cannot declare Double Time or Gallop that turn.

A4.5 & A15.21

A squad declares Double Time at the start of its MPh and thus has 6 MF. On the expenditure of its 3rd MF it is attacked by the enemy, triggering the creation of a Hero by Heat of Battle.

Is this hero CX?

A. Yes the Hero would also be CX.

Are the squad and the Hero considered to be moving as a stack despite the Hero being created after the start of the MPh of its parent unit?

A. Yes, they are considered to be moving as a stack.

Does the hero have left 4 MF (8 - 50% MF moved previously by the parent unit = 4 MF) or 5 MF (8 - 3 MF moved previously by the parent unit)?

A. 5 MF.

A4.51 & C10.3

Is there a +1 DRM per being CX when rolling the Manhandling DR to push a gun?

A. Yes.

A4.6

Are Riders, moving in the open, in the spirit noted in A4.6, subject to FFMO?

A. No

A4.6 & A22.2

A Flamethrower attacks an Assault moving unit in a wooden building hex. Is the final IFT DRM +0 or -1? In other words, does the FT's reduction of the building TEM to 0 as per A22.2 also convert the building hex to OG, thus qualifying the FT for FFMO?

A. 0 TEM. No conversion.

A4.6, A12.14, & D9.4

May a concealed attacker advance into an enemy AFV's location which is otherwise open ground and maintain concealment?

Similarly if enemy infantry moves into an AFV's hex which is otherwise open ground, will shots vs. the infantry qualify for FFMO from in-hex? From outside the hex?

A. No. Yes. Yes.

A4.61 & A12.14-.141

It is the Movement Phase and the ATTACKER has a concealed stack consisting of MMC(a), MMC(b) and a leader in D5, and Orchard hex. An Enemy MMC is in a fortified single-story stone building in E5.

The ATTACKER declares assault movement for all members of the stack. He then announces that MMC(a) will attempt to place a DC it possesses in E5 for 2MF, while MMC(b) places smoke grenades in D4 during the same expenditure.

1. Does MMC(a) lose concealment?
2. Does MMC(b) lose concealment?

Assuming MMCs (a) and (b) both survive any defensive fire directed at them, both plus the leader could move to E6, a woods hex for 4MF.

3. If MMCs (a) and (b) retained concealment, do they continue to do so?
4. Does the leader as well?
5. If there were no woods, but a wall/hedge between E5 and E6, would concealment also be retained?

The leader attempts to recover an SW for a total expenditure of 5MF, but rolls dr6. MMCs (a) and (b) also make attempts, and MMC(b) succeeds, so that they both spend a total of 5 MF, as well.

6. If the leader retained concealment, does he continue to do so now?
7. If MMCs (a) and (b) retained concealment, do they continue to do so?

Last question:

8. Are expenditures of MF for the following items while Assault Moving during the Movement Phase considered “movement” or “any other action” as described in A12.141 and Case C of the Concealment Loss/Gain Table?

- a. mounting/dismounting a vehicle
- b. mounting/dismounting horses
- c. moving under Wire
- d. SW recovery
- e. DC placement
- f. smoke grenade placement

A.

1. Yes - DC placement is a “?”-loss activity - falls under Case C (“any other activity”).
2. Yes - Smoke placement is a “?”-loss activity - falls under Case C (“any other activity”), in fact it is specifically mentioned in rule A12.141.
3. NA.
4. Yes, the leader is using AM and hasn’t conducted any “?”-loss activity yet.
5. Assuming they gain WA over the E5-E6 hexside (any no other enemy than those in E5 see them of course), the leader would still keep “?” - the squad has already lost “?”
6. No - attempting to recover a SW is a “?”-loss activity - falls under Case C (“any other activity”).
7. NA.

8a. NA - only Infantry can use Assault Movement - not Riders/Passengers.

8b. NA - only Infantry can use Assault Movement - not Cavalry.

8c. Moving under Wire is not a “?”-loss activity, IMO - it is normal MF-expenditure movement.

8d. SW Recovery is a “?”-loss activity - it is not mentioned in EXC in A12.141.

8e. DC placement is a “?”-loss activity - it is not mentioned in EXC in A12.141.

8f. Smoke placement is a “?”-loss activity - it is not mentioned in EXC in A12.141 - but instead specifically mentioned as a “?”-loss activity.

A4.62

A crew pushes a mortar across two open ground hexes, thus it is subject to Hazardous Movement (A4.62). Ordnance fires at the crew using Infantry Target Type. Hazardous movement incurs a -2 IFT DRM. A4.62 says that FFMO and FFNAM do not apply to shots affected by hazardous movement. Is an ordnance To Hit DR considered a shot? Or does the ordinance get FFMO and FFNAM on its To Hit attempt and an additional -2 DRM on its IFT DR?

A. Yes. No FFMO/FFNAM. {4}

A4.62, A23.7, B8.3, B21.41, B23.41, B24.7, & C10.3

Do all Clearance attempts receive the Hazardous Movement penalty until the Clearance DR is made?

A. The appropriate Clearance attempts do.

Does Pushing a Gun (C10.3), Setting a DC, or Crew exiting a Cellar (B23.41) receive the Hazardous Movement penalty only during the applicable MPH?

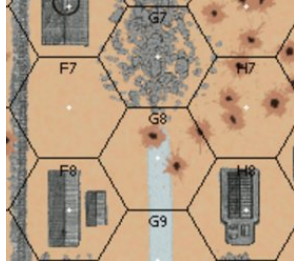
A. Yes.

Does the Hazardous Movement penalty apply to Sewer Movement and Fording as long as the unit is in that terrain?

A. Yes.

A4.63 & A11.8

In the image (RB map) wherein Rubble is eligible for Street-Fighting Ambush like a building. Would a unit in G7 be eligible for Street-Fighting Ambush against an AFV in G8? Could a unit in G7 Dash (through G8) to F8 or H8?



A. No to both.

A4.63 & C3.71

If a unit that is dashing is fired on by ordnance and suffers a critical hit, is the case J TH modifier reversed for IFT resolution?

A. No. {2}

A4.7 & A12.14

A Concealed unit is IN a Foxhole. The Foxhole is in an Open Ground Hex (per A10.531) ADJACENT to a building hex. The unit Advances from the Foxhole into the building. A Known enemy unit has an unhindered LOS to the Foxhole hex – does the unit retain concealment?

A. No.

A4.72 & A11.21

If a unit Ambushes or receives Infiltration in CC can that unit enter any normal accessible hex if it must become CX in the process? In short, can a 4-5-8 with a HMG that ambushes a unit withdraw into an abrupt elevation location which costs 5MF to enter?

A. Yes (unless already CX). Only if the HMG's PP is \leq the unit's IPC (A11.21). {1}

A4.72 & A12.11

Say you have two stacks of 3 concealment counters (from your opponent's perspective). 1 is all dummies and 1 is a hs with a 5PP MTR. Both advance into different woods hexes, but you don't want to give away which is the MTR. The hs/MTR must gain CX as advance versus difficult terrain. Could the dummies voluntarily gain CS status?

A. The Dummies may place a CX counter as if making an advance vs. difficult terrain.

A4.8 & A11.2

May a TI unit withdraw?

A. Yes. {2}

A4.8, A12.152, & D9.31

An AFV and an MMC declare Armored Assault (without declaring Assault Movement) and as a stack move into a new hex where the un-Pinned MMC now wants to make a Search attempt. According to A12.152 "Regardless of the outcome, that unit or moving stack is TI for the remainder of that Player Turn." But according to A4.8: "TI status is incurred by Infantry engaged in various tasks..." (i.e., the AFV is not subject to TI status). So is the Search allowed despite the AFV not being subject to TI?

A. Yes, but the AFV must end its MPH with the searchers.

A5.5 & A12.3

When an SSR specifies that a squad equivalent may set up HIP, may one set up 1 squad (or 2 HS) *and* 4 SMCs (in other locations), as 4 SMCs are 0 squad equivalents (i.e., 1 squad + 4 SMCs = 1 squad equivalent)?

A. If the SSR allows SMC stacked with the HIP squad(-equivalent)(s) to be HIP, then only SMC stacked with HIP MMC may benefit from this SSR. If the SSR refers to only “MMC”/“squad(s)”/“HS”/“crew(s)” being HIP, then no SMC may benefit from this SSR. If the SSR only mentions “squad-equivalents,” then 1-5 SMC may set up HIP in lieu of a HS. {2}

A5.5 & B23.922

Does a good order infantry crew manning a artillery piece in a fortified building equal a squad in order to keep enemy MMCs from advancing into the building?

A. A crew and a Gun will not keep enemy units from advancing into a Fortified Building Location. {4}

A5.5 & O11.621

Are infantry crews and SMC considered as equivalents in the total number of on board squads for the maximum of 10% FRU of squads that may set up HIP in a day scenario? Do SMC and infantry crews (that are not manning HIP guns) count as equivalents towards the maximum number of squads that may be HIP?

A. Yes. Yes.

A6., A12.121, & A12.14

A unit conducts concealment loss activity possibly in the LOS of a known, GO enemy unit. Is that LOS check mandatory or does the known, GO enemy unit have the right to refuse said LOS check?

A. No the LOS check is not mandatory (yes, the active unit will keep Concealment if the opponent doesn't want to check the LOS).

If a unit wishes to gain concealment, is that LOS check mandatory or can your opponent voluntarily give you concealment in order to avoid the LOS check?

A. No, the LOS check is not mandatory (yes, the active unit will gain concealment if the opponent does not want to check LOS).

A6.1, A6.12, & C6.5

May a Gun use ATT vs. a hex which center dot is out of LOS, aiming an in LOS vertex, while no target is in the hex, so as to place a 5/8" acquisition marker?

A. No; none of the situations in A6.12 apply.

A6.11, A8., & A8.2

Must a moving unit be in LOS of a specific Defender's unit which fires at it, or is it only necessary for the moving unit to be in LOS of ANY of the Defender's units, in order for a Defensive First Fire attack to made (even if a subsequent LOS check per A6.11 shows the firing unit not to have a LOS to the moving unit)?

A. The Firer must have LOS.

Must a moving unit be in LOS of a specific Defender's unit which fires at it, or is it only necessary for the moving unit to be in possible LOS of ANY of the Defender's units, in order for a Defensive First Fire attack to made (even if a subsequent LOS check per A6.11 shows the firing unit not to have a LOS to the moving unit)?

A. The Firer must have LOS.

If the fire attack upon a moving unit results in a blocked LOS, is the moving unit still considered to have been “attacked” per A8.2 for the purpose of Residual FP placement in its Location?

A. No. {1}

A6.11 & A9.22

A unit is bypassing an obstacle. A shot is taken at that unit and a fire lane is declared. The hex being bypassed is in LOS. Subsequent LOS check determines the bypass vertices are out of LOS and the attack had no effect. Is the FL still valid and in effect?

A. Yes. {1}

A6.11, A12.34, & C8.9

An HIP gun declares that it will attack an enemy tank with APCR. The tank's owner requests that LOS be checked. The line of sight is blocked, triggering A6.11. The subsequent DR is then made, and it is greater than the special ammo number, triggering C8.9. We were uncertain whether A6.11 wins, because it is triggered first; whether C8.9 wins because it is triggered first; whether C8.9 wins because of higher-numbered-rule-precedence, or something else.

A. DR to check for special ammunition first. If DR > Depletion #, “the firer had no such ammunition and is considered not to have fired yet for any purpose unless Gun Malfunction or Low Ammo occurs.”

A6.3 & B19.2

In the A6.3 Exception. Assuming the Depression is a Gully. Must the LOS stay within the brown, dark green background as is required in B19.2 for units to be able to see along the depression and have a clear LOS to each other? Or does the LOS only need to cross the additional Depression hexsides (exclusive of vertices) for it to be clear in regards to the A6.3 Exception?

A. Yes. No. See the Tip From the Trench, J11, p. 45.

A6.7, B18.2, & F4.51

Is a graveyard hex a half-level hindrance for purposes of F4.51?

A. Yes.

A6.8

There are three examples at the end of A6.8. Are these examples of units that are not ADJACENT? The last item in the definition of ADJACENT in the index refers to these examples [NA Examples: A6.8]

A. Correct. LOS is required to be ADJACENT.

A7. & B30.

Is it allowed to fire on the IFT versus a suspected but unknown pseudo location in order to reveal a potential unknown pillbox? With revelation only occurring should such fire be through a CA facing and achieving a PTC or better.

A. Yes to both.

A7.212, 7.35, & A23.7

May a unit detonate a DC under normal circumstances even if they are subject to VBM freeze?

A. A unit that “does not have the freedom to attack units in other Locations while its own Location is occupied by a Known enemy unit” (A7.212) cannot detonate a Set DC.

Is this DC detonation considered use of a SW or is this in addition to any shots they may have taken previously in the turn?

A. Yes.

A7.212 & A10.53

Can a unit with a CC counter interdict? More specifically, can a unit with an enemy BU AFV in motion in their hex interdict?

A. The CC counter is immaterial, but target selection limits would prevent a unit with an armed Known enemy unit in its Location from Interdicting.

A7.25, A12.14, & C9.3

When a Mortar is marked for Opportunity Fire, is its Spotter also considered to be an Opportunity Firer and thus lose Concealment as well (concealment chart case D)? Or is it considered to just be Spotting (case C) and simply marked with the Opportunity Fire counter?

A. Mark the spotter with an Opportunity Fire counter but it does not lose “?” unless it might want to do something In the AFPh other than Spot.

A7.301

An IFT attack vs. units with different DRM in the same Location (e.g., in and out of a foxhole) results in different levels of KIA. Does one:

a) resolve the two different KIA results separately (e.g. a RS DR for the units in the entrenchment suffering the 1KIA and a RS DR for the units out of the entrenchment suffering the 3KIA) ?

Or should one:

b) roll one RS for all units affected by the different KIAs—limiting the number of eliminated units to the level of #KIA they suffer ?

A. a).

A7.305 & A7.8

Does the “vehicles are not subject to pinning” phrase in A7.8 preclude vehicular crews from pinning when passing a MC by the highest possible roll? I.e. vehicular crews only pin when failing PTCs per A7.305? If not, what is the purpose of indicating “vehicles are not subject to pinning” in A7.8?

A. Technically, the vehicle and its Inherent crew are never Pinned, but they suffer a number of negative effects due to having suffered a “Pin result”. And this “Pin result” can of course come from either failing a PTC or from passing an MC with the highest DR possible. If the vehicle/its crew had been Pinned, A7.8 would prevent it from moving etc.

A7.34 & A7.36

Assume a 6-6-6 with assault fire and spray fire moves up and sprays fire into 2 hexes meeting the requirement for Spraying Fire. Is that FP calculated like this:

- a) 6 FP halved for AFPh Fire then halved for Spray Fire, for 1.5 FP per hex plus 1 FP per hex for Assault Fire rounded up for 3 FP per hex; or
- b) 6 FP halved for AFPh Fire plus 1FP for Assault Fire then halved for Spray Fire, for 2 FP per hex?

A. 3 FP. {1}

A7.35 & A7.351

A full squad is armed with a ROF MG fires both the MG and inherent firepower. The MG maintains ROF and consequently is not marked with a fire counter. Can the squad make a PF check in the same fire phase as if it had not fired the SW?

A. No.

A7.35 & C13.8

Assume a German Squad has not fired its inherent Firepower and it fires a PF and takes the Backblast attack. Assume the squad is casualty reduced and the HS passes it MC (so it remains in good order). Can the HS fire attempt to fire a second SW? (e.g. a second PF). What if the squad CRs due to PF malfunction?

A. No to both.

A7.4

The first part of this rule suggests that units can attack a location and that only enemy (and Melee) units will be targeted, implying that friendly units in the location will not be targeted. The latter part of the rule seems to state that a location containing friendly units cannot be purposely attacked unless a rule specifically allows it. If a friendly berserk unit is in the same location as an enemy unit and marked with a CC counter can units friendly to the Berserk unit fire at the location in the Adv Fire phase? If yes does the fire only affect the Enemy unit?

A. Yes. Yes.

A7.4 & A11.15

A British 3-3-8 is locked in OG in melee with a CE, stopped German AFV. In Prep fire, German infantry fire into the melee, getting a 6 on the 8 FP column. The halfsquad clearly undergoes a 1MC. Does the German crew undergo an NMC? In other words, is a unit which is not "locked in melee" (such as a tank) nevertheless a "melee unit"?

A. No. The AFV is not a "melee unit." {2}

A7.4 & A20.4

Are Prisoners classed as "Friendly units" for the purposes of A7.4, so long as they are not in Melee and not in the act of Escape?

A. Yes. {2}

A7.4 & D5.4

Is an abandoned vehicle still a unit? If it is a unit, is a previously friendly vehicle which was abandoned still a friendly unit, thus preventing another friendly unit to fire on it? If it is not a unit, may an abandoned vehicle be fired upon?

A. An Abandoned vehicle is a unit, but it is neither friendly nor enemy and can be attacked by either side.

A7.4 & E7.41

Does Aircraft MG fire affect friendly units not in melee for non-mistaken attack targeted hexes?

A. No.

A7.52

A FG of hexes C1, C2 and C3 fires, each hex firing 3 FP. If the LOS of C2 is blocked, *must* the firer resolve that attack as two separate 2-FP attacks? If instead the LOS of C3 is blocked, (and C1 has 8 FP, and C2 has 3FP) *must* the firer resolve that attack as one 8-FP attack?

A. Yes. No, it can make two attacks. {4}

A7.53 & D6.6

May a Leader on foot direct a Halftrack MG fire attack?

A. Yes.

For the purposes of A7.531 does a leader need LOS to the target unit if in the same location with firing unit whose attack he is directing?

A. Yes [*EXC: Spotted Fire*].

A7.55

Can two squads fire individually at a unit in bypass at different vertices/CAFPs or are they held by A7.55 Mandatory FG rules for firing at the same unit in the same location?

A. Since the different target points are in the same Location, they are restricted by A7.55 as long as the target makes only one MF expenditure, which is usually the case for Infantry using bypass – even if they bypass 3-4 hexsides.

Would this be any different if the vehicle were the unit using Vehicle Bypass?

A. Yes, because the vehicle makes a new MP expenditure per hexside traversed.

Follow up to this. What if they spend more then one MF in the hex doing smoke grenade placement or crossing a hedge as they entered the bypassed hex? The MF is still spent in the bypassed hex (location) so would A7.55 still apply the same way as it would shooting at a unit in a woods location hex that spends 2 MF to enter?

A. That depends on whether it was a simultaneous expenditure (like crossing the hedge to enter the hex) in which case Mandatory FG still applies, or a separate expenditure (like attempting smoke grenades) in which case it does not.

A7.7

In the illustration, is the German squad eligible for encirclement from the Russian squads?



A. Yes. The 4 shooters are crossing 3 non-contiguous hexsides.

A7.7

Which (if either) formulation below is correct:

A. (In a potentially encircle-able location) at least one single unit in the location must undergo potential NMC from consecutive encircling shots for the location to be marked encircled.

B. (In a potentially encircle-able location) consecutive encircling shots must each potentially NMC a unit in the location, though not necessarily the same unit, for the location to be marked encircled.

A. A.

A German MMC is in a gully hex and has crest status facing due North. A second German MMC is in the same gully with crest status facing due south. They are fired on with consecutive shots, one from the North and then one from the South. Each shot has 1 FP and can cower... the point being that the shot from the North can potentially NMC only the South facing crest unit, and the shot from the South can potentially NMC only the North facing crest unit. The intent is to have all criteria for encircling fire met in the location but no single personnel unit has been subjected to two consecutive potential NMCs. In the case given above, would the location be marked with an encirclement counter after the second shot?

A. No.

A7.7

All German units combine as a Fire Group to take a 30/+3 shot at the Russian 447. Given that the 247 is one of two units in the Fire Group that potentially enable the shot to cause Encirclement, and that the 247's shot alone is not sufficient to be an Encirclement-causing shot, does the shot from this Fire Group cause Encirclement?



Does the A7.7 restriction on encirclement during the MPh also apply to A7.72, or may upper level encirclement occur immediately during the MPh?

A. Upper-level encirclement applies during the MPh.

For Encircling (A7.7) and DM (A10.62) purposes under Light or Moderate Dust (F11.71 & F11.72) conditions is the actual DUST DLV subsequent dr required to determine if enough FP has been applied or is just the possibility of the lowest Dust DLV considered.

A. Just the possibility of the lowest Dust DLV is considered.

Does a placed DC attack count for encirclement (using the hexside it was placed through as its direction)?

A. No.

Multiple FGs have a Snap Shot against a moving unit as it enters a building. The first FG fires and PINS the target. Can the second FG take the Snap Shot at all? Or is the target—in accordance with A7.83—immediately pinned inside the building (and thus gaining TEM)?

A. Yes No

Pinned 237 in CC with 467, 237, 8-1. Both sides attack all units. The pinned unit survives the enemy attack. His attack on 1:7 (1:8) is a 2 creating an 8-1 leader.

Is the newly created leader pinned? If the newly created leader is pinned, does he apply his leadership modifier as per A18.12? What is the odds recalculation for the attack after the leader creation, 1:6 (1.5:7) or 1:4 (2:7)? May the newly created leader withdraw? The pinned unit may not.

A. No. NA. Pin 2-3-7 + 8-1 vs 4-6-7, 2-3-7, 8-1 = 2 vs 7 = 1:4. No.

What is the final CCV value of an unpinned squad and a pinned leader? 6 or 5? What is the final CCV value of an unpinned squad and a first fired leader (sav for reaction fire)?

A. In both cases, $5+1-1 = 5$.

A unit fires a SW HMG during the PFPh and maintains ROF. After the attack the unit is pinned (perhaps a SAN). Can it fire the SW HMG again (at half firepower)? Or would it be using a Multiple ROF, something that is forbidden for a pinned unit [A7.81]?

A. Yes. No.

A unit fires a SW HMG during the PFPh and maintains ROF. After the attack the unit is pinned (perhaps a SAN). Can it fire the SW HMG again (at half firepower)? Or would it be using a Multiple ROF, something that is forbidden for a pinned unit [A7.81]?

A. Yes. No.

G1.424 indicates “Any unbroken Japanese Infantry unit” may set off a DC in-hex while A7.81 indicates pinned units may not “attack” with a DC. May a pinned DC Hero set off a DC in-hex per G1.424? May a pinned IJA infantry unit do the same?

A. Yes to both.

A7.9

If a Fire Group (FG) that contains units immune to Covering and units that are not (e.g., 1st Line and 2nd Line British units) what happens when the IFT attack DR is an Original “Doubles”? I presume: the attack cowers (shift 1 column left) & Random Selection to determine which units cowered is applied only among units not immune to covering, right?

A. Correct.

Besides, if a FG formed by Inexperienced units and other units (none being immune to covering) rolls Original “Doubles”, I presume the attack must be resolved with a 2 column shift.

A. Correct. {1}

A7.9, A8.2, & A9.22

A squad with 4 FP and a 2 FP LMG fire through an orchard hex and declare the intention to lay a fire lane. If the attack does not cower, the fire lane is placed and 1 RFP is also placed, but what happens if the unit cowers? Certainly no fire lane, but is 1 RFP placed (based on the now 4 FP attack) or 0 RFP placed due to only the squad applying for residual since the machine gun tried to lay a fire lane.

A. 1 RFP.

A8. & A24.1

Is the SMOKE counter placed immediately upon announcement of placement, or after the MF expenditure and resulting DFF is resolved? Assuming the answer is “after”, does pinning or breaking (or eliminating, for that matter) the unit that is placing smoke prevent the placement?

A. The SMOKE Placement MF expenditure & the SMOKE placement dr (and if successful the actual placement of the SMOKE counter) are all done before any Defensive First Fire. N/A.

A8.1

A8.1 The DEFENDER must place “First Fire” counters above all units/weapons that have fired and exhausted their ROF (being sure to place any SW that are still eligible to fire above that First Fire [sic] counter);...

Is a Leader Directing the fire of a SW, firing independently of the Inherent Firepower of Manning Infantry, marked with a Fire Counter right away? Or is the Leader marked with a Fire Counter at the same time as the SW?

A. As long as the leader is marked after the SW is done firing, I don't think it matters.

Is a Leader Directing the Fire of an MMC and Multiple ROF Support Weapon, firing together as a Fire Group, marked with a Fire Counter at the same time as the MMC? Or is the Leader Marked with a Fire Counter at the same time as the SW?

A. As long as the leader is marked after the SW is done firing, I don't think it matters.

A8.1, A8.14, & C6.17

A vehicular unit is moving. That unit performs an action that is a 2 MP expenditure in a hex. The defender does not announce any defensive fire shot on the completion of that 2 MP expenditure. The moving unit performs another action in the same hex/location that is (for the sake of discussion) a 3 MP expenditure. The defender does not announce any defensive fire shot on the completion of that 3 MP expenditure. The moving unit expends its last remaining 1 MP to stop in the same hex. The defender announces he will DFF a ROF weapon on the completion of the stop 1 MP expenditure. Assuming that ROF is maintained, how many times can the defender fire the same ROF weapon at the moving unit in the target hex as DFF during the movement phase?

6 times (based on 6 MP expended in the target hex)? 1 time (based on single MP expended in the last action)? Something else?

A. 1 time (based on single MP expended in the last action)?

Is the answer the same if the moving unit is an infantry unit expending MF (with no stop expenditure of course)?

A. Yes.

A8.1, A8.2, & A23.6

Can a squad with DC throw the DC in Defensive First Fire as a predesignated attack versus a BU AFV in an adjacent open ground hex and if, after placement determination, the final IFT result is not a 12 malfunction, will the DC attack leave residual (12 reduced two columns for the +2 thrown DRM)?

A. Yes. Make a Position DR. If the Final Position DR is ≤ 8 , a non-dud TK DR will leave a maximum of 6 Residual FP (12 reduced at least 2 columns); a dud TK DR will not leave any residual. On a Final Position DR 9-11, an IFT DR is made (even though it cannot affect anything); any non-dud DR will leave a maximum of 6 Residual FP (12 reduced at least 2 columns); a dud DR will not leave any residual. On a Final Position DR of 12, an IFT DR is made (even though it cannot affect anything); any non-dud DR will leave a maximum of 2 Residual FP (6 reduced at least 2 columns); a dud DR will not leave any residual.

Can a squad throw the DC into the AFV's hex as a general attack, not able to affect the non-vulnerable PRC (or AFV) but still leave residual?

A. Yes (although I am not sure if this should be called a "general attack" since that may get confused with a General Collateral attack). No Position DR is needed.

Can a squad throw the DC into a CE AFV's hex as a general attack, able to affect the vulnerable PRC and leave residual?

A. Yes.

A8.1, A8.2, & A23.6

Can a DC be Thrown as Defensive First Fire at a Location containing a moving BU AFV merely to leave Residual FP (i.e., not attempting a Placement attempt on the AFV)?

A. Yes, whether the AFV is predesignated or not.

If the vehicle *is* targeted and destroyed, does the DC leave Residual (there is no SCA because the target was eliminated)?

A. Residual is also left if the AFV is targeted and destroyed. {2}

A8.1, A10.7, & A25.221

Defensive First Fire affects only the moving units. The rule does not specifically require the Leader to also be moving with the moving stack. Same observation, WRT Commissars accompanying moving units.

A. But A10.21 does. A10.21 is NA here. {4}

A8.1 & C5.6

An infantry crew possessing an Emplaced AT Gun (ROF 3) is currently HIP. An enemy HS moves into an ADJACENT open ground hex that is out of the NT Gun's CA. The Defending player chooses to fire the crew's inherent FP at the HS (4 FP, -2 DRM) resulting in a K/2 (original DR was 4 with a 3 colored dr), leaving 2 RFP in the target hex. The crew and its Gun are marked with a First Fire counter. Is it correct that the Gun AND the crew are marked with Defensive First Fire (even though the Gun did not actually fire)?

A. Yes.

Assuming the above answer is yes, is the Gun considered to have satisfied the C5.6 requirement that states, "A Gun cannot use Intensive Fire until it has already exhausted its normal ROF."?

A. The Gun can Intensive Fire.

Is an Ordnance weapon that is ineligible to fire considered to have exhausted its normal ROF for the purposes of C5.6?

A. See above.

A8.1 & C8.4

If firing Canister at a moving unit in Defensive First Fire, are non-moving units located in the other hexes of the vertex aiming point also hit by Canister?

A. No; only moving units will be affected with Canister DFF.

A8.1 & C8.6

May a Gun fire WP during DFF (is DFF considered a friendly fire phase – C8.6)? I'd say yes (which would explain exception about non moving units in A24.31).

A. Yes, provided no other non-WP DFF has occurred; C8.6. {1}

A8.1 & D3.3

I think this rule gives the attacker the option to plan before starting his move the following sequence of events – are "..." marks attackers verbal announcements:

"Start - 1 MP" [BU AFV out of LOS of non moving Defender] - X

"Move for 2.5 MP" [into Defenders LOS, enter open ground and executing D2.18] - Y

"Stop - 1 MP, go CE and BFF on Defender on this Stop MP" [as Stopped Firer, i.e. with Case C of To Hit Table C3] - Z

The defender could intervene with DFF at points X and Y, because of A8.1 and A8.11. The defender cannot intervene with DFF at point Z first but has to allow the Bounding First Fire shot before the Defender has the possibility to shoot back with DFF.

A. You are wrong. Bounding First Fire cannot be declared simultaneously with a MP expenditure, so the DEFENDER will always be able to declare Defensive First Fire between an MP expenditure and the declaration of Bounding First Fire.

A8.1-12, C5.33, & D3.3

Is it correct that most non-MP/MF actions (ex: CE/BU placement, dropping SW, creating TH-Hero) can generally be declared

simultaneously with [EXC: BFF] or before/between/after any MP/MF expenditure?

A. Some such actions certainly may be.

Assume that an BU AFV expends a Start MP, possibly drawing some DFF, before it then goes CE (without the expenditure of any MP). Is it correct that the DEFENDER may DFF vs the now CE AFV with all weapons that has not yet fired, still based on the Start MP expenditure (since A8.1 generally allows DFF to be declared vs an MP/MF expenditure as long as a new MP/MF expenditure has not been declared)?

A. Yes.

A BU AFV declares that it simultaneously goes CE and enters a new hex through a road hexside. Is it correct that it must pay 1 MP since it became CE simultaneously with the MP, which is expended in the hex entered?

A. The new CE status would apply to that MP expenditure, so it could use Road Rate if desired.

Similarly, if a CE AFV goes BU and enters a new road hex at the same time, is it correct that it pays 1/2 MP and is BU vs all DFF?

A. The new BU status would apply to that MP expenditure, so it cannot use Road Rate, but would be BU against all DFF at that MP expenditure.

D3.3 says: "The DEFENDER can intervene to attempt Defensive First Fire after the announcement of expenditure of any MP (even Delay MP) but must do so before announcement of the next MP expenditure or of Bounding First Fire; the target cannot be forced to return to a previously occupied hex or CA after it has announced a MP expenditure that legally changes its position" Is it correct that the above rule is a (poor) rephrasing of A8.11's intention, and only means to say that any DFF shots that is not declared before announcement of BFF, must be done *after* the BFF has been done? I.e. is the following sequence correct:

* AFV enters a new hex, expending 2 MP

** Gun chooses not to fire

** AFV declares and performs BFF

** Gun may now choose to fire based on the 2 MP expended.

A. The above sequence is correct.

A8.1-.12 & D3.3

Can the DEFENDER declare FF on the currently moving counter after said counter has done one or more "free" actions prior to its last expenditure of MF/MP but before its next? E.g., ATTACKER's AFV moves into a hex. DEFENDER's AFV declines to fire. ATTACKER fires with BFF at the DEFENDER. Assuming the DEFENDER survives, can it now fire on the ATTACKER with DFF since the ATTACKER's AFV is still the currently moving counter?

A. Yes to both.

A8.1 & D9.31

A MMC stacked with a stopped AFV declares an armored assault. The AFV starts. Does this spent MP allow enemy units to defensive first fire at the MMC?

A. No.

A8.14

Can a single squad fire two SW that are not restricted by mandatory firegroups at a moving unit(s) on the same 1 MP expenditure?

A. Yes.

A8.14

If a unit expends 1 MF/MP and is attacked by a unit, may it be attacked on that same MF/MP by a different weapon/its inherent FP if Mandatory Firegroup does not apply? For example, may a squad possessing a Baz/MG firing TH/FT/PSK/PF/Gun/etc. fire that weapon, then fire its inherent (or fire inherent, then the possessed weapon) on the same one point MF/MP expenditure? May a squad possessing two weapons not requiring Mandatory Firegroup fire both on the same one point MF/MP expenditure, e.g. fire two PFs?

A. Yes to both.

A8.15

Using ABTF map for the following examples.

The firer is in V6. The target moves from T3 to U4. Snapshot at the T3/U4 hexside. Does the target receive the hedge? The orchard? Both? Same shot, reversed, target moving from U4 to T3 – identical DRM?

A. Yes. No. No. Now orchard also counts.

Make T4 rubble. Moving from T3 to U4, is the snapshot blocked? Is it hindered? Moving from U4 to T3, is the snapshot blocked? Is it hindered?

A. Not blocked (the LOS has entered, but not exited the Rubble hexside). No (the target is not in the rubble hex). Yes (the hexside is crossed by the LOS). NA.

Firer in S4. Target moves from U1 to T1. Does the wall apply? Target moves from T1 to U1. Does the wall apply?
A. Yes to both.

Firer is in S3. Target moves from P4 to Q4. Does the hedge apply? Target moves from Q4 to P4. Does the hedge apply?
A. No, target is in Q4 and LOS doesn't touch P4 before reaching the vertices. Yes, target is in P4 and LOS touches Q4 before reaching the vertices.

Firer in T16. Target moves from V14 to U14. Does FFMO apply? Target moves from U14 to V14. Does FFMO apply?
A. No to both per A8.15 "FFMO DRM cannot apply".

Firer is in X17. Target moves from V18 to U19. DRM? If V18 was rubble, would there be LOS and if so what would be the DRM? Target moves from U19 to V18. DRM? If V18 was rubble, would there be LOS and if so what would be the DRM?
A. +2 (Orchard + hedge). Yes, (rubble + hedge TEM). 0. Yes, rubble TEM.

A8.15

A squad assault moves from bL3 to K3. Firers in M2, L1 and M1 each want to take a separate snap shot. Are any of these firers affected by hedge TEM?
A. No; A8.15.

Likewise, if the squad were in bypass at bL3-K3-K4 and M1 fired at it, would hedge TEM apply?
A. No; the LOS does not pass _through_ K3 (the hex that the hedge hexside shares with L3).

And finally, if a squad is in bypass at bI4-H3-H4, when would hedge TEM apply – would it apply when the LOS passes through H3 or H4? Or would it only apply if the LOS came along the H3-H4 hexspine?
A. Only if the LOS came along the H3-H4 hexspine.

A8.15, A9.22, & A9.5

May a MG that declares a snapshot lay a fire lane. If so is the hex that must be part of the fire lane the hex the enemy unit is entering or leaving?
A. Yes. Entering.

May a MG that is using spray fire lay a fire lane. If so must both hexes being fired upon form part of the fire lane or merely one of those hex form part of the fire lane?
A. Yes, but the fire lane placement hex must contain a target unit.

A8.15 & A26.11

If a unit is affected by a Snap Shot and broken as a result, would it nevertheless gain Control of the otherwise empty location it was about to enter as it "is considered to be in the location entered thereafter" per A8.15? Is there any difference in the same situation if the Snap Shot result would have been a "KIA"?
A. Yes. No.

A8.15, B9.2, C.5, & C.5C

If a unit in 11D7 moves to 11C7, and a unit in 11G9 takes a snapshot at that moving unit along the D7/C7 hexside, is the LOS blocked by the hedge? If not, does the tem apply?
A. No. Yes. (A8.15 specifically mentions that the hedge hexside "...of a hex being entered/exited can modify a Snap Shot if crossed by the LOF on the way to the target hexside".)

Would this be an exception to the B9.21 example? It seems to be a very similar situation (LOS to a vertex/hexside). Would that be a range 3 attack or range 4 attack?
A. The target is considered in C7 for range purposes but the attack is occurring at the hexside, unlike in B9.21 where the hypothetical is clearly in the further hex. {1}

A8.15, B9.2, C.5, & C.5C

Assume that the 467 in 2Z3 enters 2AA4, and that a hypothetical DEFENDER in 2X2 that makes a Snap Shot attack at the Z3/AA4 hexside.

1) In the above situation, "the hex the target would remain in if affected by that fire" is the hex entered (AA4), so C.5C can be read: "The hex containing the target is the hex entered (AA4)". Does C.5C therefore say that the 467 is considered in the hex entered (AA4) for Snap Shot purposes? If no, what is the meaning of C.5C?

A. Yes.

2) Range: C.5A defines the range to always be counted to the hex entered (AA4). Correct?

A. Yes.

3) Covered Arc: If a hypothetical MG with a fixed CA (A9.21) has the hex exited (Z3) inside its CA, but not the hex entered (AA4), a snap shot is *not* possible (according to C.5B). Correct?

A. Correct.

4) Walls/Hedges: B9.2 says that a wall/hedge blocks LOS unless the wall/hedge is part of the target hex, but A8.15 says that a wall/hedge hexside of a hex being entered/*exited* can modify a snap shot. This is to understand that such a wall/hedge hexside can never block the Snap Shot LOS, so for snap shot purposes the LOS is clear regardless of which hex the target 467 is in. Correct?

A. Yes, if I understand your question correctly. Basically, since the Snap Shot is made at another hexside of the same hex (Z3) with the original wall/hedge then the LOS is not blocked (though wall/hedge TEM for that original wall/hedge will apply).

5) Rubble: The same A8.15 sentence applies similarly to Rubble, so if Z3 and/or AA4 contains rubble, the Snap Shot LOS is not blocked, but is affected by Rubble TEM, and the highest if one contains Wooden Rubble and the other Stone Rubble. Correct?

A. In your EX, rubble in Z3 would affect the Snap Shot; rubble in Z4 would not since it is not "...crossed by the LOF on the way to the target hexside."

6) SMOKE:

6a) The same A8.15 sentence applies similarly to SMOKE, so if Z3 or AA4 contains SMOKE, the LOF is affected by the SMOKE. Correct?

6b) If both Z3 and AA4 contains SMOKE, are both added as DRM as per A24.2?

A. Only if there is SMOKE in the hex "...crossed by the LOF on the way to the target hexside"; so only SMOKE in Z3 would affect the Snap Shot in your EX. SMOKE in AA4 would be ignored, per A8.15.

7) Hindrances: Assume that Z3 is an Orchard hex:

7a) Since the LOF goes through Z3, to a hexside of AA4, the Orchard +1 Hindrance is added. Correct?

7b) Now look at the Snap Shot taken when the 467 originally entered Z3 from Z4. The +1 Hindrance would *not* be added here, since the LOF did not exit Z3 (into Z4), and therefore did not go through the Orchard as per A6.7. Correct?

A. Yes. Yes.

8) Blind hexes: A8.15 says "Any unit ... may claim a Snap Shot if it can trace a LOS to an entire hexside (even if that hexside is part of a Blind hex)" So the DEFENDER can make a Snap Shot even if either Z3 or AA4 are Blind hexes (but not if both are, I assume). Correct?

A. Basically.

9) Inherent terrain: Assume that AA4 is a Dense Jungle hex:

9a) Since the LOF goes to a hexside of AA4, the Jungle TEM is added. Correct?

9b) Assume that the 467 instead moved *from* AA4 to Z3 (and therefore is in Z3). The Jungle TEM is *not* added, since the LOF is only drawn to the Z3 portion of the hexside, and there is therefore no "mere entrance of the hex [AA4]" as required by B.6. Correct?

A. No, since the Jungle was not "...crossed by the LOF on the way to the target hexside." Note that A8.15 specifies that such inherent terrain TEM won't apply unless "...crossed by the LOF *on the way to* the target hexside. Yes.

10) Board entry/exit: Assume that AA4 is offboard:

10a) Since the AA4 part of the hexside is off-board and the target hex is AA4, no Snap Shot is allowed when the 467 exits the playing area by entering AA4. Correct?

10b) Assume that the 467 instead moved *from* AA4 (off-board) to Z3. The target hex is now Z3 which is on-board, so the Snap Shot is allowed. Correct?

A. Yes. Yes, as long as there is a real hexside there (i.e., not an unused mapboard butted up against an 'in-play' half-hex with the Snap Shot made against a hexside of the unused mapboard). {1}

A8.2

A woods hex contains a 2FP residual. An infantry unit using NAM enters the hex in bypass movement around the woods, along a hexside that is open ground. As per A8.2 the residual attacks using "any applicable FFMO/FFNAM DRM" and "all non hexside TEM...of the target Location apply to the Residual FP attack (even vs Bypassing units)"

Is the following correct:

The -1 FFNAM DRM applies because the unit is using NAM?

The +1 Woods TEM applies, as per A8.2 all non-hexside TEM applies?

The -1 FFMO applies because FFMO is a TEM for moving units in open ground?

The net attack of the 2FP residual will be 2FP with a -1 DRM?

A. No. FFMO does not apply when "combined with another effective protective TEM (A4.6)", so net DRM is 0 (-1 FFNAM, +1 TEM). {1}

A8.2, A8.26, & A23.6

Does a Thrown DC leave Residual FP in both the target and thrower's Locations (assuming that the thrower's Location can be so attacked)?

A. Yes.

Is the amount of Residual FP left by the Thrown DC reduced for the +2/+3/+4 DRM (as applicable) per A8.26 (i.e., does this DRM count as a "condition outside the target Location")?

A. Yes (yes). {2}

A8.2 & E7.4

Do Aerial attacks leave Residual Fire? Does a strafing Airplane leave Residual Fire in each hex attacked? Or even each 4 hexes, even those where there was no unit being fired upon?

A. Yes to all. {4}

A8.26 & B10.31

HA does not reduce the amount of resid left in a hex. But does an infantry unit moving into a crest line hex into resid get the benefit of the +1 for HA vs. the resid attack?

A. No.

A8.3

Can a squad SFF a MG outside the IFP range of the Squad, but within the Normal Range of the MG?

A. Yes.

A8.3

May an unmarked ATR fire as Defensive First Fire firegrouped with its manning squad who is firing as Subsequent First Fire? For example, if a 6-2-8 marked with First Fire with an unmarked ATR fires at a target 2 hexes away with no closer targets, which is true: 1) 6-2-8 ONLY may fire for 2 FP; 2) 6-2-8 may fire with its ATR for 4 FP

A. Yes, 4 FP.

A8.3

Is "firer's Normal Range" the range of the weapon it is using to fire (e.g., a MG) or only the Inherent FP range? In the former case, would this mean that if a squad SFF with a MG, it can fire its Inherent FP at > its Inherent range (thus quartering it)?

A. The range of the weapon/FP it will use. No. {4}

A8.3

It is player A's movement phase. Player B has a squad possessing a MMG. Player A moves a unit, and player B fires the MMG only, at the enemy unit, but does not maintain ROF. The MMG is marked with a First Fire counter. Player A moves another unit into LOS of this position. Player B subsequent fires, again MMG only, at this unit. The MMG is now marked with a Final Fire counter. Can player B's squad still fire its inherent FP as First Fire and Subsequent Fire?

A. No. A8.3 "... a squad may not split its usable inherent FP from that of its MG/IFE during Subsequent First Fire unless it opts to not use the remaining FP/SW at all." In this example, the squad has "opted" to "not use its inherent FP at all". {4}

A8.3 & A8.31

Does a known enemy unit on a stairwell one level above a unit at ground level in a building hex prevent that unit from using Subsequent First Fire at a unit moving in an Adjacent hex? Does it prevent that unit from using Final Protective Fire against Adjacent hexes?

A. Yes to both.

A8.31 & A9.3

When using Sustained Fire as FPF at an adjacent hex is the firepower of the MG:

A) Doubled and then halved once (for Area Fire)?

B) Doubled and then halved twice (for Area Fire and Sustained Fire)?

A. A) Doubled and then halved once.

A8.31 & A13.6

As a Cavalry charges a hex expending the MF cost of hex + 3 MF, does this allow a defending infantry unit a number of FPF attacks equal to the total cost (entry MF + 3 MF), “provided it does not break” (A8.31)?

A. Yes. {4}

A8.31 & C13.31

May a German squad marked with a First Fire counter make a PF check during the enemy movement phase?

A. Assuming it can still fire a SW without having to use Subsequent First Fire, i.e., it either only used its Inherent FP or only fired one SW.

A8.312

A unit enters a hex in which an Infantry unit would normally be required to defensive fire (first, subsequent or final protective, A8.312) based on that unit's entry of the hex. If said unit is eliminated by a K/ or KIA due to residual FP, must the in hex Infantry still fire? What about if the entering unit is eliminated by fire from outside the hex?

A. No, if Residual FP eliminates the moving unit, there is nothing to attack. But if not eliminated by RFP, the in-hex unit must attack before attacks from outside.

A8.312, A12.151, & G.4

An Infantry/Cavalry MMC enters a concealed Infantry DEFENDER's Location using Bypass Movement. Is the Concealed DEFENDER obligated to immediately use TPBF Defensive Fire at the bypassing unit as per A8.312?

A. No; A12.151 is an EXC to A8.312, as is G.4. {2}

A8.4

During the defensive fire phase, a squad & MMG want to make fire attacks. The squad (only) is marked with a def first fire counter. Is it legal for the squad to fire his MMG at full FP vs a non-ADJACENT unit and then (provided it didn't cower) have the squad use final fire at an ADJACENT unit? Would the answer be different if the situation was reversed? (MMG only is marked with a first fire counter, squad fires at non adjacent unit and then MMG final fires at adjacent unit.

A. Yes. No.

A9.21

If a MMG fires during First Fire from a building hex and retains ROF can it change its CA and fire at a different target in the Final Fire Phase? Would this be any different if the MMG lost rate, was marked with First Fire, and now wanted to fire at the end of the Final Fire Phase?

A. Yes – unless Pinned (A9.21). No.

A9.21

A SW MMG/HMG on the upper level of a building fires at a unit in bypass of that building. A9.21, “If it fired up or down a stairwell within its same hex, its CA is defined vertically and subsequent shots during that phase (other than vs its own Location) are limited to the same direction up or down the staircase.” Is firing at a unit in bypass considered firing down a staircase? Is its field of fire restricted to down in the same hex? Assuming not, could the MG choose to have its field of fire point down the staircase in its hex?

A. No to those three questions.

Must the MG's field of fire that includes the hexside being bypassed? If a MG has its field of fire already restricted to a non-vertical direction, may it fire down at a unit in bypass of that hex if the hexside bypassed is in the field of fire?

A. Yes to these two questions.

A9.22

A squad with a MG is in a foxhole behind a wall hexside (10U4). He wants to place an alternate hex grain fire lane towards W1, even though he cannot see that hex. This would allow fire lane residual in V3 and W2, although not in V2 and W1 because they are out of LOS. Is this allowed?

A. The FL can exert FP in V3 and W2.

If the fire lane exists but V2 is a gap, if the enemy tries to move from V2 to W3, is a snap shot possible with the fire lane as he exits V2 since the entire hexside is in LOS?

A. Since there is no FP in either V2 or W3, no snapshot can occur.

A9.22 & A9.221

Is a unit bypassing an obstacle in a hex where there is a fire lane residual FP – because the center dot of the hex is in the LOS of the manning infantry, per A9.22 – attacked by this Fire Lane Residual FP if moving out of the LOS of the manning Infantry? If yes, Which is the DRM is bypassing through OG?

A. Yes. Obstacle TEM.

Are they attacked (the bypassing inf) if the bypass hexside is in the LOS of the manning infantry, but the center dot of the hex is out of the manning infantry LOS?

A. No.

Is the snap shot in A9.221 allowed if moving between two hexes whose center dots are out of the LOS of the manning infantry, even if the hexside is along the Fire Lane's LOF?

A. No.

As a conclusion, to be attacked by a fire lane residual FP do the moving units have to be in a hex whose center dot is in the LOS of the manning infantry even moving out of the LOS of this manning infantry?, or do the units moving have to be in the LOS of the manning infantry?

A. Yes, no.

A9.22 & A24.2

Does SMOKE Hindrance DRM (or if SMOKE has a TEM, its TEM DRM) apply to an Fire Lane attack (other than negating FFMO)?

A. No; A9.22.

(Some rule seems to indicate that SMOKE has a TEM but under the SMOKE rules it only mentions SMOKE's effects as a Hindrance DRM and the Fire Lane rules specifically mentions that SMOKE's Hindrance DRM doesn't apply to a FL attack [*EXC: negating FFMO*]).

A. Despite having some TEM-like properties, it is a Hindrance, not a TEM.

A9.221

As per the example to this rule, it is possible (indeed, necessary in some circumstances) to place the counter for an Alternate Hex Grain Fire Lane in a Location that is not in the LOS/LOF of the firing MG and its manning Infantry.

1. Assuming the presence of a MG possessed by GO manning infantry in 20EE2, is it possible to place an Alternate Hex Grain Fire Lane that would affect EE3, FF3, FF4, GG5 and GG6?

A. Yes.

2. If yes, would the Alternate Hex Grain Fire Lane counter be placed offboard between GG5 and GG6 to indicate the Fire Lane?

A. Yes.

3. Is there a need to amend A2 so as to explicitly permit the placement of Alternate Hex Grain Fire Lane counters slightly offboard to allow for such Fire Lanes?

A. Some clarification may be required. {2}

A9.221 & A9.222

The very last sentence of A9.222 seems to be saying that a Fire Lane Residual FP counter cannot be placed beyond a blocked LOF. Would a rubble hexside along the LOF of an alternate hexgrain firelane block the LOF and make the placing of a Firelane counter beyond that hexside illegal?

A. The counter can be placed, but the FL will not exert any FP where the LOF is blocked by an obstacle.

Can a Firelane Residual Firepower counter be legally placed beyond the normal range of a MG?

A. The counter can be placed beyond the normal range, but the FL will not exert any Residual FP beyond normal range.

A9.222

When a firelane is placed versus a Human Wave [see A9.222, 1st paragraph, last sentence] it states that the FL Residual FP "immediately attacks all other elements of that Impulse currently in any Location(s) where that Residual FP now exists". Is the DR for the original firelane the same used for each Residual FP or is it a separate DR for each Residual FP?

A. Separate DR (A9.222).

A9.4 & B30.7

Situation is German HMG (7FP) and German MMG (5FP) firing at >16 range at an infantry target in a pillbox for a base total of 12FP. Are MG attacks vs unbroken, non-overstacked, good order infantry in a PB at >16 range halved for concealment, i.e., is the FP of this attack above 6 FP or 2 FP?

A. No; 6 FP.

A9.52

A9.52 says: "Spraying Fire can be used vs an empty target hex (halved again for Area Fire) and an adjacent occupied hex to place Residual FP in both of those hexes." Is "empty target hex" to be understood as "target hex empty of moving units", and "occupied hex" to be understood as "hex occupied by moving unit(s)"?

A. Yes.

I.e., assume that a defender uses spraying fire on one hex containing a moving unit, and on the adjacent hex containing no moving units, but one non-moving unit. Is the spraying fire halved as Area Fire vs the adjacent hex containing the non-moving unit if: A) The unit is concealed? B) The unit is not concealed?

A. Yes to both.

A9.6

May a player make a To Hit attempt with an MG versus an unarmored vehicle?

A. No.

A9.61

A9.61 indicates that an MG TH vs. an AFV must be "without any form of halved FP penalty imposed", given Ordnance is never halved, does that imply the halved FP penalty should be considered as if the MG was firing on the IFT instead? E.g. can a MG TH attempt target a concealed AFV? On the IFT normally the FP would be halved, but as ordnance case K applies instead. Or if the MG is pinned is a TH allowed?

A. Anything that would halve MG FP prohibits a MG TH attempt, e.g., in AFPh, vs "?", pinned Infantry, etc.

A9.61 & C13.31

Can a German squad attempt to fire two PF when an enemy unit expends only one MP/MF? Is the same answer true for firing two MGs as To Kill attempt vs a vehicle? A tank firing MGs and gun?

A. Yes to all.

A9.73

May a unit/inherent crew destroy a SW/Gun/vehicular-weapon even if the weapon is malfunctioned and as such the unit/inherent crew, though being possibly in theory allowed to fire it, is not practically able to do so?

A. Yes.

A9.8

Per A9.8, "Any ... non-Russian HMG/MMG ... may have its PP halved (FRU) if in a dismantled state. A dm weapon is replaced with the appropriate dm SW counter." The Japanese HMG (non-.50 caliber) is 4PP assembled. The corresponding dm counter is 3PP. Is the HMG's PP misprinted? Is the dm HMG's PP misprinted? Is the Japanese HMG an exception to A9.8?

A. The Japanese HMG an exception to A9.8.

A9.8 & A26.212

Does a dismantled 81mm Mortar still count as 2 CVP if it is eliminated as a result of any type of enemy attack?

A. Yes.

A10.1 & B28.9

A10.1 midway through – "If a unit checks morale in order to be allowed to perform some sort of action it is termed a Task Check (TC)." Does this mean that when a unit checks morale due to a fire attack or rallies that they could be subject to Booby Traps?

A. No.

A10.2

In this rule, you speak of a leader eliminated by "breaking when already broken" (line 5). Must one understate : "if the subsequent Wound severity dr leads to a mortal wound result"?

A. Yes; that is how a leader is eliminated by breaking when already broken.

A10.2 & A10.31

A 9-1 leader is stacked with an 8 ML squad (both with ELR 3). They are fired on resulting in a 1MC. The leader takes his 1MC and rolls 6,6, for a Casualty MC [A10.31]. This also exceeds the leader's ELR. The leader takes wound severity dr and rolls a 5 for a fatal wound, and so is eliminated. The squad passes its 1MC from the fire attack. For purposes of determining if the squad will take a LLMC for the now eliminated leader...

1) Is the leader's pre-attack ML of 9 used, such that the squad will need to take a LLMC? or..

2) Does ELR replacement occur before the effects of the Casualty MC are applied, as per A10.31 and as such it is an 8-1 leader that is eliminated and the squad will not need a LLMC?

A. 1) is correct.

A10.2 & A10.711

A leader voluntarily routs with a broken squad and is eliminated when the broken squad fails an Interdiction MC. If other (non-routing) units occupy the Interdiction hex, are they subject to LLMC? Must the just-reduced HS take an LLMC (assuming its morale is low enough)? Is the situation any different if the leader is broken and routing and dies due to Interdiction in a hex occupied by a non-routing unit?

A. No. Yes. No.

A10.2 & A11.141

Are units locked in MELEE/under a CC Counter considered "in CC" and subject to LLMC/LLTC immunity (A11.141) for fire coming from outside their location during any fire phase?

A. Units locked in Melee are immune, but not units merely under a CC counter.

(Note: this Q&A invalidates an older Q&A on the subject [A11.141 - reference Letter151].)

A10.2 & A14.1

American players activates German SAN, and the German die roll is a 1. The selected target Location contains an 8-1 leader and a 6-6-6 squad. The RS DR results in a tie, and the German selects the 8-1 leader. What happens next? Does the squad take his LLMC and THEN the German rolls his other sniper attack against the squad?

A. Yes, LLMC first.

A10.2, A20.21, & A20.3

An enemy squad of lower morale than its accompanying Leader are in a Location ADJACENT to a Good Order known friendly infantry unit. The enemy Leader is broken and must Surrender to the ADJACENT Good Order known friendly unit which does now declare No Quarter. Is the broken enemy Leader a) eliminated in its current Location—thus causing a LLMC on the accompanying enemy squad or b) eliminated in the Location of the friendly unit that declared No Quarter?

A. a).

A10.21

During a MPH, a player moves units/stacks to/through a Location containing a friendly Leader/Commissar. If the moving units are attacked on the MFs expended to enter that Location, are their morale and/or their MCs, if any, effected by the friendly non-moving SMC(s) in that attack Location? What of non-moving Commissars?

A. No. Yes. {4}

A10.22 & A10.7

If two identical leaders (e.g., 8-1) are in the same location and are required to take a MC, does the second leader's leadership modifier apply to the first leader's DR, or does a leader need to first pass the MC/PTC before his leadership can affect another unit's DR?

A. No; you can only apply leadership of a higher leader. {4}

A10.3 & A15.

A Broken conscript HS takes a 4MC and rolls an original 2 DR, failing the MC and suffering Casualty Reduction. Is the HOB DR made before the CR result is applied?

A. No; no HoB DR would occur.

A10.31

Rule A10.31 says that a broken unit that rolls a 12 is eliminated. Does this apply to broken leaders – i.e., are they directly eliminated without testing wound.

A. A broken unit that rolls an Original 12 *during a MC* is eliminated. This applies to leaders also. {4}

A10.4

A10.4 says that broken units may withdraw from CC, but A11.16 says that broken units may only withdraw from Melee. Shouldn't A10.4 say "melee", not "CC"?

A. No, there is no conflict between these rules. {2}

A10.41

A10.41 says units may voluntary break "...at the start of the RtPh". The Comprehensive Rout Example indicates that units may voluntary break at the start of their RtPh (i.e. attacker completes all routs, then defender commences their RtPh with voluntary break of their units). When does the defender conduct voluntary breaks: a) at the start of the RtPh? or b) at the start of their RtPh after the attacker has completed all their RtPh activities?

A. b)

The ASOP for 6. Rout Phase says "Attacker first, then Defender (A3.6)." Each step in the ASOP is indicated as "Both". Should the RtPh be conducted as:

a) Attacker does Steps 6.11, 6.12, 6.21, 6.31 then Defender does Steps 6.11, 6.12, 6.21, 6.31.

or

b) Attacker does Step 6.11, Defender does Step 6.11, Attacker does Step 6.12, Defender does Step 6.12, Attacker does Step 6.21, Defender does Step 6.21, Attacker does Step 6.31, Defender does Step 6.31.

or

c) Attacker does Steps 6.11, 6.12, Defender does Steps 6.11, 6.12, Attacker does Step 6.21, Defender does Step 6.21, Attacker does Step 6.31, Defender does Step 6.31.

or

d) Some other sequence?

A. a)

A10.41 & A20.21

May a unit voluntarily break if it will result in their immediate surrender via A20.21?

A. No, since that could result in their immediate elimination.

A10.41, G1.13, & G1.132

May a Reduced-Strength Japanese squad voluntarily break and be replaced by one of its broken HS in order to rout? (or does A10.41 prohibit a Reduced-Strength Japanese squad from voluntarily breaking, since the Reduced-Strength Japanese squad would be immediately Reduced to a HS by voluntarily breaking).

A. CVP are immaterial for Vol. Break considerations. G1.132 is an "exchange", not a "Reduction" – and is thus allowed despite A10.41. So yes, a reduced-strength IJA squad can Vol. Break by "exchanging" itself for a broken HS which can then rout.

A10.5

A broken unit ends its rout ADJACENT to a concealed enemy unit with MF still available. If the concealed enemy unit voluntarily drops its concealment before the routing player can move another unit, what happens to the broken enemy unit? Does it have to continue to rout? Or is it eliminated for failure to rout? If it doesn't have any MF left?

A. It must rout further or Surrender or be eliminated for Failure to Rout. It must rout further if it can. It will Surrender or be eliminated for Failure to Rout.

A10.5 & A10.51

Using the A10.531 Example, assume there is a German unit in J2 with the broken Russian unit. Also assume there is no German unit in K4. It is the start of that Russian's unit rout. When determining the unit's rout destination (nearest in MF non-ignorable woods/building, determined at start of its RtPh), MUST building K2 be the initially declared rout destination (nearest non-ignorable woods/building at 2MF away), even though the unit may not end its RtPh there due to the KEU in J2? Basically, when determining a valid rout destination at the start of a unit's rout (A10.51), does a Known enemy unit IN the same Location as the broken unit at the start of the RtPh automatically preclude any ADJACENT woods/building from being a valid rout target, since the broken unit may not END a RtPh there (A10.51)?

A. K2 must be declared initially; upon reaching K2, the router must re-figure his destination.

A10.5, A10.532, & A10.62

In rule 10.5 (routing) and 10.62 (desperation morale), what does the reference to rule 10.532 mean?

A. It is referring to Normal Range being limited to 16 hexes.

10.532 concerns interdictors, so does this mean that a unit must be able to interdict to give DM and to force rout, e.g. it can't be pinned?

A. No; i.e., the unit could be pinned.

A10.5, A15., & B28.412

A broken unit is in a minefield hex adjacent to an enemy unit and is thus required to rout. Upon exiting the minefield hex during its rout the unit Battle Hardens and creates a Hero. Does the resultant Battle Hardened unit and Hero remain in the minefield hex?
A. Yes; B28.412.

A10.5 & B30.5

B30.5 says a unit in a pillbox is never forced to rout. However A10.5 says "...nor - regardless of terrain - may it end a RtPh ADJACENT to or in the same Location with a Known enemy unit that is both unbroken and armed [*EXC: Night; E1.54*]" May a broken unit in a pillbox end its RtPh there if there is a Known armed unbroken enemy unit either in the pillbox hex or in the adjacent hex in the pillbox CA (both of which are ADJACENT) without being forced to surrender or eliminated for Failure to Rout?

A. Yes.

I.e., does B30.5 take precedence other the "regardless of terrain" clause in A10.5?

A. Yes.

If yes, should the EXC in line 5 of A10.5 include "Pillbox; B30.5"

A. Not necessary, but wouldn't hurt. {2}

A10.51

May a friendly unit during its RtPh rout towards a hex that contained a broken enemy unit in LOS at the beginning of that RtPh but which subsequently routed?

A. Yes; the fact that an enemy unit previously routed out of LOS does not preclude a friendly unit from routing towards that old position.

A10.51

A10.51 states, "...a routing unit must move to the nearest (in MF calculated at the start of the RtPh) building or woods hex..." Is "nearest" from the omniscient, ASL player's or the unit's perspective?

A. Closest, regardless of LOS from routing unit.

A10.51 & B8.62

May broken units rout through a tunnel to exit in that rout phase even if another woods/building location is a closer rout destination target than the exit from the tunnel? May they do so even if the exit is a brush location?

A. Yes to both (B8.62).

A10.51 & B23.71

A unit is broken and DM in level 0 (ground floor) of a rowhouse hex. It begins to rout to an adjacent rowhouse location of the same rowhouse, bypassing a shared vertex between the two rowhouse hexes. Upon going through the vertex it now has LOS to a KEU that it would be moving closer to by routing to the target rowhouse hex. Can the routing unit legally rout to the target hex? (In essence, is the 3 MF for moving between rowhouse locations (1 bypass, 2 into the bldg) a combined MF expenditure or is it two separate expenditures?)

A. Yes, this is one combined expenditure

A10.51 & B28.413

Must a unit that is routing rout through a hidden minefield of its owning side, or may the it ignore it? If it may ignore it, must the mines come on board? If the mines don't need to come on board, must a reason be given to the other player as to why the hex was ignorable (even though it may be obvious)?

A. Routing units cannot ignore hidden minefields and routing towards a minefield is not a reason for putting it on board.

A10.51 & B28.413

During rout can a unit ignore a hex where there are hidden mines friendly to its side? If the above answer is no, can the owning player reveal the mines in order to avoid forcing the broken unit to rout into them?

A. No to both.

A10.51 & SSR VotG8

VotG 8 states: “Stone rubble is treated as a building for Rout, Rally, Ambush and Street Fighting purposes.” Does this mean that attached Rubble can be ignored as being part of the same building for routing purposes?

A. No; it is no longer part of the same building.

A10.52

Does the Low Crawl rule allow a wounded SMC having 3MF to rout into a hex that requires, in the movement phase, more than 3MF?

A. Yes. {1}

A10.52

When a unit uses low crawl, is it required to use the shortest path in MF towards its destination?

A. No.

A10.53, A10.532, & C6.5

If the ATTACKER routs a broken unit without using Low Crawl, through an Open Ground hex that is in the LOS and Normal Range of an unbroken enemy unit capable of fire on it in that hex with at least one FP without any form of LOS Hindrance, can the DEFENDER decline Interdiction and allow the broken unit to disregard a NMC?

A. Only if concealed.

If the ATTACKER routs a broken unit without using Low Crawl, through an Open Ground hex that is in the LOS and Normal Range of multiple unbroken enemy units capable of firing on it in that hex with at least one FP without any form of LOS Hindrance, can the DEFENDER choose which of the qualifying Interdictors enforces the Interdiction (e.g. so that an otherwise qualified Interdictor can maintain Target Acquisition as per C6.5)?

A. Yes.

A10.531

A concealed unit advances into an OG hill hex that is devoid of cover or SMOKE/smoke. The only opposing unit that can see that movement is at a lower location and is armed with a mortar and within the effective range of the mortar and < 16 hex range. Does the advancing unit lose concealment? Is the answer different if the unit at lower level is inside or outside of the effective range of the mortar?

A. No. (The mortar is immaterial.)

A10.531

Rule A10.531 says, in part, “The cost to enter/exit Fortifications within a hex are not part of the total MF cost used when calculating the nearest building/woods hex.” No exception is made for Wire, which is a Fortification. Is the MF cost of Wire then ignored when calculating the nearest building/woods hex for purposes of determining a rout destination?

A. No (you do not enter/exit that fortification).

A10.531, B27.1, & C1.51

During the APh, does a unit entering a Foxhole hex to go beneath the Foxhole counter “pay one additional MF *separately* after payment of the COT to enter the hex,” as in the MPh?

A. Yes.

Does A10.531 mean that Concealed Infantry advancing, in the APh, into an OG hex to enter a Foxhole, could lose Concealment to an enemy unit with “a hypothetical Defensive First Fire opportunity” vs that advance?

A. Yes.

During the APh, does a unit advancing into an OG Foxhole hex (and under the Foxhole counter) in an FFE get the TEM of the Foxhole, or the OG TEM, vs the FFE attack?

A. Open Ground

During the APh, does a unit in an OG Foxhole hex in an FFE, advancing to a non-FFE hex, get attacked by the FFE before leaving the Foxhole hex? If so, does it get Open Ground TEM, or Foxhole TEM, vs that attack?

A. Yes. Open Ground {4}

A10.533, G.2, & G.4

PTO terrain is in effect. If a broken unit routs to a hex containing an HIP unit of the opposing side. When is the HIP unit revealed? Upon entry of the broken unit, or at the start of CC?

A. Since this occurs in the RtPh, A10.533 will apply normally; i.e., G.2 & G.4 will NOT apply. Thus, the HIP unit is immediately revealed and the routing unit is the routing unit is repulsed and eliminated for Failure to Rout per A10.533 and its example.

A10.6 & A11.15

Can a broken unit be rallied while in CC or melee?

A. Only via HOB. {4}

A10.62

With respect to a unit becoming DM when fired at on the IFT – Does the actual dice roll or result on the IFT matter in determining whether or not the target unit is placed under DM? If a unit capable of Covering fires a 1 +1 shot on the IFT, and actually rolls doubles, is this sufficient to DM the target unit? If the firing unit actually Cowers on the dice roll (rolls doubles) is the FP reduced by two columns to determine DM?

A. The actual DR does not matter.

A10.62

If a unit capable of cowering takes a 1 +1 shot at a broken unit does the broken unit become DM?

A. Yes. {1}

A10.62, A15., & E1.54

A broken unit attempts assisted rally while DM during night. A 1,1 is rolled, so he loses DM, right?

A. Yes, it has rolled it's original ML.

A 6,6 is rolled, with +1 and -1 DRM HOB results in Surrender. No enemy adjacent, so does he become DM again, as well as disrupted?

A. Because it is newly disrupted, it is DM. {2}

A10.63 & A25.222

Do the provisions of A25.222 (immunity to DM, penalty if not rallied) apply to a Commissar attempting Self-Rally?

A. No.

A10.7

In a scenario where troops of different nationalities fight on the same side (EX: Italians and Germans in AP19 Winter of their Discontent), are they by default considered as Allied Troops as per A10.7, or would you need a SSR to specify it?

A. Yes; no SSR needed.

A10.711

May a voluntarily-routing leader (A10.711) portage 2PP while routing?, May a GO leader drop possession of a 3PP SW at the beginning of the RtPh in order to be able to voluntarily rout (A10.711)?

A. No. Yes.

A10.711

It is the RtPh. Action is on board 12 with Mud. A wounded SMC is stacked with a broken squad in DD2 in OG. Bad guys are in Y3 and S5.2. There are out of season orchards in EE3 & FF3, a building in FF4 and a woods in GG4. The destination is declared as FF4. Can the wounded SMC voluntary rout with the broken squad toward the building and end their rout in FF3 due to lack of MF? Or must the squad rout alone?

A. The only way this squad and leader could rout together is if the squad declared Low Crawl, but then it would not get very far. {4}

A10.8 & A20.5

If a Fanatic unit is captured, and it is Fanatic “inherently” (as opposed to being made Fanatic by a temporary external condition, e.g., Russian units in Factories in RB, or units in beach Locations in seaborne invasions), is the unarmed unit also considered Fanatic? If the prisoner subsequently rearms will it also be Fanatic? Do prisoners ever benefit from Fanatic status from “external conditions”, e.g., Russian units in Factories in RB?

A. No. No. Only non-prisoner Russians are Fanatic in RB Factories. {2}

A11. & A20.

Can a CC capture attempt be made by a good-order squad, that is in the same Location as a prisoner squad whose guard is currently broken, against those very same prisoners?

A. Only if the prisoner is attacking its guard or is in melee. {2}

A11.11

A hex contains a wire counter, a friendly squad under the wire, an enemy squad above the wire, and an enemy squad below the wire but who is CX. The friendly squad attacks both enemy squads together. Each enemy squad has a -1 DRM applicable to it, but for a different reason. The odds are 1:2 and it is normal CC, not HtH. If the Original DR is "5", the Final DR vs. the unit on the wire is a "4". The Final DR vs. the CX unit would also be a "4". Does the different reason for the DRM mean that *each* enemy unit separately suffers a Casualty Reduction result? Or is the "collective" DRM a single -1, so that Random Selection would apply?

A. No. Yes.

If both enemy units were above the wire, and neither were CX, if the Original DR is "5" is the result calculated any differently?

A. No. {2}

A11.11

A Russian squad and two German squads (both 4's) are in CC however one of the German squads is CX. How are the rolls resolved, particularly if the Russian elects to combat the two German squads.

A. The -1 applies only to the CX unit. The +1 applies to the entire attack. {4}

A11.11

Are CC DRM always cumulative? If a CC attack is made vs. a CX squad and a non-CX squad, does the -1 DRM (vs. CX) apply? If a CC attack is made vs a withdrawing broken unit and a non-broken withdrawing unit, does the -4 DRM (-2 broken, -2 withdrawing) apply?

A. DRM are cumulative but not always collectively cumulative. In both cases, some units have worse DRM than other units. {4}

A11.11 & D6.22

A Motion T-34 carrying a 5-2-7 squad as Riders is in bypass of an Axis infantry unit. In the CCPh, what is the firepower of the Riders? Is it halved to 2.5 for its conveyance being in Motion or is it ONLY penalized by the +1/-1 CC penalty for Riders?

A. Halved (see A11.11 CCT modifiers) when attacking, but not defending.

A11.15

Vehicles are not locked in melee, but are they marked with the melee marker while in the same location as the opponent after CC has occurred?

A. No.

A11.15

If a unit enters/advances into a location that contains a Melee counter, is that unit considered part of that Melee immediately upon entry or after the CCPh?

A. After the CCPh.

A11.15 & A11.16

If all units of a infantry vs. infantry Melee are broken (e.g. after having been fired upon), when do they rout? Must they wait until CCPh to Withdraw (A11.15, 11.3)? or does one consider that Melee no longer exists and units rout during RtPh?

A. Yes. No.

A11.15, D2.3, & D5.6

If a stationary vehicle in bypass of a hex containing only enemy infantry who are already held in Melee is destroyed by a direct fire attack is there a crew survival roll? If so, does the crew go immediately into Melee or are they marked only with a CC counter? If they are marked only with a CC counter, is there an opportunity for the defending infantry to TPBF on the crew? Also, if they are placed in Melee, would the Hazardous Movement -2 DRM apply to them (only) on any subsequent attacks on the Melee that turn?

A. The crew may survive and would go immediately into Melee, subject to Hazardous Movement.

A11.16

It's the German APh and there are stacked in a ground level rowhouse building location, two broken Russian 4-4-7, a pinned 4-4-7 and a 8-0 SMC; well, an adjacent German 4-6-7 advances to the Russian location from another ground level rowhouse building location. Can the Russian Broken squads withdraw from the initial CC (barring infiltration results)? Must they assume the results of the first CC and then (if they are not reduced or eliminated) when the CC becomes melee, they can withdraw from the melee in the next CCPh?

A. No. Yes.

A11.19 & B30.6

At the start of the CCPh, a unit occupies a hex containing a pillbox. An enemy unit is HIP IN the pillbox Location. Is the HIP unit IN the pillbox Location placed on board at the start of the CCPh?

A. Only if CC by/vs the pillbox occupant can occur.

Is the answer to Question 1 dependent on whether the unit outside the pillbox is a vehicle/PRC?

A. See above.

A11.2

May a unit advance into an existing Melee and withdraw from it in the same Player Turn?

A. No, not till next Player Turn.

A11.2 & A26.11

Do units that Ambush end up with Control of the CC Location if they eliminate all units and Withdraw? What about units that Infiltrate and Withdraw?

A. Yes. Yes, if they eliminate all enemy units as part of that Infiltration DR.

A11.21

A11.21 says: "If a unit withdraws into a concealed enemy's (not Dummy) Location it is eliminated automatically..." when does that elimination take place relative to the withdrawal of any other units? For example, may a 9-2, 548, 467 stack have the 467 withdraw first to see if the destination contains a real enemy unit? Then if no enemy is present could the 9-2 548 then decide to join the 467 or must they withdraw to another destination location? If the 467 is eliminated may the 9-2 548 elect not to withdraw at all? Or withdraw to another destination?

A. The 4-6-7 can withdraw first and perhaps be eliminated. The 9-2 and 548 can then withdraw to the same or a different Location, but they must withdraw. Assuming the 9-2 is defending with the 548, they must withdraw together.

A11.22

Must a group of withdrawing units withdraw at the same time? e.g. consider 2 HS withdrawing via Ambush. Can one wait until the other has entered a new hex and ensured that there isn't a HIP unit before he enters a new hex as well?

A. Yes.

or must they both enter new hexes together/at the same time?

A. No.

A11.22

Two units in CC, one squad from each side. The attacker rolls an original 2, which after resolving Leader Creation is sufficient to eliminate the defender. Can the attacker remain in the Location without suffering the defender's attack, since the defender is eliminated by the 2 DR (i.e., is the attack now sequential)? Or must the attacker (and newly created leader) withdraw as per A11.22 Infiltration to avoid the return attack, thereby leaving the Location empty?

A. No (no). Yes.

A11.22

A squad has been attacked by CC, resulting in Casualty Reduction. It then attacks, rolling a 2 DR, thus causing Infiltration. It then decides to withdraw. Does it withdraw as a HS or as a squad? (I find some contradiction between: "if it has not already been eliminated/captured/pinned" and the further: "without being attacked" sentences – Casualty reduction seems to be a partial elimination, in fact.)

A. Normally, the ATTACKER attacks first in CC. Thus, if his attack "eliminates" a DEFENDER HS, that DEFENDER HS cannot withdraw after subsequently rolling a 2, but any other DEFENDER unit which has "not already been eliminated/captured/pinned" can Withdraw. If the ATTACKER rolls a 2, ATTACKER units can Withdraw "without being attacked."

A DEFENDER squad, first attacked by CC and suffering Casualty Reduction, and rolling a “2” on its own CC attack, will be able to withdraw as a HS. Right?

A. Correct.

A11.22

It seems to me that the literal reading of A11.22 says that a pinned unit may withdraw from CC if the opponent rolls a 12. Can they? Or is the intent of A11.21 (and other related rules) that a PINNED unit can never withdraw from CC?

A. A pinned unit may never withdraw. {4}

A11.22

Does infiltration (A11.22) apply to non-simultaneous/sequential CC attacks? For example if a CC has a vehicle present and an Infantry unit that has not been attacked yet rolls a snake eyes on its attack, may it withdraw before it is attacked?

A. Yes.

A11.22 & A20.55

A Good Order German squad holds a squad’s worth of Russian prisoners. Another Russian unit enters CC with them, with no result either way; resulting in a Melee. The next turn the prisoners attack their guard first (no NTC or broken guard required in Melee). The prisoner rolls a 6,6 against the GO guard, resulting in Infiltration for the guard. If the guard elects to withdraw on the 6,6, do his prisoners accompany him?

A. No, the prisoners cannot accompany the Guard withdrawing from Melee.

A11.31 & G1.421

All CC attacks taking place in a Location containing a vehicle (even if abandoned) must be declared sequentially (even if the vehicle neither attacks or is attacked). Given the above a T-H Hero can never be held in Melee?

A. For instance, if enemy Infantry advance in against HIP THH and no one dies and Melee occurs.

A11.4

It’s the German player turn, and a StuG IIIG is in VBM in Motion in a woods hex that contains a Russian 4-4-7 squad. The Reaction fire CC is ineffective, so they will be engaged in CC in the next CCPh, but in the APh, a German SS 6-5-8 with a 9-1 leader advances into the woods. As a possible ambush situation can occur, the doubt is: can the StuG in Motion affect the ambush dr? or is ignored as it is not in the woods, only bypassing it...

A. Yes, it will affect the Ambush dr.

A11.4 & A11.41

An Infantry, that has ambushed an enemy, decides to withdraw. Does the ambushed enemy still lose its concealment?

A. Yes.

A11.41

The situation was a concealed squad advanced into CC with a HS who had a squad of prisoners with them. The concealed unit ambushed the HS and killed them outright. The rules state the force that qualified for ambush can advance after the CC (win or lose, provided they survive). Do the prisoner units count as part of the “force”?

A. They are not part of the “attacking force” and cannot advance.

A11.5

If more than one squad is in a hex with an unarmed enemy AFV during the CCPh, can the second squad attack the enemy AFV if the first squad fails to eliminate it?

A. Yes.

A11.5 & A20.5

The Germans had taken a Russian 426 prisoner, and eventually they ended up with their guards in the same hex as a German StuG that was bogged & UK. The guards broke and were eliminated for failure to rout. Due to the StuG the former prisoners cannot be re-armed (A20.551). Subsequently, a Russian 328/10-0 jump into CC to finish off the StuG, but fail. Can the former prisoner attack the AFV in CC as well?

A. No; unarmed units do not have a CCV.

A11.51

Carrier BMG is NA in CC. Does this mean the Carrier has “no manned usable MG” for purposes of A11.11 CC Table? I feel “No”, it has a usable MG.

A. Correct, this does not equate to “usable in CC”. {4}

A11.6

An enemy AFV ended its MPH in motion and in bypass of my building hex. Through the MPH and up to the CCPh, my first-line squad in the building did nothing and is unmarked. It is now the CCPh, and my squad wants to engage the AFV in CC. Is my squad required to pass a PAATC to attack the AFV?

A. No.

A11.6 & A12.141

Does a concealed unit that fails a PAATC attempting to fight into an ADJACENT hex lose concealment?

A. No; taking such a PAATC is excluded from being a Case C “other action” on the “?”-loss chart.

A11.6 & D7.21

Assuming a passed PAATC in the previous APh, does a MMC need to pass a (second) PAATC in order to make a Defensive Fire CCRF attack against an AFV expending start or other MP in the Location in which it started its MPH?

A. Yes.

If yes, would it still have to do so if the AFV Stalled? If no, would it have to do so if the AFV left the location and then returned to the MMC's Location?

A. Yes. NA.

In the above situation, if the AFV failed a Mechanical Reliability DR and Immobilized (D2.51), or if the vehicle were Immobilized in the preceding CCPh, would the MMC be able to make a Defensive Fire CCRF attack (despite still being held in melee (A11.7)) as the AFV expended MP “for non-movement purposes” under the provisions of D8.5?

A. Infantry in Melee cannot attack an already-Immobilized AFV just because it is spending MP in the Melee Location. An AFV that fails a Mechanical Reliability DR no longer holds Infantry in Melee (just like one that Stalls) and can be attacked after a PAATC is passed.

A11.622

A Panther is in CCPh with enemy (US) units. The Panther is in motion. It survives the US players sequential attack (its escort is eliminated). The German player uses the sN7 on the Panther. The DR = 6. We have not found any modifiers that apply to using the sN in CC. Is the sN attack at 16 FP or is halved for motion?

A. 16 FP, not halved. {4}

A11.622 & D7.213

May an sN be fired during a CC Reaction/Street Fighting attack?

A. No; D7.213 (“no vehicle CC attacks (of any kind, including “sN”; A11.622) are allowed;”).

A11.8

Do the Street Fighting advantages apply against a vehicle bypassing a woods hex?

A. Yes. “Any vehicle in stationary Bypass or using VBM is also subject to Street Fighting rules from any Infantry in the Bypassed obstacle of their hex.”

A11.8

This rule states (in part): “The unit(s) would be moved onto the vehicle(s) in the road hex to make their CC attack(s) and following any CC attack returned to the same Locations they came from” Does “following any CC attack” mean “following any CC attack *against them*”, or just “any CC attack occurring in that Location (which may include their own)”?

A. Following all CC attacks, essentially.

I.e., may an Infantry unit that is using Street Fighting attack and then return to its previous Location without suffering a return attack (assuming that an enemy unit is available to make such an attack)?

A. No.

If the answer to the above question is that the unit may *not* return to its previous Location before any possible return attacks, if there are potentially several attacks vs. that unit, may it return after the *first* such attack or must it wait until after *all* such attacks have been resolved?

A. All. {2}

A11.8

For explanation, since VotG isn't out yet, a "gutted" building costs one extra MF when entering the location. A Russian 458 w/5PP MMG elects to attack an ADJACENT AFV during the MPh with CCRF. It is attacking from a VotG gutted building – at night – (4MF to return) does the squad return to the building hex?

A. Yes.

or become CX/TI in the process? remain in the street? or can it drop the MMG in the building before advancing into the street? or drop the MMG in the street before returning to the building?

A. No. No, not voluntarily. No. No.

Would waiting until the Aph (with the prohibition against "voluntarily" remaining in the hex) alter this in any way?

A. In the Aph it could drop the MMG in the building before advancing into the street and it could then remain in the street. {4}

A11.8

What are the SFF CC RF options of Infantry in this case (Say a squad which has passed a PAATC seeking to attack a good order AFV on the 2nd MP of a bypass of a woods/building the squad is in)?

1. Cannot make a SFF RF at all as constrained from so doing by "as their defensive first fire attack".

2. Can make a SFF RF attack but does not receive the -1 Street fighting ambush DRM (Hence need a Final CC DR of 5 +2 Motion +1 SFF = 2).

3. Can make a SFF RF attack and receive the -1 Street fighting ambush DRM (Hence need a Final CC DR of 5 +2 Motion +1 SFF -1 Street Fighting = 3).

A. #2; SFF is a form of Defensive First Fire.

A12., A12.2, & D6.

A friendly concealed Infantry unit is in the same hex as a friendly unconcealed vehicle. They are both out of LOS of enemy units. The concealed Infantry unit mounts the unconcealed vehicle as a Passenger or a Rider. Does the new Passenger/Rider become unconcealed? Does the vehicle become concealed? Does the new Passenger/Rider remain concealed while the vehicle remains unconcealed? A friendly unconcealed Infantry unit is in the same hex as a friendly concealed vehicle. They are both out of LOS of enemy units. The unconcealed Infantry unit mounts the concealed vehicle as a Passenger or a Rider. Does the new Passenger/Rider become concealed? Does the vehicle become unconcealed? Does the new Passenger/Rider remain unconcealed while the vehicle remains concealed?

A. If either the vehicle or the Infantry loading up are unconcealed, then the other party loses "?".

A12. & B27.

Does a concealed infantry unit lose "?" if it uses Assault Movement to exit an Entrenchment in Open Ground and within 16 hexes of an enemy unit and move into concealment terrain in an adjacent hex?

Does a concealed infantry unit lose "?" if it uses Assault Movement to enter an Entrenchment in Open Ground and within 16 hexes of an enemy unit from concealment terrain in an adjacent hex?

Does a concealed infantry unit lose "?" if it Advances out of an Entrenchment in Open Ground and within 16 hexes of an enemy unit and move into concealment terrain in an adjacent hex?

Does a concealed infantry unit lose "?" if it Advances into an Entrenchment in Open Ground and within 16 hexes of an enemy unit from concealment terrain in an adjacent hex?

A. Yes to all.

A12.1 & D9.3

A friendly unit is in an (otherwise) Open Ground hex underneath a Wreck. A concealed enemy unit Advances into the hex. Does the enemy unit lose Concealment during the Advance?

A. Yes, assuming the "friendly unit" is Good Order.

A12.11 & A12.12

Can the defender place two or more "?" available for setup beneath a real and unconcealed unit in Terrain listed in red in the Terrain Chart/Desert Terrain Chart/PTO Terrain Chart? If yes, may the unconcealed real unit atop the stack of dummies have a "?" not designated by the OB placed on it per A12.12?

A. Yes. No.

A12.11 & A12.3

Can a stack of two "?" counters use HIP as if they were an emplaced gun and a crew?

A. No; Dummies may not set up HIP.

A12.11 & B28.411

If a stack about to be attacked by a minefield contains Dummies and at least one “non-Dummy” unit, what happens to the Dummy units? Are they removed before the attack or do they get attacked with a ML of 7, only being removed if they suffer a PTC/MC as per A12.14 & B28.411?

A. The stack (including extra concealment counters) does not lose concealment unless affected by a MC or greater; B28.411.

A12.11 & C10.1

A towed Gun does not qualify as a possessed weapon [A4.43], and so would seem to be unable to qualify for Concealment [“An unpossessed SW or other “non-unit” cannot gain/retain a “?””; A12.11]. Does a towed Gun instead share the Concealment status of its towing vehicle?

A. Yes.

A12.11 & D4.2

May a 5/8 inch Dummy stack claim Hull Down status behind a wall when being fired on by direct fire ordnance [such that a turret hit (C3.9) is needed to remove the dummy stack]?

A. No.

A12.11 & E1.55

Is a Dummy unit a “Good Order non-hidden unit”? Applying the first sentence of E1.551 does the “Closest DEFENDER” include stacks solely consisting of Dummies? If not, is the “Closest DEFENDER” based purely on the “nearest occupied hex” where there is a “Good Order non-hidden unit”, and thus not a Dummy? In terms of choosing the “nearest occupied hex” does the DEFENDER choose the hex and the ATTACKER chooses equidistant hexes? Or does the ATTACKER get to choose the “nearest occupied hex” with a choice for equidistant hexes?

A. No. No. Yes. Doesn’t matter who chooses the closest hex...it’s simply the closest hex. Yes, The attacker would choose in the event of equidistant hexes. {1}

A12.12

When is non-OB given concealment placed on a unit setting up offboard to enter: during setup to enter in the RPh, or immediately before entering the map (i.e., in *it’s* MPh [or APh, if so allowed])?

A. At the start of its RPh when it sets up to enter.

A12.12

A12.12 says a player setting up places his regular units and then places only scenario OB-designated “?” at first, and only in Terrain listed in red on the Terrain charts. May a player place scenario OB-designated “?” counters *beneath* regular units in his setup (assuming it is suitable terrain)? If the answer is yes, then any regular units above the OB-“?” in the stack will not gain pregame concealment, per the EXC in A12.12 “only one non-OB-designated “?” can be placed per stack of units and not on top of any previously placed “?””. Correct?

A. Yes. Correct.

A12.121

When concealing one stack of mixed-nationality units, what is the correct way to place the concealment counter(s)?

Is it:

- A. Regardless of mix, place one concealment counter on top, and the color of the “?” counter is the player’s choice providing the color matches one of the nationalities in the stack
- B. Regardless of mix, place one concealment counter on top, and the color of the “?” counter is the player’s choice providing the color matches the nationality closest to the top of the stack
- C. Regardless of mix, place one concealment counter on top, and the color of the “?” counter is some other color, not matching the colors of the units in the stack
- D. Group and stack the units by nationality and place one “?” counter immediately on top of each nationality represented in the stack, where the color of the “?” counter matches the color of the nationality of the unit directly beneath it
- E. Place one “?” counter for each nationality represented on the top of the stack; if two nationalities, then place two nationality-colored “?” counters on the top of the stack
- F. Other

A. A.

A12.121 & A12.14

Rule A12.121 states you determine the range of the to the nearest unit having such LOS when determining concealment gain. Rule A12.14 states you should use the principles of A12.121 when determining concealment loss. In addition, the concealment chart states: Range to nearest enemy unit in LOS. Does the nearest unit always check first? If equidistant, which player chooses which LOS to draw first?

A. Not necessarily. Any unit within the given range (1-16 or 17+) will do. We suggest starting with the closest unconcealed unit *clearly* in LOS at the discretion of the player seeking to deny concealment gain/retention.

If the selection is by range, there is no exception for HIP units in A12.121 (and only vague reference in A12.14 should a concealed unit be the only unit). Are HIP units required to check LOS loss/gain if they are the closest unit?

A. No.

A12.121 & A12.14

Assume a Friendly “?” unit performs a concealment-loss activity in Open Ground. A Good Order enemy MMC is in clear LOS to the Friendly “?”, which can be determined by the naked eye without aid of a thread. Is the enemy MMC required to challenge the move and force the Friendly unit to lose concealment?

A. No.

Could such concealment be retained if the enemy unit failed to point out the LOS?

A. Such “?” could be retained if the enemy unit failed to impose “?” loss.

Would the answers change if the LOS was clear, but it was not obvious without checking with a thread (i.e. not visible to the unaided eye)?

A. No.

Are both players responsible for determining LOS when any concealed unit performs a concealment-loss activity in LOS of its respective enemy unit?

A. Both players are responsible for determining when “?” might be lost, but the “enemy” player [to adopt your terminology] is responsible for denying “?” gain/retention.

A12.121 & A20.5

Can the LOS of a Prisoner, under Guard by the opponent (be that Guard piece Good Order or not) be used/cited so as to deny concealment gain to that Guard and/or to other opponent pieces in LOS of that Prisoner piece?

A. Prisoners do not deny “?”.

Assuming the Guard can gain Concealment, does the Prisoner gain it too?

A. The prisoner will share the “?” status of its Guard. {3}

A12.122

There is a difference between pink divider & ASLRB regarding TEM modifier to concealment dr.

Pink divider table : -Y Y is TEM & Hindrance DRM of hex occupied (all hexside TEM are NA).

A12.122: -Y Y is TEM & Hindrance DRM of Location occupied (all hexside TEM are NA).

Which one is correct? I realized when trying to gain concealment in a foxhole in an open ground hex.

A. “Location” is probably more precise. And you do need to be IN a foxhole to claim its +2 TEM. But a foxhole is *not* a separate Location in an open ground hex.

A12.14

A12.14 says “A concealed unit’s ‘?’ is also lost immediately if it does any of the following in LOS of a Good Order enemy ground unit within 16 hexes (such potential LOS checks are free and require no attack or penalty for a blocked LOS):”

The wording is such that “?” loss occurs if there exists a LOS. Who is responsible for determining if LOS exists, the player performing the “?” loss activity, the opponent or both?

A. While both players may be responsible for determining LOS, the player seeking to deny concealment gain/retention is responsible for making such an LOS check.

If an opponent declines to check LOS, may the player performing the “?” loss activity take a free LOS check to his opponent’s unconcealed unit(s) to determine if in fact a LOS exists and as such his unit will lose Concealment from performing its action?

A. No.

A12.14

Can a unit drop its concealment to void a possible Subsequent First Fire attack after the declaration to SFF has been announced by the Defending player?

A. No; ASL is not a race to see how fast one can roll the dice.

A12.14

Is a unit that is “momentarily revealed” and instantly “regains” concealment for purposes of concealment stripping actually considered to have lost concealment? For example, would this mean that ADJACENT enemy units would be come DM? Would that unit lose cloaking and become concealed? etc?

A. No to all.

A12.14

Broken units rout into a hex with concealed units creating an overstacked situation. No GO enemy units have a LOS when this happens. Enemy units then advance into LOS of the stack. Do the overstacked units retain concealment when the GO enemy moves into LOS?

A. No.

A12.14

An enemy unit performs a concealment loss activity that is possibly in LOS of a concealed Good order Friendly unit. The concealed friendly unit claims a free LOS check as per A12.14 to try and strip the enemy’s concealment if there is a LOS Which is the correct sequence?

Option 1:

Enemy performs “?” loss action possibly in LOS.

Friendly unit in hex xx claims free LOS check (there must be a real GO unit there to claim the free LOS check)

LOS is strung.

If LOS is clear, friendly unit completely forfeits its “?” momentarily, enemy unit then loses “?”.

If LOS is blocked, then neither side does anything else (although enemy now knows that hex xx contains at least one real GO unit)

Option 2:

Enemy performs “?” loss action possibly in LOS.

Friendly unit in hex xx claims free LOS check (there must be a real GO unit there to claim the free LOS check).

Friendly unit must completely momentarily forfeit its “?” prior to checking the LOS.

If LOS is clear, enemy unit then loses “?”.

A. #2.

A12.14 & A12.3

If, as A12.3 states, “Hidden Status is considered the equal of concealment except as otherwise specified,” may a hidden unit sacrifice its hidden status and become concealed “at any time,” in accordance with A12.14?

A. Yes.

A12.31 states that: “A revealed hidden unit is totally discovered; it is not placed on board beneath a “?” unless specifically stated by a rule covering that particular situation (e.g., 11.19, 12.15, 152, .153, .32, .34).”

Does “revealed” in this context refer only to the involuntarily forfeiture of hidden status (e.g., due to enemy action, overstacking, friendly OBA, etc.)? Or does it also apply to the voluntary forfeiture of hidden status?

A. Involuntary.

May a hidden unit not in enemy LOS voluntarily sacrifice its hidden status, and become concealed in order to perform some action (e.g., Deploy during the RPh, Entrench during the PFPh, Place SMOKE during the MPh, voluntarily break a MMC in order to rout with a still concealed/hidden leader, transfer a weapon during the APh, etc.), or to undertake no activity at all during that phase?

Or is the unit “totally discovered” the moment it sacrifices its hidden status under these circumstances? May a hidden unit in enemy LOS voluntarily sacrifice its hidden status, and become concealed in order to perform a non-concealment loss activity, or no activity at all during that phase? Or is the unit “totally discovered” the moment it sacrifices its hidden status under these circumstances?

A. The former in both cases.

A12.14 & A12.3

For clarification of the above Perry Sez answer, the third question and answer, “must” a unit sacrifice its hidden status and come out concealed in order to perform the types of activities listed?

A. To perform the listed activity, they must not be HIP.

A12.15

An unconcealed 458 and a concealed 8-0 are in a jungle hex entered by a Japanese banzai. May the 8-0 keep concealment?

A. No.

A12.15 exempts Human Waves from causing concealment loss via the normal entry procedures and presumably overrides the “attempts to enter” phrasing on the Concealment Loss Table despite the lack of reference back to A12.15.

A. No. Delete “Human Wave (25.23)” in line 5 of A12.15.

A12.15

A unit is set up concealed/HIP on a board edge hex of an entry area. An entering unit attempts to enter the location containing that concealed/HIP unit. Is the entering unit eliminated for having momentarily entered and then exited the board?

A. No.

Is the entering unit bounced back to its last off-board location and available for advance into the board, very possibly into the formerly concealed unit’s location?

A. Yes. {2}

A12.15

An ATTACKER infantry unit attempts to enter the board (from off-board) by moving during the MPh into a location occupied by a concealed DEFENDER infantry unit. What happens?

A. One DEFENDER unit loses concealment per A12.15, regardless of LOS. The ATTACKER loses concealment and is bumped back to the offboard hex. It is not considered to have entered the on-board hex, and can therefore enter in the AFPh. Since it hasn’t entered the onboard hex and since it is bumped back to an offboard hex, there is no DFF opportunity at all (including no Snap Shot). {2}

A12.15

If a unit uses bypass in Hex #1 (a building hex) and then enters Hex #2 which contains a concealed (or HIP) enemy unit, according to A12.15 the unit is forced back “to the last Location occupied.” Is the unit then: A) returned to bypass for the remainder of its MPh or B) moved inside hex #1’s building location immediately?

A. A.

A12.15 & B9.32

A concealed DEFENDER unit has wall advantage behind bocage and in woods. An ATTACKER unit is on the other side of the bocage. Another ATTACKER attempts to enter the hex. Is the ATTACKER ever actually in the hex, thereby stripping the DEFENDER of Wall Advantage?

A. No. {1}

A12.15 & B23.922

There is Concealed squad in a yet unrevealed Fortified Building Location. During the Advance Phase, an enemy Infantry unit attempts to Advance into this Fortified Building Location. Is it correct, that the Fortified Building Location would be revealed but the Concealment of the squad in the Fortified Building Location is retained because the attempted entry is happening during the Advance Phase?

A. The squad would be temporarily revealed to proof its existence and then retain concealment.

A12.15 & D9.31

A squad and AFV using armored assault have moved adjacent to a building containing a concealed enemy unit. The squad then attempts to enter the building while the AFV does nothing. An enemy MMC is revealed, bouncing the squad back to the hex with the AFV. If the squad is fired upon during this MF expenditure, considering that the MF are spent in the hex still containing the AFV, can it claim the +1 AFV TEM for armored assault?

A. No; they are no longer moving together.

A12.15 & G3.2

A MMC attempts to move into a Bamboo hex contained a concealed enemy MMC. It is repulsed, but is it also CX and Pinned when being returned to its previously occupied Location?

A. Yes, both Pinned and CX.

A12.151

A HS bypasses a woods location containing a concealed enemy squad. The squad decides to drop its concealment, but declines to fire at TPBF. What happens?

a) the HS is returned to the last location entered;

b) a CC counter is put in the hex and the HS cannot move/spend MF any more;

c) the HS can continue its movement and possibly end it outside the now-revealed squad’s hex;

A. The HS must continue moving to a new hex.

A12.152 & Index (Subterranean)

Can we simply state that if a location is NOT subterranean, it is “above ground”?

A. For the purposes of searching this will work. Cellars are revealed when a hex is searched. {1}

A12.152, E2, & E1.16

Per E1.16 fortifications remain HIP until protective TEM is used, a non-Dummy enemy unit enters (or can't enter due to the nature of the fortification), or extra MF/MP are used in LOS of an enemy unit. Is a fortification not revealed by searching [A12.152] if E1.16 is in effect? Is a fortification not revealed by Interrogation [E2]?

A. No to both; they would be revealed. We are considering if errata is needed for this.

A12.153 & A20.21

When a building that is being Mopped-Up only contains enemy broken units which cannot surrender as per A20.21 (i.e., SS vs. Russian), do they still surrender when Mopped-Up? What if they're in an upper-level location?

A. They Surrender (the Surrender limitation is only on RtPh Surrender.). Doesn't matter. {1}

A12.154

A12.154 SEARCH CASUALTIES drm TABLE: are these drm also applicable to DEFENDING units that were Known prior to the Search? If the answer is Yes, shouldn't the word “concealed” be removed from that table? If the searched hex includes an AFV, does the AFV modify the search casualties dr like an extra HS?

A. No. N/A. No.

A12.3 & A12.33

Given “Fortifications in Concealment Terrain may always set up hidden and remain hidden until...” (A12.33), what concealed/HIP status may a unit within such a HIP foxhole claim at setup (i.e., may it also set up HIP by fact that it is in a HIP foxhole)?

A. No “free” HIP due to setting up in a foxhole. But a hidden Pillbox allows the contents to set up using HIP as well; B30.7.

If the foxhole is later revealed by enemy LOS, in what way is the unit in the foxhole now revealed, if at all (i.e., still HIP or concealed, was HIP but now placed on board and Concealed, or now on board and fully revealed)?

A. Any hidden/concealed unit beneath a foxhole is not revealed just because the foxhole is.

A12.3 & C1.21

If an AR is placed or an SR/FFE:C is about to be converted to an FFE:1 (after being corrected if applicable) and there is a hidden cave containing enemy units in or adjacent to the AR/SR/FFE:C hex; may that cave and its contents suddenly lose its HIP status and force an extra chit draw if its CA faces away from the OBA observer? Can the opponent reveal his caves and their contents and force an extra chit draw in the short space of time between placing an AR and checking the LOS and rolling for accuracy or stating that an SR/FFE:C will be converted to an FFE1 and then converting that SR/FFE:C?

A. No; once the AR is placed (or the Conversion declaration made) it is too late to reveal anything that could force an extra chit draw.

A12.3 & C3.1

If the Attacker is firing on the Area Target Type against what appears to be an unoccupied hex but actually has a HIP Defender, does the Defending Player need to give the Attacker the information that there was anything actually hit by the attack?

A. After a hit or a potential hit on the ATT the firer may roll on the IFT regardless of whether or not there is an apparent unit. Same for after a hit (or potential hit) on the ITT. {1}

A12.3 & D9.4

The last sentence of D9.4 states “If the hindrance DRM of a concealed AFV would actually change the result of an attack, the owner must show that it is not a Dummy stack”. A12.3 states that “Hidden status is considered the equal of concealment except as otherwise specified”. Does a HIP AFV create a Hindrance for purposes of D9.4?

A. Yes.

A12.3 & E3.712

If units with Winter Camouflage can assault move/advance in Open Ground regardless of LOS distance to enemy units, then can HIP units with Winter Camouflage set up HIP in any non-concealment applicable terrain?

A. No.

A12.31 & A12.32

A Concealed Enemy unit performs a Concealment Loss activity in the LOS of a HIP Friendly unit. The HIP unit wishes to force the Enemy unit to lose “?”. However A12.31 says a HIP unit is not placed on board concealed unless called for by the rule covering that particular situation. A12.32 covers a HIP unit being placed on board concealed to prevent an opposing unit gaining concealment. However A12.14 does not specify how to handle a HIP unit for forcing “?” loss. If the HIP unit was instead on board concealed, it would only have to be momentarily revealed to force “?” loss. When an enemy performs a “?” loss action, may a HIP Friendly unit in LOS be placed on board beneath a “?” counter, and then momentarily revealed as per A12.14, to force “?” loss on the enemy unit?

A. Yes.

A12.33

How should roadblocks be played at night?

A. The roadblock specific provisions of A12.33 apply at night.

A12.33, B26.42, B26.43, B26.44, B27.55, B27.56, G9.4, G9.422, G9.46, & G9.53

Per A12.33, “[a] unit entering/exiting a hidden Fortification pays no MF/MP to do so, provided that Fortification remains hidden including Infantry/Cavalry (only) crossing a roadblock hexside.” Infantry pays no extra cost for entering a Wire or Panji Location, but rather pays to move beneath the Wire/Panji [B26.44; G9.4]. Is this considered “entering” hidden Wire/Panji, and so costs 0 MF?

A. Infantry going beneath Wire is “Wire Exit” and thus costs no MF if the Wire is hidden. This is not the case for vehicles, however. Panjis are entirely different per the last sentence of G9.4.

Do the non-MF related restrictions apply, e.g. can a CX/dashing unit cross HIP Wire [B26.46]?

A. Yes, e.g., no.

Does a friendly unit take a Panji MC when crossing HIP Panjis [G9.4]? Is Panji concealment loss applicable while the Panji are still HIP [G9.53]? Is Horse/Bicycle elimination [G9.422] applicable while the Panji are still HIP?

A. Yes to all.

Can Cavalry/Motorcycles/horse-drawn vehicles enter HIP Wire [B26.42]?

A. No.

Does HIP Wire cause Bog checks [B26.43]?

A. Yes.

Does a HIP Trench cause Bog or prohibit entrance [B27.55]?

A. Yes.

Does a HIP A-T Ditch prohibit vehicular movement [B27.56]?

A. Yes.

Does a HIP Wire or Panji prevent Bypass [B26.44, G9.46]?

A. Yes.

A12.33, D14.3, & E1.16

A unit using Impulse Movement (Human Wave/Platoon Movement/Cavalry charge) enters a (hidden) minefield as part of an impulse. Is the attack made immediately in the middle of the impulse, or does the impulse complete before the attack is made?

A. The attack is made at the end of the impulse.

An unit using Impulse Movement attempts to leave a minefield as part of an impulse. Is the attack made immediately in the middle of the impulse, or does the impulse complete before the attack is made? If immediately and the attack eliminates a leader, are the units that have are currently in that Location subject to a LLMC, including both units that have not yet moved in the impulse and units that already have completed their move for the impulse?

A. This attack is made immediately. LLMC affect all units leaving the minefield with the leader.

A unit using Impulse Movement enters residual firepower or an OBA FFE. Is the attack made immediately in the middle of the impulse, or does the impulse complete before the attack is made? (This could impact whether a unit takes a LLMC or not, for instance).

A. The attack is made at the end of the impulse.

A unit using Impulse Movement enters a hex with a HIP Fortification (e.g., wire when E1.16 is in effect). Is the HIP Fortification revealed immediately, or is the impulse completed first?

A. At the end of the impulse.

A unit using Impulse Movement enters a hex where it gains LOS to a HIP Fortification/unit (e.g., Gun not in concealment terrain) that will be revealed. Is that HIP Fortification/Gun revealed immediately, or is the impulse completed first?

A. At the end of the impulse.

A12.34 & C8.9

If a HIP Gun fires a depletable ammo and the Original TH DR is > the Depletion Number while not causing malfunction or low ammo, may the Gun remain HIP?

A. Yes.

A12.34 & E1.31

If a non-Emplaced Gun is set up “?”/HIP in non-Concealment Terrain, will it automatically lose “?”/HIP as per Case H on the Concealment Loss/Gain Table at Night?

A. No.

Will an Emplaced Gun that is set up HIP in non-Concealment Terrain automatically lose HIP if a Good Order enemy ground unit has LOS to it (and is within NVR)?

A. No. {2}

A12.41

An armed, “unbroken” AFV enters a Location containing one or more HIP units during that AFV’s MPh. The HIP units do not voluntarily drop Concealment (HIP) and so are required to take a PAATC. If the HIP units pass this PAATC, are they placed on board under a “?” counter or do they remain HIP?

A. HIP.

If they remain HIP, may the AFV conduct an Overrun as Area Fire on the HIP units, if otherwise able to do so?

A. Yes.

If the HIP units are immune to PAATC, is there any requirement to inform the opposing player that there are HIP units in the Location his vehicle has entered?

A. No. {2}

A13.36

May Cavalry declare Gallop in Bypass or Woods? If Yes, may Cavalry use the extra MFs thereby generated to Dismount in that hex?

A. Yes. Not while in Bypass (You cannot Gallop while Bypassing, but you can Gallop while already IN woods to dismount there.)

A13.5 & C3.7

Does the -2 IFT DRM vs. Cavalry apply to a CH resolution vs. it?

A. Yes. {4}

A13.511

What happens to a SMC Horse-size counter when the “Final IFT DR equals the ‘star’ Vehicle Kill #” on the IFT?

A. It is eliminated. {2}

A13.511

Is a casualty reduced HS Horse counter eliminated? If a SMC and HS are mounting a HS Horse counter, if that counter is Casualty Reduced, does one roll for Random selection, leaving SMC on sole Horse counter if HS is the only one to Bail Out? Is a Casualty Reduced single Horse counter eliminated?

A. Yes. No. Yes. {4}

A14.1

Is a unit firing (and thus being marked with a fire counter) considered a “game result” for SAN purposes of A14.1, even if it could have not had any effect otherwise? What if it *only* had the possibility of a PTC vs a unit that is not required to take a PTC? What if one considers a theoretical HIP unit with a FT, where a result *would* occur?

A. No. No. [Why are you making these attacks?] Yes, if that is possible.

A14.1 & C3.8

Following a multiple hit using the infantry target type, can the firer decide not to roll the second DR he is entitled to in order to avoid sniper activation?

A. Yes.

A14.1 & D.8

Does a specific (or general) collateral attack qualify as a non-OBA IFT roll for the purposes of sniper activation?

A. Neither an OBA-caused general collateral attack nor a specific collateral attack qualifies as a “non-OBA IFT ...Original DR” for purposes of sniper activation.

A14.1 & C3.8

I have fired a gun that is capable of multiple hits at an infantry target. I roll twice on the IFT. One of my effects DRs is also my opponent's SAN and I choose the other effects DR. Will the sniper attack anyway even though it is my choice as to which DR is the effect?

A. Yes, you rolled his SAN, it applies. {4}

A14.2 & A14.21

A sniper's initial target hex has no eligible targets, but there are two eligible target hexes equidistant from the initial target hex: one with a squad with a +1 DRM, another with a squad with a +1 DRM and a crew in the 1+5+7 pillbox. Can the sniper opt to attack the hex containing the squad and pillbox rather than the target hex with only a squad? If 'yes' can the sniper then select to attack a gun crew inside a bunker, over the valid squad target on top of the bunker?

A. Yes. No; A14.21 says the squad's *Location* is targeted by the Sniper. {1}

A14.21 & A14.22

If one had a Concealed truck and a Concealed OT AFV equidistant from a sniper Random Location DR hex, does the sniper player get to know which of the two hexes contains an optionally ineligible target before deciding the target hex (e.g., the concealed units player says something like “hex A5 contains an ignorable eligible target”)?

A. Essentially.

A14.21 & B6.3

Does the TEM for a bridge hex (+1) apply when making target selection if two equally distant hexes from the sniper counter contain eligible targets. E.g., can the sniper target a bridge hex over an open hex if both hexes are equally distant and contain targets?

A. The bridge TEM for sniper target selection would be 0 for a unit on a bridge; A14.21—“the lowest (to a minimum of zero) in-hex TEM/SMOKE DRM applicable to any eligible target”.

A14.21 & B20.92

A sniper dr is a 1. The random direction DR places the SAN counter equidistant from infantry in crest status in a wadi and infantry in the open. B20.92 lists exceptions to crest entrenchment benefits as “indirect fire, OVR, and Direct Fire from any position that has LOS INTO that depression location”. Does the +2 TEM for crest status apply in this case, thus forcing the sniper to attack the unit in open ground?

A. Crest TEM NA for Sniper. {4}

A14.23

My sniper finds a concealed stack out of my LOS with two targets. RS comes up doubles. What info about the two targets do I get before I choose between them? Is the answer the same if the target was IN LOS from GO unit?

A. None. Yes.

A14.3, D3.4, & D5.34

What happens to a crew exposed vehicle (with armor leader) that is subjected to a “2” sniper roll?

A. An AFV is Stunned (A14.3; D5.34). The Armor Leader is unaffected.

A15.1 & A15.41

A15.1 states Heat of Battle DR follows any Original MC or Rally (not Self-Rally) DR of 2. The implication is that this DR is done immediately before anything else, including fire effect results on remaining units. A15.41 contradicts this for berserk leader results, indicating all fire effects on remaining units are resolved prior to the berserk task checks resultant from a newly berserk leader. Is A15.41 correct in the sequence of resolution?

A. The leader rolls for HoB, then the next unit resolves the attack on it, using the leader's new leadership DRM (if Battle Hardened) or existing leadership DRM (if Berserk). If the leader went Berserk, then after all units have resolved the attack, they resolve the Berserk TC (using the leader's DRM).

A15.23

Is a MG considered a SW normally manned by two men? So, does a Hero possessing a MG and firing within the MG's normal range, fire at full effect or as Area Fire?, fire with 0 DRM or -1 DRM?

A. Yes. Full strength. +1-1=0.

A15.23 & A21.11

A15.23 states, "...A hero may fire any Gun $\leq 82\text{mm}$ that normally requires a crew as if it were captured and being fired by an enemy crew (21.11 & 21.12), but his heroic DRM does not apply." If a hero fires a captured Gun is this penalty doubled, or has the singular penalty already been assessed in this rule#?

A. Doubled.

A15.23, U.S. Vehicle Note 7, & British Vehicle Note 11

Can a Heroic Rider fire the cupola-mounted AAMG of a BU U.S. M3 Medium Tank (U.S. Vehicle Note 7) or British Lee(a) (British Vehicle Note 11)?

A. Yes; the rules allow a Heroic Rider to fire the AAMG [*EXC: against an Aerial target*] of a BU M3 or Lee, contrary to actual practice, but there does not seem to be any point in doing so.

A15.4 & A18.12

My berserk unit is in melee with 2 and a half enemy squads. I declare an attack against the enemy half squad only. They miss their attack. My return attack is a roll of 2.

Does my berserk unit create a leader? Is that leader also berserk? May my berserk units withdraw? If the leader is not berserk, may the leader withdraw?

A. Yes. No. Never (A11.2). No; it can only withdraw if the unit that created it withdraws. But it cannot use leadership DRM for berserker.

A15.42 & A22.6111

Does a Berserk unit which rolls a 6 on the Original colored dr of its IFT MOL attack DR suffer Casualty Reduction?

A. No.

A15.431

If the only Known enemy unit has been eliminated by other than the Berserk unit (after it completed it's charge), and there was no other enemy unit Known to the Berserk unit since it became Berserk. What does the Berserk unit do?

A. Assuming it has reached its target hex, the Berserk unit will return to normal.

A15.431

A Wounded SMC possessing a 1PP SW goes Berserk and has to charge. Does he drop the SW and charge with 3 MF, or keep it (A15.431) and charge with just 2 MF?

A. He drops the SW; berserk units may not portage > their IPC.

A15.431, A23.6, A23.61, & G1.612

A Japanese Berserker possessing a DC enters the target-Location of its Charge and survives all Defensive Fire unharmed. As per A15.431 it wants to Throw the DC into its own hex per A23.61; G1.612 in its AFPh. As Thrower and Target are in the same Location, is there only one single attack roll that applies both to Thrower and Target or is there a separate attack roll for each the Thrower and Target? Per A23.6 for a Thrown DC there is a +2 DRM to the attack resolution DR in the target Location and a +3 DRM to the attack resolution DR in the Thrower's Location. As in the given situation the target Location and Thrower's Location are identical, what attack resolution DRM do apply to Thrower and Target?

A. Separate attacks. +2/+3 DRM.

A15.432

Squad fires a panzerfaust in Prep fire, takes the backblast causing a MC, a 2DR on the MC calls for HOB which results in the squad becoming berserk. The squad is now berserk but marked with a Prep fire counter. Does the squad charge in the immediately ensuing Movement phase despite the presence of a Prep Fire marker? If unable to charge due to the Prep fire marker, would the same squad then be able to roll for a second panzerfaust in that same Prep Fire phase, despite being berserk?

A. They can neither charge nor Prep Fire anymore.

A15.431 & D9.31

A 9-1, 8-3-8wDC, 8-3-8wFT stacked with a PzVG begin their move by Armor Assaulting along a road. After spending 4 MFs and 6 MPs, they are DFFed upon and the result is the following: a 1-4-9 is generated and the rest of the Infantry goes berserk. The target is chosen and the rest of the move is done. Since they are moving in a stack, can they continue the Armor Assault? If not, are the Berserkers obligated to do a charge before the hero and PzVG complete the Armor Assault?

A. No, the Berserkers must charge immediately. Yes.

A15.46

What constitutes the group in “(or the group it attacks with)”?

A. The FG or single CC attack in which the Berserk unit participates.

A15.46 & A22.612

Does a berserk unit that kills a tank (only enemy unit in its hex) with a MOL during the AFPh return to normal status?

A. No.

A18.12

Are both attacks re-figured after Leader creation if the CC is non-Sequential?

A. Yes. {4}

A18.12

Leader and MMC attack an enemy MMC in CC. They roll a 2. Do you then roll for another Leader?

A. Roll for Leader Creation normally. Any new leader must join into this attack.

A18.12 & D7.21

Can Field Promotion occur as a result an Original 2 DR in CC Reaction Fire?

A. Yes.

A19.12

A19.12 says “Disrupted infantry do not rout unless in an Open Ground (as per A10.531) or water obstacle hex...” If a disrupted unit begins its rout in Open Ground (per A10.531 Interdiction), may the disrupted unit rout normally? Or must it stop in the first hex it fails to meet the terms of A19.12 and stop routing immediately when not in an Open Ground hex and no longer subject to interdiction?

A. Yes (just as if it begins its RtPh ADJACENT only to an AFV). No.

A19.12

Under No Quarter, will a Disrupted unit in non-Open Ground ADJACENT to a non-Melee/vehicular/berserk enemy unit rout away, or will it be eliminated for Failure to Rout?

A. It will rout away like a non-Disrupted unit. {1}

A19.12 & A20.3

A19.12 says Disrupted Units may not use Low Crawl [EXC: Night (E1.54)]. A20.3 says when No Quarter is declared, all other enemy units will subsequently always use Low Crawl or risk Interdiction to avoid surrendering, even if Disrupted. Does this mean that when No Quarter is in effect, a disrupted unit may use either Low Crawl or rout normally with the possibility of interdiction, as A20.3 is the higher numbered rule than A19.12?

A. It may rout, not using Low Crawl, possibly suffering interdiction.

So to clarify, when No quarter is in effect, a Disrupted unit may not use Low Crawl (EXC: at night). Correct?

A. Correct. {1}

A19.12 & A20.3

If a unit is disrupted and No Quarter is in effect, what happens to the disrupted unit if an enemy unit moves into its location during the MPH? Is it immediately eliminated? (It would surrender immediately in NQ were not in effect.)

A. No.

If not eliminated, what mechanics are used for routing away during the opponent's MPH?

A. It does not rout away during the opponent's MPH. It routs away as normal during its RtPh (or is eliminated for failure to rout if unable to rout) - just as if an enemy unit had entered the Location of a non-Disrupted broken unit (Berserk, HW/Banzai). {2}

A19.13 & H1.22

1) I am right to infer that a MMC given Assault Engineer (H1.22) status doesn't automatically have underlined morale conferred to it?

A. Correct.

2) If the answer to question 1 is positive, does an Assault Engineer MMC without an underscored Morale, which suffers Replacement (A19.13), lose its Assault Engineer status?

A. Ordinarily it is lost, but that depends upon the SSR that confers it. Usually, those abilities are conferred upon a specific squad/HS *type*, so if you ELR (or HOB) out of that type, you are no longer an AE

A19.131

Recent errata in Journal 5 states 'A19.131: line 10 replace "all B#" with "all SW Original B#/X# [EXC: DC]"'. The Index definition of a SW is any weapon depicted on a half inch counter, so a Gun is not a SW.

With this erratum it seems that when Ammo Shortage (A19.131) is in effect, a Gun's B# is not lowered or changed to an X# until an actual Low Ammo counter is placed. Correct?

A. Correct; D3.71.

Example: A Gun has an original B# 11. When Ammo Shortage is in effect, this Gun is considered to have a Low Ammo # (LA#) of 10. The Gun will malfunction (and can be repaired) on a TH DR of 11 or 12, and have a Low Ammo counter placed on a TH DR of 10. Correct?

A. Yes.

It would seem that vehicular MGs are not affected by Ammo Shortage unless they are the vehicle's MA. Is this correct?

A. Yes.

A19.131 & C8.9

Does the Journal 5 errata to A19.131 mean that only SW Ammunition Depletion Numbers are decreased by one?

A. No.

Is the Depletion Number of APDS for the British 6pdr in Sept 1944 under Ammunition Shortages a 5 (the counter is printed as D6^{J4E/75})?

A. Yes.

A19.131 & D3.71

A Gun with an inherent breakdown # of 12 is under conditions of Ammunition Shortage at the start of a scenario. Does it start the scenario with a circled 10 or circled 11?

A. Circled B11.

A19.131 & R9.4 CG17

In ABTF, at ammo shortage level one, is it the case that only the inherent firepower of British units is affected? I.e., a 6-4-8 with an LMG rolls a 12. the unit is replaced, but LMG is merely malfed?

A. Yes.

Is it the case that ammo shortage level 2 is identical to "normal" ammo shortage, i.e., A19.131? In other words, at ammo shortage level 2, a British ATG has a circled B11, but at level one, only a normal B12?

A. Yes, yes.

Finally, the same ATG at ammo shortage level 3, begins the scenario with a circled B10?

A. No, not until level 4. Level 2 and 3 are identical for Guns/SW. {1}

A19.132

In any scenario where the only MMC in a side's OB have underlined morale but the OB given ELR is ≤ 4 (and no SSR is in effect), does the OB given ELR apply to the MMC with underlined morale?

A. Yes.

If the answer is yes, does a squad with underlined morale get replaced by two broken Half Squads if it fails a Morale Check by more than the OB given ELR (given no SSR in effect for unit replacement)?

A. Yes. {4}

A19.3

For Green personnel, does being "stacked with" an unbroken leader cancel out the following penalties *even if* the leader does not participate in the attack subject to those penalties:

(a) A19.32 SW B# penalty.

EX: A leader and a Green squad armed with a LMG are stacked together in a hex. The squad uses the MG to make an attack, but the attack is *not* directed by the leader. Is the B# of the MG worsened by 1?

(b) A19.33 Cowering penalty.

EX: A leader and a Green squad are stacked together in a hex. The squad makes a small-arms attack *not* directed by the leader and rolls "doubles". Is the FP column used in the attack shifted by 2 columns?

(c) A19.34 PAATC penalty and CCV penalty.

EX: A leader, a 1st-line and a Green squad are stacked together in a hex. The two squads must each roll a PAATC to advance into CC with an enemy AFV. Is the Green squad subject to the 1PAATC penalty? Both squads pass the PAATC and attack the AFV. The leader assists the 1st-line squad's attack. Is the Green squad's CCV reduced by 1?

(d) A19.35 Capture penalty.

EX: A leader, a 1st-line squad and a Green squad are stacked together in a hex, and all are subject to attacks in CC. The leader defends with the 1st-line squad vs. one attack, and the Green squad is the sole defender vs. another attack. Is the Green squad subject to the -1 DRM for a capture attempt?

(e) A19.36 Lax penalties.

EX: A leader and a Green squad are stacked together in a hex during a Night scenario. The units are subject to straying, but will not be moving together in a stack. Is the Green squad considered Lax for the Straying DR?

A. The leader exempts the squad in each (a)-(e) situation, so the answer to each EX is "No."

Finally, is a leader who is unbroken but not Good Order still eligible to cancel any Inexperienced Personnel penalties?

A. Yes.

A20.

Can a guard abandon their prisoners during the MPh?

A. No, only during RPh/APh.

A20.21

Are Broken units in Melee now subject to possible Surrender? Wouldn't it be clearer to insert "[EXC: those in Melee]" after "broken Infantry unit"?

A. No. Perhaps.

A20.21

When determining whether a broken unit would surrender to an ADJACENT unit, is the entire rout path examined for Interdiction or simply the first hex away from the enemy unit to which it is ADJACENT? That is, the first hex may be non-Open Ground but the second or third hex on the path to the target woods/building is Open Ground and therefore the unit would be Interdicted at that point during the rout.

A. The entire rout path.

A20.22

May this (capture during the CCPh) be attempted by a side which earlier invoked No Quarter?

A. Yes. {4}

A20.22 & G1.1

An allied unit rolls to capture a Japanese striped squad, but only captures a half squad (i.e., final roll = the CC kill#). Is the result 1) a captured halfsquad and an uncaptured halfsquad (i.e. the stripe disappears), 2) A captured halfsquad only, or 3) an uncaptured halfsquad only?

A. 1) a captured halfsquad and an uncaptured halfsquad.

A20.4

Can a Guard/Berserker eliminate only 1 prisoner counter in an A20.4 situation? Does each prisoner eliminated count as a SW use? Or can \leq all prisoners be eliminated at the “cost” of a single SW use?

A. It can eliminate as many prisoner counters as it wants for its SW usage. {2}

A20.4 & A20.53

If an Abandoned prisoner subsequently rearms (20.551), is it still protected by A20.4?

A. No. {2}

A20.5

In each situation, there is a broken Guard with a prisoner and no enemy units in the same Location.

1. May a GO SMC attempt a Recovery attempt of the prisoners from the broken Guard as per a SW Recovery?

A. No.

2. May a GO SMC attempt to Rally the broken Guard?

A. As long as the broken guard is not in melee with the prisoner.

3. May another friendly (to the broken Guard) GO MMC attempt to Capture the prisoners?

A. Only if the prisoners are attacking the guard or are in melee. {2}

A20.5 & A20.55

A location contains a squad, and a broken HS that is Guarding a squad of Prisoners. In the CCPh, the prisoners pass a NTC and attack their Guard in sequential CC. The Guard HS is eliminated, so the Prisoner squad is replaced by a Conscript HS (through rearming) and an Unarmed HS. Since the Guard was eliminated, MUST the squad assume Guard duties for the unarmed HS that remains, prior to making its own CC attack? (A20.5 says “may immediately assume the Guard position”, not “must immediately assume the Guard position”).

A. The squad has to become a Guard, since the Prisoners did not successfully Escape per A20.55.

A20.5, A20.551, A22.6, C13.3, & C13.7

Can an escaped Prisoner MMC/SMC, but no Rearmed, check for Inherent SW availability?

A. Until it rearms, it has no inherent SW.

A20.5, A26.21, & A26.222

A Crew that is captured is exchanged for an Unarmed HS, and noted on side record as being worth 2 CVP for victory purposes. If that Unarmed HS subsequently escapes or is released, and does not Rearm (remaining Unarmed), is it still worth 2 CVP? Or is the captor awarded 1 CVP, and the side record making it worth 2 CVP erased? If that Unarmed HS remains worth 2 CVP (by side record) and subsequently Scrounges, thereby Rearming, is the former captor awarded 1 CVP?

A. No. Essentially. NA. {4}

A20.54

A20.54...”Fire into a hex containing prisoners or unarmed units from outside the hex affects both the Guard and the prisoners/unarmed units as if they were combatants in Melee...” and: “Prisoners/Unarmed units eliminated by fire from their own side still count double for Victory Conditions.”

So if I have captured a squad, I can have the guarding unit move through residual fire in an attempt to kill the prisoners?

A. Correct.

For purposes of A20.54, is residual fire considered to be fire “from outside the hex”? Is it considered to be fire from the “prisoner’s own side”?

A. Yes to both.

A20.55

A20.55 says “Prisoner CC attacks are sequential in that the prisoners may make all of their CC attacks before they can be attacked in turn”. If the prisoners are attacking their guards in a combined attack with other friendly units (who are not prisoners), does that combined attack get the sequential benefit as well? If yes, if the prisoners attack their guards *and* non-guards (permitted by A20.55) in a combined attack with friendly non-prisoners, does the entire combined attack get the sequential benefit?

A. Yes. Yes. {2}

A20.55 & A20.551

A broken squad is the guard for a prisoner squad. In the CCPh the prisoners pass their NTC and attack their guard in Close Combat. The result is that the guard squad is Casualty reduced to a HS and a Melee now exists. Because the Guard was Casualty Reduced from a squad to a HS, may the prisoner squad be replaced with a prisoner HS and a Green/Conscript HS? I.e., does a HS rearm for eliminating a guard HS in CC?

A. Yes. Yes. {4}

A20.551

This rule says "Escaped SMC are always Armed." Are Abandoned SMC prisoners also always Armed?

A. Yes. {2}

A20.551

Does the Unarmed Unit/Prisoner need to participate in the attack that eliminates an enemy unit in order to be rearmed?

A. Not if the Location is currently devoid of enemy units.

If an attack from a source other than the Unarmed Unit eliminates an enemy unit is the unarmed unit rearmed? EX: IFT shot from a unit other than the Prisoner KIAs the guard (no other enemy in Location) is the prisoner/unarmed unit rearmed?

A. Yes, but only if there is currently no enemy unit in the Location.

A21.

Looking at A21, I can't see that there any penalties if a "friendly" Infantry crew, HS, or leader mans a vehicle of its own nationality. Correct?

A. The "captured" penalties of A21.2 apply to vehicles crewed by friendly non-vehicle crew units. I grant that this is not very clear in the rules.

Regarding Carriers – they're normally "crewed" by a HS. If a German HS mans one, is the vehicle then treated per the normal provisions of A21? IOW, is the Carrier treated as any other captured vehicle despite normally having a HS as a crew?

A. Yes.

On a related note, if an American HS mans a British (non-American-made) vehicle, is the British vehicle treated as "captured"?

A. Yes.

A21.11, A21.12, & A25.35

Does the A21.11 and A21.12 apply to use of friendly SW of different nationalities, except for the exception listed in A25.35?

A. No.

A21.22 & D6.5

a) Can a temporary crew repair the armaments (both MA and MGs) of a captured vehicle?

A. No.

b) If a temporary crew finds itself in a captured vehicle with a disabled MA, is it immediately under recall?

A. Yes.

c) May a crew abandon a vehicle into an enemy occupied hex?

A. Yes. {2}

A22. & B25.63

Assume the Wind Direction die roll was a 1 Does "directly with the wind" in B25.63 mean the FT may fire long range only in direction 1? Or does that also include directions 6 and 2?

A. Direction 1 only.

A22.2

Does the -1 FFMO apply to a Flamethrower attack?, As a follow-on, does the -1 Runway TEM [B7.3] apply to a FT attack?

A. Yes. No.

A22.32

A22.32 seemingly limits FT attacks to adjacent hexes or 2 hexes away via "Otherwise, a FT can attack either an adjacent hex at full FP or a Location two hexes away with Long Range Fire." Can an infantry flamethrower fire into it's own Location for any reason other than reaction fire? An ADJACENT location directly upstairs/downstairs within the same Hex?

A. Yes to both. In this rule “adjacent hex” subsumes both of those concepts.

A22.32 & D3.6

A22.32 says, in part, “A FT which fires at an unarmored target two levels higher/lower than its own elevation uses 12 FP at normal range and 6 FP at long range.” Do vehicular FT use these same FP numbers? Or is this simply an example to indicate that, when firing at an unarmored target two levels higher/lower than its own elevation, any FT’s FP is halved at normal range and halved again at long range?

A. The vehicular FT of the Crocodile (for instance) would use 16FP and 8FP under those circumstances.

A22.34 & C3.9

As FT attacks makes no TH, do you use the FT Original TK# DR to determine the Location of the Hit (Hull, Turret), in order to know if Case A applies or not?

A. Yes, use the TK DR. {2}

A22.612, C.8, & C6.1

During the friendly PFP a Gun fires at a Motion enemy vehicle and immobilizes it, keeping ROF. It fires again at the now-stopped enemy vehicle. Does the Case J DRM now apply?

A. Yes.

A friendly squad attacks this same enemy vehicle using a MOL. Is the effects DR modified by -2 vs Moving Target?

A. No, but the MOL’s Basic TK# is reduced by 2.

A22.612, D5.3, & D7

A German ht enters a hex with a Russian 447 that has MOL capability. The ht declares an overrun. The 447 rolls for a MOL as DF before the overrun and fails the MOL check dr. Does that mean the IFT attack vs the CE crew does not occur since the ht is armored or does the 447 still attack the CE crew with TPBF?

A. The IFT attack on the CE crew still happens.

A23.1 & B23.741

What TEM is used to resolve a placed DC in a factory hex 1) when the DC was placed by a unit within the factory? 2) when the DC was placed by a unit outside the factory?

A. Use the TEM that would be used if it were a fire attack.

A23.2 & A23.7

Does A23.2 apply if the DC is Set by a non-Elite unit, and/or the DC being Set is captured? If the DC is Set prior to play by SSR, can a non-Elite unit be designated as the “detonator”? If so does A23.2 apply?

A. Yes to all.

Does a Set DC detonation attempt count as a SW usage by the detonating unit?

A. Yes.

Is there any penalty for failing a Set DC detonation NTC, other than being unable to detonate the DC?

A. It is use of a SW.

Is a unit that attempts a Set DC detonation NTC marked with any sort of fire counter if it (a) succeeds; (b) fails?

A. It is use of a SW so it might as well be marked (although it does not cause a gunflash at night). {2}

A23.3 & A23.6

Do these actions by themselves cause Concealment loss: Placing a DC? Detonating a Placed DC? Throwing a DC? Detonating a Set DC?

A. Assuming they are performed in LOS of a Good Order unit within 16 hexes, placing or throwing a DC is an “other” action that cause “?” loss. Detonation is not. {4}

A23.3 & B23.71

Can a unit with a DC place it from ground level of a rowhouse to an ADJACENT ground level location across the rowhouse hexside?

A. Yes

Does the defender where the DC is placed have any shots at the placing unit (assuming the rowhouse bar blocks LOS between the two locations)?

A. Yes, unless the attacker is trying to breach the rowhouse wall.

If so, does the attacker have to declare which vertex he is placing the DC from?

A. Yes. {4}

A23.3, B23.711, & B23.9221

Is it a requirement for the attacker to Know of the Fortified status of a Building Location in order to be able to try creating a Breach by means of a DC?

A. No, the attempt can be made regardless.

If he may announce a Breaching attempt by DC without knowing whether the Building Location is Fortified or not, would the DC be resolved with the same strength as for a Breaching attack even if the Building Location is NOT Fortified?

A. Yes, using Area Fire, but with no breach possible.

A23.3, B26., & B30.

Can a same level unit, in an adjacent ground level hex place a DC which will affect the occupants of a pillbox if the pillbox hex also contains a wire fortification?

A. Yes, essentially ignore the Wire.

A23.3 & B28.41

A unit is in a single building location, which also has a minefield. If unit in building places demo in adjacent hex outside building, would the unit be attacked by the minefield?

A. No, it is not exiting the hex. {2}

A23.3 & B28.41

A squad with a DC places it in a hex that has a minefield in it. Is the squad attacked by the minefield?

A. No.

A23.3 & B30.4

Does a unit trying to Place a DC against a pillbox have to pay the extra 1 MF for pillbox entry?

A. No.

A23.4 & O11.6134

A German leader Throws a DC at a Russian squad. The 1st DR is a < 10 which attacks the Russian. The 2nd DR (used to attack the Thrower) is a 12. Does the German Retain the DC?

A. Yes; retained.

A23.41, A23.6, & B24.11

A squad at 1st level of a building throws a DC in an adjacent road hex. Rolling the effects against itself, the DR is an Original KIA (i.e. 2 to 4). Here are the questions this situation arises: 1) Can a thrown DC create Rubble – cf. B24.11 dr? 2) Does anything happen to units at Ground Level of the building?

A. Yes, but only in the DC's original target Location. No.

A23.5 & C7.346

What phase is the Position roll made for DC vs. AFV? Movement phase or AFPh?

A. The Position DR for a Placed DC, that is made in the AFPh as part of the resolution of the attack.

A23.5, C7.346, & D.8

An AFV is in Melee with one of my HS. The HS is held in melee, but not the AFV and it can't fire outside his hex for now. In my movement phase, I move a leader with a DC and I successfully place it on the AFV. Assuming the placement DR is ok, will the HS be affected by a collateral attack? If so how (new DR, position DR, TK DR...)?

A. The HS would only be attacked by the DC if the Final Position DR is ≥ 12 .

A23.5, C7.346, & D2.401

A unit possessing a DC begins its MPh out of LOS of an enemy AFV. It spends 1 MF to move into the AFV's LOS, then spends another 2 MF to place the DC on the AFV after passing a PAATC. The AFV declares a Motion attempt based upon the 3 MF (which includes 2 MF placing the DC) the Infantry has spent in LOS. If the Motion attempt is successful, does the +2 DC Position DRM (C7.346) apply?

A. No.

Or are the MF spent place the DC considered to take place prior to the Motion attempt and as such the DC is placed on a Stopped AFV?

A. Yes.

If a AFV makes a Motion attempt AND changes its VCA based on enemy MF spent placing a DC, is the hull Target facing for the DC Placement DRM based on the hull facing prior the Motion Attempt or the hull target facing after the Motion attempt?

A. Prior.

A23.6 & D15.6

May a unit in a sidecar throw a DC as Bounding First Fire (i.e., during the MPh)?

A. No.

A23.7 & G1.6121

Does passing the NTC to detonate the A-T Set DC automatically destroy the vehicle without any DC effects dice roll (meaning no possibility of malfunction)?

A. Malfunction is possible.

A23.71

A23.71 speaks of a Set DC "destroying a bridge hex", so may it be set by a unit under the Bridge?

A. No, the DC must be Set in a Bridge Location to destroy the bridge.

A24.

On board 61. Firing unit is in hex F5, Smoke in hex F6, target hex is H8. Does the Smoke hinder the shot? (Note: this is firing passed an adjacent same level hill hex with smoke in it to a lower level.)

A. Yes.

A24.1

Can smoke grenades be placed in adjacent (no caps) hexes from the upper levels of buildings?

A. No. {2}

A24.1

Two squads in the same Location. If a first squad's Smoke attempt fails, can the defender First Fire at it before the second squad makes its attempt?

A. Yes, if they are not moving as a stack.

If yes, could the two squads initially declare that they are moving as stack, to avoid this possibility? Or can both squads declare (simultaneously) a smoke attempt to avoid First Fire before both managed their attempt?

A. They make move as stack and declare the expenditure simultaneously.

A24.1, A24.31, & C8.6

Does "WP is placed" in A24.31 refer to: a) Infantry usage placement (per A24.1) only?, or b) Infantry usage placement (A24.1) and/or WP counters placed due to ATT hits (C8.6)?

A. b) is correct. (Thus, ordnance WP can affect out-of-LOS units when the WP is placed at the base level of a hex that has been hit via the ATT.)

A24.1 & O6.

If Smoke Grenades are placed in a Cellar Location of a hex containing a Stairwell...does the subsequent Smoke "rise" up through the Stairwell to affect the Ground Level Location of this building? If Yes...does the Smoke remain "inside" the building and only have effect on actions within those Locations?

A. It rises to affect the Ground Level Location as well as the Cellar – and goes "outside" the building to affect the entire Ground Level Location. {1}

A24.2 & D2.3

Hex B1 has a Building. Hex B2 is Open Ground. Hex C2 is Open Ground. Hex D2 is Open Ground. Vehicle in Bypass of B1 on B1/B2 hex side CAFP B1/B2/C2. Smoke in hex B2. LOS comes through D2 then C2 to CAFP. Does the Smoke hinder shots to/from the CAFP along that LOS?

A. No.

A24.31

A known 6-5-8 SS squad in a stone building with a concealed 5/8" unit. From 2 hexes away a US squad fires a 45 BAZ using its WP6 ammo depletion. At 2 hexes, a 9 is the TH number. The DR = 6, so WP for one smoke round and then depleted. The known SS squad takes the NMC with a +3 DRM and passes. The question that arises is what happens to the concealed, BU Panther. We both agree that the BU crew are not required to take the NMC. However, is concealment lost for the vehicle?

A. No.

Is the BU vehicle still considered affected even though its crew is not required to pass a NMC?

A. No.

Does it matter that a DR=6 is low enough to hit the concealed vehicle even after paying the +2 Case K modifier?

A. Not here.

If IFT FP caused a PTC or greater result against a concealed, BU, closed-topped AFV, does that strip its concealment since it cannot affect the vehicle?

A. Only if OBA. {4}

A24.31

May a MMC attempt to throw WP grenades into its own location? Into an adjacent location solely occupied by friendly units?

A. Yes to both; A24.31

A24.31 & A24.6

There will be no Smoke from a WP grenade during rain but will a unit have to take a MC in the hex you throw it into.

A. No.

I asked earlier if WP Grenades made the target Location take a NMC and the answer is no, this time I need a clarification on the same but if it is Ordnance that fires WP into a hex. Does the target Location in that case take a NMC for the WP during Rain/Fog.

A. No MC for WP in a Rain Location – regardless of whether it's grenades or Ordnance. Fog is a different matter since it doesn't disallow SMOKE (it just negates the Hindrance aspect of it) – so the WP NMC would still apply.

A24.31 & C8.6

If an infantry unit enters a location already containing WP (e.g. WP OBA blast hex), must it take a MC?

A. It must take a MC if moving into a WP FFE. {1}

A24.31 & C11.4

C11.4 ends with "A CH automatically destroys both the Gun and its manning Infantry." and A24.31 defines CH possibilities for WP OBA, Ordnance and grenades. Can a WP CH destroy a gun per C11.4 from OBA? Ordnance? Infantry Grenades? Or does the earlier part of C11.4 which requires an IFT roll preclude any form of CH w/WP from automatically destroying a gun?

A. WP cannot destroy a Gun.

A24.4

In the A24.4 EX unit A in I4 at level two has a +3 hindrance firing down at unit D at level zero in H3 because, although it is not itself in Smoke, its LOS passes through I3-level one. If unit A were instead in I4 at level one, it would seem that the LOS leaves I4 level one then goes through I4 level zero before entering hex H3. This would suggest that the hindrance from I4 level one to G3 level zero is +7. Is the hindrance +7? Or is it +4? Next assume that +3 Smoke is in hex H3 and not in hex I4. Is the hindrance from I4 level two to G3 level zero +6 (+3 for G3 level one, +3 for G3 level zero)? Or is the hindrance from I4 level two to G3 level zero +3? Similarly, is the hindrance from I4 level one to G3 level zero +6 (+3 for G3 level one, +3 for G3 level zero)? Or is the hindrance from I4 level one to G3 level zero +3?

A. None of this "extra" DRM apply.

A24.4

The example states “Squad A fires at squad D with a +3 Smoke DRM for firing down through (but not out of) the Smoke in I4”. If squad A was at level 3, would it still incur a +3 Smoke DRM for firing down through the Smoke in I4? Would the +3 DRM for the aforementioned attack from level 2 apply regardless of the range to squad D? From level 3?

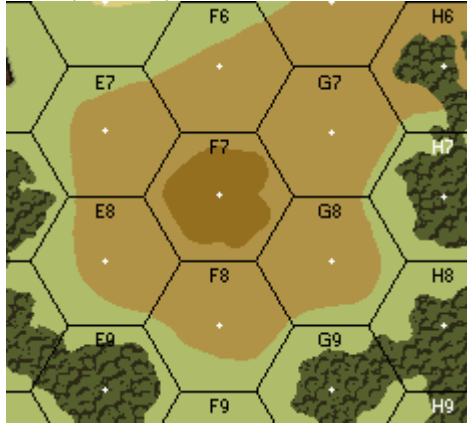
A. Yes to both.

A24.4

Does SMOKE in a Ground Level Location rise to the Level 1 Location through the floor of an *Interior* Multi-Story building hex without a stairwell to create a Hindrance in the Level 1 Location? Does SMOKE in a Ground Level Location which rises to the Level 1 Location in an *exterior* Multi-Story building hex without a stairwell create a Hindrance in that Level 1 Location to fire/LOS traced solely *within* the building depiction?

A. Yes to both.

A24.4, A24.61, & B10.1



If there is Smoke in F7, is the LOS between E7 and F8 hindered by that smoke?

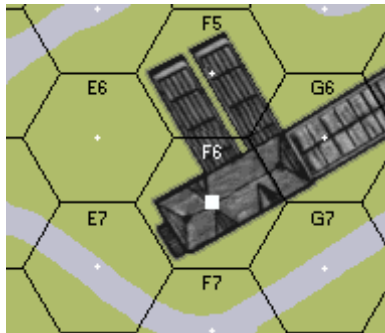
A. Yes

If there is original Smoke in F7 that drifts to F8 and F9, is the LOS between E9 and G9 hindered by that drifting Smoke?

A. No

Is the base level of the drifting smoke Level 1 or Level 2?

A. Level 2



If Level 1 of F6 is burning, does the smoke from that fire hinder LOS between E7 and G7?

A. No

A24.4 & C8.52

Rule C8.52 states that when using the Area Target Type, SMOKE ammunition is placed at ground level of the target hex hit. If placing SMOKE in a Gully hex with Area Target Type (Crest status is Level 0, IN the Depression is Level -1), is the SMOKE counter placed IN the Depression, to be at Level -1, with a two level Hindrance measured from -1? Or is the SMOKE counter placed at Crest status, to be at Level 0, with Hindrance measured from 0?

A. IN; from -1.

A24.5 & B25.2

Does a terrain blaze produce +3 smoke or +2 smoke like a wreck blaze?

A. +3 per A24.5.

A24.6 & E3.73

When Deep Snow is in effect.

Can smoke be placed in a building Location?

A. Only if it is placed from another adjacent building Location across a building hexside.

Can smoke be placed in a building Hex and exist outside the buildings Locations? If a unit is in a Single Story House Location that contains smoke, does that unit receive Hindrance modifiers when firing out of that Location? Does that unit receive protective benefit vs fire coming into that Location? If a unit is in bypass of a building Location that contains smoke, does that unit receive protective benefit or firing Hindrance modifiers due to the smoke?

A. Naturally.

For smoke to be in a Single Story House in Deep Snow. The placing unit needs to be IN the Single Story House Location and be able to place or shoot it into its own Single Story House Location?

A. Yes, although you can't use the ATT (used to fire smoke) at range 0.

A24.61

When applying the phrase in A24.61 that drifting smoke is "...never a Hindrance at levels below the Location of the original SMOKE source." is it necessary that both the firer and target are below the location of the original SMOKE source? For example, assuming original SMOKE in 2L7 has dispersed and drifted to level 2 of 2M8 and 2N8, would fire from 2O8 to 2M10 be hindered by the smoke?

A. No. No. See the A24.61 Example and turn it upside down.

A25.11

Do SS 5-4-8 squads have Assault FP capability pre-1944 since they are not included as SS squads in rule A25.11?

A. The counters stand on their own, so absent an SSR they have Assault Fire. Note also that SS 5-4-8 squads are so far officially used only in ABtF, IIRC. {1}

A25.221 & G1.41

Do two Commissars in the same Location (or Japanese leaders) with friendly units have a cumulative effect on the latters' morale, i.e., increase it by two?

A. No.

A25.23 & G1.5

A player declares a banzai charge and designates a target unit. When the LOS is checked, it is determined that there is no LOS to the target unit. What are the consequences for the Japanese units declared for the Banzai charge? Can they move normally as if no banzai charge had been declared?

A. Having declared an intended target, LOS may be checked. If there is no LOS, a different (or no) target may be chosen.

A26.11 & A26.13

X and Y are the opposing sides. Hex A contains a multi-level building. Side X controls the hex. There are no units of either side in the ground level of hex A. Side X (controlling side) has an armed unit on an upper building level of hex A. Side Y moves an armed MMC into (not in bypass) the ground level of hex A. Does side Y now control hex A?

A. No.

A26.14 & B23.71

If a friendly Good Order MMC uses Rowhouse Bypass while an enemy Good Order MMC is another Location of the same Rowhouse, does the enemy MMC gain Control of that building? (Assume these are the only two units in the Rowhouse.)

A. No.

A26.16 & O11.609

Is the responsibility for setting blazes, and control forfeiture of A26.16, carried over from scenario to scenario in the RB campaign game? If yes, when blazes are spread during refit step O11.609, is the control and perimeter modified at that time?

A. Yes. No.

A26.211 & A26.23

Do non-prisoner Unarmed Units count for Exit VP?

A. Yes.

A26.221 & D8.1

Do immobilized trucks with a Wreck side count for CVP?

A. Yes, once they are flipped to their wreck side.

Chapter B

B.5 & B10.211

Does “alpine hills” block LOS down an continuous slope?

A. No.

B.10 & C1.57

Can FFE LOS hindrance add to the +6 LOS hindrance that renders anything behind “invisible”?

A. Yes, the FFE LOS hindrance counts as a “vision” hindrance that counts toward the B.10 LOS Hindrance Blockage.

B.10 & E1.7

E1.7 States that “All night attacks are subject to a +1 LV Hindrance DRM”. B.10 states that “vision (weather)” Hindrances contribute to the +6 DRM LOS loss (in addition, it may not be an attack that is being made). Does this mean that the Night LV hindrance does not apply to B.10? Additionally, does an Observer get the +1 Night LV hindrance if applicable (it’s not an attack)?

A. The Night LV applies in both cases.

B2., B7., & C11.2

May Non Vehicular Guns set up Emplaced in Wide City Boulevards-Shell Hole combination hexes?

A. No.

B2.1

If an FFE attack results in the placement of shellholes and the removal of an entrenchment, is that same attack resolved against units within that entrenchment using the TEM of the entrenchment or the TEM of the shellholes?

A. Entrenchment.

B2.4 & B27.4

A unit is entrenched in a Foxhole hex. It spends 1 MF to exit the Foxhole. Does it now benefit from the shellhole +1 TEM?

A. Assuming the Foxhole is in a shellhole hex, yes.

B3.41

When a BU AFV enters a hex across a road hexside at a cost of 1MP in a hex that would cost 1MP to enter whether using the road or not which of the following is true?

a) The vehicle is assumed to not be using the road because nothing is gained by using the road.

b) the moving player has to state that he is not using the road.

A. b) the vehicle is assumed to be using the road unless stated otherwise (including perhaps some kind of blanket statement).

B3.42, B6.1, & B6.4

A CE Tank is located on a bridge with a Wreck in the first road hex after the bridge. Is it possible to decline using the road and enter that hex for a cost of 1 MP for OG and +1 MP for the wreck. IOW, is it possible to decline using the Road Movement Rate.

A. No, the road must be used; per B6.1, the bridge is an extension of the road.

B4., B5., & G.1

When PTO terrain is in effect, G.1 tells us clearly that roads do not exist. However do the depression portions of a sunken road, and elevated/embankment (for lack of a better term) portions of an elevated road exist?

A. Yes.

B6. & B20.8

If a bridge has been changed to a Ford, does the hex *still* contain a road?

A. No. {4}

B6.2

Does a unit under a bridge counter have a LOS/LOF to a unit on the road adjacent to and accessing the bridge counter? (i.e. ASL RB page B6.2 example ... a unit under the bridge in CC5 attacking a unit in DD5.)

A. YES a LOS exists.

B6.3

When an infantry unit moves onto a bridge location containing residual firepower, does the -1 FFMO DRM apply to the residual firepower attack?

A. Yes, absent some other condition.

B6.31

Pontoon bridges are as indicated in the image. May a vehicle go directly from O4 to/from the pontoon bridge or does it need to use the road? If so, what is the cost? May an infantry unit go from O4 to/from the pontoon bridge or does it need to use the road?

A. In both cases, units can move directly to/from O4.

B6.42 & B21.6

Regarding Ice covering a frozen Water Obstacle (B21.6), does the weight limit apply per hex, i.e., could a Water Obstacle of three hexes bear vehicles of a cumulative weight of less than 5 tons per hex but totaling less than 15 tons for all three hexes without the need of a Collapse DR?

A. Per hex.

B6.42 & B21.6

If an AFV Sets up on a Frozen water obstacle, will the ice collapse DR be possible before start of play? If yes, when is the DR made as per ASOP? Which is the order DR is made if there are multiple vehicles with different weights set up on ice?

A. Check the heaviest first thing once the scenario starts.

B6.431 & D10.42

What is the entry cost for entering the one bridge wreck location since a vehicle cannot enter the location except for wreck removal? 1/2 MP to remove wreck plus MP cost for entry of the wrecks hex?

A. COT (1MP or 1/2 MP if CE) plus 4 MP.

B7. & board 38

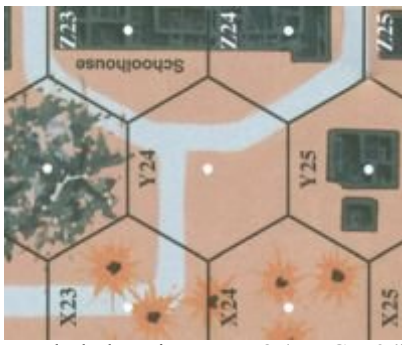
A. The board 38 runway is a runway in name only. The B7 rules do not apply to it.

B7.3 & D10.3

Does a wreck in a wide city boulevard location give a final TEM of +1 (+1 wreck, -1 runway TEM does not apply since it is no longer open ground)? or final TEM of 0 (+1 wreck & -1 runway both apply) against an attack that would otherwise qualify for the -1 runway TEM?

A. Incorrect. Correct. {4}

B8.1 & B31.1



Manhole location or not? (VotG Y24)

A. Y24 is a manhole location.

B8.2 & B8.3

Can a unit in a Manhole Location fire during PFPh at a unit in a Sewer in its hex that was discovered during the previous Player Turn? Can a unit in a Sewer and which was discovered during its previous Player Turn Defensive Fire at an enemy unit in the Manhole Location of its hex?

A. No to both. B8.2 requires discovery earlier than Player Turn.

B8.4

A scenario allows sewer movement, and one side is not granted Sewer Movement capability. For that side only, units accompanied by a leader that has passed a 4TC can enter the sewer. Is the 4TC made before forming a stack (i.e. the other units will not begin their MPH until after the 4TC is made and passed and need not start their MPH if the 4TC is failed), or does the stack have to be declared (i.e. the other units have begun their MPH) then the 4TC is made?

A. The stack is formed first.

A unit that fails a TC cannot perform that task and may not perform another action in that phase. I assume the leader may not move using non-sewer movement if it fails the 4TC. If the other units must begin their MPH together with the leader and the leader fails the 4TC, are they also unable to perform another action? Or can they break off from the stack once the leader fails his 4TC to move without using sewer movement?

A. The other units can break off.

A higher morale leader may assist a leader with a TC. Can a higher morale leader assist another leader with the 4TC for sewer movement?

A. No.

B8.4, B8.61, & B11.41

May a leader give his (unused) IPC to an MMC while participating in these activities?

A. The first two (since the MMC's IPC is increased by the SMC), but not the latter since the SMC's CX IPC is zero. {4}

B8.42 & ASOP

ASOP 3.41A seems to imply that no First fire can be directed against just detected sewer units, only Final fire. Is this correct?

A. No First Fire from above-ground vs sewer units. {2}

B9.2 & B9.3



Assuming no building in Y3, hedges are hedge. Would a shot from BB6 against a target in Y3 receive +1 hedge TEM? Or is the shot blocked since the LOS doesn't pass exactly (as B9.2 seems to indicate) down the hexspine of the hedge?

A. +1 TEM

B9.3

A broken squad is in an open ground hex. A Good Order enemy squad is in an ADJACENT Building Hex on level 0. There is a Wall on the hexside between these two hexes (between the two units). The Good Order squad is not claiming WA it is in the building. If the Good Order squad in the building fires at the broken squad. Does the broken squad still get the +2 TEM for the wall even though it cannot claim WA and the firing squad also does not have WA?

A. Yes, the firer must have WA to deny TEM.

B9.3 & B9.32

Board 24 (assume that hexside 24N2/N3 is a hillside wall; assume a wall exists at hexside 24F5/F6). A 658 is at level 1 of hex 24N3. A 666 is in hex 24N1. Can the 658 claim the wall TEM vs a shot from the 666? A 658 is on the bridge in 24F6. A 666 is in hex 24F4. Can the 658 claim the wall TEM vs the 666?

A. Yes to both, though neither 658 would be able to claim WA. {4}

B9.3 & B10.1

Would a vehicle in 50I9 be Hull-Down to a shot originating from E9 due to the wall? In this case, I9 is on Level 1 while E9 is ground level and the I9/H8 hexside has a wall which begins on Level 1 and crosses the crest line before hitting the vertex at Level 0 where the LOS intersects the wall. What rule actually governs such a wall which crosses a crest line?

A. Yes. The vertex is at Level 1 along with the rest of the hexside.

B9.3 & B24.3

If a unit in a rubble (inherent terrain) hex, with a wall on one or more hexsides claims WA, and gets fired on by a unit whose LOS does not cross the wall, does the unit get the rubble (inherent) TEM?

A. No. {1}

B9.32

Can a Broken Infantry Unit ever claim or maintain WA when no other units are in the same Location?

A. No.

B9.32

If a unit is in the same Location as a non-hidden, non-prisoner enemy unit (exception broken vehicle), can it claim WA over a hexside shared with an Adjacent enemy unit if that Adjacent enemy unit is not claiming WA? If a unit is in the same Location as a non-hidden, non-prisoner (exception broken vehicle), enemy unit can it ever claim WA as long as the enemy unit remains a non-hidden, non-prisoner enemy unit?

A. No to both.

B9.32

If a German tank is in motion ADJACENT to a hedge and a Russian tank moves ADJACENT on the opposite side of the hedge in MPH then scores an immobilization on the German tank forcing a failed TC. Does the now exited crew retain WA? or would the Russian tank have the opportunity to claim it?

A. If the Germans had WA, they will retain it. {4}

B9.32, B9.323, & B9.324

An enemy stack moves next to a friendly concealed-but-real stack. The friendly stack has wall advantage, but the enemy stack claims WA as it enters (if necessary, momentarily revealing a real unit). Per B9.324 (J8 errata) the friendly side “must then momentarily reveal one non-dummy unit or forfeit WA.” In my example, can the friendly player decline to reveal a non-dummy unit from the friendly concealed-but-real stack, thus giving WA to the moving enemy stack?

A. Yes. B9.324: “and the opposing side must then momentarily reveal one non-dummy unit or forfeit WA”—“reveal one non-dummy unit” or “forfeit WA”—i.e., a choice of what to do.

Even if WA is mandatory for the friendly stack?

A. Yes. Since B9.323 MANDATORY WA has an EXC for B9.324.

Or is the friendly player obligated to reveal a non-dummy unit if it is possible?

A. No.

If the friendly player has the option to decline to reveal a unit in general, may he choose to not reveal a unit (and so forfeit WA to the enemy player) if the friendly concealed-but-real stack contains one or more pinned, TI, or Immobile units?

A. No, since per B9.322: "A Pinned, TI, or Immobile unit cannot voluntarily claim or forfeit WA."

B9.32 & B9.5

If an GO Infantry Unit is in a hex (and is the only unit in the hex) with Bocage on all six hex sides with no other terrain in the hex (not Deluxe), will that unit lose WA as soon as it becomes broken? Will that unit then be immediately out of LOS of non-adjacent units? Would the same situation but with woods in the hex change the first two answers?

A. Yes. Yes. No.

B9.32, O11.6194b, & V12.6214b

Can RB/VotG Reserves be setup with Wall Advantage?

A. They can set up with Wall Advantage but cannot change that status until placed on board.

B9.322

The rule states that Wall Advantage can be claimed during a unit's MPH/APh (either as part of, or before/after MF/MP expenditures). This implies that a unit must expend MF/MP during these phases to be able to claim Wall Advantage. Can a unit that has prep fired claim wall advantage during its movement phase? Can a unit marked opportunity fire claim wall advantage during its movement phase? Can a unit that does not expend MP/MF claim wall advantage during its movement phase? Can a unit that does not expend MP/MF claim wall advantage during its advance phase?

A. No. No. Yes, if not marked per above. Yes.

B9.322



The German units in EE4 moves to DD3. CC4 final protective fires, pinning the German squad and breaking itself. Per B9.322, a pinned unit cannot voluntarily claim or forfeit WA. Does it involuntarily claim WA per Mandatory Wall Advantage, per B9.323, during its MPH?

A. Yes.

B9.323

Can a gun be Emplaced in a hex with a wall or hedge hexside?

A. Of course, and Emplacement has no affect on claiming WA, and claiming WA does not supersede the Emplacement TEM.

Assuming a gun can be Emplaced in a hex with a wall or hedge hexside. Must it claim WA instead of its Emplacement modifier (+2) when an enemy unit becomes adjacent? Must it claim WA instead of its emplacement modifier (+2) if it has at least a +1 TEM (EX. woods) when an enemy unit becomes adjacent?

A. An Emplaced Gun in OG, etc., must claim WA (just like everyone else) and one in +1 TEM, etc., need not claim WA (just like everyone else). However, "when an enemy unit becomes adjacent" is not normally one of the times you can claim WA (unless you are losing HIP).

If an emplaced gun does claim WA does it receive its +2 Emplacement modifier vs units that are not adjacent?

A. It may claim +2 Emplacement TEM vs *all* units as usual.

B9.323, D3.5, & D4.223

An AFV w/functioning BMG (*not* its MA) has Mandatory WA (B9.323) over the Wall hexsides of its hex. The AFV is not in Bypass. There are no enemy units in the hex. In a fire phase, the AFV player wishes to declare a fire attack to change the VCA of the AFV to a spine defined by two Wall hexsides. Because the AFV has (non-forfeitable) WA, its BMG may make no attack

A. No. {4}

If a Dummy unit is discovered by not being able to prevent an enemy unit from claiming WA is the Dummy removed?
A. No.

A. The vehicle in P5 is HD to the firer in both situations. In both cases, fire is not being drawn to a vertex, so B9.42 is NA. {1}

A. Yes to both. {4}

A. No. {2}

The screenshot shows a hexagonal board game map. Units and structures are placed on the hexes. A blue team unit with soldiers is labeled '6-5-8'. A yellow team unit with a tank is labeled '7-4-7'. A blue team unit with a tank is labeled '7-4-7'. A structure labeled 'WALL ADVAN' is present. The map also shows various terrain features like trees and a river.

A. Yes.

A. Yes.

A. NA.

Ver. 26

A. LOS does not exist to units in that Location without WA, but does exist otherwise.

If yes, would it be correct to think of the location behind a bocage hexside has always having WA, and therefore the LOCATION can always be seen, even if the sighting unit is not adjacent?

A. That is one way of thinking about it.

B9.521

A Location with a Bocage hexside has no units with WA present within it. Can that Location be seen (i.e., “seen into”) from a non-adjacent same-level unit across that Bocage hexside? Could an entrenchment within that Location be seen from a non-adjacent same-level unit across that Bocage hexside?

A. Yes to both.

B9.55

A unit is in an open ground hex that is bordered by bocage. If all enemy unit which have LOS to the unit have it through bocage by virtue of B9.55 it is treated as being out of los and in concealment terrain for purposes of concealment gain. If the unit has no enemy with LOS to it, is it treated as being in concealment terrain for purposes of concealment gain or treated as ring in non-concealment terrain.

A. Concealment Terrain; see also the B9.55 EX.

B10.31 & B13.31

Rule B13.31 includes the clause “regardless of the relative elevations of the firer/target...” Does this mean that infantry movement through a woods-road hex—at the road movement rate and when LOS does not cross the hex’s woods terrain image—can *never* qualify for the HA negation of FFMO/Interdiction?

A. No; HA can apply.

B11.42-.43 & B28.41

A Russian 4-4-7 entered a 6 FP mine hex and underwent the attack with no ill effects, and survives the ensuing opponent's Game Turn unscathed. His next MPh, he decides to CLIMB the adjacent cliff hexside. Does he undergo an exiting a minefield attack at the lower level in the hex in which he is attempting to Climb?

A. Yes.

Does he undergo this attack before resolving the climb or after?

A. Before.

B13.3

What TEM would apply to a unit that is hit by OBA/MTR (i.e. Indirect Fire) in a Woods Location and that unit would not be vulnerable to the -1 TEM for Air Burst (e.g. a non-CE, CT AFV)? Would the TEM be the normal +1 for woods? or perhaps zero (since B13.3 only mentions that the +1 applies to Direct Fire)?

A. +1 woods TEM. Yes. No.

B13.3 & B30.3

B13.3 “Air Bursts” says that “This negative TEM is always applicable”. B30.3 says that “Pillbox TEM is not cumulative with any another +/- TEM”. Must one apply Air Bursts TEM to a pillbox (modifying the NCA TEM) in woods or not?

A. No.

B13.3-.31, C1.55, & D5.311

An OT AFV enters a woods-road hex using the road movement rate (specifically it enters 47H8 from I9). A 50mm SW mortar fires on the ATT at the moving AFV and scores a hit. The LOS from mortar to target does not cross a green woods symbol (specifically mortar is in 47H3, so LOS is H3 to H8). Does B13.31 only apply to the +1 woods TEM for Direct fire, or to both +1 Woods TEM and -1 Airburst TEM?

A. Only to +1 Woods TEM.

Does the -1 Airburst TEM apply as per B13.3 “All Indirect Fire vs unarmored, CE or OT (even if BU) targets in a woods hex receives a -1 TEM instead...”?

A. Yes, it is in a woods hex.

B13.3 says “All Indirect Fire....woods hex..”. A woods road hex is a woods hex which also contains a road (B13.1). Disregarding fire phase and irrespective of whether LOS crosses a green woods symbol, does the -1 Airburst TEM apply against vehicles on the road portion of a woods-road hex (i.e. a vehicle not beneath a partial Trail Break counter)?

A. It applies to their vulnerable PRC.

If Airburst TEM is applicable, the AFV crew will have a reduced CE DRM (D5.311) and the mortar will resolve its attack on the OT AFV as if the AFV is unarmored and Airburst TEM is NA for the attack on the vehicle (D5.311). Does the C1.55 DRM for -1 OT and -1 All AF ≤ 4 apply, if the attack on an AFV is resolved as if it were an unarmored vehicle due to a reduction of its normal CE DRM (D5.311)?

A. No. The vehicle is treated as unarmored using A7.308, and the C1.55 DRM only applies vs armored vehicles that are using C1.55 to determine its fate.

B13.3 & C6.8

B13.3 says "All Indirect Fire vs. unarmored... targets in a woods hex receives a -1 TEM..."

1) A squad uses Bypass movement in a Woods hex. A Mortar fires at the squad using Area Target Type at one of the Bypass vertices. FFNAM and FFMO (Cases J3 & J4) apply to the TH DR and a hit results. Does the -1 DRM for airbursts in Woods apply to the IFT DR?

A. Yes.

2) A squad Bypasses a Woods hex and is fired on by a Gun using Direct Fire on the Infantry Target Type. FFNAM and FFMO (Cases J3 & J4) apply to the TH DR. Does the +1 woods TEM apply as Case Q on the TH process?

A. No. {2}

B13.3 & C6.8

B13.3 says "There is a +1 TEM for all Direct Fire into a woods hex." Should there not be an EXC for bypass movement, like B23.31 has for buildings?

A. The +1 TEM for all Direct Fire into a woods hex is NA vs bypass movement.

Should the -1 TEM for Air Burst also apply to units using bypass movement in a woods hex?

A. It does. {2}

B13.31, B14.6, & C11.2

In B14.6 it states "Otherwise, orchard roads are identical to orchards in every aspect." Does this mean that a Gun can be emplaced in the Orchard portion of the hex, or is the gun considered to be in the Paved Road portion of the hex thereby denying Emplacement?

A. The latter.

B13.31 it is less clear. However, it does state that normal woods TEM is in effect. If there is a Paved Road through the Woods, can a Gun get Emplacement?

A. No.

B13.31 & C10.3

If a Gun is pushed into a Woods-Road hex using the road movement rate, does the +1 Woods TEM still apply as a Manhandling DRM?

A. No TEM.

B13.41 & D2.11

A vehicle crosses a Road hexside to enter a woods road hex (i.e.; driving on the road), using road rate, there is a wreck on the road, no other conditions apply. Is the cost 1 1/2 MP, 2 1/2 MP, or 4 1/2 MP?

A. Assuming the vehicle is CE, the base MP cost is 1/2 MP. Per D2.14 this is increase by 2 MP since using the road movement rate. These 2 MP are then doubled per B13.41: "All MP penalties for entering a hex containing a wreck/vehicle... are doubled while in a woods hex." So, cost is 4 1/2 MP.

Same premise as Q1. Is the MP penalty for the wreck—not doubled, doubled, or doubled twice (IOW- doubled for road and again for woods road) ?

A. See above.

Can a vehicle avoid the Doubled MP penalty for a woods road hex with a wreck on the road by not claiming / using the road rate while crossing a wood road hexside?

A. Yes, but then it would be entering the woods at half MP and need to take a Bog Check.

Is the 2 MP cost to change the VCA in a woods location considered to be a 1 MP Penalty?

A. No. The "normal" VCA cost in woods is 2 MP per hexside.

From Q4 Vehicle is on the road in a wood road hex. If it is a penalty is that doubled to a 2 MP penalty (total cost of 3MP) for changing VCA to / from / through (aka; across) a hexside that does not contain a road hexside?

A. Changing VCA across a non-road hexside while on a woods-road costs 4 MP. Normal cost 2 MP per D2.11, doubles to 4 MP per B13.41.

From description in Q 5.) what does it cost for a VCA change across a non-road hexside in a woods road hex?

A. 4 MP.

B13.42

May a vehicle on the road in a woods road hex exit via a non-road hexside by only taking a bog check and paying the COT of the hex to enter? Or must the vehicle first enter the woods at woods COT and take a bog check prior to being able to exit via a non-road hexside?

A. No. Yes.

B13.421

Contrary to B13.421, do you use a partial TB counter to indicate that a non-fully-tracked vehicle is in the woods portion of a woods-road hex?

A. No. If you need a memory aid, use a handy counter.

If no VCA is performed as part of the move, how many MPs are needed for a fully-tracked/non-fully-tracked vehicle in the woods portion of a woods-road hex to re-enter the road portion of that hex? Is a Bog Check necessary for *the previous* question?

A. There is no MP/MF cost to regain the road in that Location. No.

How many total MPs does it cost a vehicle in the woods portion of a woods-road hex to enter the next woods-road hex? (I assume 1 MP to start, 0 MPs to enter the road portion of its woods-road hex, plus road movement cost to enter the next woods-road hex.)

A. Nothing extra.

A non-fully-tracked vehicle is on the road in a woods-road hex. It wishes to enter an ADJACENT, connected woods (non-road) hex. Does this require 2 turns to do so (one turn to enter the woods in the woods-road hex, and another turn to enter the ADJACENT woods hex)? Assuming no VCA changes, how many Bog Checks are needed?

A. Two turns. Two Bog Checks.

B13.421

A Fully Tracked AFV has entered a woods location, placing a partial TB counter and ending its MPh in that location neither immobilized nor as a wreck. A second fully tracked AFV wants to enter the same woods location via the partial TB with the intention to end its MPh there as well. Can the second fully tracked AFV use that partial TB free of a Bog check? Could the second AFV “complete” the partial TB by exiting the woods hex?

A. No to both (B13.4211-.12); place a second partial TB when the second AFV enters (unless the first AFV had bogged, making it Immobile and removing its partial TB).

B13.421 & B28.61

A fully-tracked AFV uses a preexisting TB to enter a minefield hex. The hex is open ground.

A). Is the MP cost ALL?

B). Is the MP cost two?

A. B (2)

If there is smoke in the hex as well.

C). Is the cost three MP?

D). Is the cost four MP?

A. D (4).

B13.421 & B35.3

A fully-tracked AFV passes a +1 Bog Check and moves through a Light Woods hex using 1/3 of its MP, creating a Trail Break across two hexsides. A following fully-tracked AFV passes through the same hex, using the Trail Break to pass across the same two hexsides without making a Bog Check. What is the cost for this following AFV to move through the Light Woods hex?

A. Half its MP to avoid Bog or it can risk Bog at 1/3.

B13.4211 & B28.61

An AFV carrying Riders entered a hex containing both A-P and A-T mines. The A-P attack had no effect, but the A-T mine attack was successful. A very high roll on the IFT, resulted only in immobilization (crew passed their Immob. TC and remained in the

AFV). The same IFT roll was used as the half-FP collateral attack against the Riders which scored a PTC. The Riders failed the PTC and were forced to Bail Out. They broke on the Bail-Out MC and passed the 2MC they suffered when subsequently attacked by the A-P mines in the hex. Is there a TB into the A-P/A-T minefield?

A. No.

B13.4211 indicates that a Wreck or Immobilized AFV on a TB counter removes that TB (this is in the case of Woods). The Minefield rules are silent on whether a Wreck or Immobilized AFV have any effect on a TB into a minefield (B28.61). In the case of the broken unit now on the ground in the mine hex, if they rout away via the hexside the AFV used to enter the hex, are they attacked by the A-P minefield as they leave?

A. Yes.

B14.2

B14.2 says "However, if the LOS is drawn from to/from a Location > one level higher than the base level of the out-of-season orchard hex, only one +1 Hindrance DRM applies, and only if the LOS crosses an orchard adjacent to the ground level target/firer." Here surely "ground level" should actually say "lower level"?

A. The rule is indeed referring to the "lower level" target/firer. {2}

B14.2, F6., & P2.

Can a unit at a 1/2 Level (on a Hillock) see through an In Season Orchard to a unit (assuming no Continuous Slope) at ground(0) level? And can a unit at 3/4 level (Slope) see through an In Season Orchard to a unit (assuming no Continuous Slope) at ground (0)?

A. No to both. See also Q5.6. {4}

B16.43

In regard to the invention of marsh at level -1. Does B16.43 apply when the marsh is at level negative one, and the adjacent hex is level zero (ground level)?

A. Yes.

B16.6 & B20.41

A stream on one board is dry. There is no stream on an adjacent board. Is a marsh that is not adjacent nor connected by other marsh to the dry stream but on the same board as the dry stream treated as mudflats?

A. No.

Is a marsh that is not adjacent nor connected by other marsh to the dry stream but half on the same board as the dry stream and half on the adjacent board treated as mudflats?

A. No.

Is a marsh that is adjacent or connected by other marsh but on the board without the dry stream treated as mudflats?

A. Yes.

[Expect errata to conform B20.41 to B16.6.]

B18.

On board 5a/5b, hex F11 Graveyard, what level is the hex? Green background is not part of the B18.1 Graveyard description. Color would suggest level -1.

A. This is at level 1; although not so described in B18, the depiction in the illustration there (as in all the graveyard hexes throughout the system) is darker than open ground.

B18.4

Are Graveyard Roads Dirt, Paved, or Neither? Do they exist in the PTO? Under Mud EC?

A. Neither. Yes to both PTO and Mud.

B18.41 & D8.2

Is a Bog Check required when changing VCA in a Graveyard Road hex? Does it make a difference if the VCA change is across a hexside not crossed by the Graveyard Road?

A. No Bog Check on road regardless of VCA. No Bog Check for leaving graveyard hex.

B19. & B30.1

Can a pillbox (B30) be placed in a gully (B19)?

A. No.

B20.41, B20.7, & B20.8

By SSR all streams are shallow and frigid. There is a Ford on the stream. B20.7 treats all non dry streams as frigid water obstacles. B20.81 treats movement into a Ford as movement into a stream of depth one less than specified, i.e., Shallow stream becomes dry. Is the Ford still part of the frigid Water Obstacle with all the consequences?

A. Yes, the Ford stream hex is frigid.

B20.7, B21.6, E3.722, & G13.42

When Ground Snow is in effect, is a unit in a shallow-OCEAN hex treated as being in a normal Shallow Stream? Frigid Shallow Stream? Frozen Shallow Stream?

A. Normal Shallow stream.

B20.91

May a unit *Advance* into Crest status using the method described in the 2nd sentence? Or may it only Advance into Crest Status if it *begins* the Advance Phase already IN the Depression, described in the 1st sentence?

A. Yes. No. {1}

B20.91



It cost 6 MF to move from IN Y4 INTO Y5 a total of 6 MF. Can a unit move from IN Y4 to Crest status in Y5?

A. One can enter crest in Y5 from Y4. While in Y4, you are outside of the Y5 Depression.

B20.91 & B20.93

Per B20.93 and the Example at the end of the rule, a unit in Crest Status in a Depression hex may – during it's APh – leave Crest Status and enter INTO the hex it had Crest Status in and also enter INTO an ADJACENT Depression hex. May the unit also claim Crest Status in that ADJACENT hex as part of it's advance (assuming, of course, that the unit was not CX to start with)?

A. No.

May a unit in Crest Status on one side of a Depression hex advance INTO the Depression hex and also gain Crest Status on the opposite side of the Depression hex (assuming it was not CX to start with)?

A. No.

Could a unit perform either of the above during the MPh (assuming it had sufficient MFs such as being able to go CX, having a Leader present, etc.)?

A. Yes.

B21.41

A broken unit that owns a 3PP assembled MMG is adjacent to a known enemy unit, and must rout. The only hex available is a fordable river hex. According to B21.41, any MMG carried into a fordable river hex must be dismantled. When the broken unit routs into the fordable river hex, must it drop the assembled MMG? If yes, does the broken unit drop the MMG in the hex where it begins the rout phase, or does it drop the MMG in the fordable river hex thus removing the MMG from the game?

A. It must drop the MMG before Fording. {1}

B23., O1.2, & O5.42

In Red Barricades what is the MP cost for a fully tracked vehicle to enter a roofless factory hex from outside of the factory? Note this is not a VSE. Is it 1/2 of its MP for entering a building, 1/4 of its MP for entering debris, or 3/4 of its MP for entering a building and entering debris?

A. One-half of its MP.

B23.41 & B23.9221

Does an AFV create a Breach along a Fortified Building hexside if it enters the fortified location through that hexside? Does the answer change if it Bogs or falls into the cellar?

A. Yes. No. {4}

B23.41, B26.53, & D14.21

If a 2 AFV Platoon enter the different hexes of a two he wooden building in the same impulse, is this considered a single Bog condition entailing a single Bog DR with RS being used if Bog occurs? (If a Bog occurs and a single vehicle is selected by RS and a 6 is rolled on the colored dr, is just the selected AFV for bog cellared or are both AFV Subject to cellaring? If no Bog occurs but a 6 is rolled on the colored dr are both vehicles cellared or is RS used to determine which?)

If a 2 AFV Platoon enter the different wire hexes in the same impulse, is this considered a single Bog condition entailing a single Bog DR with RS being used if Bog occurs? (If a 1 on the colored die results in a wire removal are both wires removed or is it RS as to which is removed?)

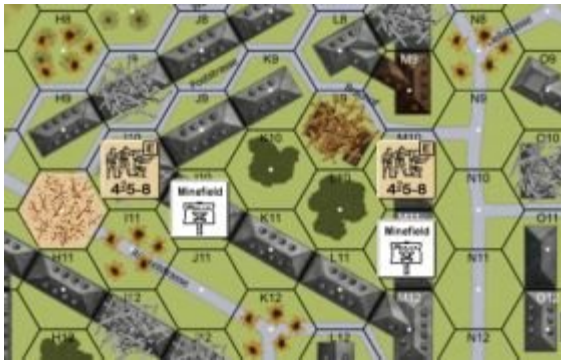
A. Random Selection applies in *all* those circumstances: Bog, Cellar, Wire Removal.

B23.71

Can a rowhouse vertex be bypassed if the black bar depiction touches the vertex?

A. Yes.

B23.71 & B24.74



M10 and M11 are rowhouse. Can M10 enter M11 as per B24.74? I10 is rubble, can the MMC in I10 try to enter J10 as per B24.74?

A. No. Yes.

B23.71 & B26.44

May a unit use Rowhouse “bypass” to move from the ground level of one Rowhouse hex to the next, if the third hex sharing the common vertex (to which LOS may be traced B23.71) contains wire?

A. Yes.

B23.71 & C6.51

Using the first example in B23.71, assume there is a German Gun in hex H8 (covered arc H7-I8), and that the Gun has acquisition on hex I7. When the broken Russian unit routs from I7 to H6 using Rowhouse bypass, does the acquisition track it to H6, or does the acquisition remain in I7 because the routing unit spent MF out of LOS when “rowhouse bypassing” at the I7-I6-H6 vertex?

Would the above answer be different if the Russian unit was Good Order and making this move in its MPh? In its Advance Phase?

A. ACQ remains on the unit since it was still in LOS after it’s single MF-expenditure. No. No.

B23.74, B23.86, B24.11, B24.12, B25.66, & O5.46

Do intermediate vertical levels of a factory exist for the purposes of:

- 1) random selection of the rubble creation location in multiple-level buildings,
- 2) the +1 drm for falling rubble for each non-rooftop building level above ground level which was rubble,
- 3) What location, if any, is affected (and becomes rubble) if a playable rooftop location in a factory is rubble by HE attacks?
- 4) Is a rooftop a level for the purposes of random selection of rubble creation by HE area fire or OBA or by Fire Collapse?
- 5) Is falling rubble possible from a factory rooftop that is rubble?
- 6) Does a RB roofless factory hex have a rooftop location for the purposes of rubble creation in that location?

A. 1) No (factories don't have multiple levels; B23.74). 2) No. 3) Ground level (B23.86). 4) No. 5) No (see #1). 6) No.

B23.741 & C8.31

Is Factory TEM (B23.741) sufficient building TEM to qualify for a HEAT attack per C8.31?

A. No.

B23.742

If a Factory hex is a Vehicular-Sized Entrance due solely to a road into the factory does an infantry unit have to enter the hex across a road hexside in order to benefit from the vehicular sized entrance benefits of open ground movement cost?

A. No.

B23.8 & E7.3

What is the terrain DRM for the sighting task check for a unit on a rooftop? +3 building? +0 Open Ground/terrain not otherwise listed? +? other?

A. +0

B23.82 & E1.31

May a unit on a Rooftop at Night remain "?"/HIP if an enemy Good Order ground unit is within 16 hexes, at the same or higher level, and within NVR?

A. Yes. {2}

B23.9 & D6.5

What happens if PRC of a vehicle in Bypass of a Fortified Building Location (occupied by a Good Order unpinned armed enemy squad) unload/bailout/survive destruction of their vehicle?

A. The answer is that the ex-PRC are "in the terrain of the vehicle's CAFP for purposes of any Defensive First Fire vs them. Immediately after all such First Fire is resolved" (D6.5), they are forced back per A12.15-.151 to the last Location previously occupied by its vehicle that the Infantry unit could enter in a MPH; if no such Location exists, it is eliminated.

B23.922

A unit in a minefield location attempts to advance into an ADJACENT location containing a squad which unbeknownst to the attacker is fortified. B23.922 indicates the unit "must remain in its present hex" in such a situation. Is the attacker attacked by the mines when attempting to exit the hex prior to learning their intended destination is fortified? Are the answers the same if OBA is falling in the originating hex of the advance?

A. No. Yes, although the unit could become more vulnerable in its starting Location.

B23.922 & B28.41

If a unit is trying to enter a fortified building hex that has an AP minefield in the open ground portion of the hex is the unit attacked before it is denied entry of the hex due to its fortified status?

A. No attack. {1}

B24.1

B24.1 says: "A rubble Location is no longer a building Location". Assume a three-hex building, and that the middle hex of the building is totally rubble.

- 1) Is the rubble Location and hex part of the building for control purposes?
- 2) Do the two remaining, non-adjacent building hexes belong to the same building for control purposes?
- 3) Since the two remaining building hexes are not adjacent, are they now treated as two single-story buildings?

A. 1) No. 2) Yes. 3) No. {2}

B24.12

If an SSR states that a player may place rubble counters anywhere on a board prior to the start of play, and if that player places a rubble counter in a multi level building does he then roll for falling rubble and thus possible further building collapses?

A. I think a good SSR would address this issue. Many do. In the absence of a specific scenario, my take would be "No."

B24.121 & D8.21

Assume Falling Rubble falls onto a vehicle are these all the modifiers that could apply depending on the vehicle?

+1 Vehicle has Normal Ground Pressure,

- +2 Vehicle has High Ground Pressure
- +1 Vehicle is towing ordnance?? or trailer
- +1 Ground is specified as soft??, mud??, or snow-covered??
- +1 Ground is covered with Deep-Snow??/vehicle is crossing a Drift (E3.752)
- +1 Vehicle is not fully-tracked
- +1 Vehicle has Truck-type MP expenditure
- A. Those could all apply.

B25.14 & B25.651

A wreck blaze exists in an open ground hex with burnable terrain adjacent. Gusts are rolled and the only available fire is the wreck blaze. From B25.651: “A Wreck Blaze automatically spreads only to its own Burnable Terrain Location and is eligible for only a possible one-hex spread instead of a two-hex spread.”

Does this mean:

- A, the blaze spreads to the burnable terrain regardless of the existence of burnable terrain within the wreck hex, or,
- B, the blaze will not be spread by the gusts due to the lack of burnable terrain in the hex.

A. A; it spreads.

B25.2

A moving vehicle is eliminated in defensive first fire with a TK DR less than half the Final TK number resulting in a burning wreck as per C7.6. According to B25.2 smoke automatically shrouds the hex up to four levels with a hindrance of +2. From what phase of the player turn does this smoke hinder LOS to/through/from the hex?

A. Immediately.

B25.4

A unit is inside a Pillbox when a Flame becomes a terrain Blaze. Per B25.4 a unit entering a terrain Blaze is eliminated. A unit in a terrain Blaze (including one in a Pillbox in that hex) must leave by the next RtPh or be eliminated. Can a unit in a Pillbox rout out of the Pillbox into the (outside) hex in order to leave the hex, or is that considered entering a terrain Blaze?

A. That unit will be eliminated.

B25.62 & V4.1

If a Rail Car depiction is touching a Wrecked Rail Car hexside, is that Rail Car and Wrecked Rail Car considered attached as well if the Wrecked Rail Car is printed on the map? What if it's created during play?

A. If a rail car is straddling the hexside (per V4.1-.2), then the Wrecked Rail Car hex containing the wrecked part is still considered directly attached (for B25.62) , even if wrecked during play.

B26. & D9.31

Squad and leader using Armored Assault move into Wire for 1 MF (AFV uses $1 + 2 = 3$ MP). Assuming the AFV passes its Bog DR, is its further movement in any way affected by the infantry's Wire dr? I.e., if infantry rolls “6” and is hung up on the wire, can the AFV still move as if accompanied by infantry with 5 remaining MF?

A. No. Yes.

B26.4

An Infantry unit is on top of a Wire counter. There is a pillbox in the same hex. If the Infantry moves below the Wire and then into the pillbox, and later leaves the pillbox, is it placed on top of the Wire counter again?

A. Yes. {2}

B26.4

Is a stack that has declared movement with a leader a “Unit” when moving under wire, so that only one dr is required for the stack?

A. No; each individual unit has to make its own Wire exit dr.

B26.44

A Woods hex is adjacent to an Open Ground hex. There is a Wire counter in the open ground hex. Can an infantry unit bypass the woods along the hexside shared by the two hexes?

A. No.

B26.51

B26.51 “DC: A Placed DC can double as a bangalore torpedo and be used to remove a Wire counter with an Original KIA result on the IFT (i.e., an Original DR \leq 5).”

Is the FP of a DC subject to Area Fire effects vs. Wire if it is 1) placed from IN a stream [B20.6], 2) placed vs. a HIP Wire counter [perhaps due to E1.16] without any enemy units present, 3) placed vs. a HIP Wire counter with unconcealed enemy units present, 4) placed vs. an unconcealed Wire counter with concealed/HIP enemy units present?

A. A DC cannot remove (B26.51) a hidden Wire.

If the FP of a DC is subject to one or more Area Fire effects, is Wire eliminated on an Original DR \leq 5 or on an Original KIA on the final FP column?

A. An Original 5.

B27.13 & C6.5

If a MMC possessing an assembled SW Mortar is in an entrenchment and decides to move out of the entrenchment, does its SW mortar lose any previous Acquisition?

A. Not if it remains in its Location.

B27.52, C1.55, & D9.54

When resolving OBA or mortar fire against a DUG-IN AFV. Is there any TEM applied to this effect DR on the IFT other than the one listed in C1.55 by OT, or AF#s?

A. No.

When resolving OBA or mortar fire against a armored vehicle beneath a trench counter, is there any TEM applied to this effect DR on the IFT other than the one listed in C1.55 by OT or AF? The same for a unarmored vehicle?

A. Yes to both; +4/+2.

Can a vehicle beneath a trench counter chose the +2 TEM against incoming Direct Fire in lieu of the HD status as per D4.2?

A. No.

B27.52 & D2.401

Can a vehicle that is under a Trench counter (B27.52) make a Motion Attempt (D.2.401)?

A. No.

B28.1

Does entering a Location with mines via a Trench or across a same-building hexside (i.e., no actual mine attack is made/checked for) reveal any minefield in that Location?

A. Mines can only be revealed by “susceptible” units. This means the unit actually checks for a mine attack (or possibility of such for AT mines). Units in Trenches, or crossing same-building hexsides thus are not “susceptible” and cannot reveal such mines.

B28.1 & B28.53

Are A-T mines that set up in hard-surfaced terrain as per B28.53 placed onboard (as a minefield counter) at setup time?, or are they set up hidden (as normal minefields) and placed onboard when a GO enemy unit gains a LOS to the Location they are set up in? If they are placed onboard when set up, are they placed with the strength factor revealed as well?

A. They are placed as an AT Minefield counter – with the actual Factors only revealed when the enemy gains LOS to their Location.

B28.41 & D5.6

If a crew passes its CS# and exits into a Minefield. Does it take the minefield attack?

A. No minefield attack.

B28.44

On VOTG map Hex F38 is mined with AP mines and hex F39 rubble during play at ground level. Can Hex F38 be entered without mine attack on ground level from F39? Assume same situation as in Q1 but factory rules are not in effect. Can F38 be entered from F39 without mine attack?

A. Mine attacks occur in both cases.

B28.53 & O5.2

Is it possible to place an AP minefield in a Factory non interior hex that has a paved road vehicular entrance (ex. Hex M39 in the RB map)? I'm not sure if those factory hexes are considered also paved road hexes.

A. No; it is still a paved road hex. {1}

B28.531

Assuming road rate is not being used. Can a vehicle avoid Daisy Chain attacks by the player simply stating that he is not using the road when crossing a road hexside? Same question .. if crossing a non-road hexside entering a road hex?

A. The Daisy Chain attacks regardless of use of road rate or crossing a non-road hexside.

B28.61

B28.61 states that a trailbreak may be created through minefields with an EXC stating "the TB may not be placed if that AFV is using VBM". Is this referring only to the hex that the TB is meant to be created in?

A. Correct.

B28.61 & D9.3

A stack of Infantry moving via Armored Assault wants to enter a hex suspected to contain an AP minefield. May the Infantry expend twice the MF (iaw B28.61) while entering the hex via Armored Assault in order to benefit from the new TB the AFV would create if there is a minefield there?

A. No. {2}

B28.9

Do Broken Units have to take PTCs for Booby Traps as per B28.9?

A. Yes.

B28.9

Booby Trap Level C is in effect. An AFV CE crew is attacked on the IFT and the result is a PTC. The crew rolls a '12'. Does this generate a booby trap attack? If so...can the CE crew possibly be affected by that booby trap?

A. Yes. No.

B30.112, B30.35, & C3.71

A gun fires at a Pillbox through the CA (B30.112) using AP (B30.35) and scores a CH. What is the reversed TEM (C3.71) that would apply to the IFT resolution of that CH?

A. The TEM to reverse is the TEM used, zero.

For general CH application, is the reversed TEM of C3.71 always that TEM that applied to the shot that resulted in the CH?

A. In this case, that is the case.

B30.113 & C3.71

Both B30.113 and C3.71 indicate that the "applicable TEM" for a CH when firing AP through the NCA of a pillbox is "0".

A. Both rules indicate the applicable TEM for *any* CH through the NCA is zero.

However, AP can also be fired through the CA of a pillbox (B30.35). Is the "applicable TEM" for a CH still "0" in such a case?

A. For shots through the CA, the TEM to be reversed is the TEM that was applied. If no TEM was applicable to an AP shot through the CA, then none would be reversed. {2}

B30.113 & G17.41

Does an ATT attack with napalm vs the CA of a pillbox add the NCA TEM to the effects DR?

A. Yes it does.

B30.34 & C3.74

If WP grenades, or a LATW firing WP, score a CH on a pillbox hex, what procedure is used to determine which Location(s) are affected by that CH? [B30.34 requires a non-Indirect-Fire WP CH in the pillbox *hex* to possibly affect the pillbox Location. C3.74 describes only attacks on single Locations (not applicable here), or Area Target Type/OBA attacks (also NA).]

A. Non-mortar Guns using the Area Target Type are not using Indirect Fire. Therefore these non-mortar Guns using Area Target Type can get a CH vs the pillbox hex which might then affect the PB via C3.74. Smoke Grenades and LATW must attack Locations. In order to get a CH that might affect a PB they would have to predesignate that PB to affect it. {2}

B31.21 & B24

Is the normal stacking limit of a rubble Steeple Location of a HS or three squads

A. HS.

B31.21 & B24

If a Steeple Location is rubbled (and not the whole building), the level Location still exist but like a Rubble Location. B24 paragraphs never stipulate any stacking limit, so it a “standard” 3 Squads Equivalents, isn’t it?

A. No; as a rubbled Steeple Location, normal stacking remains one HS.

B30.8 & SSR RB6

B30.8 states “A bunker is treated as a pillbox in all respects except that a unit may move/rout/advance/Withdraw-from-CC between a bunker and such a trench as if the bunker were also a trench”. SSR RB6 references B30.8 for trenches connecting to RB buildings and Rubble. Since you are considered to be using trench movement for a bunker and RB building/rubble, does this also mean you can use Non-Assault Movement into RB building-rubble locations without FFNAM or losing concealment if you came from a trench?

A. Yes.

B31.1

Are the hexside roads present in hexes A5/A6 and GG5/GG6 on most boards also considered to be “narrow streets”?

A. No.

Or would a better definition be that the hexside road must have a building in both hexes shared by that hexside? (I haven’t done an absolutely exhaustive check, but a quick overview of available boards featuring narrow streets didn’t yield any counter-examples to that definition, other than PB X18, which is already covered by a dedicated rule.)

A. Buildings must be involved. {2}

B31.126

Can Bypass take place along a Narrow Street hexside, when blocked by rubble per B31.126, if not using the road? Don’t you have to use the road when Bypassing along a Narrow Street hexside?

A. Regardless, rubble blocks bypass along a Narrow Street hexside.

B31.142

Can AT mines be placed in M14? (Map FB_NE hex M14)

A. Yes.

Can the AT mines be hidden in hex M14 as per A12.33 & B28.53? Or will B31.142 take precedence?

A. The latter.

If B31.142 is in force will the mines be put on map before play commences, with known strength, even if all enemy forces enters from of map?

A. Yes.

B31.2

Does a Steeple Location increase the obstacle height of the building that it is a part of? If so by how much? (Presumably the height is increased only in the hex containing the Steeple.)

A. Yes. By one full level. (Correct.) {2}

B31.2

What is the height of a steeple, for LOS obstacle purposes as well as night LV?

A. One full level higher than the building below it. {2}

B32.1

When you get a scenario that doesn’t specify the type of railroad (B32.1), what is the default type? *Is* there a default type, even?

A. Absent an SSR (which is always required to define an EmRR), the terrain in the RR overlay defines what type of RR it is:

GLRR, ElRR, or SuRR. {1}

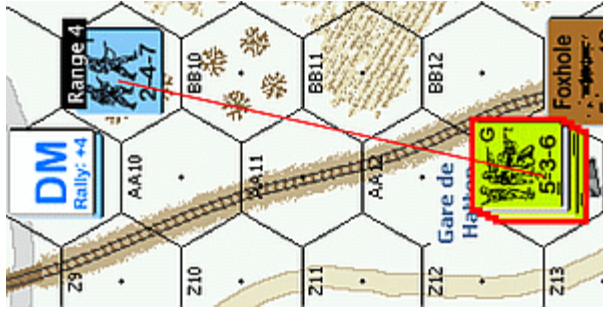
B32.12

Does the 32.12 statement : “EmRR hexes are treated as Hillock (F6.) hexes for LOS, TEM, and COT purposes” mean that an EmRR is Inherent terrain, like a Hillock is?

A. Yes.

B32.12 & HF2.2

Does los exist?



A. Yes.

B36.1

Are PFZ factors (and, by connection, the counters created as a result of the side’s spending of those factors) considered “terrain changes/alterations” for the purposes of the “PRE-GAME SEQUENCE” of the ASOP(rev)?

A. Essentially.

If an SSR specifies PFZs created “... may be setup hidden as if a Fortification ...”, are those PFZs set up with that side’s OB as other Fortifications would be?

A. The ability to set up PFZ HIP would not necessarily affect when the PFZ counter is recorded.

B36.1 & 168 Forest Bastion

In this scenario the Finns get a pre-registered hex for their OBA which must be determined prior to setup. However, the Russians have Prepared Fire Zones which according to rule B36.1 must also have their counters placed prior to setup. Which goes first, the pre-reg or the PFZ?

A. Both happen prior to set up. Essentially, that means PFZ first.

Chapter C

C1.21 & D10.1

D10.1 states that a 'wreck may be attacked by either side, treating the wreck as if it were still the original vehicle'. Does that mean that it is treated as an 'enemy ground unit' for the purposes of C1.21?

A. No.

C1.21 & V12.6214b

Are Reserve Cloaking counters ignored for OBA purposes (i.e., they cannot be the sole cause of an extra chit draw)?

A. No, Reserve Cloaking counters cause an extra chit draw.

C1.32 & C1.62

Does "through the next two higher Levels" in C1.32 mean that a Ground Level SR/FFE rises up TO Level 2, but not beyond (say, to Level 2.5)? See the C1.62 example where the SR falls into W3. If the W4 woods were a continuation of the 2nd-level hill and there was a wall between W4-W5, would there be LOS from the Observer to the SR Blast Height?

A. Yes. No; blocked by wall.

C1.51

A stopped vehicle begins its MPH in an FFE blast area. If it expends a start MP, is it attacked by the FFE (considering it somehow becomes more vulnerable to the FFE)?

A. No. {4}

C1.55, D.8, & D5.5

A CE StuG is attacked by OBA resulting in a K/3 (hull hit - immobilization) versus the AFV and a 2MC versus the CE crew. Does the Immobilization TC take place before the collateral attack versus the CE crew?

A. The collateral attack occurs first.

C1.55 & British Vehicle Note 38.

A Crocodile is attacked by indirect fire. Its Armor Factors qualify for the "+1 for All AF ≥ 8 " in C1.55. However, its trailer has an AF of 6. Is the trailer canceling the +1 drm?

A. No.

C2.24 & C5.3

Assume an AFV spends 3 MP moving in to a hex and elects to Bounding First Fire (BFF) from that hex. Does the AFV get 1, 2, or 3 shots with its ordnance MA (assuming it retains ROF) based on the 3 MP required to enter the hex?

A. 1; C2.24 & C5.3.

If an AFV spent 1 MP in entering a hex and elects to BFF, could it "fire" more than once based on the 1 MP expenditure by using different weapons on the AFV (i.e., MA, CMG, BMG, etc.)?

A. Yes.

C2.2401

A DEFENDER declares a DFF attack against a vehicle attempting BFF, which vehicle responds by declaring a Gun Duel. However, the vehicle is not eligible to fire first in a Gun Duel because its TH DRMs (computed in accordance with C2.2401) are greater than those of the DEFENDER. If the vehicle survives the DEFENDER's attack, can another of the DEFENDER's units declare a DFF attack and fire first upon the vehicle, subject to the vehicle declaring, if eligible, a Gun Duel against that unit?

A. No, ATTACKER's declared BFF attack is resolved first.

If the declaration of a Gun Duel suspends all DFF opportunities by other units even if the attacking vehicle is not eligible to fire first, would the same be true if the reason the vehicle did not qualify to fire first is one of the other conditions contained in the first sentence of C2.2401: that is, the vehicle would have to change CA, the DEFENDER's attack is Reaction Fire, or the vehicle is conducting an OVR?

A. It is not the declaration of a Gun Duel that suspends DFF opportunities, it is the declaration of BFF. If further MP need to be expended (e.g., change CA or OVR) before BFF can occur, other defenders may conduct DFF on those MP.

C2.2401

After resolution of a Gun Duel, is the application of the ROF as a negative DRM to subsequent Gun Duel DRM calculations restricted only to cases where the two original Gun Duel participants engage again? If yes, then there must be an additional

expenditure of MP for such a Gun Duel to take place, which would allow intervening DFF shots and possible Gun Duels, do such intervening Gun Duels impact on the later application of the ROF as DRM should the two original Gun Duel participants engage in another Gun Duel?

A. Yes. No.

C2.2401 & C5.33

An AFV wishes to BFF at a stack of broken units the start of its movement phase for 0 MP in accordance with C5.33. Sitting beside the broken units and in LOS of the BFF AFV is another unit friendly to the broken stack. May the third unit declare a Gun Duel vs. the BFF vehicle or is the Gun Duel restricted to only the AFV and broken units?

A. Third parties cannot intervene.

C2.2401, C5.33, & D7.21

A vehicle is in bypass of an Infantry Unit in a woods hex. The vehicle declares Bounding First Fire against the Infantry Unit prior to expending any MP. Can the Infantry Unit declare a Gun Duel? If the Infantry Unit wins the Gun Duel can it use CC Reaction Fire (D7.21) as its attack?

A. Yes, if not held in Melee (e.g., vehicle was in Motion). Yes. {4}

C2.6

Rule C2.6 says in part "Only mortars, AA Guns (2.22) and Guns capable of using AA fire may fire-at/affect a higher-level target if the range to that target is < the elevation difference between the firer's and the target's Location." Does "mortars" here include SW mortars? In other words, may a SW mortar fire-at/affect a higher-level target if the range to that target is < the elevation difference between the firer's and the target's Location?

A. Yes.

C3. & C6.2

Assume the following situation: A Mortar is 6 hexes away from a building hex that contains a concealed enemy unit. No To Hit DRM apply, so the Basic To Hit Number for the Area Target Type is 7 and vs. the concealed unit Case K (+2) applies. So I need a 5 or less to hit the concealed unit. If I roll a 6 or 7 I miss the concealed unit but do I still "hit" the building so I can roll an effects DR vs. it to possibly rubble it ?

A. No.

The same situation but the building hex is empty and I want to try and rubble it. Do I have to add Case K in this case as well (hitting a potential HIP unit) before I can make an effects DR?, or do I "hit" building in this case with a TH DR <= 7 ?

A. You have to add Case K. {2}

C3.2

Are you allowed to deliberately place a Gun with its barrel/vehicle front towards a hexside rather than a hexspine? The intention would be, in the case of a concealed Gun, to give the impression of the Gun having another CA than is actually the case.

A. No, unless you want to agree on a House Rule.

C3.33

If there are no non-hidden enemy targets in a hex within LOS of a mortar, can that mortar fire and hit enemy units that are out of LOS in that hex? (e.g., units IN gully or lower level building Locations)

A. No.

C3.33

Can we please have a ruling stating that I need LOS to a non-Aerial Location in the hex to be able to fire ATT.

A. You must. So let it be written, so let it be played. {4}

C3.33 & C5.6

Can a gun that has fired ATT and is marked with a fire counter intensive fire using ATT?

A. Yes.

C3.33 & C5.6

Can a gun that has fired on the ITT/VTT and is marked with a fire counter intensive fire using ATT?

A. Yes.

C3.33 & D10.1

Is a wreck considered to be an enemy target?

A. Not for purposes of whether or not a mortar can use a wreck as an “enemy target” in order to hit units that are out of LOS.

C3.7

A situation occurs where three squads are in a single building location. A gun fires at them and scores a Critical Hit. Two of the three squads are selected to receive the Critical Hit through Random Selection. The Critical Hit result is “1KIA”. Are both of the critically-hit squads KIA?

A. Do another Random Selection between the two to see which gets KIAed or if both do.

C3.71

An EXC in C3.71 makes it clear that the additional TEM for indirect fire vs. lower building levels is *not reversed* on a CH. Does that TEM therefore still apply as a positive DRM?

A. No. {2}

C3.71

A 50* Mortar gets a CH on a unit in the ground level of a two story wooden building hex. C3.71 states that higher building level TEM is an exception to the reverse TEM applied to a CH. So what is the DRM for the CH – is it:

a) -2 (reversed ground level wooden building TEM) and +1 for the higher building level making a net -1?, or

b) -2 for reversed ground level building TEM and ignore the higher level.

A. b) -2; ignore the higher level.

C3.71 & C11.4

C11.4 says “A CH automatically destroys both the Gun and its manning Infantry.” (end of C3.71 says the same thing). Would “automatically” mean that one does not roll a subsequent IFT DR in that case (thus avoiding any Sniper activation [due to the IFT DR] and/or Fire or Rubble creation in appropriate terrain)?

A. No IFT DR if there is nothing else to affect. If there is something else to affect (i.e., terrain), make another DR.

C3.76

When using WP OBA, does one get a Critical Hit by treating it as a WP smoke grenade and any MC with a colored die of 6, get the TEM added to the roll? Or is there another mechanism for OBA CH?

A. No, use C3.76 (thus using 3.7).

C3.8

Does the 37L firing a Steilgranate 41 get multiple hits?

A. No.

C3.8 & D4.2

A Gun capable of Multiple Hits per C3.8 fires on a hull down target and rolls a 3,3. This result is \leq the modified TH, so would normally hit the target and result in two to kill DR. The first hit is a hull hit, and has no effect vs. a hull down target. Do you make the TK DR solely for the purpose of the location of the second hit, or is the second hit forfeited because the first TK DR can have no effect?

A. No; yes.

C3.9 & D4.3

An Underbelly hit occurs. Aerial armor factor is used and the result equals the to kill required. Is the result a Shocked vehicle (i.e., it did use the turret location mechanics to determine location)? Is the result an Immobilized vehicle (i.e., all underbelly hits are treated as hull hits for resolution effects)?

A. Shocked. {2}

C5.

During the Defensive Fire Phase, does a DEFENDER Motion AFV apply Case C4 including Case C2 for fire against an ATTACKER AFV that expended 1 MP in LOS during the ATTACKERS Movement Phase? Or, does it apply Case C4 including Case C, regardless the number of MP spend by the target?

A. No (although it sounds like Case J2 would also apply). Yes. {4}

C5.11

I wonder whether the CA restriction is in effect even if a Tank fires its CMG out from a woods/building/rubble hex? In other words, after taking such a shot, may the tank change its TCA to fire the MA in another CA?

A. No, unless the CMG is the MA. Yes.

C5.35 & D2.42

A vehicle is marked with a motion counter and in the DFPh fires its Main Armament at an infantry target (it does not have a stabilized gun). D2.42 states that Case C4 must be applied to the To Hit DR because the vehicle is in motion. When applying C4 which of the following is correct?

A. The only modifier is the doubling of the lower dr because Cases C, C1 and C2 are only applicable in the vehicle's own movement phase.

B. The lower dr should be doubled and Case C (including Case B) applies because in rule C5.35 the words "if applicable" only relate to Cases C1 and C2.

C. The lower dr should be doubled and Case C (including Case B) applies for some other reason I cannot find in the rules.

A. B.

C5.6, D3.3, & D3.51

In its MPh, an AFV Fires its MA and loses rate. It also fires all of its MGs from the same Location in accordance with D3.51. May the AFV declare an Intensive Fire (IF) shot? If so, may that IF shot be used to fulfill the EXC in the last sentence of D3.51 and fire that IF shot in another hex or would the IF shot limited to the Location which it has already fired from?

A. Yes. Limited. (That is, you can IF in BFF but not from a different hex.)

C5.6, D3.3, & D3.51

In a Friendly Mph, can a vehicular MA fires using Bounding First Fire, loses its rate of fire, move to another hex and then intensive fire?

A. No.

C6.2 & C13.5

If a MOL-P fires using the Infantry Target Type at a hex containing no non-HIP enemy units (perhaps in an effort to place Smoke), does the Case K DRM (C6.2) apply to its TH DR?

A. Yes.

C6.5

Regarding the clause "or they fire Inherent FP/SW" in C6.5 – A German MMC has a MTR and MG SW and acquisition on hex A1. Does it lose acquisition if it fires a PF? Does it lose acquisition if it fires the MG? That is, does the phrase mean all SW or just Inherent SW?

A. Yes to both. All SW.

C6.5

During the MPh, squad A enters a Location occupied by the non-moving squad B, where it is fired on by a Gun using ITT. An acquisition marker is placed. Squad A then continues to another Location that is also in LOS of the Gun. May the Defender choose to leave the acquisition marker in the Location occupied by squad B?

A. No.

Same situation, but squad A ends its MPh in the Location of the shot. Later in the MPh, squad B moves to another Location in LOS of the Gun. May the Defender choose to track squad B with the acquisition marker?

A. No.

During the DFPh, a Gun fires at a Location containing a Known enemy unit and a concealed enemy unit, using ITT. The result of the shot is "no effect" on both. An acquisition marker is placed. A subsequent shot in the DFPh causes the concealed unit to lose concealment. During the APh, the two units advance to different Locations, both in LOS of the Gun. May the Defender choose to track the previously concealed unit with the acquisition marker?

A. Yes, when the unit lost concealment it became part of an acquired stack.

A squad and AFV are moving, using Armored Assault, and are fired on by a Gun using VTT. An acquisition marker is placed. Subsequently, the squad and AFV move to different hexes, both in LOS of the Gun. May the Defender choose to track the squad with the acquisition marker?

A. Yes since it was part of an acquired stack.

Same situation, but the Gun uses ITT instead of VTT on its shot. When the squad and AFV split, may the Defender choose to track the AFV with the acquisition marker?

A. Yes since it was part of an acquired stack.

C6.5

The acquisition loss due to its manning infantry firing inherent FP seems to apply only to "Guns", which could mean that infantry possessing a SW mortar would not lose acquisition when firing its Inherent firepower...

A. Incorrect.

C6.5

A Gun has acquisition on a unit and there are 4 hindrances between the Gun and the target hex. A vehicle moves and creates vehicle dust which momentarily causes the 4 Hindrances to be raised to 6 Hindrances thus blocking LOS (but only momentarily as the vehicle then continues to move and the vehicle dust moves with it). Is acquisition lost due to the momentary loss of LOS? The chart for Acquisition loss states that "A Guns Acquired target counter is removed if the target is no longer in the Guns LOS (see also C6.15)". Rule C6.5 lists LOS loss due to the acquired target moving as a cause of acquisition loss, as does C6.15, but does not otherwise list LOS loss as a cause for acquisition loss.

A. Acquisition is not lost.

C6.5 & C6.55

A non-gyrostabilizer vehicle with Acquisition goes into motion without leaving the location or changing CA. Provided the vehicle does not fire, is that Acquisition lost immediately? If no, can the vehicle change VCA if the Acquisition is from a turret mounted weapon that maintains the same CA and still retain its Acquisition? Would your answer be different if the weapon was bow mounted and the TCA was the one that changed?

A. Immediately. NA. No.

C6.5 & D3.3

Can you gain Acquisition when using Bounding First Fire?

A. No Acquisition retained in BFF unless Stabilized. {4}

C6.52

Must a unit have been the target of a Gun to be tracked by that gun's acquisition?

A. Yes, or it must have been part of a stack that was acquired.

For example, if a unit moves into a location with an 1/2" acquisition counter and subsequently advances out of the location without being fired upon by the gun that has the location acquired, can/must that advancing unit be tracked?

A. It cannot, unless by moving into the location it became part of a stack that was acquired.

C7.21

Rule C7.21 says "The Basic TK# vs an AFV hit (or attacked by FT...) in its armored Rear Target Facing is always increased by one". HE & Flame TK Table says (Note B, for FT) that ONLY TK# modifiers are "Half if Long range, +1 if CE, +2 if OT" Does rule C7.21 really apply for FT/DC/MOL attacks vs AFV's?

A. Yes, since it is not specifically negated in C7.344.

If the answer is YES, does it apply the same if the AFV is fired through the Hull Rear Target Facing & Turret Front Target Facing (or vice versa), due to different VCA and TCA?

A. To see if the Rear Target Facing applies, you must use the VCA for a Hull Hit or use the TCA for a Turret Hit (C3.9).

C7.344, D2.42, & D3.6

A Motion AFV with a bow ft which has a normal range of two and extended range of one fires at two hex range at a stationary, enemy AFV. Does the firing AFV pay the following penalties for it's being in Motion, since it is attacking on the TK table, does it get to use the 8 TK #, or would it be halved for Motion to a 4?

A. TK is not halved for Motion fire.

C7.42

Does a passenger roll for crew survival after a failed UK recuperation ?

A. No CS.

C8.1

When do you declare special ammo? Before the LOS thread or after?

A. As part of the attack declaration, before checking LOS.

C8.31 & German Ordnance Note 7

The APCNR of the German le PaK41 (40LL) uses the APCR TK table, and TH mods. What, though, is the HE equivalency of this not-apcr, not-ap shell? 1 FP or 2 FP?

A. 1 FP as if APCR. {2}

C8.52 & C13.46

If a Bazooka is firing at the 2nd level of a multi-level building (with a ground, first, and second level) is the WP counter placed on the 2nd level of the building?

A. No, while WP may hit (and thus affect) the upper level, the WP counter is placed at ground level.

C8.6

May the DEFENDER fire WP (either using Area Target Type or from a BAZ45) as Defensive First Fire against an ATTACKER's moving unit (s)?

A. Yes (C8.6), however, the WP would still have to be fired before any non-SMOKE ammo in that phase.

C8.9 & D3.7

If a gun malfunctions by rolling 12 on the TH table during the PFPh, is it marked with the appropriate Prep Fire counter?

What if the gun was attempting to use Special Ammo when it malfunctioned?

A. Yes to both.

C9.3

A Spotter must be Good Order to spot. A new Spotter may not be designated until the original Spotter is "eliminated, broken or captured". Does this mean that a berserk spotter forfeits any possibility of designating another Spotter, at the same time as it, being no more in Good Order, cannot spot. And thus, does one have to wait, either its elimination, either its return to normal (most often after having charged the ENEMY and being no more adjacent to the mortar it originally spotted for)?

A. Yes.

C9.31 example (last 3 lines): does this mean a spotter loses a mortar acquisition under all the loss conditions expressed in C6.5 (as if it were firing the mortar itself), such as: interdicting, leaving present Location, etc.?

A. Yes.

Two remarks about the rules (but I might be a bad reader): Only does the example of Spotting rules prove that acquisition is possible.

A. It is possible.

C9.3

May vehicles with MTR MA utilize Spotted Fire C9.31?

A. Yes. {1}

C9.3

The rules states that you "declare" a spotter. In what way do you do this? You state something like "This unit C will spot for MTR B." Is it in any way secret?

A. Only if the spotter is hidden—then simply write something like "spotter for MTR B" next to its hidden status that you wrote on a paper for later verification.

Do you need to tell your opponent which mortar is declaring a spotter?

A. You should tell him the ID letter of the MTR and of the spotter.

Does the opponent have the right to know the ID letter of the spotter? To verify it's not a dummy?

A. If either the MTR or the spotter is concealed or HIP, simply note the IDs on a paper for later verification. {2}

C9.3

"... the Spotter must be predesignated by the owning player during his PFPh/DFPh ..." May a Spotter be predesignated during setup? If yes, when must this predesignation be declared?

A. Counting DFF as part of the DFPh for this exercise, the Spotter may be recorded *anytime* prior to the start of the firing phase, with that designation becoming *effective* at the start of the firing phase. {4}

C9.3

C9 – Spotted Fire. The rules state that a spotter is designated during the owning player's Prep/Defensive Fire Phases. They also state that a HIP unit can spot, but must be "recorded" as such. Can the designation of a spotter take place during setup? (I assume yes, because of the comments about a HIP unit being "recorded" as the spotter.)

A. Yes; counting DFF as part of the DFPh for this exercise, the Spotter may be recorded *anytime* prior to the start of the firing phase, with that designation becoming *effective* at the start of the firing phase.

When a spotter dies/breaks/is captured the rules state that you must wait "until the start of the owner's MPh following such a loss of the original Spotter". Since you must designate during Prep/Defensive Fire, this effectively means you must wait till the player turn *following* the owner's next MPh. Is this correct?

A. No; see ASOP step 3.11A. {4}

C10.11 & C10.3

May a unit attempt to Push [C10.3] more than one Gun per MPh? May a second Gun be hooked up to a vehicle that already has a Gun hooked up to it?

A. No to both.

C11.1 & C11.4

An infantry unit possesses at least 2 Guns in the same hex (assume not in a building, and non-Trench or Pillbox location). At least one of the Guns is not emplaced. When fired upon in the following cases, may the infantry receive the +2 emplacement DRM?

1. The hex is attacked by infantry firepower (or IFE), OBA or other non-ordnance firepower resolved on the IFT.
2. The emplaced Gun is attacked by ordnance using the Infantry Target Type.
3. The non-emplaced Gun is attacked by ordnance using the Infantry Target Type.
4. The hex is attacked by ordnance using the Area Target Type.

A. Assuming at least one Gun is emplaced and one is not, the crew receives the +2 in all four cases, but the non-emplaced Gun will be easier to hit (assuming sizes are the same) when both are attacked at the same time on the ITT.

C11.4 & C11.5

Does Indirect Fire from OBA have to originate within the guns current CA for the gunshield DRM to apply? Does Indirect Fire from on-board Mortars have to originate within the guns current CA for the gunshield DRM to apply?

A. No to both; see 11.4; ("all forms of Indirect Fire" includes attacks which do not "originate within its current CA.")

C11.5 & D7.15

A non-emplaced Gun with a Gunshield is being Overrun in Open Ground. Does the -1 FFMO DRM apply in such a situation? Does the Gunshield DRM apply if the attacking vehicle is entering through the Gun's CA? Does the Gunshield DRM apply if the Gun has to (and does) change its CA to contain the hexside through which the attacking vehicle is entering?

A. The D7.15 -1 FFMO would apply, but Gunshield is NA for in-hex attacks (C11.5).

C13.24

Does a vehicle mounted ATR also have a Small Arms 1 FP? If answer is "yes", can it add the 1 FP to its MG attacks?

A. Yes to both.

C13.24, C13.25, & D3.44

Does a vehicle mounted ATR also have a Small Arms 1 FP? If answer is "yes", can it add the 1 FP to its MG attacks?

A. Yes to both.

If so, does the vehicle's ATR MA benefit from PBF/TPBF (if applicable)?

A. Yes.

Is the ATR's 1 FP included in the vehicle's OVR FP calculation (presumably multiplied by 3/2 and added)?

A. No; see D7.11.

Does C13.25 allow a vehicle leader to apply his leadership modifier to any ATR MA attack on the IFT?

A. D3.44 allows an Armor Leader to modify an ATR MA TH or IFT DR. {2}

C13.3 & C13.31

May a passenger in a HT search for and fire a PF?

A. Yes.

C13.7 & D7.213

A PzVIB moves ADJACENT to a British squad in an ABTF scenario and is eligible to be street fought. The squad passes its PAATC and moves into the road location. The squad then rolls for Gammon Bomb availability, rolls a 6, and is pinned. Does the squad still get to make it's CCRF attack vs. the PzVIB? Basically, is the squad pinned in the commission of its attack, or prior to?

A. Yes. In the commission of it's attack

Chapter D

D1.322 & D1.33

Questions are about which ones are really 1MT AFVs and restrictions on those AFVs:

A: Are all vehicles recognized by a large thick square with no corners “1MT AFVs” even if MA is defined as Bow Mounted and so NT type by D1.33?

B: May a 1MT AFV with a Bow Mounted MA fire if CE, i.e., does this CE/BU status only affect turreted weapons?

C: Is a 1MT AFV with a Bow Mounted MA RECALLED if Stunned, or does this special Stun rules only affect if MA is turreted?

D: Is a 1MT AFV with a Bow Mounted MA Stunned limited to BU status for the remainder of its time onboard?

A. Yes to all.

D2.18

Is a vehicle prohibited from expending more MP than the minimum required, to enter a new hexside of its current hex while using VBM?

A. Yes it is so prohibited. {1}

D2.3 & B31.11

If a fully-tracked vehicle uses a narrow street to move up hill (assuming no add on MP costs) , is the MP cost five MPs?

A. Yes.

D2.3 & D2.5

A vehicle is spending its last two MP to do VBM. Hexside clearance proves to be insufficient (D2.3). According to D2.3, the vehicle must expend one extra MP to stop in its present position. As the vehicle has run out of MP, must the vehicle attempt ESB for that purpose?

A. It must attempt ESB to stop. If it cannot attempt ESB (e.g., D2.6 or already ESBed), it does not stop.

D2.3 & D2.6

A vehicle enters the location of a vehicle he can't destroy or shock with a 5 TK (as per D2.6), then spends its last two MP to do VBM in an adjacent hex. Hexside clearance proves to be insufficient (D2.3). Shall the vehicle return to the vehicle's location, where it will end its MPH (since he ran out of MP)?

A. It must end its MPH non-stopped in the other vehicle's Location. Even if it had MP left it would not stop.

D2.3 & D9.31

If Infantry that is using Armored Assault enters a woods/building obstacle, may the accompanying AFV use VBM?

A. Yes.

D2.31

D2.31 says : “... VBM is not allowed along a hexside already containing another Bypass vehicle/wreck along that hexside.” Can a vehicle bypass a hexside, one of the vertices of which belongs to another hexside which contains another Bypass vehicle/wreck?

A. Yes.

D2.33

A vehicle is in bypass of a hex (the “old” hex). It spends one MP to change CA and enters bypass of a “new” hex. This might be on a hexside parallel one of the “old” hex's hexsides, or it might be on a hexside that radiates from the “old” hex. The vehicle can be attacked on the one MP at the vertex where its CAFP was when it changed CA. In which hex is the one MP for CA change considered spent, the “old” hex or the “new” hex? This has implications for range when attacked on the CA change MP, which hex can use CC-RF, whether a BU OT vehicle can be attacked by small arms, etc.

A. If Defensive First Fired upon or Immobilized before it can complete its move, it is considered to be at the same CAFP and Target Facing last occupied before the VCA change. (D2.33).

D2.4

“A vehicle may end its MPH in Motion without expending all of its MP only if it has insufficient MP remaining to enter the next hex it wishes to enter.” May “unspent” MP be used to determine Defensive Fire opportunities? E.g.: Suppose an Armored Car wishes to enter a Brush hex (cost: 4 MP) but it only has 3 MP remaining unused in this MPH. Per D2.4, the AC may end the MPH in Motion with 3 MP left unspent. May the AC be attacked on those remaining 3 MP (or some fraction thereof) as if it had actually spent them? If the AC had only just entered an enemy unit's LOS and had expended ≤ 3 MP in doing so, may the enemy unit wait for (some portion of) the “unspent” 3 MP to be “spent” so as to avoid the Case J1/J2 Limited Aim penalties?

A. No to all. {2}

D2.4, D2.401, D12.1, & E11.535

Can a wagon counter be marked with a Motion counter?

A. Yes.

Assuming yes, what is the mechanic for placing/removing the Motion counter absent the expenditure of a MP, does the player just say his wagon stops or remains in Motion and places the counter (or not) accordingly? Can this only happen during the MPh?

A. The player simply states that the wagon will remain In Motion and places a Motion counter – otherwise it is assumed to Stop. Wagons may make Motion Attempts (D2.401).

Are wagons vehicles for the purpose of to hit case J or can J³ apply instead?

A. Case J (but never J¹, J², J³, or J⁴) will apply.

D2.401 & D13.2

Can a motion attempt be made in the same MPh following a successful firing of a Smoke Dispenser?

A. Yes. {2}

D2.401 & D14.2

A 2-AFV platoon exists. At the start of the enemy MPh, an enemy squad is only initially in the LOS of one of them. The enemy squad moves next to the one that did not have LOS. A. Can this move trigger a Motion Attempt dr by the AFV who had no initial LOS, hence possibly granting Motion to the other AFV who did have LOS as well? (With the appropriate +drm platoon size modifier) or B. Or can the Motion Attempt not be triggered because (at least) one member of the platoon initially saw them from the start of the enemy MPh?

A. A.

D2.5 & D8.3

Can a tracked vehicle make an excessive speed attempt if it expended more than its MP allotment becoming freed from bog?

A. Yes.

D2.6

Per D2.6 the TH possibility is of no concern when determining if it is allowed to stop a vehicle in an enemy AFVs hex. Only the TK calculation with a non depletable Ammo type at the moment of entry matters. Is it allowed to include the CH TK# in this calculation? To allow stopping is it enough to score a Possible Shock with a DR of 5?

A. No. No.

D3.3, D3.51, & D7.

An AFV fires its MA as bounding first fire during its MPh (retaining ROF) but does not fire its MG armament. According to Rule D3.3, the result is that it does not place a bounding fire counter but, per Rule D3.51, it is now prohibited from using its MGs after moving to a different hex. May the AFV now move to a different hex and conduct an OVR using only its base 4 FP given that Rule 7.1 only prohibits a vehicle covered by a bounding fire counter from carrying out such an attack as opposed to a vehicle that has previously fired?

A. No OVR

D3.3 & D3.53

Can a vehicular MG that is the vehicle's MA, fire a "AFV To Kill DR" as Bounding First Fire? If so, why does the portion of A9.61 that says "Such an attack must be made...without any form of halved FP penalty imposed..." not apply?

A. Yes, just as it can in AFPh. Because of D3.53. {1}

D3.4 & D6.65

Can an Armor or Passenger Leader direct the MA of a vehicle with a MG listed as the MA such as the 4 FP AAMG listed on a Jeep as the MA?

A. An Armor Leader cannot be in a Jeep but can direct MG MA of an AFV. A passenger leader can only direct the MG of an armored HT as part of a FG.

Can an Armor Leader influence/direct the MA on a M16MGMC when using IFE? Can an armor leader direct/influence the FT on a M3A1 Satan since it's listed as its MA?

A. Yes to both.

D3.44

Finally D3.44 indicates armor leaders may modify the MA's IFT rolls, but canister does not list armor leaders as a potential modification. Can armor leaders be used to modify a Canister attack?

A. Yes.

D3.51

If a vehicle fires its MG armament, but NOT its MA, as Bounding First Fire, does one consider the MA to "maintain ROF", so that the vehicle may move to another hex to fire its MA? Or MUST one fire the MA from the same hex as the MG, just hoping the ROF is maintained, so that the vehicle may move further and fire its MA from another hex?

A. No. Yes.

D3.7 & D5.341

When an AFV has its MA disabled, but cannot exit by Friendly Board Edge (e.g. a roadblock cuts exit through only bridge of flooded stream), must: a) the crew abandon AFV or b) the AFV move to the limit of exit possibility?

A. They would go as far as they can and then have to Abandon the AFV.

D4.22

Is a Russian tank of American manufacture (such as a lend-lease M4/76(a)) subject to the +2 HD maneuver attempt DRM?

A. No.

D4.22 & D4.222

Is it possible to be HD across a cliff or double crest hexside by performing the HD maneuver dr?

A. No.

D4.223 & Russian Vehicle Note 21

Can T-35 45L turreted SAs fire from a HD position? (Not marked as Bow weapon in the vehicle note list)

A. Yes.

Can T-35 2x2 turreted MGs fire from a HD position? (Marked as BMG in the counter)

A. No.

D5.311

Is the Inherent Crew of a BU OT AFV which is hit by (non-Air Burst) Indirect Fire Vulnerable?

A. No.

D5.311

Is the Inherent Crew of a BU OT AFV Vulnerable to Aerial fire?

A. No. {4}

D5.33

A BU AFV enters a new hex whereupon the DEFENDER fires DFF on the AFV. Once that attack has been resolved and the DEFENDER indicates no further DFF, may the AFV go CE and fire with BFF without having to spend another MP?

A. Yes.

D5.33

An ht (250/1) in BU status with a HS and a Ldr inside take a shot in his MPh resulting in a Immobilization. The crew doesn't pass the TC and goes outside the ht. May the Passengers go CE in the next APH?

A. Yes.

D5.34

If a vehicle is stunned in its turn can its pinned or broken passengers disembark normally as if the vehicle wasn't under the effects of stun?

A. No, a Stunned vehicle cannot do anything.

D5.341

Under this rule a vehicle that suffers recall must as its first action unload passengers. In regards to this application can the inherent passenger/crew of vehicles such as 251/sMG or a 251/2 unload their weapons before leaving due to recall or are they considered part of the vehicle for recall purposes?

A. Passengers may as long as they do not expend any additional MP to do so (e.g., 251/sMG). Crews cannot (e.g., 251/2).

D5.341

A vehicle that is recalled must move to the Friendly Board Edge that costs the least amount of MP. Does this also require it to go CE to use road bonus, travel through hexes that contain enemy units, and bog hexes (even if avoidable normally)?

A. Yes to all.

D5.341

Does a Vehicle Recalled due to its MA being Disabled suffer the +1 TH/MC/TC/IFT/CC penalty of D5.341?

A. No. {4}

D5.341 & D3.7

The last line of D5.341 states that if an AFV is under RECALL it eliminates any Armor Leader present in that AFV (EXC Inexperienced Crews). Does this Armor Leader count for CVP purposes? Would this also apply if the vehicle is Recalled due to Main Armament being disabled?

A. Yes. No.

D5.341, E1.53, & G2.22

Is a vehicle under any form of Recall subject to straying?

A. Yes; Straying applies normally.

D5.42

A hex contains an Abandoned Jeep (9PP capacity) and a Half-Squad possessing a 3 PP SW. At the start of the MPh...can the HS re-man the Jeep while at the same time placing the SW in the Jeep as well?

A. No.

D5.42 & D6.631

How are "inherent" weapons such as the Carrier C PIAT re-loaded after they take counter form?

A. Per D6.631 and per D5.42.

Do they remain as counters, costing PP, rather than resuming "inherent" status?

A. No, they become inherent again.

Must the PIAT take counter form when it is fired by the inherent Crew from the vehicle?

A. It must take counter form to fire, thus requiring that there be room for the 1PP. {4}

D6.21

"A Rider on a turreted AFV must Bail Out if the AFV changes its TCA." The TCA will normally change every time the vehicle's VCA changes. Should this actually read "... if the AFV's TCA changes relative to its VCA."?

A. That is how it should be read. {2}

D6.24

D6.24 says: "Bailing Out never costs the transport any MP but for Defensive First Fire purposes the Rider is considered to spend all remaining (but at least one) MF subject to FFNAM."

Is that MF expense considered as part of the resolution of the fire that caused the Bailing Out?

A. No.

Is then the residual fire of the shot that made the unit Bail Out placed after the MF expense?

A. No, before.

Would that mean that other DFF only occurs vs the rider after his Bailing Out, on the expended MFs (minimum 1 MF) of the Bailing Out, using FFNAM vs the unit which now is Infantry?

A. Follow-up DFF can occur against either the pre-Bail Out MP or against the post-Bail Out MF; the target would still have it's post-Bail Out status though in either case.

If that MF expense is *not* considered as part of the resolution of the fire that caused the Bailing Out, could the Bailing Out riders be attacked by the residual fire that caused the Bailing Out?

A. Yes, if it is subject to more-negative/less-positive DRM (A8.22). Note though that in addition to FFNAM, the target will usually get AFV TEM as well.

Would such an attack by RF only occur if DRM are less than when the Rider was initially fired at, when still a rider?

A. Yes, a second attack by RF would require worse DRM basically.

Would that mean that other Defensive Fire could be taken against the Riders, before they Bail Out?

A. No, just like if a shot breaks a unit then for all other shots it is in its broken state.

D6.24

The situation is that I have a scenario which says "Riders are Fanatic". When does the Fanatic benefit cease? As soon as he bails out, or until all MF are spent? D6.24 suggests that he is still a Rider (and hence Fanatic) until all remaining MF are spent.

A. At the instant of Bailing Out, before the MF are spent.

D6.4

Can a vehicle spend any MPs prior to load infantry not including 1 MP to bring a Motion vehicle to stop, if not a moving vehicle as per C.8?

A. No, it cannot spend any MP.

D6.5

A Russian ZIS-5 Truck (21 MP allotment) spends 5 MP and an additional 1 MP to stop = 6 MP. There the Truck unload its passengers. Have infantry 1 MF already to spend, because the vehicle has expended more than 1/4 and less than 1/2 of its MP allotment? or Have infantry 2 MF already to spend, because the vehicle has expended 6 MP (1/4 of its MP allotment, rounded up)?

A. The (soon-to-be) Infantry have spent 2 MF prior to the actual unloading which costs 1 MF for a total of 3 MF. Thus it has 1 MF left as Infantry.

D6.5

D6.5 permits Passengers of a Stopped vehicle to Unload in the MPh if that vehicle has Prep Fired (although they are prohibited from leaving the vehicle's Location if they do so). In such a circumstance, for Defensive Fire purposes, how many MF are the Personnel considered to expend in the act of unloading? How many (if any) MP is the vehicle considered to have expended (or is the vehicle immune to Defensive Fire while the Passengers unload in this circumstance)?

A. One MF. Immune. {2}

D6.5, D6.631, & D6.83

The last line of D6.631 says that a crew abandoning the HT (or Carrier) *could* remove "armament Removable by a Passenger". Does "armament" include SW? Just "inherent" SW (the Carrier C's PIAT) or portaged SW as well? Does this supersede D6.5? And if "Cs" as well as "Ps" can do it, where does that leave "Rs"?

A. As a general rule, the last sentence of D6.5 remains correct. However, the last sentence of D6.83 allows the Carrier HS/crew to unload as per D6.5, so it could take the portaged SW with it in that manner. {4}

D6.5 & D8.1

If a vehicle bogs, can the PRC unload in the same phase when the inherent crew is not broken/stunned/shocked and the vehicle did not use more than 3/4 of its MP? D8.21 says the unit must end MPh immediately, D8.5 says that as long as the inherent is not broken/stunned/shocked, MP can be used for non-movement purposes – in the same MPh as the bog or not?

A. No unloading in the turn of bogging.

D6.64

Are Passengers/Riders "units"? If they are, does the D6.64 prohibition on multi-unit FGs include a single vehicle and its PRC?

A. Yes. No.

I.e., does the second sentence of D6.64 apply to ALL vehicle types? or only those that use the "carrier/armored halftrack" rules?

A. Yes; consider this second sentence to be an EXC to the first sentence's total prohibition against multi-unit FG by vehicles other than Carriers/armored-HT, thus allowing all vehicles to FG their non-ordnance (and non-FT/IFE) weapons with their Passengers.

No.

D6.8

Does a Crewed unarmed Carrier have firepower and range as though an unarmed halftrack w/a HS Passenger (or Infantry Crew passenger: Br MAVN U)?

A. A crewed Carrier with all of its armament malfunctioned/removed is an armed AFV with no FP.

D7. & D9.31

When an AFV and an infantry unit make an armored assault, can the AFV make an OVR during the same Movement Phase (with or without the infantry unit)?

A. Yes, presuming all the usual requirements are met, although the infantry would not ordinarily be able to enter the enemy-occupied Location during the MPh (with various exceptions).

D7.1, D7.11, & D7.15

An AFV announces an Overrun before it enters an Open Ground Hex containing an enemy squad. It then enters and pays the MP cost for entry [COT + 1/4 of printed MP for OVR]. The AFV is destroyed by Defensive First Fire prior to the OVR resolution, becoming a burning wreck. As per D7.11, although the vehicle is destroyed, the OVR will still be resolved but with half FP. Will the enemy squad receive a SMOKE DRM to the OVR attack, as a result of the Smoke from the blazing wreck of the Overrunning vehicle?

A. No.

An Armored Car (AC) declares an OVR against an enemy squad in an ADJACENT hex across a Hedge hexside (that is, the AC crosses a hedge in entering the OVR hex containing the enemy unit). The OVR MP expenditure is announced as a combined expenditure with that for entrance of the hex, as the AC enters the OVR hex (D7.1). The AC must make a Bog Check DR. This is done prior to OVR resolution (D7.1). The Armored Car Bogs and as per B9.4, the AC will be Bugged in the hex it attempted to leave, not in the OVR hex it was trying to enter. Does the OVR still occur (at half firepower)?

A. No

D7.1 & D7.2

If a CE American M3 ht enters an Open Ground Hex to OVR a known 467. Would the 467 be able to make an Inherent Fire Power Attack, before the OVR is resolved? Could it attempt a PF check before the OVR is resolved?

A. Yes to both.

D7.15 & SSR KGP3

In a KGP CG scenario does Very Heavy Mist affect an overrun attack as a modifier? Is the modifier for an OVR in an Open Ground hex -1 (open ground), or 0 (-1 open ground, +1 very heavy mist)?

A. Yes. 0.

D7.21

A Russian 4-5-8 w/ 5PP MMG elects to attack an ADJACENT AFV during the MPh with CCRF. It is attacking from a VotG gutted building – at night – (4MF to return) does the squad return to the building hex? or become CX/TI in the process? remain in the street? or can it drop the MMG in the building before advancing into the street? or drop the MMG in the street before returning to the building?

A. Yes. No. No, not voluntarily. No. No. {1}

D8.2 & D9.31

In Armored Assault the AFV takes a Bog check to cross a Bocage hexside after both the Infantry and AFV have declared their MF/MP to cross the hexside and enter the next hex but Bogs and so stays in the hex exited. Do the Infantry have to cross the hexside now without the benefit of Armored Assault or can they opt to stay with the AFV? If the answer is that they can stay with the AFV, did they use any MF while the Tank tried to cross the Bocage hexside and failed?

A. The INF may opt to remain with the AFV since they are moving as a combined stack (D9.31), but will then have expended the declared MF in that Bog Location. The INF may also declare they are splitting the stack (A4.2) and move across the Bocage without the AFV.

D8.21 & D8.23

A vehicle is moving in mud (or deep snow). The opponent makes a D8.23 secret Bog Check DR and dr. What D8.21 DRM apply?

A. Only those that are not hex/situation specific, e.g., Normal Ground Pressure would apply but Abrupt Elevation Change would not.

A vehicle is moving in mud (or deep snow). The opponent makes a D8.23 secret Bog Check DR and dr. Assume the DR is sufficient to Bog and the dr is not equal to one. The vehicle moves one hex in open ground then moves five hexes on a paved road, then five more hexes in open ground. The vehicle...

A. Bogs when the hexes moved equals the secret dr not counting the paved road hexes.

D8.3

What should the status be of a Bugged vehicle that expends its entire MP allotment or more becoming freed at the end of its movement phase? Stopped or in Motion?

A. Motion, since it didn't expend a Stop MP.

D8.3

Last sentence: "One armor leader in either AFV also modifies the colored dr." If there is no other Mobile AFV assisting Bog removal attempt and the Bugged vehicle has an armor leader inside, does the armor leader modify the colored dr anyway?

A. Yes. {1}

D9.3

Does a burning wreck in heavy winds provide a TEM of +1 to infantry in the same hex?

A. Yes (note the EXC for Heavy Winds in line 4 for D10.3). {2}

D9.3 & D9.54

Does the wreck left by a Dug-In AFV provide a +1 TEM to Infantry? Does a wreck from a Dug-In AFV still cause the MP penalties for entering hexes with wrecks?

A. No. Yes.

D9.31

Situation: An AFV, a squad and a leader are conducting armored assault. CX has not been declared. After spending 4MFs and 8MPs (due to bypass usage), the stack gets hit by First Fire. The result is: leader breaks, the squad HoB's and becomes berserk. Question: Can the AFV continue moving? If yes, for how many MFs?

A. The AFV can go as far as the leader (expending 6 MF) could have gone if it had continued to accompany the AFV.

D9.31

When using armored assault along a road can an AFV not use the road, but the Infantry use it?

A. Yes.

D9.31

Given that the ground location of a building/woods hex and any units occupying that location whether in the obstacle or in bypass thereof are in the same location and given the sizes of standard geo-board hexes and unit sizes, are the infantry units considered "beneath" that AFV for the purposes of determining if Armored Assault may be utilized? If the answer is "Yes", is there a difference for DASL?

A. Yes. No.

D9.31 & D14.23

A player wishes to use armored assault with a radioless AFV using non-platoon movement. Must the armored assault status be declared prior to the AFV taking the non-platoon movement NTC?

A. No.

D9.31 & D15.8

Is Infantry riding bicycles eligible to gain benefits if using Armored Assault?

A. Yes. {1}

D9.4

D9.4 says "There is a +1 Hindrance DRM to a same-level LOS for firing through (not just into or out of) a hex containing one or more wrecks/AFV...". If firing at a target through a hexside containing a bypassing vehicle in the target hex, does a +1 hindrance apply in addition to any TEM in the target hex?

A. No.

D10.5

Does even a single Disabled counter (even if for a non-scroungable weapon) prevent scrounging of all non-MA AAMG/SW/non-Fixed-Mount-BMG?

A. No. D10.5 is talking about “a functioning SW”...i.e., each SW is being discussed separately. Scrounging may be attempted as long as 1+ Scroungable weapon exists.

D11.1

When, by SSR, a unit has a Gyrostablizer, when is this information given to the opponent? (a) Upon scenario start, regardless of LOS; (b) upon loss of concealment; (c) upon first use, or (d) only when its use is necessary to change a miss to a hit, akin to an armor leader's DRM?

A. If Gyrostabilizers are specified in an SSR, they are only secret if the SSR states so. If so, they are revealed upon first use.

D13.32

A BU Sherman with a sM5 moves from its initial hex during its movement phase. The Sherman stops with its TCA pointing at hexspine A. The moving player then realizes that he wants to change its CA one hexspine and then try to fire the sM, so he spend 1MP to delay and makes use of the free CA change. What penalties does it pay for its sM attempt.

The vehicle is moving/Stopped, so does it pay the +2 DRM as if it had remained moving/Non-stopped?

A. Yes.

Does the Sherman pay a +1 DRM penalty (Fast turret) for the CA change that is freely made with the delay MP expenditure?

A. No.

Does the +1 DRM apply for being BU? D13.3 implies it does.

A. Yes. {4}

D14.2

Assume there are three radioless AFVs in hexes Z4, Z5 & Z6 of any board. It is the Prep Fire Phase. The tank in Z6 fires and is marked with a Prep Fire counter. It is now the MPh. May the tanks in Z4 and Z5 move off as a platoon, in effect removing the Z6 AFV from the platoon? Do they need to take a NTC to do so?

A. Yes. No.

The three tanks in Z4, Z5 & Z6 had formed a platoon at the start of their MPh in a previous turn (D14.2). Would this fact alter any of your answers?

A. No. {1}

D14.2

A side has four radioless AFVs that can enter on/after turn 1. Can they enter one at a time, e.g. on turns 1, 2, 3 & 4? A side has two radioless AFVs that have to enter on turn 1. Do they have to set up as a platoon?

A. Yes to both.

D14.2 & D14.23

Assume there are three radioless AFVs in hexes Z4, Z5 & Z6 of any board. It is the Prep Fire Phase. The tank in Z6 fires and is marked with a Prep Fire counter. It is now the MPh. May the tanks in Z4 and Z5 move off as a platoon, in effect removing the Z6 AFV from the platoon? Do they need to take a NTC to do so?

A. Yes. No.

D15.2

Is the motorcycle portage capacity listed *in addition to* the portage capacity required to actually transport the Riders? E.g., is it true to say that a squad-sized cycle counter is limited to 10PP which may only be used to transport personnel, not SW? Similarly, is it true to say that a HS-sized sidecar counter has a portage capacity of 7PP, but 5 of those 7PP can only be used by personnel?

A. Essentially yes to all.

I.e., motorcycle Riders cannot carry any additional PP other than that amount granted by the size and type of the motorcycle counter, correct?

A. Correct. {2}

D15.41, D15.53, & D15.57

In the D15.41 EX, shouldn't the leader be required to first Recover the cycle (at a cost of 1 MF and a successful Recovery dr) before mounting it?

A. Only enemy cycles need to be recovered.

D15.82

Do the principles of D15.2 apply to bicycles also, i.e., bicycle riders cannot carry any additional PP at all?

A. Correct. {2}

Chapter E

E.4, E1.53, & E1.6

E.4 explains how to work out the majority Squad Type for an OOB and for a stack but does not state how and when the majority squad type is to be used. E1.6 states that all units are classified as Lax, Stealthy or Normal at night and that Cloaking Counters are considered equal to the Majority Squad type of their side at scenario start. It also states that an SSR is the ultimate source of the definition (rather superfluously as that is the case with every rule). E1.53 deals with units/stacks that stray and refers to their classifications of Lax/Stealthy and Normal. A stack containing Stealthy and Normal units not under a cloaking counter is required to make a movement DR as per E1.53. An SSR states that the side's Majority squad type is Lax - what are the mechanics for determining the classification?

A) My opponent argues that the stack should use the Majority Squad Type of the OOB because this is defined by SSR.

B) I argue that it should use the majority squad type of the stack as defined by E.4, the SSR does not over-rule this as all it is doing is stating what the Majority squad type is for the OOB. Furthermore if the Stack Majority Squad type is not to be used then there is no need to define it in the rules as it would never be used.

Which is correct A or B?

A. A is correct. You would use B when there is no SSR defining MST.

E.5 & E1.1

Suppose NVR is 3. Suppose a drifted Parachute is two hexes from a light-AA-capable enemy unit with an otherwise clear LOS to that Parachute. Suppose there are no Starshell/IR counters close enough to matter. Does E.5 Aerial range limit NVR in this case? Specifically, is the Aerial Parachute beyond NVR of the light-AA-capable unit?

A. Yes, beyond NVR. {3}

E1.101

If two units are in adjacent hexes (e.g., two grain hexes) and only one of those hexes are Illuminated, are the units still considered to be ADJACENT (even though there is no LOS from the Illuminated hex to the non-Illuminated hex)?

A. Unit in Illuminated hex is Adjacent, unit out of NVR is ADJACENT. {4}

E1.12

For purposes of E1.12 Freedom of Movement is elimination in Close Combat of a unit of the attacking side considered to be a concealment loss activity for the unit eliminated?

A. The eliminated unit is no longer concealed.

Was it momentarily unconcealed (Before death) such that Defenders could lose freedom of movement.

A. Yes; FoM gained.

E1.2

Provided a MMC retains Concealment during a move...does any recorded (as being stacked with...and now moving with...the MMC) SMC/SW remain offboard (i.e., need not be revealed) since the recorded SMC/SW is *not* "in a different Location than that of the MMC at any point during the move"?

A. Correct. {1}

E1.2

E1.2 states this: "Neither the "?"/HIP units need set up in Concealment Terrain but lose "?"/HIP as if they were."

1. Does this mean that the SCENARIO DEFENDER can set up HIP and dummies in non-Concealment Terrain (including OG) and they only lose it as if they were in, say, a building (for example)—so they could sit out there HIP the whole time until they move/fire/get run into/etc.?

A. Yes.

2. If true, does this *only* apply to the dummies (somewhat implied by "?") and free HIP given to the SCENARIO DEFENDER? Or does it also apply to all of the concealed units that the SCENARIO DEFENDER sets up?

A. To all of the concealed (and hidden) units the Scenario Defender sets up.

3. If true, does the HIP/"?" part apply to additional HIP/"?" given to the SCENARIO DEFENDER, or just the 25% HIP/"?" in his allotment for it being Night?

A. It applies to all units setting up hidden/concealed and dummy stacks—regardless of how they are granted the ability to set up hidden/concealed.

4. If the SCENARIO ATTACKER has HIP (or can set up on board without cloaking), can they also do the same setup tricks?

A. No. E1.2 only applies to the Scenario Defender.

5. If an AFV or non-Emplaced Gun sets up in OG, does this allow them to not lose Concealment/HIP normally, even though they actually would at Night otherwise (until they lose the original Concealment)?

A. A non-emplaced Gun loses “?”/HIP the same as Infantry does. AFV lose “?”/HIP at night just as if it were daytime, although the Scenario Defender is always considered to be in Concealment Terrain.

E1.2

A leader is set up with a DEFENDER’s concealed MMC in a Night scenario, and side recorded and its counter is offboard (E1.2). Is the leader counter put on board if:

a) the leader directs the MMC fire and the MMC remains concealed and in the same Location (i.e., the firer is out of the LOS of the target and/or the target is not in Good Order)?

b) the leader fires a starshell and the MMC remains concealed and in the same Location?

A SW is set up with the a concealed MMC and its counter is offboard (E1.2). Is the SW counter put on board if MMC fires it and the MMC remains concealed (i.e. the firer is out of the LOS of the target and/or the target is not in Good Order)?

A. Yes to all.

E1.2 & E1.3

E1.2 tells us that Concealed/HIP units lose Concealment/HIP as if they were in Concealment Terrain, regardless of what the terrain actually is. E1.3 then reminds us that Concealment Loss/Gain at Night is identical to that of day, barring the EXC in E1.31 (which deals with movement). Hence, any non-movement-related reason for loss of concealment during the day still applies during Night (EXC: Fortifications E1.16), correct?

A. Except that all terrain is considered Concealment terrain for Concealment Loss purposes; E1.2.

So, would Infantry that would *ordinarily* AUTOMATICALLY lose concealment/HIP during the day *solely* for not being in Concealment Terrain still do so at Night?

A. No. {2}

E1.2, O11.621, P8.621, Q9.619, & R9.619

O11.621, P8.621, Q9.619, R9.619. In the referenced HASL CGs (RB, KGP, PB, ABTF), is there a limit to the number of squad equivalents that may be set up HIP during a night scenario?

A. No limit to purchased HIP at night.

E1.21

A unit on a No Move counter during a Night scenario is broken due to (e.g.) enemy Sniper or OBA. This in itself does not appear to remove the “No Move” counter. Is this correct? If so, and the unit routs, is the “No Move” counter removed, or does it stay with the unit as it routs?

A. Correct. It stay with the unit as it routs. {2}

E1.21

Is an armor leader considered a leader for this purpose?

A. No.

E1.3

A previous Q&A from MMP asserts that A12.141 applies at Night just as it does during the day. E1.3 doesn’t refer to concealment loss at all. It then goes on to point out that E1.31 is one of the ways in which Night concealment differs from Day concealment. E1.31 is entitled “LOSS” and discusses how concealment can be lost (or not) at night through movement. How should E1.31 be read—is it modifying normal concealment loss rules for movement *only*, or is *only* movement the method by which concealment at night is lost? (In other words, is E1.31 talking about the *exceptions* to the normal concealment-loss rules, or is it *replacing* the normal concealment-loss rules? If the former, shouldn’t it be entitled “MOVEMENT” rather than “LOSS”?)

A. The former. (The *exceptions*. Perhaps.)

I also note that the Night Summary Chart on the Chapter E/Chapter Q divider, under the section “CONCEALMENT LOSS”, lists only three cases: Non-Assault Movement in Illuminated/enemy-occupied Location; Assault Movement in enemy-occupied Location; and Firing when in Illuminated Location or within NVR. Should this chart be read as listing the *exceptions* to normal concealment-loss rules? If so, why doesn’t it say so?

A. Yes. It could be clearer. {4}

E1.31

A cloaking counter is using non-assault movement and causes a defender to fire a starshell which, subsequently, illuminates the Cloaking unit's Location. May the Cloaking unit continue moving and retain Cloaked status by expending its next MF to enter a non-Illuminated hex? Would Cloaking be retained if the hex was out of LOS of all defenders?

A. Yes to both.

Following this illumination, if the Cloaked unit chose to "go to ground" (per E1.31) is it subject to Defensive First/Final fire (due to the MF expended to enter the hex prior to its illumination)?

A. Yes, based on the MF to enter the Location as usual.

Would such post-"going to ground" Defensive First/Final Fire benefit from any applicable FFNAM/FFMO modifiers?

A. Yes, per usual. {4}

E1.41 & E1.411

In a scenario which has an SSR that mandates that certain units start the scenario as Passengers/Riders/Cavalry, does the scenario attacker: receive one cloaking counter per squad-equivalent, or receive one cloaking counter per squad-equivalent that starts the scenario as Infantry?

In a scenario not bound by such an SSR, does the scenario attacker, but which contains potential Passengers/Riders/Cavalry, receive one cloaking counter per squad-equivalent, or receive one cloaking counter per squad-equivalent that starts the scenario as Infantry?

A. Squad-equivalents.

E1.4 & SSR VotG2

Q1: Can a cloaking counter start HIP?

Q2: Must ALL ATTACKER's infantry start cloaked, onboard and offboard?

Q3: How is an ATTACKER's gun and its crew treated when starting onboard?

Q4: Does HIP observers need cloaking counters too?

Q5: Can a unit in a reserve cloaking counter activate and immediately fire a 4+ PP SW?

Q6: Can a Soviet dummy or cloaking counter enter sewers in VotG? What ML does it roll against?

A. 1. No. 2. Offboard, yes. Onboard, no. 3. They could set up cloaked or HIP (if otherwise allowed). 4. No. 5. No. 6. Yes; 7. {1}

E1.411 & Chapter E Divider

Where the Chapter E divider summarizes the Cloaking rules, it says "One Cloaking counter per squad equivalent (incl. HS/Japanese-crews)". This implies that only Japanese crews are counted. The relevant rule, E1.411, says "The Scenario Attacker ...is allotted one Cloaking counter for each squad-equivalent in his OB...". Given the definition of Squad Equivalent, wouldn't a Scenario Attacker of any nationality also count its non-inherent crews in calculating its Cloaking-counter allowance?

A. Yes.

E1.43

Night rules are in effect, and a unit under Cloaking fires at a KEU which is in an illuminated location. The firing unit is not in an illuminated location, and is out of the NVR of any enemy unit. Does the firing unit lose its cloaking status, and is it placed on board under a "?" indicating that it is still concealed because it fired outside LOS of any enemy unit?

A. Yes to both. {1}

E1.51

Does the use of a road or path in concealment terrain (such a wood-road or a brush-path) negate the mandatory additional MF cost when a non-cloaked unit moves in a location like this during night?

A. Roads: yes; Path: no; see the exception at the end of E1.51.

E1.53

Once it has been determined that a stack must stray and after the hexgrain it will stray along has been determined, does the stack stray as a stack or does each unit stray one at a time?

A. As a stack.

Assuming the stack strays as a stack, what happens if the individual units making up the stack have different MF allocation: does the entire stack stop straying as soon as one of its units runs out of MF, or do units with MF left continue straying?

A. Yes. No. {4}

E1.53

Given that a unit entering from off board is not onboard at the start of its movement phase, is it required to make a straying DR during that turn of entry?

A. Once it is on board, it is subject to straying.

E1.53 & E1.531

A unit starts its MPH in LOS to a KEU (and not in/ADJACENT to a trench/bunker/road/path/gully/stream/river bank or Illuminated Location). It moves out of LOS to the KEU (and it is still not in/ADJACENT to a trench/bunker/road/path/gully/stream/river bank or Illuminated Location) and wishes to move further. Does it have to make a Movement DR?

A. Yes.

E1.531

Are units ever subject to Straying when moving on a Wide Boulevard?

A. No, like a road (E1.531).

E1.54

May a disrupted broken unit rout? May a broken unit rout out of a melee?

A. A disrupted unit at night must still be in the Open Ground, in a Water Obstacle, or adjacent to an armed Known enemy unit to rout. Units may still not rout out of Melee at night.

E1.6

In a Night scenario, a SSR defines the Majority Squad Type as Lax. A stack (Unconcealed) consisting in two SMC and a Russian half-squad rolls for Ambush. E1.61 tells us that SMC are "in general" Stealthy at Night.

a) Is the whole stack considered Lax (drm +1), because of the SSR?

b) Is the whole stack considered Normal (drm 0), because of E.4 (same US # of Normal and Stealthy units)?

c) Is the drm -1 because some units are Stealthy?

A. c; Majority Squad Type does not impact Ambush.

Now assume the same stack must roll for Straying.

d) Is it considered Lax, following the SSR?

e) Is it considered Normal, following E.4?

A. d.

This is Night, Majority Squad Type is set to Lax by SSR. A Cloaking counter containing a SMC rolls 6,1 for Straying.

f) Does it Stray?

g) Now if the SMC is Uncloaked, does it Stray?

A. Yes to both – Majority Squad Type is always used for Straying purposes – even when moving a single, non-Cloaked unit.

Now a Cloaking counter containing a HS and a Leader wants to perform a Search attempt.

h) Is the drm +1 for Lax, following the SSR?

i) What is the drm if both units are Uncloaked?

A. No. In both cases the drm is -1 for Stealthy leader, and 0 (if Normal) or +1 (if Lax) for the HS, netting -1 or 0. Searching drm is per each single Stealthy or Lax unit, not per stack, so Majority Stack Type is irrelevant, just as for Ambush purposes.

j) In a Night scenario where the Majority Squad Type is defined per SSR, is there any situation where the players would use E.4?

A. No. Just as other rules are not used when overridden by SSR.

E1.7 & E9.3

A Parachute above Open Ground can get -2 Haz, +1 Night LV = -1; Yes? A Parachute above Woods (Woods higher than shooter) gets only -2 Haz; Yes?

A. Yes to both. {3}

E1.91

E1.91 states "a Gunflash is placed due to an enemy FFE or an attack vs an enemy unit." But the Chapter E divider states only a "Friendly Gunflash" is required. E.g. a Searching attacker suffers a Search CR so a Gunflash is placed in the Defender's hex. If the Chapter E divider has precedence then it doesn't matter and no further clarification is needed. But if rule E1.91 has precedence then the definition of "attack" matters. Is a Search CR an "attack"?

A. Yes; place a Gunflash. {1}

E1.91

If a DEFENDER fires at an enemy unit *during* the enemy's MPh, then can a MMC place the first starshell or are leaders the only ones who can place a starshell after the MPh is underway?

A. During the first Player Turn in which starshells are placed, anyone can fire them anytime. After that turn, MMC must fire at start of PFPh/MPh and only leaders can fire outside that time period. {4}

E1.91

Can a unit otherwise capable of firing a starshell/IR do so at an abandoned enemy AFV by claiming bullet point 2 of E1.91?

A. No; an abandoned AFV is not an enemy unit.

Can it do so to an enemy AFV which is Shocked, Stunned, or stunned?

A. Yes.

Can it do so to an enemy Dug-in AFV or one under a trench?

A. Yes.

Can it do so to an enemy Armored Cupola?

A. Yes.

E1.92 & E1.93

May a crew possessing an IR-capable MTR make an IR usage dr in the same Phase that it makes a Starshell usage dr?

A. Yes. [As elucidated in Bring On The Night, IR attempts are in addition to the one Starshell attempt per hex.] {2}

E1.921

When making a starshell usage dr (E1.921) does the player announce what kind of unit (Leader, MMC, etc.) is making the attempt?

A. No.

Does the player specify which hex contains the unit that is making a starshell attempt before making the usage dr?

A. Yes, unless Hidden.

Do these answers depend on whether or not the firing unit is Cloaked/Concealed/HIP?

A. See above for when it might.

A Cloaked/HIP unit loses that status when firing a starshell. Does "firing" mean a successful usage dr, or does it include an attempted use?

A. Successful.

E1.93

Can a mortar fire IR during the opponent's MPh, similar to a starshell placement? Can it fire IR as Defensive First Fire during the opponent's MPh? Is the ASOP correct in that it allows firing IR only at the beginning of the PFPh or DFPh, similar to ordnance firing SMOKE?

A. No. No. Yes.

E1.941

A two-level level building (ground and 1st) is fully ablaze. The Illuminated zone contains an "obstacle" which is a one-level building (ground) and finally a "target" three-level building (ground, 1st and 2nd). Can the level 1 obstacle create a "Shadow" (E1.941) which prevents Illumination of level 1 and 2 of the target building?

A. No, only the ground level.

The rule talks only about shadow "hexes", but not Locations. Can some Locations in a Hex be illuminated while other Locations in the same Hex are not Illuminated?

A. Yes.

E1.94, E1.941, & R4.1

Does a blaze in a cellar illuminate adjacent hexes, such as Level 0 open ground? Or just ADJACENT cellar locations and the Level 0 building level directly above?

A. Illuminates hexes within 2 hexes of itself, plus all levels of it's own hex.

If blazes exist in both a cellar and Level 0 of a multi-story building hex, is there a 2 or 4 hex illumination?

A. 4 hexes.

If an orchard is adjacent to a two level building blaze, is a shadow created?

A. Shadows would be created.

E3.1

Barring type specific (night, DLV, etc) hindrance restrictions, requirements and rule exceptions. Does a LV Hindrance as described in E3.1 apply at a range of one hex? Does it apply within the same hex? Does it apply within the same Location?

A. Yes to all.

E3.733

A squad is at crest level of a Gully, during Deep Snow. It must expend 3 1/2 MF to move INTO the Gully (Gully: 2 MF, 1 Level down: 1 MF, Deep Snow: 1/2 MF). Correct?

A. No, the Snow and Deep Snow penalties are assessed per hexside crossed. {4}

E3.75 & ASOP

E3.75 says: "A Drift is also created in one hex of each mapboard at the start of any RPh in which, prior to the Wind Change DR, Heavy Winds/Gusts were in force in combination with ground or Deep Snow." My opponent pointed out there is no entry on the ASOP to do this.

A. Step 1.11A is the correct place to do this.

E4.31

Is going down from 0 lvl INTO a gully considered crossing a Crest Line – thus giving a skiing unit a 2 MF bonus?

A. No. {1}

E5.2

E5.2 says inter alia "All empty boats can be carried overland by Infantry using the Manhandling system (C10.3)" C10.3 says inter alia "A Gun cannot be pushed using Bypass, nor can it be hooked up to or unhooked from a vehicle in Bypass." E5.2 goes on to say "A Large Raft may not be Manhandled into/out of a building [EXC: *Factory Stairwell Location; B23.742*] or around it via Infantry Bypass.". Does this mean that a small raft may be manhandled into bypass?

A. Yes. (Look for errata on this shortly.)

[See errata from *ASL Journal 11*]

If yes, what happens when a unit manhandles a small raft into bypass and then fails to move it further? Is the unit transported into the obstacle at the end of its movement phase along with the small raft?

A. Yes.

E6.4 & E6.41

Do swimmers remain as unarmed units after they exit the water obstacle into a land hex?

A. Yes, absent a Raft (E6.41).

E7.25

An airplane passed a Sighting TC versus a Concealed Target (infantry or an AFV), does Case K (C6.2) apply to the TH DR?

A. Yes, unless the target is moving in open ground.

Is a concealed unit moving in open ground considered "entirely concealed" for purposes of the Sighting TC?

A. Not concealed for purposes of Sighting TC either.

E7.25, E7.32, E7.41, E7.5, & E7.62

E7.32 Mistaken Attack: says "...attack...the Defender's non-hidden onboard ground unit that is closest...to the aircraft's initial target and not in a completely Blind Hex..."

Does this refer to E7.25: "...an aircraft counter is theoretically able to see...any non-hidden unit that is not completely surrounded by LOS obstacles at least one level higher than its own Location"?

A. Yes, that is what "not in a completely Blind Hex" refers to.

Or does it mean the same as for Observation Planes: E7.62: Mistaken Attack: "...and in the Observation Plane's LOS"?

A. No.

E7.41 appears to contradict itself. It says: “No To Hit DR is necessary except vs an armored target, in which case a hit must be secured (with a separate DR...” It also says: “...an aircraft’s MG may attack other unarmored targets in the same hex as the AFV – using the Original To Hit DR vs the AFV as the IFT Effects DR vs any unarmored targets...”.

A. Two DR are needed vs a vehicle: a TH DR and a TK DR. The TH DR serves as the IFT DR vs unarmored units. There is no conflict in the rule, and the article in J3 (although not worded as elegantly as it might be) confirms this.

If a non-Motion vehicle that hasn’t yet moved in the MPh wishes to AA fire – does it have the choice to fire with or without the BFF halving penalty, its choice affecting whether or not it can move later in that MPh? Does it fire without the BFF halving penalty and retain the right to move later in the MPh regardless?

A. No. No, it fires without the BFF penalty and is marked Prep Fired (E7.5) – and then cannot move.

E7.4

An aircraft attacks a Location that contains both moving and non-moving units, including moving and non-moving leaders. All units are affected (either by MGs or by a bomb hit). Does the attack against all units make all of them a single stack and so non-moving leaders may help moving units and/or vice versa?

A. No

Or is the attack treated as vs. two separate stacks, i.e. non-moving leaders may affect only non-moving units and moving leaders moving units?

A. Yes.

Is the answer the same if the attack results in a LLTC/LLMC?

A. Yes.

E7.403

Per E7.403 a Stuka that attacks with its MGs in the first hex of a point attack clearly Pins its target. If the Stuka declines to attack (or perhaps is unable due to malfunctioned MGs) in the first hex of a point attack, is that target Pinned?

A. No.

If not, after declining in the first hex does a MG attack in the second hex of a point attack Pin the target? If not, after declining the MG attack in both the first and second hexes, does the bomb attack Pin the target if it scores a hit? If the bomb does not hit?

A. No to both.

E7.5

A crew moves in the MPh into the location of an unpossessed AA gun (with IFE) and successfully recovers it. Later that same MPh, an enemy aircraft passes its sighting TC and makes a ground attack. E7.5 says AA Fire is possible if the weapon has not exhausted its fire capability for that Player turn. Can the crew fire the AA gun during the same MPh that it is recovered? If so, are there modifications to the FP and/or ROF?

A. It can fire in the MPh under the restrictions and penalties of AFPh, e.g., half FP, no ROF.

E7.51 & E7.511

Per E7.51, “A MG loses its multiple ROF capability when it fires at an Aerial target and is subject to Cowering, but no leader DRM may apply.” Does this apply to MG caliber (MA) Guns that are on five-eighths-inch counters such as the American M51 MG Carriage or the American M16 MGMC Halftrack? Can an armor leader modify the IFE DRM of such a vehicle-mounted MA MG when used for light AA?

A. If they are listed as MG then yes—but since those two specific units (M51, M16) have an MA in caliber-size and have IFE they will use the IFE portion of E7.51. No; E7.511.

E7.61

Do aerial observers need to take further sighting TC when they want to correct their OBA away from the original unit/hex (E7.61)?

A. A new STC would be made if a new Battery Access is needed before correcting the OBA, or if the new OBA target unit is different from the original OBA target unit...or if the new OBA target hex is different from the original OBA target hex.

Are there any extra DRM to the sighting TC in regards to *how far* the SR/FFE is corrected? I.e. are there any beneficial DRM for only correcting the SR/FFE 3 hexes as opposed to correcting the SR more than 12 hexes (for example).

A. There are no STC DRM (either plus or minus) based on the distance of the OBA correction.

Do aerial observers have any beneficial DRM when attempting a sighting TC in/adjacent to a pre-reg hex?

A. There is no STC DRM for sighting in/adjacent-to a Pre-Reg. Hex.

Are concealed units in non concealment terrain given the sighting TC -2 DRM for unconcealed units because they are considered “known” to the observer (C1.6; E7.61)?

A. The -2 STC DRM for “not fully concealed” does *not* apply since the “Concealed units in non-Concealment Terrain” is only for strictly OBA consideration purposes...not STC purposes.

E7.62

In relation to the same subject I have a further question about observation planes and mistaken attack E7.62. When this occurs does the opposing player place an AR on the nearest enemy unit closest in hexes to the original target of the STC, and then roll for accuracy for the mistaken attack FFE? If the initial FFE is not accurately placed is it possible for it to drift back to the units owned by the player directing the mistaken attack and attack them? For example; say the German in RB is using an observation plane and a mistaken attack opportunity arises. Does the Russian then place an AR on the nearest German units and roll for accuracy for the mistaken attack FFE? If the FFE is not accurate can it drift back to the Russians own units and attack those?

A. Yes.

E8.3, E8.41, & U.S. Vehicle Note 51

Once a glider has landed, in the DFPh and later it is treated as a truck with cs 7 for personnel when eliminated. If the eliminated glider has guns and/or vehicles as passengers, it is a little less clear what happens. If the glider is damaged then E8.41 is used, but there seems to be no corresponding rules for eliminated gliders. What happens to a passenger Gun when a glider is eliminated? What happens to a passenger unarmored vehicle when a glider is eliminated? What happens to a passenger armored vehicle when a glider is eliminated? If any of the above answers have surviving passengers, how are the passengers attacked after the glider is eliminated?

A. Follow the SURVIVAL procedure in U.S. Vehicle Note 51 (the LVT4).

E10.2

It seems as if all that is required of an Ammo Vehicle to benefit a Gun with a circled B# is to be in an accessible location. Is this benefit accrued to the Gun if either or both (if the Gun in question is a vehicular mounted one) are In-Motion/Moving/Non-Stopped?

A. No.

E10.4

An Ammo Vehicle is eliminated, but does not become a Burning Wreck (and thus does not explode per E10.5). Is the Ammo Supply counter simply removed? Or is it left on the wreck to signify the possibility of it exploding per E10.5?

A. Yes. No. {2}

E10.5

If an Ammo Vehicle is in a Location that has a Blaze counter placed in it, and it cannot leave that Location per B25.4, does it explode?

A. No. {2}

E10.6

This rule does not specify how an Ammo Dump is turned into a “Burning Wreck” per E10.5. Is it correct to assume that it’s treated as an unarmored vehicle target and that Location TEM will apply vs. any attacks against it? If a Blaze counter is placed in the Location will the Ammo Dump explode as if it had become a “Burning Wreck”?

A. Yes. No. {2}

Chapter F

F5.42

An AFV with a printed MP of 14, which has already expended 10 mps, then attempts to move into crest status in a wadi. If the AFV fails its ESB attempt for 1 extra mp, is it nevertheless successfully in hull down crest status, though immobilized? If not, where is it?

A. Because the Stop MP is a requirement of this move, it is combined with the 4 MP to enter crest status. Thus, ESB would have to be declared before attempting the move and if failed would result in the AFV being IN the Wadi. {2}

F5.43

So a Gun may be manhandled into Crest status from an adjacent hex—or simply gain it if its manning Infantry step into Crest status, but it can only leave Crest status by manhandling or towing?

A. Manning Infantry cannot simply step into Crest status; it would no longer be manning the Gun if it just stepped into Crest status. Personnel may be *unloaded* into Crest status, with the towed Gun gaining Crest status when its manning Personnel does. {4}

F11.611

This rule says that “... each TH (and non-ordnance IFT) DR [EXC: OBA; DC; FT; Fire Lane; Specific Collateral Attack] receives a +2 Sun-Blindness DLV Hindrance DRM” This implies that, although otherwise treated as a DLV Hindrance, it only affects the DR specified above. Yet, in the fourth bullet point, the rule refers to “(Offboard-) Observer”, which do not make TH or IFT DR. Does the Sun Blindness DRM also modify OBA Accuracy dr, like a normal LV Hindrance, or does it only modify the specific DR cited in the first sentence?

A. Yes. No. {2}

Chapter G

G.4 & G1.425

G.4 on concealment loss in PTO terrain. Based on this a T-H Hero never has to give up HIP status voluntarily until the CCPh. Yes or No?

A. Essentially.

If Yes, then G1.425 3rd sentence is not correct as it can never be held in Melee.

A. Wrong. If, for instance, enemy Infantry advance in on a THH, the THH is revealed, but does not attack its designated target, and if neither side is killed off in CC, Melee occurs.

Non-PTO terrain where G.4 does not apply? yes or no

A. Where G.4 does not apply, the THH will be revealed before the CCPh, but the rest is unaffected, assuming I am understanding your question.

G1.421 & G1.424

Does D-C Hero creations count against the total number of allowed T-H Hero creations allowed? Is the percentage of Heroes created applied separately for each type of Hero?

A. Yes. No.

G1.424 & G1.5

A Japanese Squad has spent 4 MF in a Banzai charge during MPh. Can this MMC attempt to create a DC Hero? If yes to Q1 how many MF does the DC hero have at this point? Must it charge the same target as its parent MMC?

A. Yes. 4 MF. No. The parent MMC conducting a Banzai Charge does not have a “target”.

G1.612

Taking the wording of this rule verbatim....if a Japanese unit places a DC in the normal manner in its own hex, the DC will only attack enemy/Melee units, terrain and fortifications. No mention is made of this DC attack affecting the placing Japanese unit in any way. Does this DC attack affect the placing Japanese unit?

A. No.

G2.

A Japanese light mortar (“knee mortar”) fires HE at a dense jungle hex at a range of 2 hexes. Chapter H indicates “Air Bursts are NA” at this range. Could you indicate whether we are treating this correctly:

A critical hit is achieved. Should we apply the inverted -2 Direct Fire TEM to the resulting IFT roll?

A. Yes.

Can it fire using the spotter rules at a range of 2 hexes if the target hex is otherwise out of the firing unit’s LOS?

A. Yes.

Do all indirect fire rules/capabilities other than Air Bursts apply to HE shots at range 1 or 2?

A. Yes.

G2.22

In scenarios with mixed jungle types (Nphum Ga or Edson’s Ridge), is a unit in a dense jungle hex subject to straying if at least one adjacent hex is light jungle assuming the rest of the adjacent hexes are dense jungle?

A. It would be in an interior Jungle hex and subject to straying. {1}

G3.

When Dense Jungle is in play, should one ignore completely a small amount of Brush (Bamboo) in an otherwise Woods (Dense Jungle) hex?

When Light Jungle is in play, should one ignore a small amount of Brush (Bamboo) in an otherwise Woods (Light Jungle) hex? If not, should it be considered “non-inherent Bamboo” along the depiction (blocking Bypass and LOS along the hexside and so on)? If not, what is the correct treatment?

A. In both cases, treat it as jungle in the jungle hex.

G3.1 & G7.1

When PTO Terrain is in effect, would a Bamboo hex transform an adjacent Marsh hex into a Swamp hex when that Marsh hex is not adjacent to any Jungle hexes?

A. Bamboo does not transform Marsh into Swamp.

G5.5

G5.5 says "...any KIA caused by a DC or HE attack...vs. a non-Collapsed hut Location...causes it to Collapse after fully resolving that attack..." Does "any KIA" mean

- 1) a KIA on the Original IFT DR, prior to any DRM (similar to Rubble creation) or
- 2) a KIA on the Final IFT DR, after any DRM for TEM/Hindrance/Leadership, etc or
- 3) Both of the above

A. 2) a KIA on the Final IFT DR, after any DRM for TEM/Hindrance/Leadership etc. {2}

G11.5 & G11.51

If a cave entrance hex has a cliff on the other side, does that cliff create blind hexes? For example if a cave is in 25CC5 facing 25DD4, is there a LOS from that cave to 25EE4 level one? To 25FF3? If the cliff were two levels tall, would there be a LOS to 25EE4 level zero?

A. The cliff does create blind hexes. No to all the examples.

G14.234 & S3.323

If I fire on the hex the LC is unloading into and leave 4 residual firepower or greater, do the remaining enemy S? continue to exit into that hex so as to unload as soon as possible as they are required to do (G14.234) or do they stay on the LC since they are prohibited to enter the residual (S3.323)?

A. Get off the boat! Consider G14.234 to be a higher-numbered rule.

G18.62

May a Dare-Death squad elect to engage on regular CC (i.e., not HtH) when it is the only squad of its side in a Close Combat?

A. No.

Chapter H

German Vehicle Note O & U.S. Vehicle Note 7

Can the US M3 Medium Tank fire its AAMG using a BU Crew in the PFPh/DFPh (incl. DFF)/AFPh? Can German Vehicles whose Ch.H Entry cites German Vehicle Note O fire their AAMG using a BU Crew in the PFPh/DFPh (incl. DFF)/AFPh?

A. Both AFV can use the AAMG normally while BU regardless of phase, just not against aerial targets. The M3/Lee can fire while CE against all, even Aerial, targets.

U.S. Ordnance Note 1

Two 60mm mortars setup in area X and another one 60 mm setup in area Y. Areas X and Y are not overlapping. Can one do the conversion into a OBA battery and set up the resulting radio/phone in either of the two areas? Can one do the conversion at setup if one or more mortar enter as reinforcement?

A. Mortars that are all part of the initial on-map set may be exchanged even if in different setup areas (and the Radio can go in either setup area). Setup mortars cannot be combined with reinforcements (G17.5).

Chapter O

O5.331

In O5.331 when breaching a factory wall hexside it says “the hexside’s effects remain unchanged except as follows: units may move/rout/advance/Withdraw-from-Melee, and same-level (only) LOS may be drawn, across it as if it were a wall (exclusive of its vertices, whose status remains unchanged by the Breach);” Do units need to claim WA to see through the breach beyond the adjacent hex?

A. No, since a unit behind a Wall does not need this.

Does the breach provide HD status to an AFV adjacent to the breach if the LOS crosses through the breach? Does the breach prevent bow-mounted armament (BMG or FT for OT-34) from being used if LOS is treated as if being a wall? Does the breached factory wall provide a +2 TEM as a wall (assuming the hex just has factory TEM otherwise)?

A. No to all: The rule only says that LOS may be drawn as if it is a wall. No other Wall rules apply. {2}

O5.331

What is cost for moving from a factory hex to another through a breached factory wall? 1 or 2 (for “WALL”)

A. 1 plus COT, as if a wall.

O6.2 & O6.21

Does the O6.2 example exclude the connected Trench in D24 (or at least the 8-3-8 in it) as one of the Locations ADJACENT to C25? Is a RB Cellar ADJACENT to a unit in a connected Trench?

A. No. Yes.

O11.2, O11.601, V12.2, & V12.601

Is it the Pillbox hex or the Pillbox itself that is a Strategic Location? The definition in O11.2/V12.2 could sort of go either way – the word Hex at the very end could belong to the word Shore or it could refer to each of the aforementioned Hex attributes (though, Hex is capitalized and “Shore Hex” is another definition, so it’s likely it belongs with Shore. If it’s the Pillbox itself, what happens when there are units of one side in the Pillbox and units of another side outside of it? Would they go through “conclusion of Melee” even though they aren’t actually in Melee? Would both sides be able to draw a Perimeter to that hex?

A. The PB itself is the SL, and units outside the PB need not be considered.

Further (and maybe this is the real question), what happens to “CC” hexes (e.g. hexes that contain only Concealed Units of one or both sides but both sides are in the hex and thus there is no Melee)? I assume it goes without saying that even though Vehicles are never considered to be in Melee, they go through the “Conclusion of Melee” phase?

A. Vehicles and concealed units in the same Location go through Conclusion of Melee.

O11.4 CG9

Are the German entry hexes indicated in CG9 considered, on the dates given for those hexes, “Front Line Locations” regardless of whether they are German-Controlled? (For example, is hex A22 always considered a Front Line Location on October 20, even if the Russian Controls (A21/A22/A23)?)

A. Yes.

O11.4 CG10, O11.6142, & O11.6207

Are surviving AFV crews retained for use in the next scenario? Even if there isn’t an available AFV for them to crew (i.e., they will be used in “infantry” mode)?

A. Yes to both.

May a surviving AL re-man another vehicle in his platoon? A vehicle from another platoon?

A. Yes, in the normal manner during the course of a scenario, until the Armor Leader’s Pltn is withdrawn.

Are these surviving crews Withdrawn if the remainder of their platoon is Withdrawn? Would you make a Withdrawal dr for a surviving crew if it is the sole survivor of its platoon?

A. No to both for crews. Yes to both for Armor Leaders. {2}

O11.4 CG11

A Russian unit on a factory rooftop is to be considered fanatic? A Russian unit in bypass of a factory hex is to be considered fanatic?

A. Yes. No.

O11.55

In RO CG I after the first scenario you play another scenario on the same day with “A complete refit phase is performed between the 1st and 2nd scenarios, just as if this second scenario were occurring on the NEXT CG Day.” What drm is used for the second scenario for both sides? The day that the scenario is played on or the NEXT CG Day drm? How is the number of infantry companies each side may purchase PER DAY affected by this “double” scenario day?

A. Both the drm and the available RG for the next day apply.

O11.606

Would it be true to say that units in an upstairs Location/RB Cellar Location that have no exit to Ground Level due solely to Rubble/Blaze are automatically Isolated, even if otherwise entirely within a friendly Perimeter? Being Isolated, such units would need to Escape (O11.6063) to be relocated?

A. Yes. Correct. {2}

O11.607 & P8.613

Assume that a unit without scaling capability is in an upper level Location, and during play all paths down are eliminated. If the unit survives its encirclement MC, may it be repositioned like other units, or does it have to start the next CG day in the same Building?

A. Must set up in place. {2}

O11.6194

When a Cloaked Reserve unit is voluntarily activated by an enemy unit being in its LOS within 3 hexes and that Cloaked unit is in Concealment terrain, can it be placed on the map Concealed?

A. No. {2}

O11.6194

This rules states that Reserves must setup at “ground” level. Does this mean a Reserve cannot setup in a gully hex at all since it’s “below” ground level? If a Reserve can set up in a gully hex, may it setup in crest status, or must it setup IN the gully?

A. No; a gully is at ground level; it is usually below level 0 but that does not make it below ground level. IN the gully is the ground level. {4}

O11.6194b

May reserve cloaking counters setup in non-concealment terrain?

A. Yes.

O11.6194b & V12.6214b

Can Reserve cloaking counters prevent concealment gain within a range of 3 hexes? If they are dummies? How about outside of 3 hexes? Can they cause concealment loss?

A. Yes to all. No.

O11.6206

It is the first day of a Red Barricades CG. When deciding how many commissars the Russian player can get, do the at start forces count toward Purchased Infantry RGs or only the actual purchased Infantry RGs? In other words, can I trade in 3 leaders (two at start infantry RGs and one purchased) for commissars or only one?

A. Three leaders (in your fictional example); consider the OB-given RG to have been “purchased” for this purpose. {2}

O11.621

Is the FPP cost of a HIP SMC who sets up in the same Location with a HIP MMC zero (i.e., free)? Or is it one?

A. No. It is one.

Chapter P

SSR KGP8

KGP8 says AFVs setting up in a building must take a “Secret BOG DR”. Do the cellar provisions of KGP8 apply to this setup Secret DR? i.e., fall into cellar of multi-hex buildings on $dr \geq 4$?

A. Yes, an AFV falls into the cellar on an original colored dr of ≥ 4 on the Secret Bog DR.

Does the ground pressure DRMs apply to this setup Secret DR? Does the “entering a building DRMs” (+3/+4) apply to this setup Secret DR?

A. Yes to both for this SSR.

P3.2

May infantry using armored assault/trench movement cross a barbed wire fence hexside being currently CX?

A. CX Infantry cannot cross a barbed-wire fence using armored assault, but may if moving from trench to connected trench.

P8.4 CG5

Cloaking at Night in KGP. If a side chooses the Attack Chit it is the Scenario Attacker. As the Scenario Attack they MAY use normal cloaking per CG5 of P8.4. Does that mean that units (not cloaked units) may not be start HIP or Concealed if a side chooses to use Cloaking?

A. No.

If the answer to the above is no, how many Cloaked counters can a side get? Is it based on the total number of squad-equivalents in his at start OB (including both HIP/Concealed and non-HIP/non-Concealed)? Or, is it based on the total number of non-HIP/non-Concealed squad equivalents in his at start OB?

A. Yes. No.

Chapter Q

Q1.8

Q1.8 says “The kindling/Spread numbers of other terrain in an Irrigation Ditch hex are reduced by two.” Should that read “....are increased by two” instead?

A. What is should say is: “Q1.8 The Kindling/Spread numbers of other terrain in an Irrigation Ditch receive a -2 DRM.”.

Q9.2 & Q9.6054

In several of the MMP games (e.g., Pegasus Bridge, Kampfgruppe Peiper, Suicide Creek), strategic locations affect all non-strategic locations within two hexes for determining no man’s land and/or setup areas. Is there any requirement to trace some kind of route from the non-strategic location to the strategic location, e.g., of enterable hexes, or of enterable and not enemy strategic locations?

A. No for PB and KGP.

In particular, on the Pegasus Bridge map assume that V20 is a strategic location (e.g., a glider landed there). Assume the British control all strategic locations east of the canal, and the Germans control all the strategic locations west of the canal as well as the bridge. Is hex V18 no man’s land because it is within two hexes of V20 (British-controlled) and W18 (German-controlled) despite the fact that it can only be reached on a path < 3 hexes long through the canal hex V19?

A. Yes.

The Q9.6054 example on page Q10 indicates that hex AA21 is German setup area despite being within two hexes of British strategic location Y20. Is this correct?

A. No; AA21 should be No Man’s Land.

Q9.4 CG4c

May the British use Cloaking in the Night III date in Pegasus Bridge CG I?

A. No.

Q9.603 & Q9.605

In the PB CG, rule 9.605 says “Each side may, at any time during/after a CG scenario, place a friendly Location Control marker in a Strategic Location that it currently Controls.” Does this mean that, after a unit “rallies” in Refit 9.603, it can gain control of a Strategic Location?

A. Yes.

The part we’re not sure of is the definition of Control in A26.11. Here it says “During play, a side gains Control...” We want to verify that the Refit Phase of the CG is considered “Play”, which would mean that a recently rallied unit would be able to gain control in this Refit Phase.

A. Yes, “play” in this CG basically continues until the end of step 9.603. {2}

Chapter R

R9.6053

Situation: 19AM ends. A German truck, carrying a crew and towing a 150 INF Gun, in motion, in hex U13 of BRITISH-controlled Block K. Germans control blocks O and P. Initially, the GUN is automatically unhooked, and the crew unloads. Now, what happens during R9.6053? Is the GUN, a “non-dm GUN”, simply abandoned in Block K, in U13, with the Truck and crew escaping? Is the gun “freely hooked up”, and “escaped” along with the truck and crew to either German controlled block, to be setup HIP anywhere in the block it is placed in, for 19PM? Does it “escape”, but must setup within 2 hexes of U13?

A. The Gun may freely hook-up and escape with the truck (and loaded crew). (R9.6053 is confusing and might read better if the EXC were moved 3 words to the right so it is after “at scenario end”).

R9.6053 & R9.6143

If a captured truck has to be turned into a wreck where does on the mapboard does it go? Step R9.6143 is after step R9.6053 when the truck was retained to the nearest setup area (in this case Block H). So..Is the wreck generated from a captured unarmed vehicle in step R9.6143 of the ABtF Refit Phase placed in.

- 1) The hex it occupied at the end of the previous CG Date?
 - 2) Any hex of the Setup Area that it was retained to in step R9.6053?
 - 3) Any eligible (for the vehicle to enter/setup-in) hex of the Setup Area that it was retained to in step R9.6053?
 - 4) Somewhere else?
- A. 3) Any eligible (for the vehicle to enter/setup-in) hex of the Setup Area that it was retained to in step R9.6053. {2}

R9.6143

Is the wreck generated from a captured unarmed vehicle in step R9.6143 of the ABtF Refit Phase placed in:

- 1) The hex it occupied at the end of the previous CG Date?
 - 2) Any hex of the Setup Area that it was retained to in step R9.6053?
 - 3) Any eligible (for the vehicle to enter/setup-in) hex of the Setup Area that it was retained to in step R9.6053?
 - 4) Somewhere else?
- A. 3) Any eligible (for the vehicle to enter/setup-in) hex of the Setup Area that it was retained to in step R9.6053.

Chapter T

T9.2

T9.2 says that the location underneath the pier has a max stacking capacity of one squad equivalent. Can this location still overstack?

A. No. Max is one squad-equivalent (unlike Steeple, e.g., which has a normal stacking limit of one HS).

T15.4 CG3.4

Looking at the Pre-game sequence the OBA draw pile is assembled pre-game. Looking at CG3.4 first sentence the Marine NOBA draw pile is adjusted according to which "...Guns start a scenario on board, fully manned, and functioning....". Looking at CG3.4 last sentence "The effects of Counterbattery Fire last throughout the scenario until the Gun is Captured or Eliminated.". Can an OBA draw pile be adjusted during a game when CG3.4 is in effect?

A. Yes. {1}

T15.51 & T15.52

Are the 3-3-6 units in the 3rd Special Base Force (CG I) Korean Labor units? Are the 3-3-6 units in the Elements of Island Command (CG II) Korean Labor units?

A. Yes, all initial 3-3-6s are Korean Labor units.

BRT: Map

The Pier/beach locations T33 and V33, are these pier or beach/hinterland locations?

A. Pier Locations.

Is T33 a hinterland hex? If so is it soft sand vice hard sand?

A. It is a Pier Location.

Can an LVT enter T33 from T34, and if so what's the MP cost and bog rolls and DRMs, if any?

A. Vehicles and Guns cannot enter T33 from T34.

If a 37 Gun enters T33 from U33, is it moving into sand or a pier location? (assuming in U33 was on the pier, not under it)

A. A pier Location.

Does V33 have a below pier location? What about U33 and W33?

A. See T9.2

Chapter V

V12.4 CG5 & V12.608

Does a breach in the Fortified Location nullify the set up restrictions for Guns (CG5) or AFVs (V12.608)?

A. No.

V12.6214b

Are Cloaking counters for reserves determined via #1 or #2 below:

1. Each unit/stack is covered with a Cloaking counter and 5/2/0 additional Dummy Cloaking counters (depending on the purchase) may be placed.
2. The allotment of Cloaking counters is determined as per E1.411 to be one per each squad equivalent.

A. #1 is correct.

V12.6265

A night attack is declared by the Russians in CG IV...and he subsequently purchases some recon. Being a night scenario he can recon out to 8 hexes from a front line location. If the German player purchases some units as Reserves...which can be placed as close as 6 hexes to a front line location...are those Reserves eligible to be reconned by the Russian?

A. Yes; Dummies are removed, and Reserve units regain Reserve Cloaked status.

Chapter Z

Kakazu Ridge

SSR KR 5.2

The Japanese spigot mortar SR can be placed \geq three hexes away from the spigot mortar cave. If it is not accurate, “no final target hex may be within 3 hexes of the mortar cave.” Does this mean that a hex at exactly three hexes range may be the initial target but if a hex at range 3 is rolled as the target due to inaccurate dr it is not eligible and must be re-rolled? Or should the rule be read as, “no final target hex may be at range \leq 2 hexes from the mortar cave”?

A. Should say “be within 2 hexes of”.

Edson’s Ridge (*Operation Watchtower*)

Z1.3 CG15

Must a Pre-Game Bombardment (rule CG15) be parallel to one of the board edges?

A. No. {4}

Z1.518

U.S. Reinforcement Group “O2” is for a pre-reg. hex; the footnote specifies “Maximum of two pre-registered hexes per OBA module purchased.” May the U.S. player purchase pre-registered hexes for a 60mm OBA module obtained by exchanging three light mortars?

A. No. {4}

Map

What is the base level of hex R13, R14, S13 and R14?

A. R13, R14, and S13 are at level 1 (brown). S13 is at level 0.

Riley’s Road (*Operation Veritable*)

Z2.2 & Z2.5056

I have a Crewed Immobile Carrier A in Uncontrolled Territory. This does not fit the listed options on page Z28, right-hand column. (It only lists “in enemy-controlled strategic location hex” and “in any other location”.) This last option would seem to be the one but it says this would require the vehicle to then become a strategic location. However the MA for the Carrier A is a BMG and the definition of a Strategic Location requires an MA \geq 20mm. What should we do in terms of this Carrier in the RePh?

A. For purposes of this rule the “Functioning MA” must be \geq 20mm. Treat the Carrier as if it did not have functioning MA. {2}

Suicide Creek

SC3.1, SC3.2, & SC4.2

Is it correct then that stream-JD is *not* subject to the stream rules? In particular is fire from a stream-JD hex not halved as Area Fire [B20.6]? Can weapons besides Inherent, LATW, inherent SW, DC, LMG and FT fire from stream-JD [B20.6]? Is a stream-JD hex not a Depression [B20.2]?

A. Not to all. Units in Stream-Jungle Debris are always IN the stream (SC3.2).

In Suicide Creek stream-JD and non-ford stream hexes are never part of a setup area [SC4.2]. Would a non-strategic location still be considered within two hexes of a strategic location for purposes of determining no man’s land if the only path from the non-strategic location to the strategic location were over the stream?

For example assume all strategic locations north of the stream are American-controlled while all the ones south and in the stream are Japanese-controlled, and there are no strategic locations other than those printed on the map. Is hex E13 no man’s land because it is within two hexes of both American-controlled D11 and Japanese-controlled E14? Does the stream “block” the “zone of control” for D11?

A. Yes. Yes. No.

Per SC3.1 Stream-Jungle Debris is treated as Jungle Debris. Per SC4.2, Jungle Debris is a strategic location. Is Stream-Jungle Debris a strategic location?

A. Yes.

Z4.7071 & Z4.7072

A DC is set during play of a CG date. At the end of the CG date, what happens to it?

A. Set DC may be retained in a friendly Set Up area, either as Set or not. Otherwise, it is eliminated. We are considering the need for errata for this.

Z4.7182

In the first line of the American Support Weapon Chart, does the chart mean that for each Rifle Platoon you roll 4 times with the first 3 rolls, for example, having a 50% chance to give a MMG and the 4th roll having a 33% chance to give a DC (only)? Or you roll twice, once for a MMG/MTR/BAZ and once for a DC?

A. Assuming a Full-Strength Rifle Platoon (RG I1) you first roll once for footnote a—getting either a MMG, a M2 60mm MTR, a BAZ43, or nothing. Then you make another dr per footnote b to see if you get a DC or not.

Chapter FB

FB17.6194b & German RG IG4

German IG4 group type purchased in reserve. This group is infantry but has some halftracks. Cloaking counter works only for Infantry, therefore which is the correct way to setup the halftracks?

A. They are cloaked and retain/lose that status per FB17.6194.

Chapter HF

HF3.3

Per 3.3, can CG I end at the conclusion of any scenario day that the Germans satisfy 3.51 victory conditions? Basically, is it correct that CG I does not have to go for the full five scenario days?

A. No to both.

HF3.6

May an armor leader shift from his original vehicle to another during refit phase? May a surviving crew that survived a wreck creation replace the crew of another vehicle?

A. No to both.

HF3.6

May a armor leader shift from his original vehicle to another during refit phase? May a surviving crew that survived a wreck creation replace the crew of another vehicle. If so must it be the same type as their original vehicle?

A. No to both.

Scenarios

C Streets Of Stalingrad

SSR 2 of ASL Scenario C, "The Streets of Stalingrad," instructs players to use the "exact" Order of Battle and Set Up restrictions provided in ASL Scenarios A and B. Does "exact" Order of Battle prohibit the Russian player from making further at-start commissar exchanges? If not, may the Russian player create a 9-0 commissar as part of the Scenario B Order of Battle (for a total of two, including the 9-0 provided in the Scenario A Order of Battle? May the German player deploy squads at start as per A2.9?

A. No. Yes. Yes.

H Escape From Velikiye Luki

Scenario H - Escape from Velikiye Luki (PDF version), SSR1, the sentence "The Majority Squad type of both sides is Normal" is conflicting with the next sentence "All German units are Stealthy while all Russian units are Lax." Should the first sentence be deleted?

A. No. Majority Squad type is used for ?/cloaked stacks with regards to straying, Stealthy and Lax for all other purposes.

79 Bridge Of The Seven Planets

Playing scenario 79 Bridge Of The Seven Planets. An offboard Crew attempts to push their Gun onboard, but rolls > the M#. Do they sit there waiting to try again in their next MPH, or are they lost? If they are lost, are they counted as eliminated for VP purposes?

A. They sit there until the end of their turn and are then eliminated. Yes. {2}

81 Fratricidal Fighting

SSR3: Broken Terrain (F13.1) is in effect for all non-hill (thus including hillock) hexes. If a hammada hex is also a hill hex, are adjacent non-hill open ground hexes treated as Broken Terrain? Does Broken Terrain apply to hillock hexes?

A. No. Yes.

110 North Bank

What is the effect of Ammo Shortage on the British 57L AT Gun?

A. It has a circled B11.

Article "When Bad Things Happen to Good Weapons" [General 30.5] states that a Gun with an original B11 will during Ammo Shortage have an X11 (i.e., disable on an 11 or 12) and a Low Ammo number (LA#) of 10. However there has been recent errata in Journal 5 stating "A19.131: line 10 replace "all B#" with "all SW Original B#/X# [EXC: DC]" The Index definition of a SW is any weapon depicted on a half inch counter, so a Gun is not a SW. With this errata it would seem to be that a Gun with an original B11 will, when Ammo Shortage is in play, have a B11 (i.e., malfunctions, not disables on 11 or 12) and a LA# of 10. Likewise a Gun such as the British 57L AT with an Original B12 will malfunction on a 12 and have a LA# of 11 when Ammo Shortage is in effect. Is the above correct or am I missing something?

A. Yes.

It also would seem that with the J5 errata to A19.131 that vehicular MGs are not affected by Ammo Shortage unless the MG is the vehicle's MA.

A. Correct.

This conflicts with the previous (unofficial) Q&A A19.131 Does Low Ammo apply to AFV MG?

A. No (unless MA), but Ammunition Shortage would (e.g., B# would be decreased by one, with original B# becoming X#).

A. That has been superseded.

So to clarify the recent A19.131 errata in J5, the British 57L AT Gun normally has B12. When Ammo Shortage is in effect it has a circled B11, meaning that the Gun will disable (not malfunction) on an Original TH DR of 12 and have a Low Ammo counter placed on an Original TH Dr of 11. Correct?

A. Correct. {2}

160 Battlin' Buckeyes

SSR 1 for ASL 160 Battlin' Buckeyes says: "PTO Terrain is in effect... All buildings are wooden and have a ground a ground level only." Board 41 has four stone building hexes that contain greater than or equal to two separate buildings, but no partial building depiction. These are hexes S4, Z3, Z4 & DD4. Upon conversion of these buildings to wooden buildings do they then become Huts in accordance with G5.1?

A. They are wooden buildings, not huts.

168 Forest Bastion

SSR 2 states in part, "... must have LOS to a board 37 hex ..." For the purposes of this SSR, do half-hexes shared with board 39 (e.g., 37D10, 37P10) meet the "board 37 hex" requirement?

A. Yes.

For the purposes of sequencing of SSRs 2, 3, and 4 per the ASOP (rev) PRE-GAME SEQUENCE is the following correct; Russian Player spends PFZ Factors and places the resulting PFZ counters per B36, the Finnish Player then selects the Pre-Registered hex (including the turn of entry and [a] alternate north-south Hex Grain, west-edge hex, and finally the Finnish Player selects the west-edge hex for his Offboard Observer.

A. First, PFZ Factors are spent, and any PFZ counters are placed on board. The OBA stuff comes after.

192 Shoot-N-Scoot

The German OB instructions reads "... enter on Turn 1 along the east edge, each unit having already expended 1/2 (FRU) of its MF/MP allotment...". If infantry enter on a road hex, and move along contiguous road hexes for the remainder of their movement allotment do they receive the road bonus? How many additional MF would be received for declaring double-time at the beginning of a unit's MPH? How many if declared after MF have been spent? If a unit spent 2 MF to enter during the APh, would the unit be marked CX?

A. Yes. 2;1. No.

204 Human Bullets

In the VC there is a siting of "see SSR 6"—my card has SSRs 1-5, but no 6. Can you state what is missing—or should it be SSR 5 which discusses the vehicles?

A. SSR 5.

D3 Storming The Factory and D8 The Schoolhouse

Shall the +2 for TK# with MOL in the AFPh be used in these scenarios or not? (It is a contradiction with the rules but the "note" suggests that the designer have just misread the rules and clarifies something that should not be used but I would like your ruling for it.)

A. Play them as the SSR says to.

RB7 The Red House

The Russian is the Scenario Attacker (despite setting up onboard), and the German is the Scenario Defender. Does this mean the Russian can use Cloaking?

A. Yes, because the Russian is declared the Scenario Attacker, he can use Cloaking. {1}

RO1 Blood On The Tracks

Does building M30 count for the VC even though 2 hexes of it is in hexrow L? Do partial buildings EX24 still count as a whole building for VC?

A. Yes. Yes, but R33 does not.

(See also official errata for this scenario.)

RO4 The Martinofen

SSR 4 references "Set DC (A23.7)". That rule requires that a detonating unit be within 6 hexes and LOS to the DC. Is this prerequisite void for this DC?

A. No detonating unit is required.

PB2 Howard's Men

Does the mention in SSR 3 of PB2 that the British are Scenario Defender mean that the Germans are Scenario Attacker and therefore allowed Cloaking? (as would be the case in the equivalent CG Scenario of CG I) Or is there only a Scenario Defender for this scenario since a Scenario Attacker is not designated?

A. No. Correct.

PB2 Howard's Men

Does the mentioning in SSR 3 that the British is Scenario Defender mean that the Germans are Scenario Attacker and therefore is allowed Cloaking?

A. No.

Or should it be interpreted that the British may use the rules for being Scenario Defender [EXC: Freedom of Movement] even though they are not Scenario Defender as per definition.

A. Yes. {2}

BRT5 Hell Wouldn't Have It

SSR 1 says "first sentence of BRT7 is NA". BRT7 only has one sentence. Is a different SSR intended?

A. No.

Last sentence of SSR2 reads: "Despite not being Scenario Defender, Marine SMC/SW may still set up HIP per E1.12."

A. The rules reference should be to E1.2.

HS11 The Sand Spit

The scenario card for HS11 The Sand Spit seems to contradict rule E1.22 in that it assigns the U.S.M.C. an ELR of 5 but by E1.22 it would seem that the U.S.M.C. ELR should be 4. Is the card correct?

A. The Marine ELR should be 4.

HS18 To The Matter Born

I presume that the British may deploy ≥ 3 squads, so as to have all his infantry loaded as passengers in the Ram Kangaroos (as the setup instructions require)?

A. Correct.

A18 Sbeitla Probe

The Americans are the Scenario Defender in this night scenario; however, part of their initial OoB is required to set up In Motion. May these units be considered to already have Freedom Of Movement at scenario start?

A. No.

J19 Merzenhausen Zoo

If I set up 5/8" dummies using the OB granted? counters, are they required to take an NTC per the last sentence of SSR4?

A. Yes, but such 5/8" Dummy stacks need not be specified as to exactly which 5/8" stack is taking a NTC.

J22 Oh Joy!

The Russians earn VP for the Trenches which in my view don't count in the 10 (C)VP > the German requirement. Say the Russians cause 17 CVP and take one > trench for 20 VP. The Germans cause 10 CVP casualties back. Did the Russians win? The Russians only have 7 CVP more than the Germans and the requirement is 10 CVP more than the German total.

A. Russians did not win.

There is an SSR (2) that states all German infantry take a NMC with their terrain TEM as a negative DRM. Does this cause loss of concealment?

A. NMC does not cause "?" loss.

Additionally, the Germans have dummies. Since dummies are not infantry, they shouldn't take the NMC which makes sense. However, the NMC is not specified as being secret, so by announcing the hexes getting attacked, the German is revealing the number of units therein and by not declaring attacks vs dummies, he essentially is revealing which hexes have dummies. How should this be played?

A. Apply A12.14: "A Dummy stack out of the LOS of all enemy ground units uses a Morale Level of 7 when attacked, or when taking a PAATC (12.41), or a Bombardment MC (C1.82). Any K/KIA result eliminates the stack. Otherwise, the owner declares how many DRs (at least one) he will make; any failed MC or Pin result eliminates the entire stack."

J54 Showtime

SSR 4 seems to present a difficulty. If the German player chooses chit #3, he will NEVER play with the additional forces listed (Pz VIE or Squad + 9-2 ldr + MMG)! If Russian chooses a lesser numbered chit, German wins the privilege of moving first, without receiving chit #3 forces. If Russian chooses chit #3 (i.e. a tie), the same result occurs...

A. Good thing, too. The Germans would kick butt with another Tiger. But at least they get to move first if they really want to.

J63 Silesian Interlude

The VC say "The Germans win at game end by Controlling all four board 38 buildings and...."

What happens if one side or the other rubbles one or more of the four single-story wooden buildings? Does it (a) give the Russian an automatic win, (b) decrease the number of buildings the German must control, or (c) mean that the German must control the remaining buildings plus any rubble location?

A. (b)

J85 Ptichin' In

2nd part of the Victory Conditions... “.... Otherwise, the Germans win at game end if they have ≥ 13 CVP (from the 35th Infantry Division only) west of the river.” Does this mean that the 35th Infantry Division had to be responsible for causing ≥ 13 CVP on Partisan units west of the river?, or does it mean that the 35th Infantry Division had to move ≥ 13 CVP of its units/equipment across the river to the west side.

A. This is not correct. This is correct. {1}

J87 Flames Of Unrest

In the scenario J87 Flames of Unrest the partisans have modified Fire extinguishers that work like FTs. These FTs only have a 1 hex range and 12 FP which is half of a normal FT. When firing these FTs at AFV do they have the full 8 TK# or is that also halved to 4 since they really aren't true FTs?

A. It has the normal FT TK#. {4}

J92 Your Turn Now

Are the values for the Filipino LMG in “Your Turn Now” correct? If not, what should they be?

A. No, they should be the 1PP, 2-6 values on the American LMG in Gung Ho! {2}

J99 On To Florence

What is the cost of a Staghound Armored Car moving from one road hex to another road hex through a road hexside, assuming otherwise clear terrain and no elevation change? Is it 3 MP or 1 MP?

A. 3 MP. {2}

J169 Few And Far Between

The Russian instructions say “Enter on Turns 1/2”, yet there is no Russian reinforcement mark on Turn 2 in the game turn box and no mention in the SSRs of any possible delay in entry. Which is correct?

A. Russians can enter on turns 1 and 2.

AP27 All Roads Lead To Rome

Does the SSR 4 TC, and its possible side effects, apply to rolled-for Italian reinforcements awaiting entry offboard on the turn the German chooses to use it?

A. No.

AP39 Old Hickory

The SSR allows American units to setup on board 54. Can the gun and/or SW also setup with HIP units on board 54? Fortifications?

A. Guns and SW can set up on 54 but not fortifications.

AP95 Operation Kutuzov, AP98 Last Laurels, O7 Broken Wings, & S39 Use Your Tanks And Shove

Are the fortification purchases called for in scenarios AP95, AP98, O7, S39 (ASLSK) supposed to be secretly recorded by the purchaser?

A. The fortification purchases are to be recorded secretly.

AP119 Konev Cross

In AP119 Konev Cross, can Trenches be connected as per RB SSR 6?

A. No.

BoF12 Forging Spetsnaz

The Japanese have an infantry gun in their at start OB; can it set up using HIP?

A. Yes it may.

OB10 The Men from Zadig

The map depiction shows board “a” with the id letter at the bottom right. The road network drawn over it is configured as if the id letter “a” is in the top-left. Is the id letter correct and the road network wrong, or is the road network right and the id letter wrong?

A. The id letter correct and the road network wrong.

W2 The Front In Flames

SSR7 seems to imply that only units beginning in Melee lose concealment thus other units, even in LOS and Open Ground of enemies, begin Turn 1 concealed.

A. Correct. {4}

Mapboards

Mapboard 47

What level are hexes H2, G3, and F3 on board 47?

A. Level 2; expect hex-specific errata.

Obsolete Q&A

Q&A in this section have either been invalidated by errata or errata has been issued to the same effect.

A7.4 & A22.612

A7.4 indicates that normally fire at same location targets only affect enemy units, barring certain exceptions and preclude attacking your own units unless “specifically allowed”, but A22.612 indicates MOLs & their accompanying IFT attack “...all other non-armored units in the AFV’s Location.”

If an enemy tank is in a location w/friendly units, can an ADJACENT unit make a MOL attack vs. the AFV? Or does A7.4 preclude attacking your own units and thus prevent the attempt entirely? If allowed, in First Fire will the MOL attack and accompanying required IFT shot, affect the friendly infantry? In Final Fire?

A. Yes, the ADJ may attack the AFV with MOL. No, A7.4 doesn’t preclude that attack. The attack will not affect friendly units regardless of phase.

[See errata from *ASL Journal 11*]

A7.4 & C3.33

A7.4 says “A unit/weapon may purposely attack a friendly unit(s) only if specifically allowed to by the rules governing a particular circumstance (e.g., Prisoners, Melee, OBA); see C3.33 for Area Target Type.” Does this reference to C3.33 mean that Area Target Type is *also* one of those “particular circumstances”? (If so, wouldn’t it make more sense to move the C3.33 reference inside the parentheses?) May a Gun use the Area Target Type to attack a hex containing *only* friendly units?

A. Yes. (Probably.) No. {2}

[See errata from *ASL Journal 11*]

A7.4, C8.4, & C8.41

C8.4 indicates that Canister “affects all occupants of all hexes at that elevation”, does that include friendly units? If yes, does A7.4 preclude firing at a vertex aiming point which could affect friendly units?

A. No (unless they are in Melee). NA.

C8.41 also allows Canister to attack the adjacent hex at half firepower, will that attack friendly units? If Yes, is the overall attack then precluded by A7.4?

A. No (unless they are in Melee). NA.

[See errata from *ASL Journal 11*]

A7.5 & D6.64

Can adjacent/ADJACENT halftacks in Locations devoid of any *Personnel* (e.g., Passengers/Riders/Infantry/Cavalry) combine to form a Multi-Location Fire Group in contravention of the stipulation of A7.5 that states: “provided each Location in the FG contains a Personnel unit that is participating in the attack.” as long as the potential FG meets all other criteria set forth?

A. Yes.

[See errata from *ASL Journal 12*]

A7.531

Does the last A7.351 sentence have any consequences besides marking the leader with a fire counter, and treating it as it has fired, after the attack?

A. None spring to mind.

If yes, does it mean that a leader directing fire, is making a fire attack himself, thus participating in the FG he directs? Does it mean that a leader cannot direct an MG that uses its Bore Sight DRM (since C6.44 requires all elements of a FG to have Bore Sighted a Location to use the DRM)? Does it mean that a leader is marked with First Fire after having directed one shot (even an MMG that retains ROF) during the MPh, and thereafter restricts any leader-directed fire to the closest Known enemy unit?

A. No. NA. NA.

[See errata from *ASL Journal 7*]

A9.74

If a US crew with a bazooka takes a KIA result, and the subsequent dr for the SW results in a malfunction (K/#), is the bazooka eliminated?

A. Yes.

[See errata from *ASL Journal 12*]

A11.16 & B30.6

When attacking (via Close Combat) a broken unit IN a Pillbox, does the -2 for CC vs. a broken unit apply?

A. The -2 applies.

[See errata from *ASL Journal 11*]

A11.4 & B30.6

If the +2 ambush modifier is not used, may a unit IN a pillbox attack in CC an enemy unit which itself is engaged in CC with the friendly screening unit, even though the enemy unit (as per B30.6) may not attack the pillbox occupants?

A. No; expect errata to that effect in the next Journal.

[See errata from *ASL Journal 11*]

A12.34, C11.2, & C11.3

Can a Gun, manned by an ad-hoc HS crew set up Emplaced and thus also set up HIP?

A. A Gun must be manned by a crew to set up Emplaced, but an already-Emplaced Gun manned by a HS will receive the +2 TEM, but one manned by a squad will not. {1}

[See errata from *ASL Journal 11*]

A15.431 & A24.1

A berserk unit makes its charges...enters an enemy-occupied hex...and has MF remaining. Can that berserk unit use those MF to attempt SMOKE Grenade placement in its own hex? Or an adjacent hex (if they have 2 MF or more remaining)?

A. No to both.

[See errata from *ASL Journal 11*]

A22.612

A22.612 states: "...A MOL's Basic TK# is reduced by two vs a Non-Stopped/moving vehicle (C.8)..." while the QRDC and Ch. C Divider lists: "-2 vs Moving Target" for MOLs. Which is correct? i.e. if a Vehicle spends a Start point to become Non-Stopped, does it lower the MOL's TK# by 2 per A22.612? Or must the target actually be "Moving" (having entered a new hex or previously been in motion) and not just "Non-Stopped" to receive the lowered TK# per the charts?

A. Delete "Non-Stopped". (We may also change the remaining "moving vehicle" to "moving vehicular target".

[See errata from *ASL Journal 10*]

A25.23 Example

In Diagram #2 in this example it shows 2 FP Residual Firepower counters in hexes O2 and P2. However, since the MMG kept rate in the example. Are these counters placed in error?

A. Yes, they are in error.

[See replacement pages from *Hakkaa Päälle!*]

B2.1

If a shellhole is created in an Open Ground, orchard, brush or grainfield (B2.1), is the terrain now:

A) a shellhole hex ?

B) an orchard/shellhole hex... ?

Does the hindrance of the original terrain still exist ? If answer B to question 1: is the terrain movement cost cumulative (2.5MF to enter a grainfield/shellhole without shellhole protection...) ?

A. When shellholes are created in an orchard hex, it becomes an orchard hex with shellholes in it and the hindrance remains. The COT for not using the shellhole does not change, e.g., the COT for not using the shellhole in a grain hex with shellholes is 1.5 MF. However, this rule is being reviewed; stay tuned for errata in the next Journal that may over turn this answer.

[Invalid— See errata from *ASL Journal 11*]

B9.55 & C1.6

Assume an American on board observer has a LOS through a Bocage Hex side to a Concealed German unit in open ground. Is the Concealed German considered Know to the observer?

A. The German would be considered in Concealment Terrain *if* he is capable of claiming Wall Advantage vs the Observer. Expect to see some errata clarifying this shortly.

Is Bocage considered Concealment terrain for all purposes as long as the LOS crosses a Bocage Hexside?

A. Not for *all* purposes.

[See errata from *ASL Journal 12*]

B13.4212 & B28.61

B13.4212 says "whenever Infantry/Cavalry specifically use a TB to enter a hex at a reduced MF cost () or to escape minefield attack (), it is subject to a special -1 Defensive First Fire DRM due to its restricted movement options..."

B28.61 says “Units may enter a minefield hex via a TB at twice the normal MF/MP cost without coming under minefield attack, but are subject to the TB Defensive First Fire -1 DRM.”

Does the TB DFF DRM ever apply to vehicles? (B13.4212 implies no, B28.61 implies yes [the MP comment].) If it applies to vehicles, does it also apply to To Hit rolls?

A. Delete “/MP” from B28.61 (which refers back to B13.4212, making it controlling). And that DRM is missing from the charts.
[See errata from *ASL Journal 8*]

B20.93

Units in crest status in a Depression hex want to leave that hex. They must first “move (or advance) out of Crest status within the same hex they presently occupy,” which makes them eligible for Defensive First Fire in the current hex but without the benefit of Crest status. If a unit pins, does it immediately return to crest status before additional Defensive First Fire prompted by the MF expenditure? Does it return to crest status after additional Defensive First Fire (where it would remain for DFPh & following)? Does it enter INTO the Depression (pinned) before (or after) additional Defensive First Fire? Does it enter into the adjacent hex (where it was heading, pinned) before (or after) additional Defensive First Fire? Does it remain where it is (at crest elevation but not in crest status) until it leaves that position and status, e.g. the broken unit would rout out during the rout phase, etc. Same questions but this time assume the unit breaks instead of pins.

A. The affected unit(s) enter INTO the Depression after all DFF prompted by the initial MF expenditure, whether pinned or broken.

[See errata from *ASL Journal 11*]

B23.41 & D8.2

A Perry Sez as of 2007 stated that the +3/+4 bog check for an AFV also applies for turning VCA in a building (where it doesn't for Woods since a Vehicle can also enter woods with no modifier). Does this mean that a vehicle can also fall into the cellar/rubble a building when turning VCA?

A. Cellar/rubble only apply upon entry. And I am not so sure about the DRMs applying for VCA change in a building.

[See errata from *ASL Journal 11*]

B23.742 & O5.2

In Red Barricades are Factory hexes with printed stairwells and no road hexside Vehicular-Sized Entrance hexes?

A. Yes.

[See rule O5.2 from *Red Factories Chapter O*]

B29.5

Does the Roadblock's TEM apply to a DC attack against a Roadblock (in other words, the KIA against the Roadblock has to be an Original KIA or a Final KIA)?

A. A Final KIA is required, but note that hexside TEM is NA if Placed/Set (A23.1). (So a Thrown DC cannot remove a Roadblock.)

[See errata from *ASL Journal 11*]

B32.12, E3.54, E3.723, & F6.3

For a unit to pay the MF penalty of Ground Snow (E3.723) for elevation level change, does “per level” change need to be a full level or is a half level (Hillock F6; EmRR B32.12) sufficient? The similar Rain MF penalty (E3.54) is N/A for Hillocks (F6.3) but no mention is made regarding Ground Snow. As a possible reference, both Rain (E3.54) and Ground Snow (E3.723) are applicable to Slopes (P2.54, Q3.54).

A. The penalty is NA for Hillocks. In F6.3 after “E3.54” add “/E3.723”.

[See errata from *ASL Journal 10*]

C2.7

Would like clarification whether the 88 Pak43 can set up unlimbered in a building?

A. The PaK 43 cannot set up in a building. A2.9 would apply; errata to follow.

[See errata from *ASL Journal 8*]

C11.2 & C12.23

Must a Gun set up emplaced if not on a paved road? May it decline to set up emplaced? In particular, may a RCL decline to set up emplaced so as to avoid the restrictions of C12.23? If a Gun can decline emplacement, would this have to be decided (and recorded) at setup?

A. A Gun can decline emplacement only on a Desert Board via F.1A or in Festung Budapest. RCL cannot be emplaced.

[See errata from *ASL Journal 11*]

C13.31

For purposes of determining the total number of available panzerfausts (C13.31), are the Inherent Crews of vehicles in the OB counted towards the total squad-equivalents of the OB?

A. No; Inherent Crews do not count towards squad-equivalents. We are considering clarifying errata along the lines of: add “non-Inherent-” in front of “crews” in line 1 of A5.5 and in the Index for Squad Equivalent.

[See errata from *ASL Journal 10*]

C13.7

C13.7 stipulates that a unit must be GO to look for an ATMM to be used in CC. A unit that is in melee is not GO. Does this mean that an infantry unit cannot look for an ATMM if it is in melee in a location with an AFV?

A. No; in line 4 of C13.7, delete “Good Order (or Berserk) and”.

[See errata from *ASL Journal 10*]

D2.11 & D8.2

D2.11 says “Bog penalties for entry of difficult terrain are also applicable to VCA changes in that terrain if not also on a road (see Terrain Chart).” while the bog chart in D8.2 says “Entry of Woods etc. at half MP allotment.” applies a +3 penalty to the bog roll. During the movement phase does a vehicle which changes VCA in woods pay the +3 DRM on the bog roll as if entering woods at half movement?

A. No (though it would pay +3 or +4 for a building).

If yes, would the vehicle have the option to spend ALL movement to perform the VCA change and avoid the +3 bog penalty?

A. NA.

If instead the VCA change was made as part of Prep Fire or Defensive Fire, would the +3 bog DRM still apply to the bog check?

A. Not in woods.

Finally if on entry the vehicle paid “half MP + 1” could it avoid the +3 DRM for entry of woods at half MP allotment, or contrary to the chart must the vehicle really spend ALL to avoid the +3 bog DRM?

A. No (yes).

[See errata from *ASL Journal 11*]

D2.11 & D8.21

D2.11 says (in part) “Bog penalties for entry of difficult terrain are also applicable to VCA changes in that terrain if not also on a road....” D8.21 indicates that there is a +3 DRM for entry of woods at “half MP allotment”, but +0 DRM for entry of woods for “ALL MP” (B13.41-42). Which of these two possible “entry DRM” are applicable to the Bog DR when a vehicle changes VCA while in a woods hex (which is expending neither “half” nor “all” MP?

A. +0 DRM for changing VCA in woods or building or graveyard or rubble. The +3/+4 DRM are strictly upon entry. {2}

[See errata from *ASL Journal 11*]

D6.2

Can a German SPAA (FlaK PZ IV/20) carry riders just like a SPA? The index doesn't contain an entry for SPAA. Riders are allowed on a SPA. So is a SPAA just one kind of SPA?

A. Riders are allowed. SPAA is a subset of SPA.

[See errata from *ASL Journal 11*]

D6.21

Can an AFV in a building hex with squad, load that squad as a rider and then move out of that hex? Can an AFV set up in a building with a squad as a rider?

A. An AFV can set up with riders and can load riders, but it cannot leave the building hex with riders other than per the usual exceptions (e.g., via a road or vehicle-sized entrance within a factory).

[See errata from *ASL Journal 11*]

E1.7

A German 4-6-7 is in an open hex with bocage hexsides.

An American half-squad has Wall Advantage over the hexside shared with the German squad. The target hex contains no terrain \geq one level higher than the shooter therefore the attack is resolved as 6 FP (point blank fire) and +1 Night LV since the target is not claiming bocage TEM. Correct?

A. Yes.

The German squad has Wall Advantage in its hex. An American 6-6-6 squad (within NVR) fires at the German unit through an open hexside. The target hex contains no terrain \geq one level higher than the shooter therefore the attack is resolved as 6 FP +0 DRM since the target is claiming bocage TEM (but is receiving no benefit from it). Correct?

A. Yes.

[See errata from *ASL Journal 11*]

G1.4231

Japanese SMC do not Pin except as Collapsed Hut PTC/Pin [G5.5], Minimum Move [A4.134] or Wounds [A17.2]. A Japanese T-H Hero making a charge in its MPH is wounded in the Location containing its designated target, having spent > 3 MF. As such it is Wounded and Pinned as per A17.2. C13.7 says ATMM can be used by any Good Order (or Berserk), *unpinned* German Infantry unit. However G1.4231 does not have being *unpinned* as a requirement for a Japanese T-H Hero to try for an ATMM. May the Pinned T-H hero roll for an ATMM [G1.4231]?

A. Yes, it is not actually an ATMM.

[See errata from *ASL Journal 10*]

G5.6

In G5.6, line 4 there is a square opening bracket “[“ after “HE attack” for the EXC. However there is no square closing bracket “]”. Should lines 4-7 of G5.6 read:

a) Any Small Arms PBF/TPBF, MOL, MG, IFE, DC or HE attack [*EXC: AP HE Equivalency; a Collateral/Residual-FP attack vs any hut Location (even vs a Bypassing unit therein)*] causes a Flame in that hut if the Original colored dr of its Effects DR is a 1. or

b) Any Small Arms PBF/TPBF, MOL, MG, IFE, DC or HE attack [*EXC: AP HE Equivalency*], a Collateral/Residual-FP attack vs any hut Location (even vs a Bypassing unit therein) causes a Flame in that hut if the Original colored dr of its Effects DR is a 1. I.e., is the EXC for AP HE Equivalency only or is it for AP HE Equivalency *and* Collateral/Residual-FP attacks vs any hut Location (even vs a Bypassing unit therein)

A. The correct reading is: “[*EXC: AP HE Equivalency; a Collateral/Residual-FP attack*]”. {1}

[See errata from *ASL Journal 10*]

Allied Minor Vehicle Note 37

The six Allied Minor Medium Truck counters (A through F) from Doomed Battalions 3rd edition as well as the corresponding Allied Minor Vehicle Note 37 on page H139 (copyright 2009) show an uppercase “CS”. Should they have a lowercase “cs” instead?

A. Correct. The counters and Chapter H illustration in DBv3 should show “cs” rather than “CS”.

[See errata from *ASL Journal 11*]

B23.742 & O5.2

In Red Barricades are Factory hexes with printed stairwells and no road hexside Vehicular-Sized Entrance hexes?

A. Yes.

[See rule O5.2 from *Red Factories Chapter O*]

AP86 Milling About

Do the Brits get first dibs on Wall Advantage for the G14/15 cactus hedge? Or does the side not moving first?

A. The side not moving first.

[See errata from *ASL Journal 11*]

AP119 Konev Cross

In the set up instructions it states that board 20 has only hexes numbered ≥ 3 . In setting up it looks like this should be ≤ 3 . Is the original correct or should this be changed?

A. It should change as you suggest.

[See errata from *ASL Journal 11*]

Advanced Squad Leader Questions and Answers, Clarifications, and Errata

Version 22

March 2005

Scott Romanowski

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ASOP

ASOP & A3.1 If, during the RPh, enemy units in the same Location not in Melee (e.g., if both are concealed) wish to recover the same weapon, who goes first?

A. The ATTACKER. [Compil5]

ASOP & A10 The ASOP for 6.Rout Phase says "Attacker first, then Defender (A3.6). Each step in the ASOP is indicated as "Both" Should the RPh be conducted as

a) Attacker does Steps 6.11, 6.12, 6.21, 6.31 then Defender does Steps 6.11, 6.12, 6.21, 6.31

or

b) Attacker does Step 6.11, Defender does Step 6.11, Attacker does Step 6.12, Defender does Step 6.12, Attacker does Step 6.21, Defender does Step 6.21, Attacker does Step 6.31, Defender does Step 6.31

or

c) Attacker does Steps 6.11, 6.12, Defender does Steps 6.11, 6.12, Attacker does Step 6.21, Defender does Step 6.21, Attacker does Step 6.31, Defender does Step 6.31

or

d) Some other sequence?

A. (a) [Letter233]

ASOP & A10.5 A broken unit ends its rout ADJACENT to a concealed enemy unit with MF still available. If the concealed enemy unit voluntarily drops its concealment before the routing player can move another unit, what happens to the broken enemy unit? Does it have to continue to rout? Or is it eliminated for failure to rout? If it doesn't have any MF left?

A. It must rout further or Surrender or be eliminated for Failure to Rout. It must rout further if it can. It will Surrender or be eliminated for Failure to Rout. [Letter211]

ASOP & E1.71 Where in the ASOP (rev.) should the Bore-Sighted night Fire Lane placement occur?

A. After 3.13A (as if it were 3.14D). [J1; Mw]

Pre-Game Sequence, 11th primary bullet after "Record the Drop Point of each paratrooper Wing (E9.12)" add "and the single hexgrain direction that will apply to all Wings." [J6]

Incremental IFT (IIFT)

Should the FP values of any OBA modules be adjusted when using the Incremental IFT (EX: 70+mm -> 75 mm) in existing scenarios or DYO scenarios?

A. No, "70+mm" equals 70mm, etc. [Letter8]

A7.37 IIFT TABLE The "MOL" entry should be over the pink "4" column instead of over the white "4 1/2" column. [J4]

Index

Index Is a hex Accessible even when the actual unit cannot advance into the hex (i.e., the ground Location is Fortified with Good Order enemy units, the hex is Bamboo and the unit is already CX, etc.)?

A. Yes. [Compil3]

Index & A.8 Is a unit on ground level ADJACENT to a unit on level 2 in an adjacent building hex?

A. No. [An97; Mw]

Index & A.8 Is a Location ADJACENT to itself? I.e., if a rule permits some activity in an ADJACENT Location, and does not **specifically exclude** the unit's current Location from that activity, is the current Location included by default?

A. Yes. Yes. [Letter207]

Index & A9.22 Is a SW MG 'fully manned' by

a) a non-Heroic SMC,

A. No.

b) a Heroic SMC, or

A. No.

c) two SMCs

A. Yes.

d) and thus in Good Order (if otherwise in Good Order)? Assuming such a MG is capable of at least 2FP in its Normal Range, can it be used to declare a Fire Lane (if otherwise able to do so)?

A. Only the last. [Letter48]

Index & C2.1 (a) Is a weapon considered a "Gun" when in the act of firing if and only if it is depicted on a 5/8" counter and currently firing as ordnance?

A. Essentially.

(b) Is a weapon considered a "Gun" when not firing if and only if it is a non-vehicular weapon depicted on a 5/8" counter?

A. Essentially. [Compil3]

Index & D6.64 1) Are Passengers/Riders "units"?

A. Yes.

2) If they are, does the D6.64 prohibition on multi-unit FGs include a single vehicle and its PRC?

A. No.

3) I.e., does the second sentence of D6.64 apply to ALL vehicle types,

A. Yes; consider this second sentence to be an EXC to the first sentence's total prohibition against multi-unit FG by vehicles other than Carriers/armored-HT, thus allowing all vehicles to FG their non-ordnance (and non-FT/IFE) weapons with their Passengers.

4) or only those that use the "carrier/armored halftrack" rules?

A. No. [Letter213]

Index "Armed" In line 2 after "(A20.54)", add "not possessing a functioning Gun/SW". [J6]

Index "CA" Replace "[Bocage: B9.531]" with "[Bocage: B9.53]". [Letter163]

Index "Field Phone" Replace "O6" with "OCG6". [Mw]

Index "GT" "ST=...(D1.322)" should be "ST=...(D1.32)". [Letter107]

Index "Recon" "P8.022" and "O11.022" should be "P8.622" and "O11.622". [Letter113]

Index "Scenario Defender" Does an SSR declaring a side to be the Scenario Defender apply even if the ASLRB definition of Scenario Defender is violated in the particular scenario?

A. Yes. [Letter268]

Index "Unarmed" & A22.6 MOL are directly usable on the IFT. Does this just reinforce the interpretation that even if a (1)-0-6 has a SW (inherent or not), it's still an Unarmed unit until such time as it Scrounges enough Small Arms to trade in its counter for a Conscript counter of the correct size?

A. Until it can scrounge up some, it has no inherent weapons. [Letter90] {Minor editing. SR}

Index "Unarmed" If you give a LMG to a (1)-0-6 unit, that unit is still represented by an Unarmed counter, and I have to think the Index says that unit is not Armed.

A. The Unarmed unit is Armed. But it is still an Unarmed unit. [Letter90] {Minor editing. SR}

Index "Unarmed" In line 2 after "Gun/SW", add "or inherent crew". [J6]

QRDC

QRDC Close Combat Table The DRM for Gurkha/Japanese vs Infantry should be "-1" not "-2". (This table on the pink divider correctly shows the DRM as "-1".) [Mw]

QRDC & Chapter A Divider Close Combat Tables "AFV" under Sequential CC should "Vehicle". [Letter133]

QRDC & Chapter C Divider In the C5 Firer-Based DRM Table, in Case I replace "MA only" with "MA/SA only". [Mw]

In the C5 Firer-Based DRM Table add "(+3 if firer is in woods/building/rubbled)". [Letter156]

QRDC & Chapter D Divider Table D8.21, & D8.21 Footnotes 2 and 3 say "in building hex" on the QRDC and chapter divider, while those in D8.21 say "in building". Which is correct?

A. "In building". Which does **not** mean that it applies when entering a building across an open ground hexside. [Letter192] {Re-worded. SR}

Chapter A Divider On the A12.121 Concealment Loss/Gain Table, in note A, "(A15.42)" should be "(A12.42)". [Letter133]

A12.121 CONCEALMENT LOSS/GAIN TABLE (pink chart) In Note A, line 2 after "during the MPH/RtPh," add "is forced back to its last Location via Detection (A12.15).". [J4]

Chapter A Divider & QRDC Close Combat Tables See prior entry.

A.5 & A7.52 What is the total DRM for a two-Location FG: the first Location contains an 8-1 leader and a squad and has a +2 total Hindrance to the target; the second Location has a CX squad and no Hindrance to the target?

A. +3. [Letter121]

A.8 & Index See prior entry.

A.9 & A7.301 How are differing KIA results resolved vs. multiple units in a Location? For example, if a Location which contains six Good Order HS: A, B, C, D, E and F, is affected by an IFT attack which results, owing to differences in TEM/concealment, in a 1KIA vs. HS A and B, a 2KIA vs. HS C and D, and a 3KIA vs. HS E and F, how do I determine which HS are eliminated and which are broken?

A. Each result applies to each group. A and B roll for Random Selection for a 1KIA per A7.301.

C and D suffer a 2KIA and are eliminated.

E and F suffer a 3KIA and are eliminated.

[Letter8]

A.15 Since the MPh and DFPh are considered one phase for Defensive Fire purposes, can an AFV fire (e.g.) its CMG as Defensive First Fire and later fire its MA in the DFPh?

A. Yes (and if it changed CA to fire the MG, the appropriate Case A DRM would still apply to its MA shot; D3.51). [An95w; An96; Mw]

A1 Do Partisan 5-2-7s have spraying fire abilities? Do they have advancing fire abilities? What is the BPV of a 5-2-7 partisan squad?

A. Partisan 5-2-7s exist only by SSR. Except as specified by SSR, values and properties of such 5-2-7s would remain unchanged. [Compil3]

A1.11 Is a leader without a functioning SW considered "armed" for all purposes?

A. Yes, unless he is *currently* being held as a prisoner. [An92; An95w; An96; Mw]

A1.123 Are vehicular crews in counter form (e.g., 1-2-7) considered to be elite units?

A. No, but Churchill AVRE crews (Assault Engineers per British Vehicle Note 37) may use DC as if elite. [J1; Mw]

A1.23, A19.132 & Scenario 23 ("Under The Noel Trees") Do the SS units in scenario 23 have an ELR of 4? Are they Replaced by 2nd Line units? (I.e., does OB-given ELR take precedence over this rule even without an SSR?)

A. Yes (A19.132). No, with two broken half-squads. (Yes, unless other squad types are present in the OB along with Combat-Engineers (A25.12)/Partisans (A25.24)/Paratroopers (A25.31 & 25.42), in which case the OB-given ELR applies only to the other squad types.) [Compil3]

A1.4 The green MMC illustration does not represent an actual unit. [Mw]

A2.3 If a piece is set up in a half-hex between two allowed boards, does it count against scenario-specified setup limitations on *both* of those boards?

A. Yes. [An92; An95w; An96; Mw]

A2.5 Can an Infantry unit Advance onto the board into an enemy-occupied Location? Can an AFV enter the board with an Overrun?

A. Yes. Yes. [Letter8]

A2.5 A British 6-4-8 is in a fortified building location on the board edge (the fortified status is still HIP). A "I" German 6-5-8 is located Off-Board next to the above 6-4-8. The German 6-5-8 has numerous board entry options which would assure the units ability to get on board during the German player turn. However, the German player decides to attempt to advance into the (unbeknownst to him) fortified British location and is thus "bounced" back off board which means the unit will end the player turn still off board contrary to the "must" requirements of A2.5. What happens to the German 6-5-8 which did not get on-board this player turn?

A. It is eliminated. [Letter52] {See A2.5 Q&A for letter 91 below. SR}

A2.5 1) Does this rule allow a player to attempt to enter the board on a hex occupied by a concealed enemy unit in the MPh when that hex is the only entry hex allowed for the off board forces? If no, then why would A2.5 allow you to enter in the APh?

A. The attacker may attempt entry via that hex and if bounced out may then Advance in. But if the defender is in a Fortified Building and the attacker tries to Advance in he will be hosed. Or if the defender is an AFV, the attacker could be in trouble. Or the attacker may state that entry is blocked in the MPh and come in next turn.

2) Does this rule allow a player to attempt to enter the board on a hex occupied by a concealed enemy unit in the MPh when that hex is one of many hexes that is specifically listed for entry by the off board forces, e.g. P1, Q1, R1?

A. The attacker may do so.

3) Does this rule allow a player to attempt to enter the board on a hex occupied by a concealed enemy unit in the MPh when that hex is a hex on a board edge that has been identified for entry by the off board forces?

A. Yes. [Letter91] {Minor editing. SR}

A2.5 & A26.221 Are units that fail to enter "eliminated" for purposes of CVP, or VC in general?

A. Both. [Letter86]

A2.5 & O11.4 CG9 If units are setup off map during a Red Barricades CG scenario date but do not enter on that turn, are they unable to enter for the remainder of that CG day?

A. Correct. [Letter125]

A2.8 The rule says that a leader on one level cannot affect the performance of units on another level, but I am not sure what is meant by "performance" since A2.8 is not given as an exception to rules A10.2, A10.21, A10.6, A10.63, A10.71 or A15.41. Thus, if a leader is on one level of a depression hex and there is a MMC on another level of that hex, can the leader: assist the MMC with a MC/TC; cause the MMC to take a LLMC/LLTC; cause the MMC to become berserk; rally the MMC if it breaks IN the Depression and the leader is at Crest level?

A. No to all. [Gen23.2; An95w; An96; Mw]

A2.9 & A6.11 If his side sets up first, may a player check the LOS from his units to "empty" hexes, including for Bore-Sighted/Pre-Registered Hex purposes? What if he sets up second, or setup is simultaneous?

A. LOS may be thusly checked only by a Scenario Defender who sets up first [EXC: the player who sets up first may always check LOS for Bore-Sighted/Pre-Registered Hex purposes]. [Gen26.5; An91; An95w; An96; Mw]

A2.9 A side is given a number of "?" counters to use a dummies, etc. Do they all have to be used?

A. Neither Dummies, nor any other unit/SW/Gun, in an OOB need be used-however any such not used are considered Eliminated for CVP (and all other) purposes. [Letter84]

A2.9, A5.5 & A12.3 1) Do HIP-related initial Deployments count against overall initial deployment limits? Assume an OB of 12 squads, a Nationality that may Deploy, and a HIP allowance of two squads. The player uses A5.5 to Deploy and HIP two squads. Of the remaining 10 squads, may he Deploy none (because his A2.9 Deployment is all used up by the HIP units), one (10%, FRU, of his ten remaining squads setup non-HIP) or two squads (10 pct, FRU, of his base OB of 12 squads)?

A. Zero more (Max 2).

2) Suppose the above OB were "all HIP" per SSR. Would A5.5 allow free Deployment?

A. No.

3) or would A2.9 limits apply?

A. Yes. [Letter66]

A2.9 & B23.93 Can an AFV setup in a Fortified Building/Factory Location? If so, can it ever leave that Location?

A. Yes. [Letter8]

A2.9 & D8.2 Does a vehicle which sets up in a building/woods hex take a Bog Check when it leaves its setup hex to enter Open Ground?

A. No. [Letter8]

A3.1 & ASOP See prior entry.

A3.1 & A4.44 May a Good Order SMC attempt to recover a SW/Gun from a unit eliminated during the RPh, in addition to other RPh activity conducted by the SMC? (EX: Commissar attempts to rally broken conscript HS with ATR and succeeds in eliminating conscript HS; may the Commissar immediately attempt to recover the ATR)?

A. No. [Letter8]

A4.12 & A13.3 May a Cavalry leader provide a MF bonus to Infantry in his Location? May a leader who is a Passenger/Rider?

A. Yes, so long as the provisions of A4.12 are not violated. However, since the leader and Infantry must move as a stack, the leader in the second case would have to be on an AFV using Armored Assault with that Infantry. [An90; An95w; An96; Mw]

A4.12 & A4.7 Does a leader's bonus MF apply in the Aph too?

A. Yes. [An93b; An96; Mw]

A4.12 Does leadership bonus apply if a leader and MMC begin the MPh one in crest and one in non-crest status? One in and one out of an entrenchment? One above and one below wire/-panji counter? One IN rice paddy and one on a Bank?

A. No to all. [J1; Mw]

A4.12 If units of different MF capabilities are moving as a stack, and if the slowest unit is eliminated, breaks, or pins, are the other units limited to the MF available to the stack at the start of its MPh?

A. No. [Compil8]

A4.12 If a leader is moving with an MMC whose MF are limited due to excess PP and the MMC is eliminated, breaks or pins, is the leader limited by the excess PP?

A. No. [Compil8]

A4.12 replace entire section with "Any Good Order MMC which begins the MPh/Aph and ends its MPh/Aph stacked with a leader of the same nationality in the same Location, at the same level (2.8), and with the same Wire/entrenchment/-panji/paddy status is eligible for a two MF bonus during that MPh/Aph, provided it expends all its MF while moving in a combined stack with that leader, and does not expend any of its MF to mount, ride, or dismount any form of conveyance." [J6]

A4.132 If a firer's LOS to a unit paying Road movement costs is blocked at the center dot, can the firer then check LOS to the point where the hexside intersects the road (and vice versa)? If the LOS is hindered? Is this point where the road bisects the hexside?

A. Yes. Yes. No, any point on the hexside where the road crosses it. [An97; Mw]

A4.132 & B3.4 Can moving units on a road get the road bonus if not changing Locations (e.g., place SMOKE, recover weapons, etc.)?

A. Yes. [J1; Mw]

A4.134 & A4.15 Can a Minimum Move be used by a MMC to conduct an INF OVR against an adjacent SMC?

A. Yes. [Gen22.5; An95w; An96; Mw]

A4.134 & A23.3 Can a unit Place a DC if the Location where the DC is placed would require a Minimum Move to enter?

A. No; a Minimum Move would pin the placing unit. [Compil3]

A4.134 & D2.15 Can a unit use Minimum Move if it otherwise could have entered that same Location without using Minimum Move (EX: not using Road Rate; entering a higher level woods hex using full MP allotment instead of 1/2 MP allotment)?

A. Yes. [Compil3]

A4.14, A11.6 & D2.34 (a) Can Infantry enter a Location of which an enemy AFV is in Bypass during the MPh?

A. No, unless they're Berserk on in a Human Wave.

(b) Is a PAATC required to enter such a Location during the Aph, even if CC is not to follow?

A. Yes.

(c) Is a PAATC required of units already in such a Location, but not held in Melee, before they can attack the AFV in the CCPh?

A. No.

(d) Could Infantry cross a hexside containing an enemy AFV in bypass during the MPh?

A. Not in the AFV's hex. [Letter8]

A4.15 & A4.134 See prior entry.

A4.15 & B30.44 Can a MMC use Infantry Overrun to enter a pillbox occupied solely by an enemy SMC?

A. No. [Gen26.1; An90; An95w]

A4.15 If the enemy SMC is Unarmed, is an NTC still required for the OVR? Would the double MF cost still be applicable?

A. No. No. See A20.54. [Letter4]

A4.15 Does the doubled cost of infantry overrun double the cost of hexside terrain (e.g., wall)? Double the cost of SMOKE?

A. Yes to both; this doubling occurs after all modification. [J1; Mw]

A4.151 If a SMC is being attacked by an INF OVR, can it choose the option of being moved to an Accessible Location if it already has a First Fire counter on it?

A. No, "otherwise incapable of movement." [Gen22.5; An95w; An96; Mw]

A4.151 If a MMC is attacking a SMC by INF OVR and the option to move the SMC to an Accessible Location is chosen, can the SMC be moved into the hex from which the MMC is entering the SMC's location?

A. Yes. [Gen22.5; An95w; An96; Mw]

A4.151 If a MMC enters a Location expending twice the normal MF in order to conduct an Infantry OVR, is Defensive First Fire versus it emanating from some other Location conducted before or after the SMC enters an Accessible Location? Before or after the Infantry CC attack (if any) is resolved?

A. After. Before. [Gen27.1; An91; An95w; An96; Mw]

A4.151 Can a SMC being infantry overrun move if it is on a horse/skis/bicycle? On an unarmed vehicle/motorcycle/wagon?

A. Yes. No. [J1; Mw]

A4.152 If an SMC being overrun is marked with a First Fire counter, what effect is there on its CC attack vs. the MMC?

A. None. [Compil8]

A4.2 If a stack of units are moving together, and a unit in the stack expends MF to place a SMOKE grenade/DC or to Recover a SW, then must the other units in the stack also expend the same MF if they are to continue to move together as a stack?

A. Yes. [Gen22.6; An89; An95w; An96; Mw]

A4.2 When a stack of units is moving together, can the different units in the stack perform different actions in their hex when simultaneously expending one MF (i.e., one unit attempts SMOKE placement, one unit recovers a SW, one unit places a DC on an ADJACENT target)?

A. Yes, but for each MF expenditure, he must designate all actions at the same time. [An97; Mw]

A4.2 May Infantry units not specifically listed in A4.2 move as a stack? May two Cavalry units move as a stack? Two cyclists? Two vehicles?

A. Yes. Yes. Bicyclists may; motorcycle cannot. Only via Platoon Movement (for AFV) or Convoy (including motorcycles and unarmored vehicles). [J1; Mw]

A4.2 & A4.44 A stack of units is moving together. If the units wish to recover SW/Guns simultaneously as the same MF expenditure, may the player first roll for one unit before designating the recovery attempts of other units in the stack?

A. No; for each MF expenditure, he must designate all actions at the same time. [Compil3]

A4.2 & A23.3 May two or more units of a moving stack place DC on different ADJACENT targets as the same MF expenditure?

A. Yes. [Compil3]

A4.2 & A24.1 A stack of units is moving together. If the units wish to place SMOKE simultaneously as the same MF expenditure, may the player first roll for one unit before designating the placement attempts of other units in the stack? May the units attempt to place SMOKE in different Locations as the same MF expenditure?

A. No. Yes. [Compil3]

A4.2, D9.31 & D14.2 May more than one stack of infantry move simultaneously using Armored Assault if several vehicles are using Platoon Movement?

A. Not ordinarily (e.g., only if using Human Wave, Banzai, or Column). [Compil3, Letter158]

A4.3 Can a unit bypass just a hex vertex, e.g., assuming walls are bocage, could a infantry unit in 3U4 bypass in hex T4 along the T4-T3-U4 vertex, and enter T3 at a cost of 3 MF, instead of crossing the T3-U4 hexside for a total cost of 4 MF?

A. No, a unit must bypass along an entire hexside; but in this situation, the unit could bypass along the T3-T4 hexside to the T3-T4-S4 vertex and then enter T3 at a cost of 3 MF. See the A4.31 Example. [Compil8]

A4.3 May an Infantry unit bypass a hexside and then return to its prior hex along that hexside?

A. No; see the A4.31 Example. [Compil8]

A4.3 If several defender units fire at a bypassing unit at different vertices, must each vertex be fired on in order or is the order unimportant?

A. The order is unimportant. [Compil8]

A4.31 Can an Infantry unit that is using Bypass expend MF to place a SMOKE grenade (A24.1) or DC (A23.3) while still in Bypass (as long as it has sufficient MF to leave the hex)?

A. Yes. [Gen22.6 cites A4.33; An89; An95w; An96; Mw]

A4.31 Looking at the example for A4.132, consider a unit in 5G4. That unit moves into H4 using bypass along the H4/H3 hexside. For his next move can the unit:

a) Move into I4 spending 1MF (road movement cost)?

A. No.

b) Move into I4 spending 2MF?

A. Yes.

c) Move into the woods in H4 spending 2MF?

A. Yes.

d) Move into H3 spending 1 MF?

A. No.

Considering the A4.31 example. The unit in D3 enters D4 in bypass along the D4/E4 hexspine.

e) Is the cost to then enter E5 1MF (no cost for E4/E5 wall)?

A. Yes.

f) If the unit in D3 enters D4 and bypasses both the D4/E4 and D4/E5 hexsides, is the cost of movement 1MF (no cost for E4/E5 wall)?

A. Yes.

g) Could the unit then enter E5 (from the D4/E5 hexspine) at a cost of 1MF?

A. Yes. [Letter49] {Removed questions that Perry did not answer definitively because he didn't have the board handy. SR}

A4.32 & D6.5 When Infantry that was stuck in Bypass during its MPh (e.g., pinned, broken, unloaded without sufficient MF, etc.) automatically enters the obstacle after the end of its MPh, may the Defender First Fire at it?

A. No, he must wait until DFPh. [Compil9]

A4.4 & A4.44 If a unit Recovers the SW at the end of its MPh (i.e., it expends no MF after gaining possession of the SW), is the portage cost assessed?

A. No. [Gen22.6; An95w; An96; Mw]

A4.4 Is the PP cost for a SW deducted from a unit's IPC begins its MPh with the SW and drops it *after* expending a MF in its hex (such as to place a SMOKE grenade or to Recover a different SW) but *before* moving one hex with it?

A. Yes. [Gen23.2; An89; An95w; An96; Mw]

A4.4, A4.43 & A4.44 A HS carries a DC into a new Location and is eliminated. A squad then expends 1 MF to enter that Location. Can that squad then try to Recover that DC? If so, can it Throw the DC from that Location?

A. Not during that MPh.

Can it Place the DC from that Location?

A. Not during that MPh. [Letter80]

A4.41 May a HMG or MMG fire in AFPh if it has not changed Locations but did enter/exit a fortification, (un)load, (dis)mount, move under wire/panji, or changed Crest status or position in a Rice Paddy?

A. No, it has not remained stationary. [J1; Mw]

A4.41 A unit with a MMG attempts to place smoke in an adjacent hex and rolled a 6. Can it then fire its MMG in the AFPh?

A. No, the MMG has "moved". [Letter228]

A4.42 May two SMC together portage a 3PP weapon?

A. No. One SMC must possess the weapon and, even though the other SMC raises the first's IPC by one, the possessing SMC "may never portage more than two PP." [An96; Mw]

A4.42 & A4.51 Can a SMC and a MMC split the PP cost of one item? If both are CX and the MMC possess a 4PP SW, does the SMC have 0 to give to the MMC? Or could the SMC instead carry 1 PP and the MMC 3 PP, thus both are only 1 PP over their IPC?

A. No. Yes. No. [Compil5]

A4.42, B8.4 & B11.41 May a MMC and a SMC combine their IPC to portage SW into a sewer/-tunnel or while climbing?

A. Yes, but remember climbing units are CX so total IPC is 2 if you combine. [Letter8]

A4.43 If an unbroken unit wishes to do nothing during its MPh except drop a SW, can it do so at the cost of one MF?

A. It could do so at *no* MF cost – but it could then become the (non-moving) target of Defensive First Fire. [Variant in Gen22.6; An89; An96; Mw]

A4.43, A4.4 & A4.44 See prior entry.

A4.431 Can units who transfer SW perform other actions (e.g., Recombining, Scrounging, etc.) in the same RPh?

A. No. [Gen22.5; An95w; An96; Mw]

A4.431 The rule permits SW to be transferred among Riders on the same vehicle while it is in Motion. Can SW really be transferred between Riders of the same motorcycle while it is in Motion?

A. Yes. [Gen22.6; An89; An95w; An96; Mw]

A4.44 Can more than one Infantry unit attempt to Recover the same SW/Gun during a single MPh/-RPh?

A. Yes. [Letter8]

A4.44 How many SW/Guns may be Recovered per phase by a Good Order, unpinned SMC from >= one unit eliminated/surrendering/routing in his Location?

A. One. [An95w; An96; Mw] { An96 has ">", it should be ">=". SR}

A4.44 & A3.1 See prior entry.

A4.44 & A4.2 See prior entry.

A4.44 & A4.4 See prior entry.

A4.44, A4.4 & A4.43 See prior entry.

A4.44 & A4.61 Can Infantry which does not expend all of its MF and moves only one Location attempt to recover a SW while using Assault Movement?

A. Yes. [Letter8]

A4.44 & A10.6 If a SMC attempts to recover a SW from a broken MMC in the RPh, may another leader still attempt to rally that MMC?

A. Yes. [An95w; An96; Mw]

A4.44 & A23.7--72 May a set DC be recovered? A. No (although it can be eliminated by Random SW Destruction [A9.7] or by a successful Clearance DR [B24.75]). [Compil4]

A4.44 & A13.33 Can a cavalry SMC recover a SW from a cavalry MMC?

A. No. [J1]

A4.5 May Bicycle Riders (D15.81) and Skiers (E4.3) Double Time?

A. Yes. They are not riding a form of conveyance. [An96; Mw]

A4.5 & A12.141 Is the act of declaring Double Time (as opposed to actually expending MF) in LOS of a Good Order enemy unit a concealment-loss activity?

A. No. [Compil9]

A4.5 & A24.1 If a CX unit rolls a 5 on its SMOKE placement dr, is its MPh over? (In other words, is it an "Original" or a "Final" dr of 6 that ends a unit's MPh?)

A. No. Original. [Letter108]

A4.51 & A11.11 If two stacks are in close combat, and one stack has one CX squad and two non-CX squads, does the other side get the -1 CX CC DRM against the whole stack or only the CX squad?

A. Only the CX squad. [Letter185]

A4.51 & A4.42 See prior entry.

A4.6 The rule states that units in Trenches are not subject to FFNAM. Would units that are attacked as they move from outside the Trench to inside the Trench be considered "units in a Trench"?

A. No. [Gen23.2; An95w; An96; Mw]

A4.6 Is a unit always considered moving for FFNAM/FFMO purposes when expending MF, even without changing Location? Is a unit considered moving for FFNAM/FFMO purposes when it does not expend MF, during the MPh (EX: Dropping a SW)?

A. Yes. No. [Compil3]

A4.6 Do any DRM other than Hindrance/TEM negate FFMO?

A. No. [An97; Mw]

A4.6 Can a concealed squad enter a hex using assault movement, survive DF, then declare double time-dropping ?-to search, place smoke etc., now becoming vulnerable to FFNAM/-FFMO?

A. You cannot assault move and then declare CX. You cannot assault move and search. You may assault move into a hex and then place smoke, losing concealment if in LOS, etc. [Letter57]

A4.6 A unit in +3 SMOKE is firing on an enemy unit moving in OG without AM. Is the total DRM +3 (SMOKE & FFNAM) or +2 (SMOKE, FFNAM & FFMO)?

A. +3 (+4 SMOKE and -1 FFNAM). [Letter262] {Re-worded. SR}

A4.6 Firing out of SMOKE negates FFMO. [Letter261]

A4.61 & A15.43 If a squad Assault Moves, is fired on and becomes Berserk, do they immediately gain (8 minus the normal MF spent to enter the hex they entered using Assault Movement) MF to use in a Charge?

A. Yes. [Compil1]

A4.61 May a unit, which does not change Location at all, use Assault Movement (i.e., to place Smoke, move below/above entrenchment etc.)?

A. Yes. [Compil3]

A4.61 & A4.44 See prior entry.

A4.61 & A23.3 Can Assault Movement be used to Place a DC in an ADJACENT Location, if the Placing Infantry does not use all of its MF and only moves one Location, or if the Placing Infantry doesn't use all of its MF and doesn't change Location?

A. Yes. [Letter8]

A4.61 Does assault-moving have any effect on how MF are expended (within the limits of moving no more than one Location)?

A. No, other than prohibiting the use of all MF. [Compil7]

A4.62 A4.62: How long does the Hazardous Movement penalty apply:

1) Do all Clearance attempts receive the Hazardous Movement penalty until the Clearance DR is made?

A. The appropriate Clearance attempts do.

2) Does Pushing a Gun (C10.3), Setting a DC, or Crew exiting a Cellar (B23.41) receive the Hazardous Movement penalty only during the applicable MPh?

A. Yes.

3) Does the Hazardous Movement penalty apply to Sewer Movement and Fording as long as the unit is in that terrain?

A. Yes. [Letter212]

A4.63 & A15.43 Can a berserk unit use a Dash move to enter an enemy occupied hex?

A. Yes – provided it meets all the requirements for both Dash and Berserk movement. [Gen22.6; An89; An95w; An96; Mw]

A4.63 If a unit Dashing across a road becomes berserk, does it charge in that same MPh?

A. Yes, using eight MF (three MF if wounded) minus whatever MF it has already expended. [An91; An96; Mw]

A4.63 & B7.4 May a unit declare a Dash in order to cross a runway (or "boulevard") hex?

A. No. [An93b; An96; Mw]

A4.63 & D9.31 May Infantry use Dash and Armored Assault simultaneously?

A. No. [An95w; An96; Mw]

A4.63 & A8.15 A Dashing unit is attacked as it leaves its starting hex with a Snapshot. Would the FP of this attack be halved or quartered? Would FFMO/FFNAM apply?

A. Quartered. No. [An97; Mw]

A4.63 Can units dash through a hex in which the road ends? Can units dash across a road intersection? (For example, consider hex 20Y2. If Z1 and Y3 were considered non-Open ground Locations for some reason, could a unit dash from X2 to Z1, crossing the Y1-Y2-Y3 road? From Y1 to Y3, crossing the Z1-Y2-X2 road? From X2 to Y1? From Y3 to Z1?)

A. Yes to both, as long as the unit is crossing from one side of the road to the other. (Yes to all.) [Compil8]

A4.63 May a unit attempt to Dash through wire? A. No. [J1; Mw]

A4.63 If a leader and MMC are dashing and the leader breaks in the road, leaving the MMC without enough MF to complete the dash, is the MMC left in the road? Does it expend its remaining MF in the road? Does it qualify for Dash benefits?

A. Yes. No. No. [Compil8]

A4.63 May dash and bypass be combined in a woods-road hex or building-road hex?

A. Yes, if the dashing unit can bypass the obstacle while crossing the road. [J1; Mw]

A4.63 What are the game mechanics of declaring/executing a dash move, including any D1F declarations versus such a move? In particular:

a) What declarations are required, when, of the moving player?

A. The destination is declared at the start of the move.

b) What destination-choice options are available to the moving player, after entering the road hex, and taking any D1F there, but before attempting destination hex entry?

A. None.

c) After road entry, but before attempted destination hex entry, if an armed enemy unit drops concealment in the intended/declared destination hex (to D1F, say), must the moving unit still attempt entry, if otherwise able?

A. Yes.

d) What are the D1F consequences (Dash benefit?) of D1F from the declared/intended destination Location, when such D1F is made before the moving unit attempts destination entry?

A. Assuming the destination is not Open Ground, the shots as the Dasher enters the road are halved. MF expended attempting (and failing) to enter the destination hex are not halved. [Letter75]

A4.63 In line 2 after "Dash move" add "to a particular Location". In the last line of the second example delete "either" and "or BB6". [J4]

A4.7 Advance cannot occur if you are so encumbered by PP that you have no MF remaining. [p.K16, pointed out in Letter76]

A4.7 Is a unit which conducted a Human Wave (or Banzai Charge) but did not enter an enemy-occupied Location in the MPh required to Advance into an available enemy-occupied Location?

A. No. [Compil9]

A4.7, B27.4 & C1.51 If an Infantry unit enters a Foxhole in an Open Ground hex during the APH, but that Foxhole hex contains an FFE:2 counter, does the Infantry unit get the +4 Foxhole TEM when resolving that FFE attack?

A. No. [Letter80]

A4.7 & A4.12 See prior entry.

A4.7 & B27.1 If an enemy advances into a location containing a 1S foxhole occupied by a friendly squad and the friendly squad is eliminated in the ensuing melee, does the enemy squad automatically get to use the foxhole? (Must it enter the foxhole during a MPh/APH?) May an enemy unit advance directly into an occupied foxhole/trench?

A. Not unless it had entered the foxhole upon entering the hex (the capacity of a foxhole counter is per side [B27.44]). (Yes.) Yes. [Compil4]

A4.72 May a non-CX unit use Advanced vs. Difficult Terrain if the COT exceeds its available non-Double Time MF allotment? What if Advance vs. Difficult Terrain is already required, but there is additional COT (EX: changing elevation or going over a wall into bamboo, or bamboo and SMOKE)?

A. Yes, if it has at least 1 MF remaining after deducting portage costs. Yes, it may advance; read A4.72: "...is >= ... all of a unit's available...". [Letter8]

A4.8 & A10.711 Can a TI Leader Voluntary Rout? (Reference: A.3; A4.8; A10.711)

A. Yes. [Letter267]

A4.8 & A12. Is TI status itself considered a "?" loss activity even if LOS is established after the phase in which the TI gaining activity occurs?

A. No. [Compil6]

A5.1 & A14.4 Does Infantry/Cavalry overstacking affect a Sniper Check?

A. No. [Letter8]

A5.1, A12.122 & A12.14 Can overstacked Good Order Infantry gain concealment if in LOS of an unbroken enemy unit greater than 16 hexes away?

A. If in Concealment Terrain, they could roll for concealment if the unbroken enemy unit was not Good Order. [J1; Mw]

A5.11 & A10.51 When determining the closest (in MF) building/woods hex that a broken unit can rout to, is the MF cost for entering an overstacked hex included in the MF calculation?

A. Yes. [Gen23.2; An90; An95w; An96; Mw]

A5.132 Suppose German vehicles have exceeded the vehicular stacking limits in a hex which also contains a Russian T-44. If a Russian weapon other than the T-44 fires on a German target in the hex but misses, does this mean that the Russian T-44 can be hit as a secondary target even though it is not overstacked?

A. Yes. [Gen23.2; An90; An95w; An96; Mw]

A5.132 1) Can non-moving vehicle(s) be hit by an "overstack hit" during DFF – i.e., do the overstack rules negate the Defensive First Fire rules on eligible targets?

A. Yes.

2) Can the intended target be hit by an "overstack hit" (in any fire phase)?

A. No.

3) If yes, how do you determine the target if there are only two vehicles in the hex (this rule says to use Random Selection only if there are three or more vehicles)?

A. The non-target vehicle is hit if only 2 vehicles are in Location. {Answer to second part in Letter 252.}[Letters4 & 252]

A5.132 & C3.8 Does a Gun of the appropriate caliber which rolls an Original Doubles TH DR which misses the intended target vehicle but hits another vehicle in the same Location as a result of vehicular overstacking score Multiple Hits?
A. Yes. [Letter8]

A5.5 & B23.922 Is a Good Order Infantry crew manning a Gun considered equal to a squad for preventing enemy Infantry from entering a Fortified Building Location?
A. No. [Letter126] {Re-worded. SR}

A5.72 & A.5 See prior entry.

A6.1 1) In order to be considered to have LOS to a unit, must you have LOS to the Location containing that unit?

A. Essentially, or to a moving unit at a vertex or at a CAFP

2) If a hex contains only one Location, must you have LOS to that Location in order to be considered to have LOS to that >hex?

A. Other than a moving unit at a vertex or CAFP, to what else would you check LOS?
[Letter235]

A6.1 & C3.33 In order for a MTR to fire at a hex, must it (or its Spotter) have LOS to at least one Location within that hex?

A. Essentially, or to a unit moving at a vertex or a CAFP. If there is a specific LOS in doubt, ask about it, but generally speaking even mortars must have LOS to a unit or Location to fire at a hex. [Letter235]

A6.11 & A2.9 See prior entry.

A6.21 & A6.4 Does a unit at Level 2 have a LOS over a Level 1-1/2 obstacle six hexes away to an enemy unit at Level 1 in the hex directly behind the obstacle?

A. Yes. [An95w; An96; Mw]

A6.21 & A6.4 1) Does a unit at Level 2 have a LOS over a Level 1-1/2 obstacle to an enemy unit in a Level 1 Location in the hex directly behind the obstacle?

A. Yes; A6.21.

2) Example: A unit in 3M2 (Level 2) has a LOS over the Two story house L4-M5 to hex L5 because L5 is a Level 1 hill hex (A6.4) If L5 were in fact a Single hex Two story house (B31.3), would LOS exist between 3M2 (Level 2) and 3L5 (level 1)?

A. Yes.

3) Is the preceding published Q&A still correct for 2nd edition rules?

A. Yes.

4) Chapter K, page K8, 2nd paragraph: The last sentence says "A one level obstacle, or a 1.5 level obstacle in this case, never blocks LOS between a second level hex and a first level hex." Can "first level hex" be read as "first level Location"?

A. Yes.

5) A6.4 says "Blind hexes cannot be seen by the firer unless the blind hex is at an elevation \geq the full-level height of the obstacle (in which case it is not a 'Blind' hex after all)." If the base level of a "Blind" hex is at a level $<$ the full level height of an obstacle but a Location(s) of that Blind hex are at an elevation \geq the full-level height of the obstacle (eg upper level building locations), does a higher level firer have LOS to these upper level Locations?

A. Yes. [Should we consider erraticizing this by adding "unless they are the same building"?]

6) A6.4 says "Blind hexes cannot be seen by the firer unless the blind hex is at an elevation \geq the full-level height of the obstacle (in which case it is not a 'Blind' hex after all)." Can this be interpreted (my emphasis added) as: -Locations- in Blind hexes can not be seen by the firer unless such -Locations- are at an elevation \geq the full-level height of the obstacle (in which case they are not 'Blind -Locations- after all)."

A. Yes. [Letter195]

A6.4 & A6.21 See prior entry.

A6.7 & E3.1 Are LV hindrances (e.g., night, Mist) cumulative with other hindrances regardless of range? (For example: at range of 2 hexes, one orchard hex between target and firer, EXTRA HEAVY mist and night LV applies, what is the DRM derived from LOS/LV hindrances?) Does the "range" statement in A6.7 refer to the range between target and firer? (Or just to the portion of the LOF that is crossing the "terrain" hindrance?)

A. Yes. (4.) No. (Yes.) [An97; Mw]

A7.1 & A8.1 May a unit use Small Arms (or non-ordnance MG) to DFF on the IFT at a moving BU, CT AFV for the sole purpose of leaving Residual FP (or laying down a Fire Lane)?

A. Yes. [An97; Mw]

A7.212 In line 4 replace "unarmed/unarmored" with "unarmed, unarmored". [J4]

A7.2, A8.3, A8.31 & C5.6 If a Gun uses Intensive Fire, is the manning infantry allowed to Subsequent First Fire thereafter?

A. No, although it could FPF. [J1; Mw] {Added A8.3, A8.31 & C5.6. SR}

A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, D7.22, E9.43 & G1.423 Is a CC marker placed immediately after a Non-CC Reaction Fire (or any other TPBF) attack? Is the CC marker removed when only one side occupies the Location?

A. No, not until the armed vehicle (or unit) ends its MPH in the defender's Location (see also A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, E9.43, and G1.423). Yes. [J1; Mw]

A7.212 If a unit's Location is occupied by an enemy unarmored vehicle, is it still free to attack other targets. Is this true even if the vehicle has vulnerable PRC?

A. No. [Gen22.5; An95w; Mw]

A7.212 If a Bypassing friendly AFV occupies a hex that contains an enemy unit at a higher level, do the firing restrictions of this rule apply to that enemy unit? Do they apply if a BU friendly AFV, regardless of whether or not it is in Bypass or is OT, occupies a Location that contains an enemy unit?

A. Only if the AFV is CE/OT. Yes. [An92; An95w; An96; Mw]

A7.3 In the second sentence lines 5-6, replace "due to the effect of terrain, Hindrances, target characteristics, and/or leadership" with "as listed on the IFT DRM chart or in the appropriate rules section". After the second sentence add "Each applicable entry on the IFT DRM chart is cumulative (A.17) and is applied only once per attack, unless indicated otherwise." [J6]

A7.301 & C3.74 If Random Selection due to a CH on multiple units chooses > one of those units, but fewer units than the KIA# for that CH's FP and Final IFT DR, must Random Selection be used again among the non-CH units in order to bring the number of CH units up to the KIA's #?
A. No – the number of units chosen by the original Random Selection is the number the CH is resolved against. [An93a; An95w; An96; Mw]

A7.301 & A22.4 How is a K/# result resolved vs. a stack of three Personnel units, two of which possess a FT? What if all three possessed a FT?
A. Each of the FT-bearing units suffers a 1KIA, and the third unit suffers the K/#. Each of them would suffer a 1KIA. (The -1 FT DRM is unique in that for attack resolution purposes it applies in this separate, individual manner to each possessing unit). [An93b; An96; Mw]

A7.301 & A.9 See prior entry.

A7.302 If a SMC is wounded by a K/# result, must he also take the resulting MC?

A. No (e.g., see the A.9 example). [An93b; An96; Mw]

A7.302 & A15.2 Is a wounded hero that suffers Casualty Reduction wounded again or eliminated? One that suffers a Casualty MC?

A. The hero would be eliminated in either case (a wounded hero that wounds again is eliminated). [Compil8]

A7.303, A10.3, A15.42 & A17.1 Is a berserk leader that fails a MC wounded or eliminated? One that suffers casualty reduction? Suffers a Casualty MC?

A. It suffers Casualty Reduction and wounds (and may, therefore, be eliminated). It wounds. It wounds and must add +1 to its Wound Severity dr as if already wounded. [Compil8]

A7.34 & A9.5 If directed by a Leader, does the Leader's DRM affect every location affected by a spraying-fire attack?

A. Yes. [Letter4]

A7.34 & A9.52 May Spraying Fire be used versus two adjacent "empty" hexes/Locations during the enemy MPH (e.g., in order to place Residual FP therein)?

A. No – at least one of those hexes/Locations must contain a moving enemy unit. [Gen26.5; An91; An95w; An96; Mw]

A7.35 & C13.8 Assume a German Squad has not fired its inherent Firepower and it fires a PF and takes the Backblast attack. Assume the squad is casualty reduced and the HS passes it MC (so it remains in good order). Can the HS fire attempt to fire a second SW? (e.g. a second PF).

A. No, the HS is considered to have fired, and is so marked. [Letter79]

A7.351 This rule says a squad "may fire two different types" of SW in the same fire phase. If two SW are fired, do they both have to be marked with an 'A' in the Support Weapons Chart? In other words, may a squad fire a LMG and a FT in the same fire phase?

A. A squad may fire a LMG and FT in the same fire phase. [Letter26] {Minor editing. SR}

A7.351 For the purpose of A7.351, does an MMC's use of its Inherent (Squad or Half-Squad) FP effectively equate to "use of a SW"?

A. Effectively. [Letter239]

A7.351 & C13.31 Does C13.31 supercede A7.351? More clearly, with C13.31 & A7.351 in mind, can a Squad First Fire its Inherent FP and First Fire some other type of SW (including Inherent SW) during the MPH, then try for another PF in the DFPh?

A. No. [Letter239]

A7.351 & C13.31 If a squad has fired its inherent FP and **any** SW (including a PF Check) during Defensive First Fire, may it fire any SW (including a PF Check) during Final Fire?

A. It could fire the same SW if that weapon can use Intensive Fire or Sustained Fire, but no other. [Letter241]

A7.353 & A22.611 If a HS fails a MOL check dr during the Defensive First Fire, can it still use its inherent FP for Subsequent First Fire in that same phase?

A. Yes, halved. [Gen22.5; An95w; An96; Mw]

A7.353 & A8.31 If a HS uses a LMG during Defensive First Fire, can it use *both* the LMG and its inherent FP during Subsequent First Fire/Final Protective Fire in the same phase?

A. No. It can use its LMG *or* its inherent FP in Subsequent First Fire; for PPF, it must use its LMG and cannot use its inherent FP. [Variant in Gen23.2; An89; An95w; An96; Mw]

A7.353 May a HS that fired a SW in First Fire use its inherent FP in Subsequent First Fire vs. a non-adjacent target?

A. Yes, under the usual conditions (range, etc.). [J1; Mw]

A7.353 & A8.31 A HS malfunctions its MG in Subsequent First Fire. Is the HS then free to fire Inherent FP as PPF, since the MG is no longer "usable"?

A. Yes. [Compil7]

A7.4 If there are both friendly and enemy Infantry/unarmored vehicle/Vulnerable PRC in a Location which are not yet in melee, may friendly units fire into that Location, and does such fire affect units of both sides or only enemy units?

A. Yes, the fire affects only enemy units. [Letter8]

A7.4 Which side resolves an attack into a Melee first?

A. The side that did *not* conduct that attack. [An93b; An96; Mw]

A7.4 & D.8 An AFV in Melee with an enemy squad is destroyed via the Vehicle Target Type. Is the squad unaffected? Even if the AFV is destroyed by a PF?

A. Yes. Yes. [Compil9].

A7.52 In the second sentence line 3, delete "(Cowering/CX penalty)". After the second sentence add "Should any member of the FG incur a detrimental DRM, it applies to the entire FG (cumulative as per A7.3)." [J6]

A7.52 & A9.5 If multiple units/weapons in the same Location wish to use Spraying Fire *as a FG*, must each of them attack the *same* two Locations or is it sufficient for the target Locations to merely overlap such that each firer shares one target Location with \geq one other firer?

A. All units and weapons firing must attack the *same* two Locations. [An95w; An96; Mw]

A7.53 If a leader uses his leadership modifier to direct a FG in Defensive First Fire, then later on in that same phase can he direct a FG in which some units are using Subsequent First Fire and some are using Defensive First Fire?

A. Only if all the units/SW involved are the same ones he had directed in that previous First Fire attack. [Variant in Gen22.5, variant in Gen23.2; An89; An95w; An96; Mw]

A7.53-531 & A10.72 These seem to imply that leader direction and the application of a leader's DRM can be declared independently of each other. Is this true?

A. No; the two are synonymous *in all cases*. However, if leader direction is used for an attack/action to whose DR/dr "Leadership NA" triangle applies, that leader's DRM/drm cannot apply to that DR/dr. [An91; An92; An95w; An96; Mw]

A7.53 A leader directs Defensive First Fire of a squad and a MG and then directs First Fire attacks with the MG's ROF. During Subsequent First Fire, may he again direct the fire of the squad and MG?

A. Yes. [An97; Mw]

A7.53 Is removing weapons from a FG considered the constitution of a new FG? (I.e., if a leader directs a FG consisting of squad A + MG during DFF, can the leader direct squad A without the MG during SFF?)

A. No. (Yes.) [Compil3]

A7.53, A7.531 & A7.9 An 8-1 leader and squad w/ LMG are in a Location; another friendly squad is in an Adjacent Location. Absent Leader Direction, each squad is subject to Cowering. All of these units have LOS to a target. They declare an attack on that target as a firegroup. To prevent Cowering in his Location, may the leader be declared as directing the fire of the squad and LMG in his location (even though he may not apply his DRM to the attack – A7.531)?

A. No.

If not, suppose there were another 8-1 and it were stacked with the other squad, such that both Locations of the FG featured a –1 leader directing the FG attack. A7.531 allows a –1 leadership attack DRM in this case. Because this would be an attack directed by two leaders (as opposed to a leader – A7.9, 1st sentence), would the attack be subject to Cowering?

A. No. [Letter69]

A7.531 & A15.24 If a squad is ADJACENT to a friendly hero and those two units fire as a FG, may a Good Order leader stacked with the squad direct the attack?

A. No – because the hero is not in the same Location as the leader. [An93b; An96; Mw]

A7.531, A7.53 & A7.9 See prior entry.

A7.352 & A8.4 1) A HS fires its PSK in the MPH and is marked with a First Fire counter. In the DFPh, may that HS attempt a PF shot vs. an ADJACENT vehicle?

A. No, per the SW Chart, a HS can only fire one SW.

2) Is the answer any different if the HS had fired its Inherent FP in the MPH, instead of the PSK?

A. No. [Letter150]

A7.6, A14.21 & D5.31 Is the CE DRM considered an "in-hex TEM" for sniper alternate target selection purposes?

A. No. [J1; Mw]

A7.7 Can an ordnance hit on the Area Target Type be considered a hit for Encirclement purposes (as opposed to one on the Infantry Target Type)?

A. Yes. [Gen23.2; An89; An95w; An96; Mw]

A7.7 Does the one level drop in morale suffered by encircled Personnel against any attacks also apply for other purposes, e.g. PAATC, Rally, etc.?

A. No. [An96]

A7.7 If a firegroup consists of units within normal range of a target and also units firing at long range, does the attack qualify for encircling fire if the units within normal range do not have the strength by themselves to possibly cause a morale check, but the attack as a whole does?

A. No. [Compil8]

A7.7 Is the cost to encircled units to cross hexside terrain doubled? The cost to enter smoke? If moving uphill, would the cost be quadrupled? If entering abrupt terrain, is the cost of intermediate levels doubled?

A. Yes to all; this doubling occurs after all modification. [Compil8]

A7.7 In line 17 add after "enemy" add "/Melee" then in the next to last line on page A15 after "enemy" add "/Melee".

A7.7 & A20 Do Prisoners share the Encircled status of their Guard, or can one be Encircled by enemy fire without the other being encircled?

A. No; yes. [Letter90] {Minor editing. SR}

A7.7, B8, & B11.4 May a unit climb out of encirclement, or use a sewer or tunnel to exit encirclement?

A. Yes to all (despite such movement requiring all of a unit's MF) and may even use the APH normally to enter a new Location, whereupon it would become Pinned and CX (as if having completed a Minimum Move--A4.134). [J1; Mw] {Added B8 & B11.4. SR}

A7.72 If all the stairwells of a multi-story building have been rubble, are units on the upper level(s) of that building Encircled?

A. Yes – except for units immune to "upper-level" Encirclement. [An93b; An96; Mw]

A7.72 & B23.424 Is a unit with Scaling ability immune to "upper-level" Encirclement?

A. Yes, provided the unit is in Good Order and would not have to Scale to/past a Location containing a Blaze or unbroken, armed, unconcealed enemy unit. [An93b; An96; Mw]

A7.8 Can a broken unit ever become pinned by any cause other than Interdiction or a Collapsed Hut PTC [G5.5] (e.g., via minefield or FFE attacks)?

A. No, and even during Interdiction the condition only lasts until the end of the RtPh. (This supersedes the prior Q&A in the '96 Annual.) [An97; Mw]

A7.8 & A7.82 If the Inherent crew of a vehicle is pinned in the act of movement, must the vehicle immediately stop moving? Or may it continue movement, although perhaps BU?

A. No. Yes. [Compil6]

A7.81 This says Pinned Infantry may not "change a weapon's CA (9.21; C5.1-12)". The cited rules references, though, could be read to suggest that only fixed CAs (CAs in woods/bldg/rubble) may not be changed by Pinned Infantry. Is this true? Or may a Pinned Gun crew in Open Ground change the Gun's CA as part of its shot? May it change the CA normally at the end of a Fire Phase (C3.22)?

A. Once the Infantry manning a Gun (or a Fixed CA weapon per A9.21) is Pinned, then they may not change the CA of that Gun/weapon until they are no longer pinned. [Letter80]

A7.81 If a pinned squad in Open Ground fires a MG, does it need to mark the MG's CA to prevent it from SFF/FPF/Final Firing that MG in a different CA?

A. No, only in woods/building/rubble. [Letter80]

A7.82 & A7.8 See prior entry.

A7.831 & A11.4 Can a Leader that is pinned apply his leadership for other purposes than fire direction, e.g., :

1) ... clearance?

A. No, pinned units cannot clear.

2) ... ?-growth?

A. Yes; pin is removed prior to ?-growth. [Compil3]

A7.9 If a squad firing a MG only (not its inherent FP) cowers, are both the squad and the MG marked with the Prep Fire or Final Fire counter?

A. Yes. [Compil7]

A7.9, A7.53, A7.531 See prior entry.

A8.1, A24.31, C3.33 & C3.4 If ordnance Defensive First Fires WP at a Location that contains moving and non-moving units both friendly and enemy, which of them can be affected by a hit?

A. Only those that are both moving and hit, but regardless of whether they are friendly or enemy. [An91; An95w; An96; Mw]

A8.1 & A7.1 See prior entry.

A8.1, A10.7 & A25.221 Can a non-moving leader use its leadership DRM to assist moving unit(s) with a MC/PTC caused by Defensive First Fire? Does a non-moving Commissar increase the ML of moving unit(s)?

A. No. Yes. [Letter114] {Rephrased & condensed. SR}

A8.14 If a unit expends two MF to enter a Location during its MPH and is First Fired on by a squad, must/can the latter use Subsequent First Fire vs. the target before any other DEFENDER unit may use First Fire vs. it?

A. The order of such attacks is up to the DEFENDER. [An93b; An96; Mw]

A8.15 & A23.3 Would a unit placing a DC across an Open Ground hexside be subject to a Snap Shot?

A. No. [Gen23.2; An89; An95w; An96; Mw]

A8.15 If hexes G7, H7, and I7 in the illustration comprised a Level 1 hill, would both Snap Shots described in the example be subject to Height Advantage TEM?

A. Yes. [An92; An95w; An96; Mw]

A8.15 & A4.63 See prior entry.

A8.15 & A12.15 May a Snap Shot be made vs. a unit that has been forced back to its off-board hex by the mechanism of A12.15?

A. No. [An97; Mw]

A8.2 Would firing at an empty hex in order to acquire it leave Residual FP?

A. No; you cannot fire at an empty hex to gain acquisition during the MPH. [Compil5]

A8.2 Is the Residual FP left by a Critical Hit based on the normal, not the doubled, FP? Does an Area Target Type attack leave residual FP based on half of the halved FP attack?

A. No, it is based on doubled FP. Yes, it is based on halved FP. [J1; Mw]

A8.2 If a unit is attacked by residual FP as it enters a Location, could it be attacked again by the same residual FP if it spends additional MF (e.g., placing a DC, attempting to place smoke) in the Location?

A. Only if it becomes more vulnerable; see A8.22. [Compil7]

A8.2 Does a DC that attacks in Defensive First Fire (i.e., Thrown) leave Residual FP? One exploded by a moving DC Hero?

A. Yes. No. [Compil9]

A8.2 Is the amount of Residual FP placed due to an attack halved again if the attack is halved for Area Fire (e.g., the target is concealed/dashing/etc.)?

A. Yes. [Compil9]

A8.2, B23.31 & D2.38 Does a unit/its-vulnerable-PRC bypassing a building Location containing a residual fire counter receive building TEM?

A. Yes [EXC: Deluxe (J2.23)]. [J1; Mw]

A8.22 A CE AFV moves and a squad chooses to attack it using Defensive First Fire. According to this rule, the General Collateral Attack leaves no Residual FP – true or false?

A. False. The Small Arms Attack is actually made versus the entire *Location*, and does leave Residual FP. The accompanying General Collateral Attack (vs. the PRC) caused by that attack does not leave Residual FP, see the last sentence of D.8B. [Gen24.6; An89; An95w; An96; Mw]

A8.22 Does the statement "A unit can be attacked by Residual FP only once per location" mean that a unit which, for example, places a smoke grenade, recovers a DC, and places it in an adjacent hex, all in a Location containing existing Residual FP, is only attacked once by the Residual FP? Also the second bullet, "Residual FP does not attack ... is completed...", seems to contradict A23.3's requirement of survival of Defensive First Fire for placement of DC since existing Residual FP is always the first Defensive First Fire Attack allowed against a moving unit in its current Location.

A. Yes. I don't think so. Obviously, if the placer enters the Residual FP Location and is broken or pinned by it, he can't place the DC. If he is not thusly affected, the Residual FP does not attack again due to his subsequent MF expenditure to place the DC (unless he is subject to more-negative/less-positive DRM when he expends it). [Letter8]

A8.22 In the 3rd bullet replace "Small Arms" with "Spraying Fire". [J4]

A8.26 Residual FP with an Air Burst is increased by one column; but when it is resolved versus Infantry, does the +1 TEM for woods apply too?

A. Yes, the -1 TEM for Air Burst is already accounted for by the increase of Residual FP by one column. [Gen24.6; An90; An95w; An96; Mw]

A8.26 & E3.1 Are LV Hindrances considered non-existent when determining the strength of Residual FP and the DRM of a Residual FP attack?

A. Yes. [Compil3]

A8.3 If an Infantry unit fires either its inherent FP or a SW as Subsequent First Fire, can it later in that MPH fire any other SW/inherent FP without using FPF? (i.e., can a unit which has itself or a SW marked with Final Fire, use Defensive First Fire/Subsequent First Fire with a weapon which has not fired)?

A. No. (No.) [Compil3]

A8.3 Can an ATR SFF? (On the IFT as Small Arms Fire)

A. No, ATR should probably be listed in the EXC with MOL. [Letter168]

A8.3 Can a unit drop its concealment to void a possible Subsequent First Fire attack after the declaration to SFF has been announced by the Defending player?

A. No; ASL is not a race to see how fast one can roll the dice. [Letter221]

A8.3 Can a squad SFF a MG outside the IFP range of the Squad, but within the Normal Range of the MG?

A. Yes. [Letter248]

A8.3 Add at the end "If a unit, or any SW/Gun it possesses, uses Subsequent First Fire (or Intensive Fire) then that unit and all its SW/Guns are marked with a Final Fire counter." [J6]

A8.3, A7.2, A8.31 & C5.6 See prior entry.

A8.3 & A8.4 If a SW is not capable of Subsequent First Fire (EX: ordnance SW), can it fire vs. an adjacent/same-hex unit as Final Fire during the DFPH if marked with First Fire?

A. No. [Compil5]

A8.3 & A9.21 If a MG's restricted CA prevents it from participating in its squad's SFF attack, must its use be forfeited as per A8.3?

A. Yes. (This supersedes the prior answer to this question in the '95w and '96 Annuals.) [An97; Mw]

A8.3 & D9.31 While Armored Assaulting, an AFV spends three MP to enter a hex but the Infantry spends only one. Having First Fired once, may an enemy unit fire again at the same moving stack?

A. Yes, but the second shot could only affect the AFV. [J1; Mw]

A8.31 If a unit fires as Subsequent First Fire its inherent FP and/or a SW, can it Defensive Fire any weapon/inherent FP later that turn, barring FPF?

A. No. [Compil5]

A8.31, A7.2, A8.3 & C5.6 See prior entry.

A8.31 & A7.353 See prior entry.

A8.31 & A15.1 Does an Original FPF DR of 2 cause the firing units to make a Heat of Battle DR? If so, do the firing units each make a Heat of Battle DR, or is one Heat of Battle DR made for all units engaging in FPF, or is Heat of Battle done by Random Selection? Can a FG consisting of six HS and a leader which rolls an Original FPF DR of 2 produce six heroes and a heroic leader?

A. By Random Selection; note that Random Selection would also apply if the Original FPF DR were a 12. Yes, plus six Battle Hardened HS – if they're really lucky! [Letter8]

A8.31 & E1.76 Must a captured MG be fired when the possessing infantry uses FPF at night, triggering an automatic sniper attack?

A. Yes. [Letter8]

A8.31, A7.211, A12.151, A13.61, A15.432, A25.234, D7.22, E9.43 & G1.423 See prior entry.

A8.31 & A7.353 See prior entry.

A8.312 Does "immediately" mean before DEFENDER in another Location fires at that ATTACKER? Before any attack vs. any ATTACKER in another Location in the Impulse?

A. Yes. [An93b; An96; Mw]

A8.312 If a Human Wave ATTACKING unit ends its MPH in the same Location as a Good Order DEFENDER, must the ATTACKER use TPBF against that DEFENDING unit? What if the DEFENDER is Broken?

A. No; but he cannot fire outside of that Location. (The same holds true if the DEFENDER is broken.) [Compil4]

A8.4 & A7.352 See prior entry.

A8.4 & A8.3 See prior entry.

A8.41 EX second paragraph, lines 23-25 replace "...the 4-6-7 would then be marked with a First Fire counter while the LMG's First Fire counter would be flipped to its Final Fire side." with "the 4-6-7 and LMG would then both be marked with a Final Fire counter." [J6]

A8.41 & C13.2 May an ATR, without a printed ROF, already marked with a First Fire counter use Final Fire during the DFPH to fire at an adjacent or same hex AFV? On the IFT? If so, is there any penalty besides Area Fire or Case K? Or, does the second sentence of A8.41 apply even though it's listed under the heading "Multiple ROF"?

A. No, since it cannot use Sustained Fire or Intensive Fire. A8.41 applies. [Letter166]

A9.21 & A8.3 See prior entry.

A9.22 & A9.222 How exactly do SMOKE/grain-brush/marsh Hindrances affect Fire Lanes?

A. Their DRM affect the MG's *original* attack (i.e., the attack that creates the Fire Lane), but thereafter have no effect on that Fire Lane's attacks (other than to cancel FFMO; A9.22) and thus cannot be claimed as "non-target-hex DRM" (A9.222). [Gen26.5; An91]

A9.22 May a Fire Lane be placed along (an Alternate) Hex Grain that at the time of placement contains no moving enemy units?

A. Only as per E1.71 (Bore-Sighted Fire Lane at night). [Gen26.5; An91; An96; Mw]

A9.22 If a MG declares, as part of its attack declaration, that it will create a Fire Lane, does the attack use the MG's Fire-Lane Residual FP?

A. No; the attack that *creates* a Fire Lane uses the FP it would normally apply to a regular Defensive First Fire attack vs. that target, and only after that attack is resolved can the Fire Lane come into effect. [An91]

A9.22 Is the intention to place a Fire Lane declared before or after placing the MG's First Fire attack?

A. It must be stated as part of the MG's attack declaration. The player cannot await the outcome of the attack before deciding whether or not to declare a Fire Lane. [An91]

A9.22 May a MG counter suffering from Ammunition Shortage create a Fire Lane?

A. No, since A9.22 states that it must be in Good Order to do so (see the definition of "Good Order" in the index). [An90; An95w; An96; Mw]

A9.22 May an individual MG's Defensive First Fire attack leave a Fire Lane if it attacks as part of a FG and/or loses if Multiple ROF?

A. Yes to all, provided the MG did not malfunction and the Fire Lane declaration was stated as part of the FG's attack declaration. [An91]

A9.22 May a MG firing as ordnance (e.g., TH vs. an AFV) also declare a fire lane?

A. Yes. [An97; Mw]

A9.22 & Index See prior entry.

A9.221 Can a MG set up an Alternate-Hex-Grain Fire Lane along a *Continuous Slope*?

A. Yes. [Gen24.6; An89; An95w]

A9.222 & A9.22 See prior entry.

A9.222 May a leader stacked with a MG use his leadership DRM to affect that MG's Fire Lane attacks? If the unit possessing the MG is CX, does the CX DRM apply to its Fire Lane attacks?

A. These DRM apply only to the MG's *original* attack (i.e., the attack that *creates* the Fire Lane). [Gen26.5; An91]

A9.222 & D9.5 May an Armored Cupola armed with a MG lay a Firelane?

A. Yes. But Dug-In Tanks may not lay a Fire Lane. [Letter62]

A9.223 If a unit fires a MG to create a firelane and then uses its Inherent FP as SFF later, does this cancel the firelane?

A. A squad can fire its inherent FP as First Fire after previously firing only a MG to lay down a firelane. A HS that has laid down a firelane (or a squad that has both laid down a firelane and used its inherent FP as First Fire) cannot use SFF unless in a TPBF situation (which cancels the firelane). [An97; Mw]

A9.223 Must a MG cancel its Fire Lane when an "unbroken" vehicle (A12.1) enters its Location (even if in bypass)?

A. Yes, unless it is a BU CT AFV, in which case the MG/its-manning-infantry *may* cancel the Fire Lane to attack the AFV. [J1; Mw]

A9.5 & A7.34 See prior entry.

A9.5 & A7.52 See prior entry.

A9.52 Replace the second sentence with "Spraying Fire can be used against a moving unit and against a Location without a moving unit (halved again for Area Fire), although its only effect in the second Location would be to leave Residual FP." [J6]

A9.52 & A7.34 See prior entry.

A9.61 May vehicular MG fire as ordnance vs. AFV?

A. Only if it is MA. [Compil4]

A9.61 & D5.34 Are Guns (including vehicular MA) of 12.7 Caliber size treated as MG for TK purposes (D5.34)? Are .50 caliber SW MG?

A. No. Yes. [J1; Mw]

A9.72 & D10.5 Can a MMC attempt to Repair a SW and Scrounge a vehicle in the same RPh?

A. No; see A3.1. [Gen25.6; An95w; An96; Mw]

A9.73 Can a unit marked with a First Fire counter destroy a MG during DFPh if there is an adjacent enemy unit? If there is no adjacent enemy unit?

A. Yes. No. [J1; Mw]

A9.73 May an inherent crew voluntarily disable the vehicle's MA/MG?

A. Yes. [Compil9]

A9.74 Does Random SW/Gun destruction apply to weapons possessed by broken HS/Crews which are eliminated by Casualty Reduction but are not randomly selected for elimination by a KIA result?

A. No. [Letter8]

A9.74 This appears to have changed from v1 to v2. It now reads: "An overrunning, fully-tracked, AFV which ends its MPH in a target Location may check for Random SW Destruction of unlimbered, NM, and RFNM Guns and abandoned weapons even if the OVR did not result in a KIA..." It seems, from reading the relevant passages on limbered/unlimbered Guns (C10.2-26), that QSU Guns may neither be limbered nor unlimbered. Are QSU Guns exempt from the automatic Random SW Destruction check as outlined above?

A. Yes, unless they are abandoned. [Letter188]

A9.8 May even one SMC dismantle or assemble a weapon?

A. Yes. [An95w; An96; Mw]

A9.8 May a weapon that has fired and retained ROF be dismantled or assembled?

A. No [EXC: the Russian 82mm mortar after 1941]. [An97]

A9.8 Can a unit which dismantles a SW in PFPh move in the subsequent MPH? Fire in AFPh?

A. No. No. [Compil7]

A9.8 May the Russian .50 cal HMG that came in Red Barricades be dismantled?

A. Yes. [Compil9]

A10.2 If an attack results in a 1MC and this causes the elimination of a leader, do the other units in the target Location take the 1MC before taking the required LLMC?

A. Of course. [Gen22.5; An95w; An96; Mw]

A10.2 Suppose an attack the causes a leader to break also causes his morale/leadership modifier to be lowered by one due to ELR replacement (A19.13). For purposes of determining which other Personnel units must take the LLTC and what DRM (based on the negative leadership modifier being reversed) to the LLTC will be, is the leader's "current" morale level and leadership modifier considered to be those he had *before* being Replaced/wounded?

A. No. [Gen25.6; An95w; An96; Mw]

A10.2 If a formerly unwounded leader is eliminated by a fatal wound, is the resulting LLMC based on his unwounded or wounded values?

A. Unwounded. [Letter8]

A10.2 & A10.5 No quarter is in effect. A broken leader and an unbroken squad (with ML less than the leader) are stacked together in a location. Adjacent armed unbroken enemy units are present so the leader is forced to rout, but it has no legal rout path, and therefore is eliminated.

A10.2 is clear that this forces an **immediate** LLMC on the squad. If the squad breaks as a result of this LLMC, is it **immediately** forced to rout (and therefore, be eliminated) in that same RPh?

A. Yes. [Letter198]

A10.2 & A10.711 1) A leader voluntarily routs with a broken squad and is eliminated when the broken squad fails an Interdiction MC. If other (non-routing) units occupy the Interdiction hex, are they subject to LLMC?

A. No.

2) Must the just-reduced HS take an LLMC (assuming its morale is low enough)?

A. Yes.

3) Is the situation any different if the leader is broken and routing and dies due to Interdiction in a hex occupied by a non-routing unit?

A. No. [Letter212]

A10.2 Previous Q&A suggest that LLMCs are based on the Morale and Leadership of an eliminated leader as it existed immediately prior to the attack that eliminated the leader. LLTCs are based on the status of the leader immediately after the attack on that leader is resolved. Is this a fair characterization?

A. No. Both are based on the leader's pre-attack ML and Leadership DRM – however, the UNIT's post-attack ML is used.

1) EX: If a broken 9-2 leader ELRs and takes a mortal wound, the morale is still 9 and the leadership is still -2 for the LLMC. If a 9-2 leader breaks and ELRs, the morale is 8 and the leadership is -1 for the LLTC.

A. Incorrect. In both cases the leader's ML is 9 and his DRM is -1. [Letter212]

A10.21 In the example of the 8-0 leader, does the 4-6-7 still take a LLMC if it is Battle Hardened or rendered Berserk as a result of the 1MC?

A. No, all MC, etc., caused by the attack are resolved before any LLMC/LLTC. [Letter8]

A10.21 Re the last sentence of this rule: would a unit subjected to a LLMC/LLTC still have its Morale Level raised (A25.221) by an unbroken Commissar (or Japanese leader) currently in its Location?

A. Yes. [An93a; An95w; An96; Mw]

A10.3, A7.303, A15.42 & A17.1 See prior entry.

A10.31 & A19.13 If an unbroken 4-6-7 squad suffers a Casualty MC that also exceeds its ELR, does it undergo Replacement before or after Casualty Reduction?

A. It is first Replaced, then it suffers Casualty Reduction, then it becomes Broken. [Gen25.6; An95w; An96; Mw] {Added A19.13 cross-reference. SR}

A10.31 & A19.13 If an unbroken 6-5-8 SS squad (with its normal 5 ELR) suffers a Casualty MC that also exceeds its ELR, is it Replaced by a broken 3-4-8 SS HS?

A. Yes. [Gen25.6; An95w; An96; Mw]

A10.41 Is being ADJACENT to a Concealed ENEMY unit sufficient to permit Voluntary Break?

A. Yes. [Letter26]

A10.41 The last sentence of A10.41 states that "(but only if breaking will not cause their immediate reduction or elimination)". Does this apply only to berserkers and other units unable to become broken, or also to units that would be eliminated due to "failure to rout"? If yes to the last statement, what is then the meaning of "immediate". May a unit, that can rout to another Location before being eliminated for "failure to rout", voluntarily break?

A. It also applies to units that would currently (i.e., based on current KEU) be subject (at **any** point in that RPh) to Failure to Rout. [Letter94] {Minor editing. SR}

A10.41 What is the Normal Range for Guns for purposes of allowing Voluntary Break?

A. Use the A10.532 definition: Normal Range or 16 hexes, whichever is less. [Letter183]

A10.41 In line 2 after "Range" add "per A10.532". [J5]

A10.41 & A10.8 Comprehensive Rout Example

A10.41 says units may voluntary break "at the start of the RPh". The Comprehensive Rout Example indicates that units may voluntary break at the start of their RPh (i.e. attacker completes all routs, then defender commences their RPh with voluntary break of their units. When does the defender conduct voluntary breaks a) at the start of the RPh or b) at the start of their RPh after the attacker has completed all their RPh activities?

A. (b) [Letter233]

A10.5 Assume two broken enemy units are ADJACENT at the beginning of the RPh. If the ATTACKER routs, must the DEFENDER rout even though it's no longer ADJACENT to an enemy unit?

A. No. [Gen25.6; An95w; An96]

A10.5 May/must a broken unit rout out of a Location containing a Berserk/Human Wave enemy unit which entered the Location during the preceding MPH?

A. It must try to rout. [Letter8]

A10.5 May a Minimum Move be made during the RPh?

A. No – Low Crawl must be used. [An95w; An96; Mw]

A10.5 Is a leader always an armed unit? An AFV without functioning weapons? A stunned/-shocked/UK AFV? An abandoned AFV?

A. Yes (unless recently escaped and still unarmed), although without Normal Range. Yes. Yes (although without functioning MG armament – A11.51). No. [An97; Mw]

A10.5 In lines 15-16 delete "to increase the distance between itself and >= 1 nearest Known enemy unit(s)". [J5]

A10.5 & A10.2 See prior entry

A10.5 & A11.16 A broken unit is locked in Melee while an unbroken and armed Known enemy unit is ADJACENT to it or in its Location. Is it eliminated for Failure to Rout during the RtPh? Does it survive until the CCPh where it must attempt withdrawal?
A. No. Yes. [Compil3]

A10.5 & A19.12 A broken ATTACKER MMC is Disrupted and ADJACENT to a broken enemy MMC. Both MMC are DM. In the ATTACKER RtPh, is the disrupted MMC forced to rout? If not, is it eliminated for Failure to Rout?
A. No. No; broken units do not cause other units to be eliminated for Failure to Rout. [Compil4]

A10.5 During the RtPh, may a broken unit remain in the same Open Ground minefield hex while in Normal Range and LOS of a Known enemy unit?
A. No. [Compil6]

A10.5 & C7.42 Is a shocked AFV an "unbroken and armed" unit that will force ADJACENT broken enemy units to rout away? A BU OT vehicle with only an AAMG?
A. Yes to both, if manned. [Compil7; J1; Mw]

A10.5 & ASOP See prior entry.

A10.5 An infantry unit starts the RtPh broken and DM, IN a Foxhole in an Open Ground hex, in Normal Range and LOS of a Known, unbroken, armed, non-ADJACENT enemy unit. Is the broken unit required to rout?
A. No. [Compil7]

A10.5 & C11.2 Does a crew broken while manning an emplaced gun in an open ground hex have to rout while in LOS of an enemy unit? Or does the emplacement provide TEM to negate that necessity?
A. No. Yes. [Compil8]

A10.5 & B27.41 A broken Infantry unit begins its RtPh, able to Low Crawl, in the Base Level of a hex with a capacity-available Foxhole, but outside of that Foxhole. There are no Adjacent KEU. There may or may not be KEU with enough HA to reduce the Foxhole TEM to zero. The hex may or may not be Open Ground. The hex may or may not be under an FFE. The scenario may or may not be Night. The broken unit is within 6 MF of its nearest valid woods/-building rout target. May the unit use its RtPh to move INTO that Foxhole (and thus end its RtPh in that same hex, Entrenched)?
A. No. [Letter109]

A10.51 Is Overstacking or SMOKE considered in calculating the range (in MF) to the nearest building/woods hex?
A. Sure. [Letter8]

A10.51 A broken unit starts to rout toward the nearest building/woods hex, but during its rout the building/woods hex is not farther from a Known enemy unit than its present hex. Can the broken unit now choose to ignore the building/-woods? Or must it continue to rout toward that target?
A. It must continue (assuming it is otherwise able to). [An97; Mw]

A10.51 Do friendly DM units prevent rout if they are adjacent to an enemy unit attempting to rout if the only rout path is via hexes adjacent to friendly DM units?
A. Yes. [Compil9]

A10.51 & A5.11 See prior entry.

A10.51 & A10.61 Are the rubble Locations of a *partially* rubble building still considered building Locations for rout/rally purposes?
A. No. [An92; An95w; An96; Mw]

A10.51, A12.11 & A20.21 Can a concealed friendly unit be revealed at any point during the RtPh to influence the rout/surrender options of an enemy unit?
A. Sure. [Letter8]

A10.51 Does a broken unit in TEM within a FFE have to rout? One not in TEM?
A. No, unless it is Adjacent to a Known, armed, unbroken enemy unit. Unless the FFE is Harassing Fire, the unit will not be in Open Ground. [Compil8]

A10.51 If a broken unit must rout, must it rout towards the nearest woods/building hex even if the cover is in a FFE/known-minefield?
A. No, it may ignore such a hex. [Compil8]

A10.51 & B26 For purposes (only) of determining the shortest route in MF, assume wire will cost 1MF. [Letter53]

A10.51 A German and a Soviet unit are both broken and in LOS of each other, then the German unit starts rout and routs out of LOS. Can the Soviet unit now rout towards that last position where the German unit was in LOS, or does one treat this as "move towards such an enemy unit after leaving its LOS during that RtPh" (A10.51)?
A. Yes it may rout. (No that is not the same.) [Letter227]

A10.53 & A20.21 Assume that No Quarter is not in effect. A broken unit is ADJACENT to a Known, Good Order, armed enemy Infantry/-Cavalry. The only possible rout path is to an adjacent Open Ground hex which is in the (unhindered) LOS of a possible Interdictor. If this Interdictor is out of LOS of the broken unit's Location (before it starts the rout) and thus not Known, will the broken unit still surrender as per A20.21?
A. Yes. [Compil3]

A10.53 & A20.21 A broken squad is ADJACENT to a known enemy, good order squad. NO QUARTER is not in effect. Their only valid rout target is three hexes away. The only unit capable of interdicting them, is currently concealed and can only interdict the broken unit in the second location they would rout through. Is this correct:
1) The concealed unit can opt to keep "?" altogether. The broken squad will rout normally in this case.
A. Correct. Add "unconcealed" after "possible" in line 5 of A20.21.

2) The concealed unit can drop "?" as soon as the broken squad announces its rout target. This leaves them with no rout path without interdiction and forces them to surrender.
A. No, the concealed unit would have to drop "???" before the rout target was announced, at the start of the unit's RtPh in order for this outcome to be correct (assuming the broken unit is capable of surrendering).

3) The concealed unit can drop "?" after the broken squad has routed one or two hexes. They are no longer adjacent to a KEU at this time, having routed away from them, and are now forced to take the interdiction.
A. Correct. [Letter259]

A10.53 & A20.21 A broken unit becomes Pinned during the RtPh as a result of Interdiction, and finds itself ADJACENT to a Known, Good Order, armed enemy Infantry/Cavalry unit. Assuming that No Quarter is NOT in effect, will that Pinned broken unit attempt to Surrender as per A20.21?

A. No. Pinned broken units cannot Surrender. At the end of the first sentence of A20.21 add "[EXC: if pinned; 10.53 & G5.5]." [Letter260]

A10.531 Does an Infantry unit lose its "?" if it Assault-moves/advances into Open Ground (into a hex devoid of TEM and SMOKE, with no intervening Hindrance and no Height Advantage) in the LOS and within 16 hexes of a Good Order enemy ground unit, even if beyond the normal range of all such enemy units? Even if all those enemy units are CX? Even if out of the CA of all Guns/AFV manned by those units?
A. Yes to all. The viewing unit's Normal Range, CX status and gun CA are irrelevant to "?" loss/-gain. [Gen27.3; An95w; An96; Mw]

A10.531 May an Infantry unit in Open Ground (in a hex devoid of TEM and SMOKE, with no intervening Hindrance and no Height Advantage) three hexes away from a 6-2-8 declare a Dash across an ADJACENT road to another such Open Ground hex since, per A10.531, those two hexes would be considered non-Open Ground due to their being beyond the 6-2-8's Normal Range?
A. No. The 6-2-8's Normal Range is irrelevant to the determination of whether or not those hexes are Open Ground. [Gen27.3; An95w; An96; Mw]

A10.531 Since LV hindrances do not negate Interdiction (E3.1), what would be an example of a "weather effect" that would negate Interdiction?
A. Fog (E3.31), Heavy Dust (F11.73), or Very Heavy Mist (SSR KGP 3). [Compil7]

A10.531 & A10.532 In the V1 edition of the rules, A10.531 said that interdiction of a routing unit could occur in any Open Ground hex where a potential unit could exert a -1 FFMO DRM without any positive DRM. In V2 the phrase "without any positive DRM" has been removed. Does this mean that positive DRM's no longer apply to canceling the -1 DRM as described in A10.532?

A. No. Positive DRM will prevent Interdiction, per A10.532 – and A10.531 doesn't change that; A10.531 is now more about just what is OG for both rout and non-rout purposes. [Letter242]

A10.531 & B14.6 If an enemy unit that could otherwise Interdict is looking down the orchard/-road and a unit routs across or down that road, can they avoid interdiction by claiming they are using Orchard COT not Road COT?

A. Yes. (Think of a woods-road where the woods COT is 1.) [Letter264] {Re-worded. SR}

A10.531 & C11.2 Does the Emplacement TEM of C11.2 negate the Open Ground requirements of A10.531 for its manning Crew? Would a broken Crew manning an Emplaced Gun be forced to rout if the hex is considered Open Ground per A10.531?

A. Yes. No. [Letter249]

A10.531 & E3.1 Does an Infantry unit lose its "?" if it Assault-Moves/advances into Open Ground (into a hex devoid of TEM and SMOKE, with no Height Advantage) in the LOS and within 16 hexes of a Good Order enemy ground unit if the only intervening Hindrance is a LV Hindrance?

A. Yes, unless the Hindrance is Fog (E3.311) or Winter Camouflage applies (E3.712). [J1; Mw]

A10.532 If a unit's/weapon's FP was halved in the preceding AFPh, does this prohibit it from Interdicting?

A. No, such halving does not carry over into the RPh. [An92; An95w; An96; Mw]

A10.532 May a MTR Interdict using Spotted Fire?

A. No. [An92; An95w; An96; Mw]

A10.532 May a unit which has per A7.352, 7.353 or 9.11 "lost" its Inherent FP until the CCPh (or the end of the Player Turn) still interdict in the RPh?

A. Yes. [An96; Mw]

A10.532 May an Encircled unit Interdict?

A. No. [An97; Mw]

A10.532 May an AFV suffering from the +1 stun modifier interdict?

A. No. [Compil7]

A10.532 & A10.531 See prior entry.

A10.6 & A4.44 See prior entry.

A10.61 & A10.51 See prior entry.

A10.62 If an enemy unit uses bypass movement around an obstacle so that it's movement is out of LOS of an ADJACENT broken unit, is the broken unit still placed under a DM counter?

A. ADJACENT requires LOS. See Index for definition. [Letter4]

A10.62 In line 4 add "CC/" before "WP". [J5]

A10.7, A8.1 & A25.221 See prior entry.

A10.71 May a leader who is rallied by another leader then attempt to rally others in that same RPh?

A. Yes. [An95w; An96; Mw]

A10.711 & A4.8 See prior entry.

A10.711 & A10.2 See prior entry.

A10.72 & A7.53-.531 See prior entry.

A10.72 & A11.141 Can a player decline the use of a (poor) leadership modifier when a leader attacks in combination with a MMC in CC?

A. Yes. [Compil3]

A10.8 Comprehensive Rout Example & A10.41 See prior entry.

A10.8 & D5.1 Does Fanaticism affect Inherent crews?

A. No. [Letter8]

A11 & G1.423 Is a CC counter or a Melee counter removed immediately when only one side remains in the Location? When no units remain in the Location?

A. Yes. Yes. [Compil3]

A11.11 & A4.51 See prior entry.

A11.14 If two SMC combine their inherent FP (without a MMC) in CC, do they automatically defend together as a single stack? Or can their opponents single out one of them for an individual CC attack?

A. They defend together as a single stack. [Gen22.5; An95w; An96; Mw]

A11.14 If >= two SMC attack/Withdraw together, must they defend together?

A. Yes. [An95w; An96; Mw]

A11.14 What is the FP of a Pinned SMC attacking in CC? (In other words, may a unit with only 1/2 FP attack?)

A. 1/2. (Yes.) [Compil4]

A11.141 May a leader direct the CC attack of >= one other SMC only?

A. Yes. [An95w; An96; Mw]

A11.141 Are units locked in MELEE/under a CC Counter considered 'in CC' and subject to LLMC/LLTC immunity (A11.141) for fire coming from outside their location during any fire phase?

A. No, they are not immune. [Letter151]

A11.141 & A10.72 See prior entry.

A11.15 & B8.41 If you have a concealed unit in the same building Location with an enemy unit (not in CC), can the concealed unit enter the sewer in that hex without suffering Defensive Fire (since it expends no MF)?

A. Yes. [Gen25.6; An90; An95w; An96; Mw]

A11.15 If a concealed unit in a Melee Location loses its "?", is it immediately in Melee?

A. Yes, after resolving all effects of the action that caused it to lose its "?". [An92; An95w; An96; Mw]

A11.15 If two units are in melee and during a prep fire phase one of the units is eliminated by prep fire is the melee counter immediately removed? If the remaining unit is of the same side whose prep fire phase it is may that unit then prep fire normally?

A. Yes. Yes. [Compil6]

A11.15 & A20.55 A location contains a 6-6-6 squad guarding a 1-0-6 prisoner squad, as well as a 2-3-7 enemy halfsquad, all locked in Melee. The Melee (which has been going on for several player turns) allows the prisoner to attack its guard without passing an NTC. During the CCPh, the 1-0-6 and 2-3-7 attack the 6-6-6 with no effect. In return, the 6-6-6 attacks the 2-3-7 and eliminates it. Does the Melee immediately end? Or is the prisoner squad enough to hold their guards in Melee?

A. The Melee continues. [Letter257]

A11.16 Must an un-Disrupted non-guarding broken Infantry unit attempt to Withdraw from Melee or face elimination in the first CCPh in which there is an enemy unit in its Location, or is it only after it is in Melee that it must attempt to Withdraw?

A. Only after it is in Melee. [Letter8]

A11.16 Does a Disrupted unit in Melee remain in Melee or is it eliminated for Failure to Rout?

A. It is eliminated for Failure to Rout if still Disrupted and in Melee at the end of that CCPh. [An92; An95w; An96; Mw]

A11.16 & A10.5 See prior entry.

A11.17 If a stealthy unit (regardless of type or nationality) loses Good Order status, is it still stealthy?

A. No (i.e., not until it is in Good Order again). [An93a; An95w; An96; Mw]

A11.18, A15.4 & E1.53 BERSERK: A berserk unit is always Lax (even in daytime) but is not subject to Straying. [E1.533 p.E3; An96; Mw]

A11.21 Withdrawing uphill into a building is NA if CX and makes you CX if you are not broken. [Letter261] {By extension, Advance vs. Difficult Terrain applies. SR}

A11.22 If the ATTACKER rolls an Original 2 DR in non-Ambush CC and completely eliminates all defenders, does he gain Control of the Location even if he Withdraws? Can the DEFENDER attack back?

A. Yes, unless eliminated by the DEFENDER. Only if the ATTACKER does not Withdraw. [Compil9]

A11.4 & A7.831 See prior entry.

A11.4 & A15.432 If a Russian Berserk MMC enters into CC in an enemy-occupied building Location during its MPh, can Russian units who advance into the CC Location that same Player Turn cause an Ambush to possibly occur (since they are *not* reinforcing a Melee)?

A. Yes. [Gen22.5; An95w; An96; Mw]

A11.4 & A21.2 When Infantry Advanced into a Woods/Building Location containing only an Abandoned enemy AFV, is Ambush possible, and if so, does the enemy AFV suffer any Ambush penalty beyond the +2 drm for a Vehicle?

A. Ambush is not possible. [Letter8]

A11.4 & B30.6 Since a unit IN a pillbox that is screened by a friendly unit in the hex outside the pillbox cannot be attacked in CC (B30.6), would it figure into any Ambush calculations?

A. No. [J1; Mw]

Chapter A

A11.41 & B8.4 May a concealed unit that qualifies for Ambush Withdraw into a sewer Location?

A. No, because withdrawal occurs during the CCPh, while sewer movement occurs only during the MPh (which means that the sewer Location is not Accessible as defined in the Index). [Gen25.6, An90 (both mistakenly cite A11.81); An95w; An96; Mw]

A11.41 Can a unit which has qualified for ambush and has eliminated its opponent in CC withdraw into an adjacent, accessible hex and participate in another CC/melee which has not yet been resolved?

A. No, it would be eliminated by withdrawing into an enemy occupied Location; see A11.21. [Compil7]

A11.5, A11.61, A11.62 & A11.7 I moved a 7-4-7 squad into CC with a SdKfz 6/2 unarmored AA halftrack. It has a 20mm AA gun that is IFE capable with 4FP.

(a) What modifiers are applicable? -3 vs. unarmored vehicle?

A. Yes

(b) Can IFE/MG/MA be used by an unarmored vehicle against enemy infantry in its hex who are held in melee?

A. Yes. [Compil9]

A11.5 If a CCV 5 squad and SMC combine for a Close Combat Reaction Fire and *both* are marked with a First Fire Counter, is the CCV 4 (reduced by one for each First Fire Counter) or 5 (reduced just by one for all First Fire Counters)?

A. 5 since you are not adding the CCVs together but rather increasing the CCV by one if a SMC is participating. [Letter55]

A11.51 Is a Shocked or Stunned AFV considered a vehicle without manned functioning MG armament for receiving the -1 CC DRM?

A. Yes to both. [Compil3]

A11.51 Does a partially armored vehicle suffer the -3 CC DRM for being unarmored?

A. No, just the -2 CC DRM for being OT or partially armored (A11.61). [Compil9]

A11.51 In line 5, replace "unbroken/unpinned, armed" with "unbroken, unpinned, and armed". Lines 7-8 delete "in a halftrack". [J6]

A11.52 How does Infantry capture an *armed* and manned, unarmored vehicle?

A. Assuming the vehicle is Stopped, the attacking unit applies a +1 Capture Attempt DRM to its CC DR (in addition to other applicable DRM). If it captures the vehicle, it may man it as per A21.22; the captured crew becomes unarmed, and a prisoner if the captor side can Guard it. (If that vehicle is not manned, it may be captured as per the second sentence of A11.52). [Gen25.2; An90; An95w; An96; Mw]

A11.52 EX In line 5 of the 4th paragraph of the Close Combat Comprehensive Example, change "woods" to "building". [Letter133]

A11.6, A4.14 & D2.34 See prior entry.

A11.61, A11.5, A11.62 & A11.7 See prior entry.

A11.62 May a vehicle with turreted 12.7 MA (e.g., U.S. M16 MGMC Halftrack) or one with a turreted 15mm MA (e.g., British Mk VIC) use it in CC? One with turreted 20L MA with IFE?

A. Yes, use its IFE FP as if it were CMG FP. No. [J1; Mw]

A11.62, A11.5, A11.61 & A11.7 See prior entry.

A11.622 Do Armor Leader or Stun DRM apply to a sN attack? Do any other DRM apply to a sN attack?

A. No to all. [Letter8]

A11.7 Is a Melee considered to exist following an inconclusive CC between Infantry and an AFV in Motion, for purposes of subsequent Ambush, Withdrawal, fire into the Location, etc. If an AFV in motion is Immobilized in a subsequent Player Turn after inconclusive CC with Infantry, while still in the same Location as the Infantry, does it immediately hold the Infantry in Melee?

A. No. No. [Letter8]

A11.7 & D3.5 May an AFV fire all manned functioning MG FP at enemy Infantry in the same Location during the PFPh/DFPh, regardless of CA, without Case A penalties? Would Case A penalties apply to an AFV's MG Defensive Fire vs. Berserk/Human Wave infantry entering its Location during the MPh as per C5.51?

A. Yes. Yes. [Letter8]

A11.7 Does a shocked/UK AFV hold opposing Infantry in Melee? A Stunned one?

A. Yes, if manned. Yes. [J1; Mw]

A11.7 Does an armed but unarmored vehicle hold opposing Infantry in Melee? Is it held in Melee? Is an Immobile vehicle held in Melee? Are its Passengers/Riders?

A. Yes. No. No. No. [J1; Mw]

A11.7, A11.5, A11.61 & A11.62 See prior entry.

A12. & A4.8 See prior entry.

A12. Why do concealment counters have "7 morale" printed on them.

A. For PAATC (A12.41) and Bombardments (C1.82). [Compil8]

A12.11 If a concealed stack is already in an Open Ground hex, and an enemy unit moves within 16 hexes of it and gets LOS, is that stack automatically revealed if it is a Dummy stack?

A. No. A "?" can exist in Open Ground in LOS of enemy units provided they perform no concealment-loss activity. [An90; An95w; An96; Mw]

A12.11 Can a 5/8" Dummy stack claim Emplaced Gun TEM or AFV immunity to Infantry fire? Can HD or turret markers be placed in a 5/8" Dummy stack?

A. Yes for Emplaced Gun TEM, no to immunity. No. [Letter8]

A12.11 Does the SW possessed by a unit always share the HIP/Concealed status of the possessor [EXC: E1.2]?

A. Yes. [Compil3]

A12.11, A10.51 & A20.21 See prior entry.

A12.11 & B28.41 May dummies enter/exit friendly hidden minefields without revealing either themselves or the minefield?

A. No. [An97; Mw]

A12.12 If a player's OB contains a number of "?", may he place >= one of them *beneath* a Personnel/vehicle unit during his setup?

A. No. [An93b; An96; Mw]

A12.12 In the Annual '93b, the Q&A on this rule states that an OB-given "?" may not be setup beneath a vehicle. This effectively prohibits the simulation of concealed Infantry in the same hex as a vehicle. Was this the intent of the answer?

A. Probably not. [Compil2]

A12.12 Must units in non-concealment terrain roll for "?" gain when setting up, or is such "?" gained automatically?

A. Automatic if out of all enemy LOS. [Letter4]

A12.12 Must Dummy stacks consist entirely of OB-given "?" counters? May a non-OB-given "?" counter be placed on top of a Dummy stack by virtue of setting up out of LOS?

A. Yes. No. [Compil5]

A12.12 & A12.122 If an Infantry unit possessing a Gun/Horse counter makes a Concealment dr, which US# – the Infantry's or the Gun/Horse's – applies as a drm?

A. The Gun/Horse's. However, if the Infantry is Stealthy or Lax, that drm would apply as well.

[An90; An95w; An96; Mw]

A12.121 According to the Concealment Loss/-Gain Table, an Emplaced Gun loses its Concealment automatically if it fires at zero range in LOS of a Good Order enemy unit; according to rules A12.41 and A12.34 however, the Emplaced Gun would lose its Concealment (even if firing at zero range versus an OVR) only if the colored dr of the Original TH DR is >= 5. Which is correct?

A. The Concealment Loss/Gain Table. [Gen25.6; An95w]

A12.121 Is a unit with height advantage vs. all enemy units in LOS considered to be in OG for "?" loss purposes?

A. No. [Letter4]

A12.122, A5.1 & A12.14 See prior entry.

A12.122 & A12.12 See prior entry.

A12.14 Can a Sniper attack cause loss of concealment to *all* units in its target Location or just to the unit(s) actually attacked therein?

A. To the unit(s) actually attacked, and to any that *break* due to a LLMC caused by that sniper attack. [Gen25.6; An95w; An96; Mw]

A12.14 This rule says that a player may remove any concealment from a friendly unit(s) *at any time*. In this context, would it be legal for him to reveal a hidden unit in order to "draw off" a sniper attack that otherwise would have occurred vs. some other unit?

A. No. A unit may not be voluntarily revealed in the time between when a Target Hex DR (A14.2) is made and the Sniper counter is relocated.

[An91; An95w; An96; Mw]

A12.14 If a unit forfeits its "?" momentarily to force Concealment loss on a moving enemy unit, does it also need to show what SW, if any, that it possesses?

A. No; see A12.16. [Letter179]

A12.14 & B23.71 For the purposes of "?" loss, is a concealed unit moving/advancing from one rowhouse hex to another via "rowhouse bypass" (B23.71) considered to be in Open Ground at the vertex?

A. Yes, via a clear LOS to that vertex. [An95w; An96; Mw]

A12.14 Do all types of MC cause loss of "?" if within 16 hexes in LOS of a Good Order enemy ground unit? If not, which types of MC do?

A. Yes. [Compil5]

A12.14 Do Task Checks cause loss of "?" if within 16 hexes in LOS of a Good Order enemy ground unit?

A. Yes, except for PAATC and the NTC to detonate a Set DC. [An97; Mw]

A12.14 Would a unit lose concealment by Advancing into an Open Ground foxhole within 16 hexes of a Good Order enemy ground unit? What if it had Height Advantage over all enemy units?

A. Yes. No; the foxhole would no longer be in "Open Ground." [Compil5]

A12.14, A12.141 & D9.31 Does a concealed unit using Assault Movement to Recover a SW or Place a DC loses concealment for these activities? Does a concealed unit combining Assault Movement with Armored Assault to enter an Open Ground hex lose concealment?

A. Yes, per Concealment Table Case C, assuming the enemy satisfies the conditions for case C. No. [Letter8]

A12.14, B23.711 & O5.33 Does LOS exist across a black bar hexside for the purpose of determining Concealment loss from the DC attack which Breaches the hexside?

A. Yes. [Letter8]

A12.14 Does wall TEM prevent loss of Concealment for an Infantry unit assault-moving or Advancing in otherwise open ground?

A. Yes, as long as the LOS crosses the wall; see A10.531. [Compil7]

A12.14, A5.1 & A12.122 See prior entry.

A12.14 To what extent must that enemy unit must forfeit its "?" momentarily (to prove that it is not a Dummy)?" Enough to fully identify the unit, or only enough to prove that it is not a Dummy?

A. Totally, as in not partially. [Letter54]

A12.14 This rule reads in part "The owning player can voluntarily remove any concealment at any time during his or his opponent's Player Turn [EXC: ...]". Can a player voluntarily remove concealment in the time between a claim for a free LOS check and the making of that check, so as to prevent the stringing of that LOS?

A. Yes. [Letter99]

A12.141 Is dropping a SW or taking a NTC to detonate a Set DC a concealment-loss activity? Is Placing a DC (or attempting to place SMOKE grenades) a "?"-loss activity even if the unit is using Assault Movement?

A. No. Yes. [An95w; An96; Mw]

A12.141 Is a Clearance attempt a continuous concealment loss activity until it is rolled for?

A. Yes. [An97; Mw]

A12.141 This rule states that applying a leadership modifier to anything other than a PAATC causes loss of concealment. A concealed -0 DRM leader and an unconcealed MMC occupy a location which is fired upon resulting in a MC for the MMC and having no effect on the leader. Does the leader lose concealment for having applied a leadership modifier?

A. No. [Compil2]

A12.141 Are LLTC/LLMC considered actions for case C concealment loss purposes? Is triggering Mopping-Up casualties?

A. Yes. No. [An97; Mw]

A12.141 & B24.8 Is Labor status itself considered a "?" loss activity? Must the unit actually attempt the activity for which it gained Labor status in order to lose "?"?

A. No. Yes. [Compil6]

A12.141, A12.14 & D9.31 See prior entry.

A12.141 & D2.401 Is making a Motion attempt dr a concealment loss action if the vehicle fails? If it passes but fails its subsequent stall/-Mechanical Reliability DR?

A. No. No. [Compil7]

A12.141 & A4.5 See prior entry.

A12.141 & E1.31 It is night and there are no Illuminated Locations. A concealed unit Assault Moves in Open Ground within the NVR of a Good Order enemy unit. It then places smoke grenades in its own hex. The act of Assault Moving itself does not cause concealment loss; however, would A12.141 apply to night actions (Case C on the table)? Would it also apply to Cloaked units?

A. Yes to both. [Letter24]

A12.15 & A15.431 Suppose an Infantry unit attempts to enter a Location containing a hidden enemy unit and is therefore returned to the previously occupied hex, but then goes berserk during the Defensive First Fire. Can it then charge back into the previously hidden unit's hex during that MPH?

A. Yes. As long as the unit is subjected to Defensive First Fire has not ended its MPH, so it can become berserk in the hex it was returned to and consequently continue movement with any remaining MF. [Gen25.6; An91; An95w; An96; Mw]

A12.15 In a night scenario, would zero NVR affect detection?

A. Only in that whenever the moving ATTACKER's NVR is zero (regardless of the concealed DEFENDER's NVR), that ATTACKER unit/stack would *not* be returned to its just-exited Location – thus making it vulnerable to TPBF from that DEFENDER unit/-stack. If attacked by the DEFENDER in the latter's Location, that ATTACKER unit/stack cannot leave that Location in the current MPH (mark the units with a CC counter). [An93b; An96; Mw]

A12.15 This rule reads in part "Random Selection is used to determine which of multiple concealed units must lose their concealment...". 1) Can a player voluntarily remove concealment in the time between the occurrence of a Detection event and the making of this RS DR, so as to prevent the making of that RS DR?

A. No.

2) Would any remaining Concealed unit(s) still be subject to Detection/RS?

A. Yes. [Letter99]

A12.15 1) This states that the non-Dummy ATTACKER unit is revealed only "momentarily". Is this momentary revealing done *solely* for verification purposes, as in A12.14? Does the ATTACKER reveal a single unit of his choice, or units determined by Random Selection (as in the sentence near the end of A12.15 regarding Random Selection)?

A. Attacker's choice.

2) If the ATTACKER momentarily reveals one or more real units, and the DEFENDER then reveals one or more real units resulting in a bounce, does the ATTACKER's concealment loss become permanent even if he was Assault Moving into, and returned to, concealment terrain?

A. Not unless some other "?" loss action occurs. [Letter141]

A12.15 1) A squad moves from a trench to a connected location. A concealed enemy unit in that location forces them back and defensive first fires at them. Is that shot at +0 TEM or at +2 TEM?

A. +2

2) Does the kind of connected location (e.g. other trench, RB cellar, pillbox) matter?

A. The moving unit gets the TEM of the Location it does not leave. [Letter170]

A12.15 In line 9 after "it will" add "lose Concealment and". [J4]

A12.15 & A8.15 See prior entry.

A12.15-151, B23.922 & D6.5 The question has been asked: What happens if PRC of a vehicle in Bypass of a Fortified Building Location (occupied by a Good Order unpinning armed enemy squad) unload/bailout/survive destruction of their vehicle? The answer is that the ex-PRC are "in the terrain of the vehicle's CAFP for purposes of any Defensive First Fire vs them. Immediately after all such First Fire is resolved" (D6.5), they are forced back per A12.15-151 to the last Location previously occupied by its vehicle that the Infantry unit could enter in a MPH; if no such Location exists, it is eliminated. The appropriate section of D6.5 specifically references A12.151, directly leading to this interpretation. This is perhaps not crystal clear in the rules. D6.5 discusses Survival only in the context of the MPH; one must extrapolate that the same result obtains in other phases, the more so because D5.6 does not have any mechanism for handling Survival of a vehicle in bypass. Elimination in the absence of any possible place to enter during the MPH also has to be extrapolated from the rules, but is the straightest possible extrapolation. It is understandable how a reasonable person might think otherwise. The mechanics of unloading while in bypass were certainly not designed with Fortified Building Locations in mind. Nonetheless, the rules do seem to cover (mostly) these situations, and this interpretation does not seem to lead to any more weirdness than is already countenanced by the general rule for bouncing out Infantry that enters a Fortified Building Location in bypass only to discover that it contains a GO, unpinning armed enemy squad. (Which, BTW, would apply to units broken in bypass as well.) [Letter243] {Re-worded. SR}

A12.15-151, B23.922 & D6.5 1) In the above explanation, is it possible for "the last Location previously occupied by its vehicle that the Infantry unit could enter in a MPH" to be more than one hex away from the Bypass Hex/-Location?

A. Yes.

2) Can "the last Location previously occupied by its vehicle that the Infantry unit could enter in a MPH" have been occupied by said vehicle in a previous player turn?

A. Yes. [Letter244] {Multiple emails combined and re-worded. SR}

A12.15 & A12.2 Must a 5/8" dummy stack take a PAATC when an "unbroken" enemy vehicle enters its Location? Must a Concealed vehicle?

A. Yes. No, the vehicle would retain its Concealment. [Compil9]

A12.15, A12.2 & D2.6 May an AFV end its MPH in the Location of a concealed enemy AFV which it cannot harm, merely because the enemy AFV is not Known?

A. No; if the friendly AFV does not have enough MP to exit the Location, the enemy player should announce that the AFV cannot enter. [Compil9]

A12.15 & E1.16 For the purposes of E1.16, is the unit considered to have entered the fortification's Location if it was forced back by the mechanics of A12.15?

A. Only if one of its occupants is revealed. [Compil1]

A12.151, A7.211, A8.31, A13.61, A15.432, A25.234, D7.22, E9.43 & G1.423 See prior entry.

A12.152 May a unit *in* an A-P minefield Location conduct a Search?

A. Yes, but the presence of the minefield allows the DEFENDER to make a Casualty dr (A12.154). [Gen25.2; An95w; An96; Mw]

A12.152 Can a unit Search its own hex?

A. A Search automatically includes its own hex. Moreover, the Searcher's hex cannot be counted as a hex that may *not* be Searched. [Gen26.1; An95w; An96; Mw]

A12.152 Can Searching reveal tunnel entrances?

A. No. [Gen26.5; An95w; An96; Mw]

A12.152 & O6.1 If a building hex with a *RB* cellar is Searched from ground level, is that *RB* cellar Location considered Searched too?

A. Yes. [An93a; An95w; An96; Mw]

A12.152 May a hex be searched if it contains Known enemy units?

A. Yes. [Compil1]

A12.152 Does Searching reveal anything other than units, Minefields or Fortified Building Locations?

A. It reveals all **Fortifications**. [Compil3] {Part covered by Q&A in J1. SR}

A12.152 & A23.7 Is a hidden Set DC revealed by Searching or by any other means (except detonation)?

A. "Searching will reveal, and Random Support Weapon Destruction will eliminate, a hidden Set DC." (O11.621, footnote 9) [Compil3]

A12.152 & G1.63 Must the opponent of the Japanese declare if he will attempt to search Concealment Terrain that is not building, rubble, woods-building, or woods-rubble or caves BEFORE the search dr is made, thus committing the opponent of the Japanese player to the +2 search drm BEFORE the search dr is rolled?

A. No. [Compil4]

A12.152 Can Searching reveal the contents of Locations that are not Accessible?

A. Yes, as long as one Location in the hex is Accessible. [J1; Mw]

A12.153 Would a Fortified Building Location containing an unpinning, Good Order enemy squad be considered Accessible despite the fact that the searching unit could not enter it in the APh?

A. Yes. [An97; Mw]

A12.153, A12.33, & B23.911 Are Fortified Locations revealed when a player Mops Up a building? Are mines?

A. Only if he gains control of the building, and only those Location he did not previously Control. No. [Compil7]

A12.154 If a leader applies his leadership factor to a Search, is he vulnerable to the effects of a Search Casualty should the Search reveal a Concealed unit?

A. Yes. [Gen25.6; An95w; An96; Mw]

A12.154 SEARCH CASUALTIES drm TABLE: are these drm also applicable to DEFENDING units that were Known prior to the Search?

A. Yes. [Compil1]

A12.16 This rule reads in part "If a stack is not concealed after play begins (2.9), the opposing player may inspect its contents – unless the stack is out of the LOS of all of his Good Order ground units..." If in dispute as to whether there exists an LOS allowing Right of Inspection, do the players resolve the issue via a free LOS check? If so, may a player voluntarily allow an Inspection, so as to prevent the stringing of a LOS?

A. Yes. [Letter99] {I assume 'yes' to both questions. SR}

A12.2 If a concealed vehicle becomes abandoned, may it retain (or later regain) concealment?

A. It may retain its "?" (if otherwise allowed to), but once unconcealed cannot regain a "?" while abandoned. [An95w; An96; Mw]

A12.2 & A12.15 See prior entry.

A12.2 & A12.33 What do you do when a concealed stack that may be a dummy stack moves into LOS of your HIP 5/8" counter/-Fortification?

A. One way to handle this is for the defender, before the stack gets into LOS of anything, to ask if the stack is Good Order yet. Another is for the defender to wait until the stack is in LOS of something before asking this question. [Compil3]

A12.2, D2.6 & A12.15 See prior entry.

A12.3 If a SSR gives you HIP capability for X amount of squads/squad-equivalents, and stuff stacked/setup/possessed by them, regardless of the early scenarios wording that ability has not changed. You can only HIP SMC/SW that are with/possessed by the HIP'ing squad/half-squad in their Location. [Letter64]

A12.3 & O11.6194c What type of result of an OBA/Area Target Type/IFT attack vs. a Location containing a HIP/concealed Dug-In AFV is necessary to cause loss of HIP/concealment to the AFV?

A. A result that could affect it, i.e. Immobilization/Shock/KIA, or a PTC or better result if it is CE. [Letter8]

A12.33 Does a Hidden Fortifications containing hidden units lose HIP if the Location containing the Hidden Fortification is subjected to an attack which would cause loss of concealment to the units if they were not protected by the Hidden Fortification's TEM, but has no effect because of the Hidden Fortification's TEM? What about a Pillbox which is subjected to such Canister fire from its NCA (B30.113)?

A. Per A12.33, once you claim TEM, the HIP status is lost from any type of Fortification. Yes, you would be claiming its protection and it would lose HIP. [Letter8]

A12.33 Is a Hidden foxhole in Concealment terrain containing HIP infantry revealed when a Good Order enemy unit within 16 hexes gains a LOS to its location, or may it remain hidden until the infantry is revealed?

A. It is revealed. [Letter8]

A12.33 & A12.34 May a Scenario Defender make pre-game LOS checks following all setup to determine which Locations the Scenario Attacker must enter with Good Order units to force loss of HIP to Fortifications/Guns, rather than waiting until an ensuing MPH to make those secret LOS checks?

A. No. [Letter8]

A12.33 An OB-provided Foxhole is placed HIP in a woods hex out of LOS the opponent's units. During the MPH, one of those Good Order units moves into the LOS within 16 hexes of the hex containing that Foxhole. Is the Foxhole revealed as soon as the LOS is established?

A. Yes [EXC: Night; E1.16]. [Compil6]

A12.33 & A12.2 See prior entry.

A12.33, A12.153 & B23.911 See prior entry.

A12.34 During setup, if a player places a unit with LOS to an Emplaced, HIP enemy Gun not in Concealment Terrain, when is the Gun placed onboard under a concealment counter? Can HIP be lost during set-up, or not until all forces have finished their setup?

A. At the start of the first RPh. After setup. [An97; Mw]

A12.34 & A12.33 See prior entry.

A12.34 If an Emplaced Gun sets up HIP, may the manning crew/HS also sets up HIP? May the manning crew/HS of a HIP Emplaced Gun possess non-inherent support weapons?

A. Yes. No. [J1; Mw]

A12.41 If all concealed units in a Location entered by an enemy vehicle are exempt from PAATC must such a PAATC be taken? Do exempt units stacked with units which fail such a PAATC also lose concealment?

A. Yes. Yes. [Letter8] {I'm not sure the first "Yes" makes sense. SR}

A13. & D6.64 May Cavalry riders form Fire Groups?

A. Yes. [J1; Mw]

A13.3 & A4.12 See prior entry.

A13.33 & A4.44 See prior entry.

A13.36 1) May Cavalry declare Gallop in Bypass or Woods?

A. Yes.

2) If Yes to (1), may Cavalry use the extra MFs thereby generated to Dismount in that hex?

A. Not while in Bypass. You cannot spend MF while Galloping in Bypass; you can Gallop out of Bypass but that's it. You can Gallop while already IN woods to dismount there. [Letter93] {Edited for clarity. SR}

A13.551 A stack of ≥ 2 cavalry units is attacked by a DR that = the unarmored vehicle elimination number, and is modified (by the cavalry DRM) to a K/2 on the Riders. What is the order of random selection and elimination: the unarmored kill reducing the full-squad horse counter(s) selected to a half-squad horse (causing at least one half-squad to Bail Out) and THEN using Random Selection amongst the units to see who suffers the K result (which will eliminate another HS horse counter also, unless the HS that has already bailed out is selected)? Or do you RS to see which unit(s) suffer the K, and then use RS to see which remaining horse counters get flipped by the "unarmored" kill result? Or can one Horse counter suffer both results simultaneously (and thus only get reduced once)?

A. Resolve the K/2 first, and then use RS on ALL the original horse counters...yes, one horse counter can suffer both results – reducing only once. [Letter270]

A13.61, A7.211, A8.31, A12.151, A15.432, A25.234, D7.22, E9.43 & G1.423 See prior entry.

A14.1 If the resolution of an attack results in Sniper attacks for both sides and the first side's Sniper attack kills or pins the second side's Sniper, is the second side's Sniper attack forfeit?

A. No, as per A14.1, the Sniper attack still occurs. The SAN was indeed rolled. [Letter8]

A14.1 If a SAN is rolled on a TH DR and the subsequent IFT DR, is the sniper activated twice?

A. Yes. [Compil7]

A14.1 Is it the responsibility of both players to watch for and announce SAN DRs made by either player?

A. Yes, despite the impossibility of enforcement. [Compil9]

A14.2 The last line should end "with three exceptions:". [Letter 152] {A14.23 was obviously added as a clarification. SR}

A14.21, A7.6 & D5.31 See prior entry.

A14.21 If an attacking Sniper counter chooses between ≥ 2 Alternate Target hexes based on the Location with the lowest TEM, must it choose that Location with the lowest TEM? If there is only one alternate target hex to choose from, must the Location in that hex with the lowest TEM be chosen?

A. Yes. No. [Compil7]

A14.3 If an unbroken Leader is wounded by a Sniper attack, does he suffer any other consequences from that wound (aside from the normal Wound effects), e.g., does the Sniper attack pin or break him (assuming that he is susceptible to such effects)?

A. No. [Letter4]

A14.3 What is the effect of a Sniper attack dr of 2 vs. an already broken MMC?

A. It becomes DM. [Tac6]

A14.4 If Random Selection for a Sniper attack (A14.2) chooses multiple units in a Location, is a Sniper Check possible *before* Sniper dr have been made versus *all* of those units?

A. No; all Sniper dr versus that Location must be made (and fully resolved, including LLMC/-LLTC, Heat of Battle, etc.) before a Sniper Check is allowed. [An92; An95w]

A14.4 & A5.1 See prior entry.

A15.1 & A8.31 See prior entry.

A15.1 & A19.3 Does the +1 HOB DRM for Inexperienced apply to a Green squad if it is in the same Location as an unbroken leader?

A. No. [Letter145]

A15.2 & A17.11 If an already wounded Hero *fails a MC*, is he eliminated or only wounded again?

A. He is eliminated. [Gen25.2; An91; An95w; An96; Mw]

A15.2 May a Hero rout with broken troops?

A. Only if it is also a leader. [Gen25.6; An91; An95w; An96; Mw]

A15.2 If a pinned unit creates (or becomes) a Hero, is that Hero pinned?

A. No. [An92; An95w; An96; Mw]

A15.2 & A7.302 See prior entry.

A15.21 & A18.2 If a hero/leader is created from a Fanatic unit, is that SMC Fanatic too?

A. Yes. Note, however, that a Heat of Battle DR that results in both Battle Hardening of, *and* the creation of a hero from, a non-Fanatic MMC does *not* create a Fanatic hero (because the hero was not created from a Fanatic unit; rather the Fanaticism and Hero Creation occurred simultaneously). [An95w; An96; Mw]

A15.22 This rule was incorporated in A17.2. {SR}

A15.23 Does a hero using a SW that normally requires two men to operate fire it at full FP (aside from PBF, Long Range, etc.)? If yes, could he instead opt to fire it using Area Fire and the -1 Heroic DRM but *not* the extra +1 DRM?

A. Yes. No. [An95w; An96; Mw]

A15.24 & A7.531 See prior entry.

A15.3 Is there any way a German 5-4-8 squad can be created through Battle Hardening?

A. No. [Letter8]

A15.3 According to this rule, a Finnish First-Line 6-4-8 that Battle Hardens becomes neither an 8-3-8 nor Fanatic – so what (if anything) happens to it?

A. It does become Fanatic. [An93a; An95w; An96]

A15.3 Does a Russian 4-2-6 Battle Harden to a 4-4-7 or a 5-2-7? Does a Russian 2-2-7 HS Battle Harden to a 2-4-8 or to a 3-2-8?

A. To a 5-2-7 (since the 2-2-6 HS of a 4-2-6 Battle Hardens to the 2-2-7 HS of the 5-2-7). To a 3-2-8. [An93b; An96]

A15.3 Is a Finnish/Japanese 9-0 leader that Battle Hardens exchanged for a 10-0 or a 9-1? Is a Finnish/Japanese 9-1 leader that Battle Hardens exchanged for a 10-0 or 10-1?

A. 9-1. 10-0. [An97; Mw]

A15.3 Does a unit which becomes Fanatic through Battle Hardening also rally as well?
A. Yes. [Compil5]

A15.4, A11.18 & E1.53 See prior entry.

A15.4, G16.4, G18.62 & J2.31 Does non-Ambushed Berserk Infantry always use Hand-to-Hand CC vs. Infantry/Cavalry, or only if Japanese, Dare Death, or in Red Barricades, or Playing Deluxe ASL?

A. Only if Japanese, Dare Death, or in Red Barricades, or if playing Deluxe ASL. [Letter8]

A15.41 A 9-2, 8-1 and 4-6-7 are in the same Location, and the 8-1 becomes berserk. What happens to the other units?

A. The 9-2 *must* take his NTC next, using the berserk leader's -1 DRM (but not his own -2 DRM; A10.7). If the 9-2 becomes berserk, the squad then takes its NTC using his -2 DRM. If he does not become berserk, the squad still takes its NTC but is subject to the DRM of the 8-1 only. [Gen25.2; An95w; An96; Mw]

A15.41 Can an already-Berserk leader attempt to rally broken units with no leadership DRM, or are all leadership capabilities forfeited?

A. He can try to rally them. [Letter8]

A15.41 Would a leader who becomes berserk attempt to change other friendly units in its Location to berserk status only if it had gone berserk as a result of a fire attack?

A. No, a leader who involuntarily becomes berserk always attempts this. [Compil9]

A15.42 & A17.3 Rule A15.42 states that a berserk unit's Morale Level is *never* lowered for any cause; A17.3 says that a wounded SMC has his Morale Level lowered by one. Does a berserk, wounded leader have a Morale of 10 or 9?
A. 10. [Gen25.6; An95w; An96; Mw]

A15.42 Does a berserk unit suffer anything more than a casualty reduction if a full berserk squad rolls a 6, 6 on a morale check?

A. Yes, a berserk squad undergoes CR twice. [Compil2]

A15.42, A7.303, A10.3 & A17.1 See prior entry.

A15.43 Must/may a Berserk unit enter an enemy-occupied entrenchment, if it has sufficient MF and the stacking limit is not exceeded, or may/- must it stop when it enters the enemy unit's hex, if that will allow it to engage in CC should both units be present during the CCPh?

A. It's the berserk unit's option. [Letter8]

A15.43 & A4.63 See prior entry.

A15.43 & A4.61 See prior entry.

A15.43 & A24.1 May a Berserk unit attempt to place Smoke Grenades?

A. The shortest route in MF precludes attempting smoke grenades along the way. Once there, I don't see a good case for prohibiting them, but I am open to such an argument. [Letter165] {Re-worded. SR}

A15.431 If a berserk unit is already in Melee at the start of a friendly MPH, must it at that time drop all excess SW it possesses?

A. No. [An92; An95w; An96; Mw]

A15.431 May a berserk unit expend MF to place SMOKE?

A. No. [Compil7]

A15.431 A Berserk unit starts its MPH with no Known enemy unit in LOS and charges the last known position of an enemy unit. During the charge, it comes into LOS of a known enemy unit. Does it now alter its course to charge the new known enemy unit even if farther away than the position it was originally charging?

A. Yes. [Compil9]

A15.431 & A12.15 See prior entry.

A15.431 & A23.3 If a unit goes Berserk as a result of First Fire for the MF it uses to Place a DC, is the DC Placed successfully?

A. Yes. [J1; Mw]

A15.431 & D9.31 A DC838, FT838, 9-1 stacked with a PzVG begin their move by Armor Assaulting along a road. After spending 4MFs and 6MPs, they are DFFed upon and the result is the following: a 149 is generated and the rest of the Infantry goes berserk. The target is chosen and the rest of the move is done. A few questions arise: 1) Since they are moving in a stack, can they continue the Armor Assault?

A. No, the Berserkers must charge immediately.

2) If not, are the Berserkers obligated to do a charge before the hero and PzVG complete the Armor Assault?

A. Yes. [Letter175]

A15.432, A7.211, A8.31, A12.151, A13.61, A25.234, D7.22, E9.43 & G1.423 See prior entry.

A15.432 & A11.4 See prior entry.

A15.432 May a berserk MMC conduct an Infantry OVR (A4.15)?

A. Yes, and A4.152 applies automatically. That is, the MMC is subject to neither the NTC nor the increased MF expenditure normally required for an Infantry OVR, and the SMC does not have the option to enter another Location. If it eliminates the SMC, the MMC returns to normal (A15.46) and may continue its MPH if otherwise able and allowed to do so. [An90; An95w; An96; Mw]

A15.46 Would a same-Location ordnance attack by a berserker that eliminates all Known enemy units qualify that berserk unit to return to normal?

A. No. [Compil6]

A15.46 A berserker has two enemy units in CC.

In one turn the berserker kills one enemy unit, the other enemy unit survives and the melee continues. The following CC phase the berserker rolls a 12 and the remaining enemy unit withdraws. Does the berserker return to normal?

A. No. [Letter189]

A15.5 & A25.222 If a MMC being rallied by a Commissar rolls an Original 2 followed by a Heat of Battle Surrender result, is it Replaced as though it had failed the rally attempt?

A. No, just "re"-broken. Actually, it never rallied to "rebreak" – and failing a MC when already broken cannot cause Replacement. [Letter8]

A16.11 If using Battlefield Integrity (A16), does a dismounted crew counter from a vehicle which has been abandoned or eliminated count as reinforcements? Does it count against the owner's casualty tally if it is eliminated?

A. No. Yes. [Compil8]

A16.2 Does the DRM for "Unopposed Armor or Air Support" apply if the AFV/aircraft in question is under Recall?

A. No. [An95w; An96; Mw]

A17.1, A7.303, A10.3 & A15.42 See prior entry.

A17.11 & A15.2 See prior entry.

A17.2 & A15.22 See prior entry.

A17.3 & A15.42 See prior entry.

A18.11 If a broken leader is in the same hex as a broken MMC without self-rally capability, with no Good Order leader in the hex, may the owning player attempt to self-rally the leader and then attempt to self-rally the MMC if the leader fails to self-rally, or must the first MMC self-rally Field Promotion attempt precede all SMC self-rally attempts?

A. The player may attempt to self-rally the leader first. [Letter8]

A18.12 If several MMC in CC roll a natural 2, I understand field promotion goes by random selection of the units for the drm and the MMC is the new leader attached, but, "what if a tie?" "Are several SMC created?" "Must you roll again?" "do you chose?"

A. Only one leader is created, based on the MMC with the highest BPV (A18.2). [Compil9]

A18.2 & A15.21 See prior entry.

A18.2 If a broken MMC Self-Rallies by rolling an Original 2, is its broken or unbroken morale used to determine the Leader Creation drm?

A. Broken. [Compil3]

A19.12-.13 If a Finnish 8-0 leader suffers Replacement, is it replaced by a German 7-0?

A. No; it becomes disrupted. [Gen25.2; An89; An95w; An96; Mw]

A19.12 If a Disrupted Infantry unit is in/- ADJACENT-to both enemy Infantry/Cavalry *and* an enemy vehicle, does it still surrender? Can a Disrupted unit surrender while in Melee?

A. Yes, unless in Melee. No. [An92; An95w; An96; Mw]

A19.12 & A10.5 See prior entry.

A19.12 & A20.21 Must a Disrupted unit surrender to an ADJACENT but non-Known enemy? To an ADJACENT Good Order enemy unit in a Known Minefield or FFE? Is a surrendering unit attacked by FFE/mines in either its Location or its captor's?

A. No. Yes. No. [An97; Mw]

A19.12 & A20.3 Does No Quarter affect the surrender of a Disrupted unit to a Good Order enemy Personnel unit in its Location, or the ability of enemy Personnel units to enter its Location freely during the MPH? Also, is elimination of a Disrupted unit surrendering during a phase other than in the RtPh allowed, and does this invoke No Quarter?

A. Yes. No. Yes. Yes. [Letter8]

A19.12 & B30.44 In a MPh, may friendly Infantry enter an enemy Pillbox solely occupied by Disrupted enemy Infantry? Assume no non-Disrupted enemy in the Pillbox hex.
A. No. [Letter114]

A19.13 Is a Finnish 10-0 Replaced by a 9-1 or 9-0? Is a Finnish 10-1 Replaced by a 10-0 or 9-1?
A. 9-1. 10-0. [An97; Mw] {Mw also asked about Japanese leaders but Japanese leaders aren't Replaced, G1.41. SR}

A19.13 & A25.61 Is an Italian 2-4-7 HS Replaced by a 1-3-7 or a 1-3-6?
A. By a 1-3-6. [An93b; An96]

A19.13 & A10.31 See prior entry.

A19.131 What happens to a squad with underlined morale and a 5 ELR if it rolls an "Original 12" IFT DR while afflicted by Ammunition Shortage?
A. It is Replaced by its two unbroken HS. [An92; An95w; An96; Mw]

A19.131 If a lone MMC on a side suffering from Ammunition Shortage attacks with only a non-captured SW and rolls an Original 12 IFT DR, does the MMC itself suffer Replacement?
A. No – only the SW is affected (i.e., eliminated). [An93b; An96; Mw]

A19.131 Does "inherent B#" in line 13 of A19.131 mean "printed B#"?
A. Unless printed on the counter, the "inherent B#" is 12 (C2.28). [Compil3]

A19.131 Is a HS with underlined morale that rolls an Original 12 on an inherent FP IFT DR during ammunition shortage broken and disrupted?
A. Merely broken. [Compil6]

A19.131 Does Low Ammo apply to AFV MG?
A. No (unless MA), but Ammunition Shortage would (e.g., B# would be decreased by one, with original B# becoming X#). [Compil8]

A19.131 In line 10 replace "all B#" with "all SW Original B#/X# [EXC DC]". [J5]

A19.132 In the fourth line change "4-3-6" to "4-4-7". [Mw] {Minor editing. SR}

A19.132 This rule says it requires a SSR to assign an ELR < 5 to units with an underscored ML. In this case, I think the ELR 4 would only apply to leaders.

A. An OB can assign an ELR less than 5 to units with underscored morale, but a squad will still break into half-squads when it ELRs unless an SSR says otherwise. I would assume the OB SSR applies to everyone. [Letter169]

A19.132, A1.23 & Scenario 23 ("Under The Noel Trees") See prior entry.

A19.3 & A15.1 See prior entry.

A20 & A7.7 See prior entry.

A20 & C1.54 If a unit guarding Prisoners enters a FFE that is a *friendly* FFE for the prisoners (e.g. an American unit guarding German prisoners enters a German FFE) is the Prisoners' Morale Level lowered per C1.54?
A. Yes. [Letter90] {Re-worded. SR}

A20.21 If a broken unit is ADJACENT to a Known, Good Order, armed infantry unit and has a legal rout path which would not be subject to interdiction, may it instead ignore that rout path and take interdiction (or use Low Crawl) if otherwise allowed by the rout rules?
A. Yes. [An97; Mw]

A20.21 1) Are Broken units in Melee now subject to possible Surrender?

A. No.
2) Wouldn't it be clearer to insert "[EXC: those in Melee]" after "broken Infantry unit"?
A. Perhaps. [Letter162]

A20.21 Assume that No Quarter is not in effect and that a broken unit is ADJACENT to a Known, Good Order, armed enemy Infantry/-Cavalry, with a Building hex 3 hexes away which is its only possible rout target. If the broken unit would have to suffer Interdiction in the second hex it enters, can it still rout? Or is it captured even though it would no longer be ADJACENT to the enemy unit where it would suffer Interdiction?
A. No. Yes. [Compil3; Letter222]

A20.21 Are units in the same Location considered ADJACENT? Are they considered ADJACENT for purposes of paragraph A20.21? (If not, would a broken unit that is unable to rout away in the circumstances described in A20.21, namely, without risking Interdiction etc., surrender to an enemy Infantry/Cavalry unit that is in the same Location?)
A. Yes. Yes. (Yes.) [Letter206]

A20.21 In line 5 add "unconcealed" after "possible". At the end of the first sentence add "[EXC: if pinned; 10.53 & G5.5]". [J5]

A20.21, A10.51 & A12.11 See prior entry.

A20.21 & A10.53 See prior entry.

A20.21 & A19.12 See prior entry.

A20.21, A25.11 & A25.24 Will SS units surrender to Partisans (Russian or otherwise)? Do Partisans have a choice to *accept* surrender from enemy units?

A. Yes, unless No Quarter is in effect for that side. Yes, unless No Quarter is in effect. [Letter88]

A20.22 & J2.31 Can a capture attempt be made during Hand-to-Hand CC?
A. Yes. [Compil7]

A20.22 Can capture attempts in CC be made if No Quarter is in effect?
A. Yes. [Compil7]

A20.3 If No Quarter is in effect and a broken unit *must* rout but cannot, may the opponent opt to accept it in surrender?
A. No – it is eliminated for Failure to Rout. [An95w; An96; Mw]

A20.3 When No Quarter is invoked by one side by refusing Surrender in the RtPh, does No Quarter automatically apply to both sides? May the other side still accept a RtPh surrender?
A. No. Yes. [Compil9]

A20.3 & A19.12 See prior entry.

A20.5 Are captured SMC truly "Unarmed" for all game purposes If a broken SMC is Captured, is it Rallied in the process? (Unarmed units don't break.)

A. Yes. Yes. [Letter4] {Edited to removed Q&A the contradicted A20.551. SR}

A20.5 When the rule says that the Guard may "Deploy into HS automatically at any time" does "at any time" include immediately, i.e., in the phase of capture, or any subsequent phase of any turn? If yes, can such deployment be declared before the effects of any combat results against the Guard are determined? Does "automatically" mean no TC is required?
A. Yes, Yes. No. Yes. [Letter4]

A20.5 Are unarmed MMC Inexperienced (e.g., SW usage, MF, etc.)?
A. No. [Compil9]

A20.5 Say a HS and a 9-1 leader are taken prisoner by a squad. If the stack takes fire and the prisoners have to take a MC, does the SMC take a separate MC? Does he modify the prisoner's MC? Is he represented by a separate die in Random Selection if the result is a K or KIA? Does he modify the CC DR against broken guards? Does he add an extra 1 point to the CC FP?
A. Yes to all. [Letter110]

A20.5, A20.551, A26.21 & A26.222 When a Crew is captured, it is exchanged for an Unarmed HS and noted on side record as being worth 2 CVP. If that Unarmed HS subsequently eliminates its captor and is Rearmed as a Conscript HS, is the captor awarded 1 CVP for having removed a crew from play? If the (now) Rearmed HS (formerly a crew) is subsequently eliminated/captured, is it worth 2 CVP for having once been a crew? Or 1 CVP for currently being a HS?
A. Yes. No. Yes. [Letter256]

A20.5, A20.551, A26.21 & A26.222 If a crew is captured, it is replaced with an unarmed HS (A20.51). If it subsequently escapes and re-arms, does it rearm as a Green or Conscript HS (A20.551)? Or does it re-arm as a crew? If it re-arms as a HS, does the original capturing player gain 1CVP since the crew has been changed from a crew to a HS?
A. Yes. No. Yes. [Letter255]

A20.5 & A20.53 May Prisoners be abandoned during the MPh? May a broken Guard abandon its Prisoners during the RtPh?

A. No. No. (Guards may transfer/abandon Prisoners only during RPh/APh.) [Compil3]

A20.53 Do even wounded SMC prisoners move "at the foot rate ... of their accompanying Guard"? Can wounded SMC prisoners be Portaged as per A17.2? Can Captured leaders increase their Guard's available MF?

A. Yes. Yes. No. [Letter4]

A20.53 Does a wounded leader prisoner move at the foot rate of his guards, or just 3 MF?

A. The former. [Letter87]

A20.53 & A20.5 See prior entry.

A20.54 Can/must a Captured leader use his leadership DRM to affect another captured unit's TC/MC if attacked?
A. Yes. [Letter4]

Chapter A

A20.54 May an unarmed vehicle (e.g., a Jeep with only the inherent driver) enter a Known enemy occupied hex?

A. Yes, (and may even conduct an Overrun attack). [An97; Mw]

A20.54 & A26.222 Are Exit VP awarded for Prisoners eliminated by an attack by the non-Guarding side?

A. No. [Compil9]

A20.55 Can/must a Captured leader use his leadership DRM to affect another captured unit's Escape NTC?

A. Yes. [Letter4]

A20.55 & A11.15 See prior entry.

A20.551 If an unarmed units attacks in CC and its target survives the attack but a different enemy unit is eliminated in that same CC (by another attacker), is the unarmed unit immediately rearmed?

A. Yes, provided no other enemy unit is in that Location. [Variant in Gen22.5; An89; An95w; An96; Mw]

A20.551 A German 4-6-8 guarding a 1-0-6 prisoner advances into CC with a Russian 4-2-6. The 4-6-8 is eliminated and no other enemy units exist in the same location. The 1-0-6 was not an attacker in the CC (as per the first sentence of A20.551) nor did the 4-6-8 surrender (as per the second sentence). Can the 1-0-6 rearm as per the parenthetical in A20.551, "(or by any other means if no other enemy unit is currently in the same location)"?

A. Yes. [Letter135]

A20.551 The rule suggests an Unarmed unit must have made a CC attack to be rearmed. An Unarmed friendly unit makes no CC attack during the CCPh. However, an enemy unit of equal or greater size is eliminated or captured by CC, in that Location. Assuming no enemy remain in that Location after all CC/Withdrawals, may that non-attacking Unarmed unit rearm as a consequence of the elimination/capture which occurred in its Location?

A. If there is currently no other enemy unit in the same Location, the Unarmed friendly unit is rearmed. [Letter75]

A20.551 If an Unarmed squad kills its HS guard in CC and is otherwise eligible to rearm, may it automatically deploy into an Unarmed HS and an armed green/conscript HS?

A. Yes. [Letter75]

A20.551 A captured crew rearms as a HS. [Letter229]

A20.551 If an Unarmed squad Casualty Reduces its squad guard in CC and is otherwise eligible to rearm, may it automatically deploy into an Unarmed HS and an armed green/conscript HS?

A. Yes. [Letter250]

A20.551, A26.21, A20.5 & A26.222 See prior entry.

A20.551 & A20.552 Should line 4 have "MMC" inserted between "unarmed" and "unit", and similarly for line 7 of A20.552? Otherwise unarmed SMC could turn into MMC!

A. The context makes this clear; you seem to know what is meant. [Compil9]

A20.55 & J2.31 If Hand to Hand combat (J2.31) is available by SSR, can a prisoner declare HtH combat immediately after passing a NTC and attacking its guards in CC? Can it declare HtH in any other subsequent CC after it has escaped?

A. Yes, if a non-ambushed ATTACKER.

[Letter135]

A21.2 & A11.4 See prior entry.

A21.2 & D5.42 1). Friendly Infantry in the same Location as an Abandoned enemy vehicle are not in a CC Location if no other enemy units are present (because an Abandoned vehicle is not a Unit because it is incapable of movement (Index)). So said Friendly Infantry may not Capture the AFV using A21.2 mechanics because said Infantry is not in a CC Location. Yes?

A. No. Read the sentence right before that. An Abandoned enemy AFV may be automatically captured at the end of the CCPh, regardless of being in a "CC Location" or not.

2). May a Friendly AFV be Crewed this way?

A. No, unless actually in CC.

3). If so, is the Crew a Temporary Crew subject to A21.22 penalties (whether or not this was automatic or after CC)? Or, for that matter, A21.11 and A21.12 penalties?

A. No penalties for recapturing your own vehicle, except the A21.13 penalties if appropriate.

4). D5.42 makes no statement with regard to the prior ownership of an Abandoned vehicle that becomes re-Crewed. May Friendly Infantry use the D5.42 mechanics to Crew Abandoned enemy vehicles (when no other KEU are in that Location)?

A. Yes, though they could have also used A21.2 in the preceding CCPh, assuming no enemy Personnel were in that Location.

5). If yes, and if they do, are they exempt from the A21.22 Temporary Crew penalties with regard to their subsequent use of that vehicle?

A. No.

6). The penalties of A21.11-13 would still apply, yes?

A. Yes. [Letter114]

A21.21 & P8.6141a Is it possible to re-man an unarmed vehicle with a Temporary Driver in the RePh?

A. No. [Compil5]

A21.22 1) The "captured" penalties of A21.2 apply to vehicles crewed by friendly non-vehicle crew units.

2) Regarding Carriers – they're normally "crewed" by a HS. If a German HS mans one, is the vehicle then treated per the normal provisions of A21.22? IOW, is the Carrier treated as any other captured vehicle despite normally having a HS as a crew?

A. Yes.

3) If an American HS mans a British (non-American-made) vehicle, is the British vehicle treated as "captured"?

A. Yes. [Letter263]

A22 Is a MOL TK attempt affected by cowering?

A. No. [Letter191]

A22.34 1) A FT is fired vs a location containing enemy infantry. This location also happens to include a HIP closed top AFV. Is it revealed?

A. Not unless CE and the Collateral Attack against the PRC gives a PTC or better.

2) With or without concealment?

A. Without, if the CE PRC are affected.

3) Would the answer be different if it was CE or open topped?

A. See above.

4) Can a FT firing at a location state that it's targeting a possible HIP vehicle, so to be able to affect and kill it?

A. Yes. [Letter173]

A22.34 & A22.612 For a FT/MOL attack vs. an armored target, does ""/CX/SMOKE/-Hindrance/TEM/AFPh-use affect the TK DR?

A. No. [An95w; An96; Mw]

A22.4 & A7.301 See prior entry.

A22.6 & Index "Unarmed" See prior entry.

A22.611 Does 39AA4-BB4 constitute "a hexside shared by two connected woods hexes"? Does 39D4-E5? Does 39Z2-Z3? Does 39R3-S3?

A. Only the first pair is connected. [Letter77]

A22.611 & A7.353 See prior entry.

A22.611 & B25.11 If a HS attempts to use a MOL while kindling and fails the MOL check dr, can it continue the kindling attempt without the MOL?

A. Yes. [Compil9]

A22.612 Is a MOL TK attempt negated if the Original colored dr of the TK DR is a "6"?

A. Yes – and the A22.611 effects if the "6" dr apply too. [An93a; An95w; An96; Mw]

A22.612 & A22.34 See prior entry.

A22.612 Does the -2 reduction to the basic TK# for MOL vs. Moving/Motion vehicle apply to a Stopped vehicle that qualifies as a Moving Target per C.8? To a Non-Stopped vehicle that is *not* a Moving Target?

A. Yes. No. [An96; Mw]

A23.1 If a Concealed target of a placed DC attempt drops Concealment to defensive first fire on the placing unit, and if the DC is then 'operably placed,' will the (AFPh) DC attack resolve as Area Fire, or at full strength?

A. Full FP. It is 'operably placed' after all DFF vs. placer. [Letter32]

A23.1 & A23.6 Does a Placed/Thrown DC attack *all* non-AFV units (even friendly units) in the target Location(s) at the time of detonation? Even if Thrown as Defensive First Fire?

A. Neither non-Melee friendly units, nor non-moving units in DFF, are attacked [EXC: in Thrower's location]. [Letter83]

A23.2 When placing a DC in the movement phase, is a unit regarded as moving or using a SW? Could a HS place a DC in its movement phase and then use its inherent firepower in the AFPh? Could a squad?

A. Both (with the SW considered used in AFPh). No. Yes. [Compil8]

A23.3 Would a unit receive Building TEM while Placing a DC from one building Location to another across a non-Building hexside?

A. Yes. [Compil9]

A23.3 & B28.41 Is an Infantry unit attempting to Place a DC in an ADJACENT Location containing an A-P Minefield attacked by the minefield before placing the DC as though it was entering the Location, even though the MF are considered expended in the Placement Location?
A. Yes. [Letter8]

Does this imply then that the placing unit is entering the target Location?

A. No. [Letter104]

A23.3 & A4.134 See prior entry.

A23.3 & A4.2 See prior entry.

A23.3 & A4.61 See prior entry.

A23.3 & A8.15 See prior entry.

A23.3 & B23.9221 May a DC be Placed "normally" against an ADJACENT Fortified Building Location that contains a Good Order enemy squad? (Or must the DC be placed vs. a hexside to create a Breach?)

A. Yes. (No.) [Compil3]

A23.3 A hero moves into a woods hex (2 MF) and places a DC in an adjacent woods hex (total 4 MF), but is then wounded by Defensive First Fire. Is the DC placed?

A. No, the hero is pinned (A15.22). [J1; Mw]

A23.3 & A15.431 See prior entry.

A23.3 & A23.6 May a DC be Placed in, or Thrown into, an empty Location solely to possibly cause flame/rubble creation?

A. The Location may be empty. Flame/rubble creation would still be possible. [Letter83]

A23.4 If a unit operably Places a DC, and *then* declares Double Time to gain one MF, does the +1 CX DRM still apply to the DC's attack? If a DC is operably placed on a concealed target, but that target losses its "?" prior to the DC's detonation, is the DC attack still resolved as Area Fire?

A. No. Yes. [Gen26.5; An91; An95w; An96; Mw]

A23.4 & C7.346 If a CX unit Places/Throws a DC versus an AFV, does the +1 CX DRM apply to the DC's Position or TK DR?

A. To the Position DR only. [An93a; An95w; An96; Mw]

A23.6 If a DC is thrown across a wall hexside, can the wall's TEM affect the DR of the attack on the target Location? ... of the Thrower's Location?

A. Yes, to both. [Gen22.5; An95w; An96; Mw]

A23.6 & A15.431 See prior entry.

A23.6 Is there any restriction on the number of levels up which a DC may be thrown to an adjacent Location? Also, can Height Advantage apply to thrown DC, for either party?

A. One level. Yes, if the DC is thrown across a Crest Line to a lower level and the thrower is claiming no other TEM. [Letter8]

A23.6 If a DC is thrown from the second level of a non-Interior Building hex to the ground level of the hex and it fails to rubble the lower level, will it have any effect on units of either side on the first level of the building hex or in a RB-Cellar Location of the hex?

A. First level: yes; Cellar: no. (The Cellar is a different Location from that of the DC). [Letter8]

A23.6, B23.743 & B23.741 1) If a unit in a Factory Throws a DC into an adjacent Rubble hex (not part of the Factory), is the attack on the throwing unit treated as coming from "inside" or "outside" the Factory for TEM purposes?

A. From outside.

2) What if the Rubble target hex is part of the Factory (B23.743)?

A. From inside. [Letter270]

A23.6 & D7.2 Can a unit possessing a DC which is eligible for Street Fighting Reaction Fire both throw the DC at the vehicle and make a CC Attack against it on the same MP/MF expenditure?

A. No, because non-CC Reaction Fire (i.e., the DC attack) can be made only vs. an OVR (D7.2). [Letter8]

A23.6 May a DC be Thrown from an upper building level to the in-LOS, ground level Location of an adjacent hex?

A. Yes. [An93b; An96]

A23.6 May a unit Throw a DC into an upper-level Location of an adjacent building hex? Across a cliff hexside to a higher location?

A. Only if ADJACENT. No. [An96; Mw]

A23.6 If Thrown from an upper-building/cliff Location into the ground level of the same or an adjacent hex, are *all* Locations (if any) at first level of the target hex (and/or throwing unit's hex) attacked? Does this mean a separate DR should be made against even empty affected building Locations to check for possible flame-/rubble creation? May a DC be so Thrown into an empty ground level Location solely to attack units in first level Locations of that hex?

A. If Thrown from level two to ground level, no level one Location is attacked; if Thrown from level one, the Thrower's Location and all unarmored units therein are attacked. [Letter83]

A23.6 & A23.1 See prior entry.

A23.6 & A23.3 See prior entry.

A23.7 Can the ability to detonate a given set DC be transferred/recovered in the same fashion as a SW?

A. No. [Letter8]

A23.7 Assume a squad, assisted by a leader, Sets a DC. Is that leader qualified to detonate it? If that squad later Deploys, will both of its HS be qualified to detonate it?

A. No. No – when the squad Deploys, record on side record the ID of one of the HS that retains the ability. [An92; An95w; An96; Mw]

A23.7 Is the FP of a Set DC halved versus a concealed unit?

A. Yes. [An92; An95w; An96; Mw]

A23.7 May a Set DC be detonated during the opponent's MPh? If yes, does it leave Residual FP?

A. Yes, versus a moving target (A8.1). Yes – 12FP. [An95w; An96; Mw]

A23.7 & A12.152 See prior entry.

A23.7-72 & A4.44 See prior entry.

A23.71 How does a Set DC (not in a bridge Location) affect an AFV?

A. It doesn't affect the AFV itself, but does attack any Vulnerable PRC in/on it. Otherwise, it can affect the AFV only via Rubble-creation. [Gen25.2; An90; An95w; An96; Mw]

A23.71 Does a Final KIA on a Set DC automatically rubble the building Location?

A. Yes. [Compil9]

A24.1 If a MMC is Broken/Pinned in the act of placing SMOKE is the SMOKE placed?

A. Yes. [Compil9]

A24.1 & A4.2 See prior entry.

A24.1 & A4.5 See prior entry.

A24.1 & A15.43 See prior entry.

A24.1 & B20.93-.94 Since SMOKE grenades may be place into (and a FG may be formed with a unit in) an ADJACENT Location, may a squad on a Wire counter or in Crest status place SMOKE grenades into – or form a FG with a unit in – and adjacent hex?

A. Yes, if a unit under that wire or IN that Depression could advance into that adjacent (actually thus ADJACENT) hex. [An93b; An96; Mw]

A24.1 & C1.71 May ordnance place Smoke in a Water Obstacle?

A. No. [An97; Mw]

A24.3 Does this rule's prohibition on pre-'44 use of WP by the British apply only to grenades or to all WP ammo?

A. Only to grenades. [An93a; An95w; An96; Mw]

A24.31 If a MMC takes a NMC due to WP SMOKE placed in its Location and the NMC causes a Heat of Battle DR that creates a hero, does the hero have to take a NMC for the WP too?

A. No. [Gen25.6; An90; An95w; An96; Mw]

A24.31 1) This says that all units in a Location with a WP counter must take a NMC – with the very important exception of "non-moving units in MPh". Does this mean now if a 7-4-7 chucks a WP grenade into an ADJACENT stone building occupied by a Concealed 6-5-8, the "non-moving" 658 will get a +2 Hindrance for the SMOKE effect, but otherwise it doesn't take a NMC, and so (4th sentence of A24.31) can even keep its Concealment?

A. No; no such change was intended.

2) Was what was meant "non-moving units in DFF"?

A. Correct. [Letter162]

A24.31 In line 4 in EXC replace "non-moving units in MPh" with "non-moving units in First Fire". [J5]

A24.31, A8.1, C3.33 & C3.4 See prior entry.

A24.31 & C3.71 Would any TEM as defined above then apply as a positive number to the NMC required as per A24.31 in case of a CH WP hit? (e.g., NMC with +1 DRM for indirect placed, airburst WP CH in dense jungle?)

A. Yes. [Compil6]

A24.31 & C3.33 Does a unit in an upper level building Location that is hit by WP take the A24.31 MC even though the WP counter is placed in the ground level Location of that hex? Would a unit out of the firer's LOS?

A. Yes. Only if hit by a mortar. [An97; Mw]

A24.4 Is conventional smoke in a -1 level a level 2 LOS Hindrance?

A. No, level 1 (i.e. two levels above level -1). [Gen22.5; An95w; An96; Mw]

A24.4 If Smoke placed at ground level (level 0) affects levels 0 and 1, would smoke drifting from a level 4 location affect levels 4 and 5?

A. Yes. [Compil5]

A24.8 & C8.52 C8.52 states that when using the Area Target Type, SMOKE ammunition is placed at ground level of the target hex hit. If placing SMOKE in a Gully hex with Area Target Type (Crest status is Level 0, IN the Depression is Level -1), is the SMOKE counter placed IN the Depression, to be at Level -1, with a two level Hindrance measured from -1? Or is the SMOKE counter placed at Crest status, to be at Level 0, with Hindrance measured from 0?

A. IN; from -1. [Letter246]

A24.4 & O6.3 Does ground level smoke extend into cellars? Would a LOS traced from a Cellar Location to >= Level 0 be affected by Smoke at Level 0 in that Cellar unit's hex? If yes, would that Cellar unit also suffer the extra +1 Hindrance for viewing out of SMOKE (A24.8)?

A. No. Yes. No. [J1; Mw]

A24.6 If SMOKE has "no effect" during Mud or Deep Snow, are you prohibited from attempting to fire it/use Vehicular Smoke Dispensers/etc.?

A. No. [Compil9]

A24.6 & E3.734 Is Smoke from a burning-wreck/terrain-blaze in effect during Mud?

A. Yes. [Compil9] {Erroneously refers to E7.34. SR}

A24.61 If an Original SMOKE source is on a level 4 hill hex and it drifts, due to a mild breeze, to a level 1 hex, is the drifting gray SMOKE a levels 2 and 3 LOS Hindrance? A level 4 LOS Hindrance? A levels 5 and 6 LOS Hindrance?

A. No. Yes. Yes. [Gen22.5; An95w; An96; Mw] {See A24.4 Q&A from Compil5; this should only be a levels 4 and 5 LOS Hindrance. SR}

A25.61 When applying the phrase in A24.61 that drifting smoke is "...never a Hindrance at levels below the Location of the original SMOKE source." is it necessary that both the firer and target are below the location of the original SMOKE source? For example, assuming original SMOKE in 2L7 has dispersed and drifted to level 2 of 2M8 and 2N8, would fire from 2O8 to 2M10 be hindered by the smoke?

A. No. No. See the A24.61 Example and turn it upside down. [Letter251]

A24.8 & C8.52 What DRM would apply to a shot at a unit in a stone building Location (+3) in Dispersed WP (+1) across a building hexside from a unit in an adjacent Location of that building also in Dispersed WP (+1 plus +1)?

A. +6 (+3+1+1+1) [Compil7]

A25.11 This mentions nothing about SS troops having underlined morale. The reference to early-war SS describes how these troops are used in play, but does not refer to them having underlined morale. The early-war SS squad counters provided in DB give them underlined morale, however. Should A25.11 indicate that SS non-crew MMCs always have underlined morale? Or are the counters in error?

A. The counters are correct. [Letter226]

A25.11, A20.21 & A25.24 See prior entry.

A25.22 Can a Russian Player substitute Commissars for other leaders in a pre-11/42 OB in which there are already Commissars, as long as there are not then more Commissars than non-Commissar leaders?

A. No. [Letter8]

A25.221 & E1.21 If a side's two best leaders are, for instance, a 9-0 and an 8-1, which would be considered "best" for purposes of this rule?

A. For all such determinations, the "best" or "highest quality" leader is the one having the *currently* highest morale (ignoring all berserk leaders). If more than one leader has the same morale, the one among *these* which has the best leadership modifier counts as the "best" one. The one exception to all this is that Commissars are always considered superior to non-Commissar leaders (A25.221). [An90; An95w; An96; Mw]

A25.221, A8.1 & A10.7 See prior entry.

A25.222 Is a Commissar immune to DM when attempting Self-Rally?

A. No, a leader cannot affect his own performance (A10.7) [Gen24.6, Gen25.2; An89; An95w; An96; Mw]

A25.222 Are units with underscoring morale immune to Replacement upon failure of a Commissar-directed rally attempt?

A. A squad with underlined morale would become two HS (and if one of those HS failed subsequently to rally it would be eliminated). [Letter8]

A25.222 & A15.5 See prior entry.

A25.23 Can a Human Wave be declared on the basis of having a LOS only to an enemy concealed stack?

A. Yes – a concealed/Dummy stack is still an enemy "unit". [Gen25.2; An91; An95w; An96]

A25.23 Must the multiple MMC and the leader mentioned in the second sentence be Infantry?

A. Yes. [An95w; An96] {Original pages: first sentence. SR}

A25.23 Are any units participating in a Human Wave or Banzai Charge required to enter an enemy occupied hex?

A. No. [Compil3] {See also A25.234. SR}

A25.232 May a Human Wave participant declare a Dash (A4.63) or attempt to place SMOKE (A24.1)?

A. No to both. [An90; An95w; An96]

A25.234, A7.211, A8.31, A12.151, A13.61, A15.432, D7.22, E9.43 & G1.423 See prior entry.

A25.235 EX In lines 21-22 [approximately] of the second paragraph, replace "but both pass the LLMC -the broken squad with a 7, the other with an 8." with "which then passes its LLMC with a 7." [This error also applies to the 1999 errata page of the 1st Edition; because the broken leader does not have is ML raised, the unbroken squad has equal morale and need not take LLMC.] [Mw]

A25.24, A20.21 & A25.11 See prior entry.

A25.3 The broken side of the American 6-6-6 squad should not have its Morale Level encased in a square and its BPV should be "11" not "17". [Mw]

A25.45 replace "F.8" with "25.53". [Mw]

A25.61 & A19.13 See prior entry.

A26.14 & B24.1 1) If a single hex of a multi-hex building is rubble, is that rubble hex still part of the building for purposes of building control in VC for example?

A. No.

2) For example, if 22F4 is rubble, and VC require "control" of building 22F4, then is control of the rubble HEX required to control the "building"?

A. No. [Letter71]

A26.14 & O11.6066 The lower example on page O13 shows a German Control marker in the ground level Location of the building in hex G43, but wouldn't the Russian player gain control of the entire Building by having the sole occupying unbroken unit in the building, as per A26.12?

A. Ordinarily yes – but if a German MMC occupied and Controlled that Location during step O11.6031 but was eliminated in step O11.6041, Control would remain German. [Letter8]

A26.21, A20.5, A20.551 & A26.222 See prior entry.

A26.212 If a malfunctioned 5/8" ordnance counter is removed due to a "6" repair dr, is it considered eliminated for Casualty VP purposes?

A. Yes. [Compil4]

A26.221 & A2.5 See prior entry.

A26.222 & A20.54 See prior entry.

A26.222, A20.5, A20.551 & A26.21 See prior entry.

A26.23 Do prisoners/captured vehicles apply to Exit VPs? Also, it seems that it makes sense to avoid attempts to repair malfunctioned vehicular MA in scenarios with Exit Victory Conditions because a vehicle with malfunctioned MA is worth more Exit VPs than a Recalled vehicle with disabled MA. This appears somewhat unrealistic. A. Yes, unless stated otherwise in the Victory Conditions. {No answer was given to the second half. SR} [Letter8]

Chapter B Terrain Chart & B8.3 Does the -2 TEM of a sewer Location (per Chapter B Terrain Chart) incorporate Hazardous Movement?
A. Yes. [An97; Mw]

Chapter B Terrain Chart In the Notes section for 'Shellholes' delete "unless BU". [Mw]

Chapter B Terrain Chart In row "3. Road" in the "Truck" column after "1/2" add "[BU:1]". [J5]

Chapter B Divider, B1.15 & B6.3 Is the -1 TEM for a bridge shown on the Chapter B divider *in addition* to FFMO?
A. No, it represents the possibility of FFMO; there is no additional minus DRM for being on a bridge. [J1; Mw]

Chapter B Divider In the Wind Change chart in line 4 of NOTE replace "Mild Breeze" with "No Wind". [Mw]

B.6, B9.2 & B24.2 Does a unit firing along a wall that is in the same hex as rubble have a clear LOS?
A. No; the wall does not negate the LOS obstruction of rubble. (Contrast that to the effect of a wall on the LOS Hindrance of a graveyard – B18.1). [Letter204]

B.10 If a unit has a LOS "INTO" a hex with a +6 LOS Hindrance (XHEAVY MIST), +4 of that being "BETWEEN" firer and target, is there a LOS blockage between firer and target?
A. Correct, no LOS exists. [Compil9]

B1.15, Chapter B Divider & B6.3 See prior entry.

B1.3 & C3.331 Is FFMO a TEM for Sniper Alternate Target hex selection? Is it applicable on the TH DR or on the IFT DR when using Area Target Type?
A. No. On the TH DR (or on both if a CH). [Compil7]

B3.4 & A4.132 See prior entry.

B3.5 In line 1 in the EXC delete "rubble/". [J5]

B4, B5 & G.1 How do you treat sunken roads when PTO terrain is in effect? Elevated roads?
A. As if the road did not exist. [Compil3]

B4.2 Board 41 features Sunken Roads in hill hexes. What procedure is used to trace LOS through (not INTO) such a hex [EX: V6 through AA5 to DD4]?
A. A Sunken Road in a level 1 hill hex is a level 0 Depression hex. LOS from units at level 0 (e.g., 41V6 and 41DD4) through a level 0 Depression hex (e.g., 41AA5) must be clear of the dark brown contour lines. Therefore, LOS from 41V6 to 41DD4 is blocked by the level 1 terrain in 41AA5. [Compil7]

B5, B4 & G.1 See prior entry.

B6, B20.4, B20.7 If a stream/water obstacle is flooded and frozen, is the Bridge still a separate Location? May units enter the Bridge Location from directions other than the road hexside? May units be under the Bridge?
A. Yes. No. Yes. [Compil7]

B6.2 How is a non-pontoon Bridge *counter* treated for LOS purposes?
A. As per B6.2, but each such counter is also Inherent Terrain (B.6) [EXC: a LOS into/through its hex does not incur the bridge Hindrance/TEM if it crosses only the road hexside(s) (exclusive of vertices) of that hex]. In addition, all non-pontoon Bridge counters *and* printed bridges are one-and-a-half level LOS Hindrances rising from one level < that of the bridge Location [EXC: no bridge Hinders LOS drawn either along the bridge's road depiction or *from and to* Location that are lower than the bridge's Location; no LOS exists from a bridge Location to any other Location beneath that bridge, even if that bridge is multi-hex in length]. [An92; An95w; An96; Mw]

B6.3, Chapter B Divider & B1.15 See prior entry.

B6.42 In line 6 after "bridge" add "Location". [J5]

B6.431 & SSR KGP7 May StKK20 be entered without risking Bog, as it is impossible to enter it by a road hexside and still let the VCA contain an adjacent road hex (This question also applies to StKK26 when entered from StKK27)?
A. No, not even by using Reverse movement (since the Rear VCA is then treated as the VCA). [Compil3]

B6.44 Can a bicycle be ridden onto/across a foot bridge?
A. No. [Gen25.1; An89; An95w; An96; Mw]

B7.4 & A4.63 See prior entry.

B8., A7.7 & B11.4 See prior entry.

B8.3 & Chapter B Terrain Chart See prior entry.

B8.4, A4.42 & B11.41 See prior entry.

B8.4 & A11.41 See prior entry.

B8.41 & A11.15 See prior entry.

B8.44 If a unit in a sewer Location attacks an enemy unit in an ADJACENT sewer Location, is the PBF also halved for Area Fire?
A. Only during the AFPh – not Final Fire. [Gen25.1 mistakenly cites B.88; An89; An95w; An96; Mw]

B8.44 & B23.922 SEWERS AND FORTIFIED BUILDINGS: A unit may not exit a sewer to enter a Fortified Building Location if it could not enter that Location from outside the sewer. [O.2 p.O1; An96; Mw]

B8.61 After "Fortified" in line 7 add "but would instead be eliminated if the opposite entrance were an enemy-occupied pillbox" [Mw]

B9.1 This states "The thick terrain depiction, as well as the hexside itself (inclusive of vertices), represents the wall/hedge and will affect any LOS through it ...". Is it correct to conclude that **any** fire at a hedge/wall vertex coming from **outside that hex** (i.e., crossing no other hexside of that hex) must "cross the wall", no matter what angle it's coming from, even if the hedge/wall only exists along one hexside of the three meeting at that vertex? (This is significant when attacking a bypassing unit where there is a hedge/wall at that vertex, assuming that the bypassing unit would otherwise qualify for Wall Advantage.)
A. I think I am answering your question when I say: For units bypassing a wall/hedge hexside, that wall/hedge TEM would only apply if the LOS traced to the target vertex passes through a hex that shares that wall/hedge hexside with the target hex. [Letter276]

B9.2, B.6 & B24.2 See prior entry.

B9.21 Does a unit under entrenchment have a LOS across a wall/hedge to an adjacent enemy unit at same level if that enemy unit does not have WA?
A. Yes. [Tac6]

B9.21 & B9.32 Do the restrictions of LOS and WA across a wall/hedge/bocage hexside that apply to "entrenched" units also apply to: units in Pillbox; in Shellholes; in Crest status; Emplaced Guns?
A. No to all (note that B9.21 says "beneath an entrenchment counter" in line 1). [Tac6]

{Changed to B9.21 instead of 9.31. SR}

B9.3 Imagine a Location containing a wall/-hedge/bocage hexside and an obstacle with non-zero TEM (e.g., building, woods). If a unit in that Location chooses the wall/hedge/bocage TEM rather than the obstacle's TEM, is that unit considered in Open Ground for Direct Fire across a non-hedge/wall/bocage hexside?
A. Yes. [Tac6]

B9.32 In Deluxe ASL, is there any limit to the number of hexsides a single unit may claim for Wall Advantage?
A. 6 (heh heh). [Letter1] {Assumed that means 'no'. SR}

B9.32 Is having Wall Advantage and using Wall/-Hedge TEM considered the same for all purposes?
A. Having Wall Advantage vs. an ADJACENT unit is essentially the same as claiming Wall/-Hedge TEM vs. that ADJACENT unit. [Compil5]

B9.32 Is a unit in an entrenchment/pillbox considered to have wall advantage if another friendly unit within that hex does?
A. No. [Compil6]

B9.32 Is a Good Order unit without adjacent enemy units considered to have Wall Advantage unless it has chosen in-hex TEM (B9.31) that Player turn?
A. Yes, even over Bocage (B9.521). [An97; Mw]

B9.32 Can a unit voluntarily forfeit Wall Advantage by claiming the in-hex TEM of zero (open ground)? Can a unit manning a Gun voluntarily forfeit Wall advantage by claiming in-hex TEM, and then claim Wall Advantage in the next player turn (provided it is otherwise eligible to do so)? Can an AFV do this?

A. No. Yes. Yes (if Mobile and not in Bypass). [Compil8]

B9.32--321 May a unit in a "restricted" Location gain/retain WA on hexsides of that Location (assuming all other requirements are met)?

Examples of "restricted" Locations include: units on a minefield/woods TB; vehicle on a Graveyard road; vehicle on a woods road?

A. Yes to all. [Tac6]

B9.32 & B9.21 See prior entry.

B9.32, B9.6 & F10 Assume that hexside 24N2/N3 is a hillside wall, and a wall exists at hexside 24F5/F6. 1) A 658 is at level 1 of hex 24N3. A 666 is in hex 24N1. Can the 658 claim the wall TEM vs a shot from the 666?

2) A 658 is on the bridge in 24F6. A 666 is in hex 24F4. Can the 658 claim the wall TEM vs the 666?

A. Yes to both, though neither 658 would be able to claim WA. [Letter277] {Minor editing. SR}

B9.32 & B23.93 WALL ADVANTAGE & FORTIFIED BUILDINGS: A Gun in a Fortified Building (or Pillbox) Location may never claim Wall Advantage. Its manning Infantry could claim it by first dropping possession of the Gun. Such a Gun can, however, have a LOS to non-adjacent same-level Locations over the wall hexside(s). [Chapter O Clarifications; An96; Mw]

B9.32 & C8.31 May a unit with wall advantage use HEAT against an ADJACENT unit behind that wall?

A. No. [An97; Mw]

B9.32 & C13.8 If a unit claiming Wall Advantage in a building hex fires a BAZ/PF/PSK, is it subject to the backblast penalty?

A. Yes, unless it uses the Case C³ TH DRM or Opportunity Fire. [An93b; An96; Mw]

B9.321 1) In standard ASL, WA forfeiture/denial on any one hexside prevents a unit claiming any WA in that hex. Re DASL, there is this EXC:

"WA is claimed/retained/lost per hexside – not hex." This might be read as 'one unit may claim WA over any number of (possibly unconnected) eligible hexsides in its hex.' This might also be read as 'one unit may claim WA on one (max) eligible hexside of its hex.' Which reading is correct?

A. The former.

2) DASL hex eF2 is a single story stone house (SSSH) with a wall on its 1, 4, 5, and 6 hexsides. May a single Infantry unit (SMC or MMC) in eF2 claim WA over hexsides:

* 1 & 4 (and not 5 & 6)?

* 4 & 5 (and not 6 & 1)?

* 1 & 5 (and not 6 & 4)?

* all of the wall hexsides (1, 4, 5 & 6)?

A. Yes to all.

3) For the following, assume no SMOKE or weather/visibility-related TEM. Suppose a unit is claiming WA in eF2 over hexside 4 (only) and receives an IFT fire attack (non-adjacent firer)

across hexside 1, 6 or 5. Would the TEM vs. that attack be zero?

A. No; vs. firers who do not have WA, will still receive Wall TEM.

4) Suppose a unit is claiming WA in eF2 over hexsides 1 & 5 (but not 6) (if this is allowed) and it receives an IFT fire attack (non-adjacent firer) across hexside 6. Would the TEM vs. that attack be zero?

A. It is allowed, but no; vs. firers who do not have WA, it will still receive Wall TEM.

5) Suppose an ADJACENT enemy unit, with WA over any hexside of eF2, fires on a unit in eF2 while that unit is claiming WA over any other hexside (or hexsides, if allowed). Would the TEM vs. that ADJACENT unit be zero in all cases?

A. Yes. [Letter78] {Minor editing. SR}

B9.321 first EX The 4-6-7 should be marked with a WA counter. [Mw]

B9.34 Versus Indirect Fire, is *moving* Infantry claiming a +0 hedge TEM in a hex that is otherwise Open Ground subject to FFMO?

A. Yes [EXC: a mortar whose LOS enters the target hex via a hedge hexside]. [An93b; An96; Mw]

B9.34 Versus a mortar attack, is moving Infantry claiming a +1 wall TEM in a hex that is otherwise Open Ground subject to FFMO?

A. No (nor would it be subject to RtPh Interdiction in that hex by that *mortar*), even if the mortar's LOF does *not* cross the wall hexside; however, FFMO would still apply for "?"-loss purposes vis-à-vis the mortar *firer's* LOS (as well as for an Interdiction attempt by that *unit* possessing the mortar, but not by the mortar itself). [An93b; An96; Mw]

B9.34 For a vehicle to claim the +1 reduced Wall TEM vs. Indirect Fire, must the source of that fire originate from a location such that the vehicle would be HD if that fire were direct fire?

A. No. [Compil9]

B9.5 In general, bocage is treated as hedge hexsides. Does this mean that bocage TEM does not apply to non-Motorcyclist PRC?

A. Right. [Tac6]

B9.5 line 3 after "walls" add "[EXC: HEAT NA (C8.31)]". [J5]

B9.521 Must a ground-level unit behind Bocage have Wall Advantage to see past that Bocage hexside (and be seen from) a non-adjacent hex?

A. Yes. [An97; Mw]

B9.521 & B9.32 See prior entry.

B9.53 Are MPh and DFPh counted as one phase for the last sentence of this rule?

A. Yes. [Tac6] {Correct rule number for 2nd Ed.. SR}

B9.541 Are there any other means to breach a bocage hexside (e.g., by Placed/Set DC)? Is it possible to breach a wall/hedge hexside in the same manner as bocage?

A. No to both. [Tac6]

B9.55 Since Bocage is not listed as Concealment Terrain on the Chapter B divider, how does a unit in an Open Ground hex behind Bocage gain concealment?

A. If all enemy LOS crosses (without benefit of Wall Advantage) Bocage hexsides of a unit's hex, that unit is considered out of LOS and in Concealment Terrain, thus automatically gaining concealment at the end of the CCPh (if in Good Order). [An96; Mw]

B9.6, B9.32 & F10 See prior entry.

B10.1 If original SMOKE is placed on a level 2 hill hex with a crest line to level 1, does the SMOKE rise from both levels, e.g. assuming SMOKE in 2F7, will a shot from 2E7 to 2F8 be hindered by the SMOKE?

A. Yes (B.6 & B10.1), yes. [Letter247]

B10.31 In the example in this rule, a unit moving from AA2 to BB1 is subject to FFMO from Z1. Would the same unit be subject to Interdiction from Z1? Would it lose concealment to the unit in Z1 if advancing?

A. Yes. Yes. [Compil6]

B10.5 If two adjacent open ground level 1 hexes have a level 0 crest between them (e.g., 15AA10 and 9AA1), does it cost 2 or 3 MF to move between them?

A. 3 [Compil7]

B11.2 Is the "serrated edge of a (non-Depression) cliff" an obstacle to LOS if **not** traced along a hexside?

A. IN the higher-level hex, the "serrated edge" is at the higher level; in the lower-level hex, the "serrated edge" is at the lower level. [Letter252]

B11.21 Given a unit at Level 2 and a Level 1 cliff 5-9 hexes away, does the cliff hexside create one or two Blind Hexes along that unit's LOS to a Level 0 Location?

A. Two. [An93b; An96; Mw]

B11.4, A7.7 & B8 See prior entry.

B11.41, A4.42 & B8.4 See prior entry.

B13.31 & C5.11 Are Case A TH DRM doubled for a vehicle in a woods-road hex but not on a TB? Do the CA restrictions for firing from woods/buildings apply?

A. No to both [Compil9]

B13.32 Does an AFV have to pay the MP costs to enter the woods portion of a woods-road hex to overrun Infantry therein?

A. No. [Letter4]

B13.41 When a fully-tracked AFV on a woods-road moves into the woods portion of the hex, where is the partial-TB placed?

A. From the center dot to either hexside in its current VCA (or "rear" VCA if using Reverse movement). [Gen25.2; An91; An95w; An96; Mw]

B13.41 May a fully tracked vehicle expend "all" of its MP to enter woods, thereby obviating the use of the extra +3 Bog DRM, even if it ascends across a Crest Line to enter that hex?

A. Only if it declares a Minimum Move. [An95w; An96; Mw]

B13.41 May a vehicle in a woods-road hex leave the road to enter the woods obstacle using all of its MP and then enter an adjacent hex in the same MPh?

A. No. [Compil6]

B13.41 An AFV attempts to leave a Road/Woods hex via a non-Road hexside and bogs. Is the AFV still considered to be blocking the road (i.e. must subsequent vehicles pay the extra cost to go around it)?

A. Yes. [Letter149]

B13.41 & D2.14 If a vehicle blaze exists in a woods-road, can other units still use the road?

A. Yes. [Compil7]

B13.421 Does the phrase "any fully-tracked vehicle may use the TB to traverse those hexsides at half its MP allotment" mean that half its MP allotment is the cost to enter and leave the woods hex, or to enter or to leave the woods hex, or what? If it takes half a vehicle's MP allotment to enter and leave a woods hex via a TB, what is the cost to enter or leave the woods hex?

A. The cost is to enter only. [Letter8]

B13.421 In line 14 between "woods" and "hex" delete "road". [J4]

B13.4211 If a vehicle in a woods-road hex bogs while attempting to move from the road to the woods portion of that hex, is a partial TB counter placed? Is the bogged vehicle considered to be in the woods or still on the road?

A. No. On the road. [An95w; An96; Mw]

B14.2 Assuming that orchards are in season (or are palm trees), would an LOS from 36CC1 to CC3 or vice-verse be hindered by the CC2 orchard, as per the first sentence of B14.2 – or, as per the second sentence of B14.2, would it be blocked by the orchard obstacle in CC2?

A. The orchard would be a LOS hindrance along the Continuous Slope. [An93a; An95w; An96; Mw]

B14.2 line 6 before "higher" delete "one level". [J5]

B14.2 & B14.6 :Do in-season orchard hexes block LOS from differing elevations when sighting down an orchard-road. EX: 23S7 to 23AA3 Level 1.

A. No. That LOS is clear. [Letter190]

B14.6 Are paved Orchard Roads still considered "paved road hexes" for purposes of entrenchments, gun emplacement, etc., or are they treated as "orchard hexes"?

A. Paved Road. [Letter4]

B14.6 Regarding orchards and streets, is the "open ground" FFMO DRM of a shot down an orchard lined street open ground (thus no hindrances) only applicable during the movement phase when crossing the road hexside? e.g., if prep firing, then I must pay any LOS penalties? A. Orchard hindrances never apply to shots along an orchard road, but FFMO only applies to units using the road during the MPh. [Compil3]

B14.6 & A10.531 See prior entry.

B14.6 & B14.2 See prior entry.

B16.2 Are marsh hexsides (e.g., gH3/gI3) classed as Hindrances if the adjoining hex(es) are not themselves Marsh? Is Marsh classed as "Inherent Terrain"? (The rule does not indicate that the marsh depiction must be crossed, but it is not listed on the Terrain Chart as being "inherent".) Is Marsh artwork ignored if the hex is not defined as a Marsh hex as per this rule?

A. Marsh is not inherent so LOS must cross terrain depiction. [Letter4] {Answer to last question assumed to be 'no'. SR}

B16.71 at the end of the first sentence add "; 16.4 does not apply". [J5]

B16.72 at the end add "and pay double Open Ground COT". [J5]

B18.43 The rule says that ordnance in the form of a 5/8" counter can *enter* a graveyard only via a graveyard road hexside. If such ordnance wishes to *leave* a graveyard hex, must it do so through a graveyard road hexside?

A. No – unless of course it is also entering another graveyard hex. [Gen25.1; An95w; An96; Mw]

B19.1 (p. K10) If the firer and target are at different elevations an intervening gully-brush hex presents no Hindrance. [Pointed out in Letter76]

B19.1 GULLIES: Whenever brush or woods are depicted on both sides of a gully depiction in a gully hex, they are considered part of that gully depiction (thus for example, hindering or blocking LOS along the level -1 gully depiction). (p. K10) (This does *not* apply in streams; P4.1) [An96; Mw]

B20.4, B6 & B20.7 See prior entry.

B20.43 If cavalry enters a deep stream, does its horse become CX too?

A. No. [An93a; An95w; An96; Mw]

B20.7, B6 & B20.4 See prior entry.

B20.8 & D4.3 Is an AFV vulnerable to Underbelly Hits as it exits a ford via a non-Depression hexside?

A. Yes. [An93b; An96; Mw]

B20.92 Does a unit in Crest status receive entrenchment benefits from fire that enters its hex through the vertex of a protected Crest hexside and a non-Crest hexside?

A. Yes. [Gen25.1; An89; An95w; An96; Mw]

B20.93-94 & A24.1 See prior entry.

B20.95, C1.2 & C1.23 1) May a Radio/Phone be used while in Crest status?

A. Yes.

2) Is a Phone (C1.23) eliminated if unpossessed while in Crest status, or if the possessing unit loses Crest status and moves INTO the Depression (or vice-versa)?

A. Yes (not sure what you mean by "vice-versa"; it could be left behind IN the depression if that was where it started). [Letter271] {Bruce commented "The "vice-versa" was to cover the situation when someone starts a phone IN some Depression that happens to have LOS to some juicy hilltop or tall building target, and then the owner later wants to "move" it to Crest to use it on other targets. Perry's answer indicates that this is not permitted, which is fine by me." SR}

B21.41 Is Fording considered a Concealment-loss activity only during the MPh, or at all times?

A. Always. [Letter8]

B23.211 line 5 after "(A10.61)," add "Victory Conditions (A26)," . [J5]

B23.25 At the end add "LOS to a unit in a building Location [EXC: rooftop Location] can exist only if drawn to an ADJACENT unit or (for LOS between different hexes) if the LOS as it enters the hex does not cross a hexside within the building depiction." [J5]

B23.31, A8.2 & D2.38 See prior entry.

B23.32 & C3.71 How does the "+1 DRM for each level above" apply to a unit in a building when hit by a FFE CH?

A. These extra DRM do not apply to FFE CH resolution. [Gen25.2; An91; An95w]

B23.424 & A7.72 See prior entry.

B23.71 1) A unit in rowhouse location 20N3 (at ground level) moves to the adjacent rowhouse O3 by the N3/N2/O3 vertex. An enemy unit is in I3 at level 2. Does the enemy unit have a LOS to the vertex that the unit is rowhouse "bypassing"? The enemy unit has a clear LOS to N2 but N3 is a blind hex due to the building in M3. The LOS to the N3/N2/O3 vertex crosses the M3 building so I would have thought that the vertex (and the N2/-N3 hexside) is also considered to be in a blind hex.

A. There is no LOS. A unit using Rowhouse Bypass does so in the Location it is leaving.
2) A unit in rowhouse M3 wants to move directly to rowhouse N3 using rowhouse "bypass" at the M3/N2/N3 vertex. Does an enemy unit in M2 that defensive first fires at this vertex have its FP doubled as PBF?

A. Yes, for the same reason as in (1). [Letter59] {Edited for conciseness. SR}

B23.71 & A12.14 See prior entry.

B23.71 & C1.51 Assume a rowhouse Location within an FFE Blast Area. If Infantry in that Location exit the hex using "rowhouse bypass" (B23.71), are they attacked by the FFE as they leave the hex? If Infantry enter the rowhouse Location using "rowhouse bypass", are they attacked by the FFE with Open Ground TEM or building TEM?

A. No. Open Ground TEM. [An95w; AP1; Mw]

B23.711 When a wall is Breached by a DC, any units in the corresponding adjacent Location are attacked as Area Fire. Is the DC attacked halved again since the enemy units are not Known to the attacker?

A. Only if the enemy units were actually Concealed. [An97; Mw]

B23.711, A12.14 & O5.33 See prior entry.

B23.72 Does this apply to a two story house, like the one near the triangular woods on overlay 6?

A. No, the building has a ground and first level in each hex (similar to the B23.721 case). [Letter41]

B23.74 & B23.8 B23.8 ROOFTOPS says that "Rooftops come into play only by SSR". B23.74 FACTORY says that "it has no upper level floors – all occupants are at ground level [EXC: rooftops]." Does this mean rooftops in effect on factories even if no SSR states that rooftops are in effect?

A. No. [Letter42]

B23.74 & B23.9 Do the TEM effects and entry restrictions of fortification apply to all hex-sides of a Fortified Factory Building Location, or only to fire/movement from outside the building depiction?

A. To all hex-sides (EXC: Indirect fire (O.4A)). [Letter8]

B23.741 & A8.2 See prior entry.

B23.741, A23.6 & B23.743 See prior entry.

B23.741 & B23.9 a) Is a fortified factory +4 to all fire coming in to it, including fire from other interior factory hexes OR, is it +4 to only fire coming in from outside the factory and a +2 to fire originating inside the factory?

A. The latter (assuming its a stone factory).

b) AND, if it is +4 to fire coming in from other interior factory hexes, do units inside the fortified factory hex have a +1 or a +3 TEM added to their fire against other interior(adjacent) factory hexes?

A. Add +1 between fortified factory Locations. [Letter38]

B23.741 & C8.31 Is Factory TEM (B23.741) sufficient building TEM to qualify for a HEAT attack per C8.31?

A. No. [Letter230]

B23.742 The rule states that a fully-tracked AFV within a non-stairwell Factory Location may exit the building at normal building *entrance* costs. Are the MPs considered to be expended in the Factory Location it is attempting to exit? Must it also expend MPs to pay for the cost of the hex being entered? Must it also pass a Bog check to exit the hex?

A. Yes. Yes, as per B23.41. Yes. [Gen25.1; An95w; An96; Mw]

B23.742 May a vehicle attempt to enter an enemy-Controlled Fortified Factory Location?

A. Yes. [Letter8]

B23.743, A23.6 & B23.741 See prior entry.

B23.8 & B23.74 See prior entry.

B23.82 ROOFTOPS: A Rooftop Location is Concealment Terrain only for setup purposes. Once the first RPh has been completed B23.82 comes into effect. A Rooftop Location is not considered a building Location for rout and Victory Condition purposes. [O.5 p.O1; An96; Mw]

B23.9 Is the TEM for a fortified factory hex +1/-+2/+4 for fire originating within the factory? What is the TEM if the fortified factory also contains debris (O5.41)?

A. The TEM is one higher than it would otherwise be. [Compil9]

B23.9 & B23.74 See prior entry.

B23.9 & B23.741 See prior entry.

B23.911, A12.153 & A12.33 See prior entry.

B23.922 If a Good Order squad in a Fortified Building declares Wall Advantage, may an enemy unit then advance into that Building Location?

A. Yes, if the squad is still marked with a Wall Advantage counter. [An95w; An96; Mw]

B23.922 & A5.5 See prior entry.

B23.922, A12.15-.151 & D6.5 See prior entry.

B23.922 & B8.44 See prior entry.

B23.9221 & O5.33 Does the extra +1 TEM of a Fortified Building Location apply vs. a DC Breach attempt?

A. Yes – even if that hexside is a Factory Interior Wall. [An95w; An96; Mw]

B23.9221 & A23.3 See prior entry.

B23.93 & A2.9 See prior entry.

B23.93 & B9.32 See prior entry.

B24.1 & A26.14 See prior entry.

B24.11 & B25.13 If an Area-Target Type/OBA attack versus a multi-level building rolls an Original KIA, is each building level checked separately for Rubble/Flame purposes?

A. No – use Random Selection. However, only those levels in the LOS of the firer can be eligible for Random Selection *if* that attack was made by non-mortar ordnance. [An92; An95w; An96; Mw]

B24.11 & B25.13 For Rubble/Flame determination, does a Gun using the Area Target Type (or OBA using Barrage or Harassing Fire) use the IFT column corresponding to the normal (i.e., reduced) FP for that type of attack?

A. Yes – even if a CH occurs. [An95w; An96; Mw]

B24.2, B.6 & B9.2 See prior entry.

B24.7 What can a lone Bulldozer attempt to clear? If a Bulldozer accompanied by a HS attempts to clear one of these, do they get a -1 DRM for one additional HS since none is required?

A. See G15.2-.261 for an explanation of a Bulldozer's capabilities. Yes. [Compil3]

B24.7 & B25.5 Does EC apply to clearance attempts in a Building?

A. Yes. [Letter114] {Changed to 25.5 from 25.2. SR}

B24.72 & ASOP See prior entry.

B24.74 If a unit begins its MPH in a known minefield Location, must it expend MFs (making it vulnerable to Residual FP/Defensive First Fire) in order to declare a minefield Clearance attempt in that Location?

A. No. [Gen25.1; An95w; An96; Mw]

B24.74 If an Infantry unit creates a partial TB to attempt minefield Clearance, may other units freely use that TB?

A. No! The second half of the rule clearly states that only the unit(s) that *placed* the TB can receive its special benefits. Consider the TB non-existent for all other units. [An92; An95w; An96; Mw]

B24.74 How many times may a unit Defensive First Fire vs. a squad and leader moving as a stack into a known minefield to attempt clearance by expending all MF and going TI?

A. Six [Compil9]

B24.74 & B28.44 Can Infantry which has declared a Clearance attempt and entered a Minefield via a partial TB, but which fail to clear the Minefield, later leave the Minefield hex via a non-TB building hexside without being attacked by the Minefield?

A. No. [An96; Mw]

B24.8 Suppose a squad fails an attempt to accomplish a Task and as a result is placed beneath a Labor (-1 DRM) counter. If the next time it attempts the Task it is joined by a new squad that tries to help it, does the combined attempt still get a -1 DRM? If they fail the combined attempt, are *both* squads now placed under a Labor (-2 DRM) counter?

A. Yes to both. [Gen26.1; An91; An95w; An96; Mw]

B24.8 & A12.141 See prior entry.

B25.11 & A22.611 See prior entry.

B25.12 Does the EC DRM modify the DR used to determine if a FT attack has caused a Flame in a building hex? In a Rubble hex?

A. No. Yes. [Gen25.1; An89; An95w; An96; Mw]

B25.12 If a FT's FP is reduced (e.g., by Long Range Fire and/or concealment), is that reduced FP also used for Flame determination purposes?

A. Yes. [An95w; An96; Mw]

B25.13 & B24.11 See prior entry.

B25.13 & B24.11 See prior entry.

B25.14 When a vehicle in bypass becomes a burning wreck, does the smoke fill the hex being bypassed? I think it obviously does, but my opponent tried to say the wreck was just along the bypass side and so the smoke did not fill the hex. Does the smoke fill the hex?

A. Yes. [Compil2]

B25.14 & D9.3 A moving/Motion vehicle is wrecked and set ablaze by some means. Are the consequent Burning Wreck Smoke effects [hindrance DRM (and, if in a MPH, MF/MP cost effects)] always immediate?

A. Yes. [Letter50]

B25.5 & B24.7 See prior entry.

B25.6 & O.4B Can a blaze on the ground floor of a factory hex spread to the roof Location? What spreading fire DRM would be used?

A. Yes. +1 to higher elevation. [Compil7]

B25.62 Is rubble, as inherent terrain, "directly attached" to an adjacent building hex of the same building the rubble was created from? Is it "directly attached" to an adjacent building hex of a different building, where the building depiction touches the building/rubble hexside?

A. Yes. No. [Compil2]

B25.651 When gusts blow away the dispersed smoke when does the dispersed smoke return in the next player turn. We assumed during the AFPh. Were we correct?

A. Yes. [Compil2]

B26 & A10.51 See prior entry.

B26.4 How does wire affect Human Wave movement?

A. Each individual unit/stack that is both in the Human Wave and above a Wire counter makes its own Wire Exit dr and may move beneath the wire if so allowed by that dr, but at the end of that Impulse all units in the Human Wave are considered to have expended the highest MF incurred by any unit therein. Note that, if otherwise allowed, a unit/stack may move onto and beneath a Wire counter, *or* beneath a Wire Counter and into the next hex along its path of movement, as part of the same Impulse – but in no case may it enter *two* new hexes during the same Impulse. [Gen26.5; An91; An95w; An96]

B26.4 & D9.31 1) A squad and leader use Armored Assault and move into Wire for 1 MF while the AFV uses 3 MP. Assuming the AFV passes its Bog DR, is its further movement in any way affected by the infantry's Wire dr?
A. No.

2) I.e., if the infantry rolls '6', can the AFV still move as if accompanied by infantry with 5 remaining MF?

A. Yes. [Letter214]

B27.1 & A4.7 See prior entry.

B27.13 & C6.43 A Scenario Defender MMC possesses a Bore Sighted SW with (if a Lt MTR) an Acquisition (on some other hex). In a PFPh, it attempts Entrenchment. If the attempt succeeds (i.e., if a 1S Foxhole is placed over it and its possessed SW), is that SW still Bore Sighted? Would it retain an Acquisition (had it had one)? If the attempt fails (i.e., a Labor counter is placed on it and its possessed SW), is the weapon still Bore Sighted? Would it retain an Acquisition (had it had one)?

A. Yes to all. [Letter50] {Changing Entrenchment position now causes loss of Bore Sighting, C6.43 in ASLRBv2, so the answer should be "no, yes, yes, yes". SR}

B27.4, A4.7 & C1.51 See prior entry.

B27.41 & A10.5 See prior entry.

B27.42 Does a squad placing a DC from a foxhole receive foxhole TEM?

A. Yes. [Compil7]

B27.5 May Infantry cross a Trench/A-T Ditch without actually entering the Trench/A-T Ditch?

A. Yes. [An96; Mw]

B27.51 & B27.52 Does placing a vehicle beneath a trench counter affect the Infantry stacking capacity of the trench?

A. No. [Letter8]

B27.51 Can Guns (e.g., mortars, AT guns, AA guns, etc.) be placed under a trench counter? Can a gun inside a trench change its CA while in the trench? Can a Gun inside a trench be moved outside the trench, i.e. on top of the trench counter instead of below it?

A. Yes. Yes. No, unless a dm mortar. [Compil8]

B27.52 & B27.51 See prior entry.

B27.56 Does an A-T Ditch extend to ADJACENT obstacles in the same manner as a Roadblock? Does it have the bypass restrictions/penalties like a Wire hex?

A. No. No, although that would be a good SSR, in fact we are using it for an upcoming scenario. [Letter155]

B27.56 The wording of this rule is that you must **always** pay the COT when entering or exiting an A-T Ditch, even when not changing Location. E.g., an A-T Ditch in a brush hex. Enter the hex from another hex, 2 MF (COT of brush). Enter the A-T Ditch in that hex: 3 MF (2 + COT). Total: 5 MF Is this correct?

A. No. The 2MF are in addition to whatever COT may be appropriate for entering a new hex. [Letter270]

B28.1 How are hidden mines treated for solitaire play?

A. Use double the factors originally provided, but set up all mines onboard revealed. [An93a; An95w; An96; Mw]

B28.1 In lines 6-7 delete "Known Minefields (28.45-47)" from the EXC. [J5]

B28.1 Does entering a Location with mines via a Trench or across a same-building hexside (i.e., no actual mine attack is made/checked for) reveal any minefield in that Location?

A. Mines can only be revealed by "susceptible" units. This means the unit actually checks for a mine attack (or possibility of such for AT mines). Units in Trenches, or crossing same-building hexsides thus are not "susceptible" and cannot reveal such mines. [Letter232]

B28.41 & B28.52 When resolving a minefield attack, is a partially armored vehicle treated the same as an AFV whose lowest hull AF is zero?
A. Only if the vehicle has a "0" hull AF, or if both its sides *and* rear are unarmored. [Gen25.1; An89; An95w; An96; Mw]

B28.41 Would Infantry changing Location within an A-P minefield hex undergo a minefield attack in that hex?

A. No. [Gen26.1; An90; An95w; An96; Mw]

B28.41 Is a unit in a Building Location in a minefield attacked if it claims Wall Advantage?
A. No. [Compil9]

B28.41 If Infantry moving as a stack enter a minefield hex, is the attack resolved as one IFT DR per unit, or as one IFT DR for the stack?

A. One per stack. [Letter112]

B28.41 & A12.11 See prior entry.

B28.41 & A23.3 See prior entry.

B28.44 & B24.74 See prior entry.

B28.5 May AT mines be traded for AP mines?
A. No. [An96; Mw]

B28.52 & B28.41 See prior entry.

B28.53 May the presence of A-T mines in a paved road Location be marked with a counter that does not display the number of mine factors?
A. Yes. [An97; Mw]

B29.2 & P5.141 Is LOS to a roadblock hexside hindered by Hindrances in the adjacent road hex for HIP-loss purposes? Must LOS to a roadblock extension be considered in determining HIP-loss, and, if so, where along the extension may LOS be drawn? In determining whether a Narrow Street roadblock (P5.141) loses HIP, must LOS be considered to every point on the line between the center dots of the two hexes?

A. Yes. No. No – the LOS must be drawn to both vertices of the hexspine straddled. [Letter8]

B29.2 For purposes of revealing a HIP roadblock, is LOS to a roadblock traced to the hex center dot of the hex containing the roadblock counter, or is it traced to the roadblock hexside (including any extension to the center dots of adjacent building-/woods hexes)?

A. LOS to, and thus HIP loss of, a roadblock is dependent upon LOS to the hex the roadblock is in. However, if the roadblock (only) blocks LOS of a Good Order enemy unit to any Location, then the existence of the roadblock hexside must be disclosed (although not necessarily the hex it is in). In practice, it is easier to place the roadblock on board once a qualifying LOS has been blocked. [Compil7]

B29.3 & C8.31 Is a roadblock considered a wall, allowing shaped-charge weapons to attack Infantry behind it? If so, is a unit in an extension location considered "behind a wall"?

A. Yes. Yes, if the LOF crosses the extension; see the B29.4 EX. [Compil6]

B30.111 For the purposes of pillbox stacking capacity, how many squad-equivalents (A5.5) do <= 4 SMC represent?

A. None, see A5.1 and A5.6. [J1; Mw]

B30.2 May a unit in a Pillbox trace LOS through its CA past a wall hexside that forms its hex to a same-level non-adjacent target?

A. Yes. [Compil6]

B30.31 How is a DC Placed/Thrown inside a pillbox per the last sentence of B30.31?

A. If it is Placed/Thrown from within the pillbox (e.g., by a Japanese unit). [Compil6]

B30.34 In line 2 delete "Residual FP". [J4]

B30.35 For the resolution of an AP/APCR/APDS CH vs. a Pillbox, what TEM is used: reverse pillbox TEM or 0 (as the TEM used for TH resolution is 0)?

A. 0. [Tac6]

B30.44 & A4.15 See prior entry.

B30.6 Can a unit advance out of a pillbox to an adjacent hex or vice versa?

A. No [EXC: Bunkers]. [An97; Mw]

B30.6 & A11.12 See prior entry.

B30.6 & A11.4 See prior entry.

B31.2, P5.2 & Q4.2 If a multi-hex building with no stairwell icon has a steeple icon, must a unit on Level 1 of the steeple hex first move to ground level before moving into the steeple?

A. No, it moves directly to the steeple, and a unit on ground level moves first to the Level 1 Location and then to the steeple. [Letter85] {Minor editing. SR}

Chapter C Divider and QRDC See prior entry.

C.7 The Original DR for rubble creation (B24.) and pillbox elimination is determined after application of the bonus DRM [EXC: CH; 3.73]. [J4]

C.8, C6.3 & D2.13 Must a target vehicle qualify as a "moving target" (C.8, C6.1) to be considered non-stopped for the purposes of point blank range modifier (case L), non-stopped firer (case C4) TH DRM's, and/or the CC DRM vs. a motion/non-stopped vehicle?. If an AFV (which began the MP stopped in its current Location) spends a start MP at the beginning of its MP (prior to spending any other MP) and an adjacent enemy ordnance unit declares a Defensive First Fire attack as a result of this MP expenditure, does case L (point blank range) TH modifier apply to TH attempts vs. that MP expenditure?
A. No. No. [Compil2]

C.8 & D2.3 To be considered to have "used VBM" as per C.8, does a vehicle have to move to a new hexside?
A. Yes. [Compil3]

C.8 & D8.3 If a Bog Removal DR exceeds the MP's of the vehicle, but the Final colored dr is <5, does the vehicle end the MP in Motion? If so, is it then considered a moving target at the end of its MP?
A. Yes to both. [Letter77]

C.8 & D8.4 Does a vehicle which moves into a new hex and bogs there remain a moving target for the rest of that Player Turn?
A. Yes. [Letter77]

C.9 & C3.31 Can Vehicle Target Type be employed against a hidden or concealed vehicle? Does the specified order (C.9) of target type (Vehicle, Infantry, Area) apply even if firing at a Location with no Known targets? Must the defender reveal any information beyond what, if anything is hit?
A. Yes, the existence of an actual vehicle is not required to permit a Vehicle Target Type attack.
Yes. No. [J1; Mw]

C1.2, B20.95 & C1.23 See prior entry.

C1.2 & C9.3 Does Guarding prisoners affect a unit's ability to act as a mortar Spotter?
A. A Guard cannot perform this function if his US# is < the total US# as his prisoners. [Gen25.2; An89; An95w; An96; AP1; Mw]

C1.21 & C1.211 Suppose a player wishes to Correct a FFE to a hex that is devoid of Known enemy units in its projected Blast Area. Before placing an AR counter, he must first gain Battery Access. Assume that he successfully does so, and after resolving the Accuracy dr/Extent of Error procedure he still has no LOS to a known enemy unit in the Blast Area of the Corrected FFE. Before resolving that FFE (in the same player turn) versus a target that did not enter the FFE, must the player again draw for Battery Access?
A. Yes. [Gen24.2]

C1.21 & C1.332 Are two subsequent draws required to Correct a SR and Convert it to a FFE:1 (as per C1.332) in a Location with unKnown non-HIP enemy units, one to place the AR and one to Convert the SR to a FFE:1?
A. Yes. [Letter147] {This overturned the answer in Letter8 and matches the OBA Flowchart.}

C1.21 In which of the following cases will the player have to attempt to regain Battery Access the next turn (assuming he establishes Radio Contact):
a) He chooses not to place any AR/SR onboard after gaining Battery Access (C1.3).
b) He chooses not to place any AR/SR or convert a FFE:C, thus removing the FFE:C counter.
c) An extra chit has to be drawn, and this extra chit is red so that the AR/SR is removed (C1.21).
d) An AR to correct an FFE:2 (or to immediately place a FFE:1 after dispensing with the SR) is placed out of the Observer's LOS and the opponent decides that the current Fire Mission is Cancelled (C1.3).
e) Radio Contact is "voluntarily" lost.
f) The player cancels the SR without placing an AR/SR.
A. All. [AP1; Mw]

C1.21 & C1.731 If an extra chit draw (as per C1.21) would ordinarily be needed in order to place an AR, would it still be necessary even when placing an AR in order to place a FFE:1 in a Pre-Registered hex as per C1.731?
A. Yes. [AP1]

C1.21 1) How many extra chit draws are required to correct a SR and convert it to a FFE:1 when there are unKnown non-HIP enemy units in/-adjacent to the AR's/FFE:1's hex?
A. Possibly two when all non-HIP enemy units in/adjacent to the AR's and FFE:1's hex are unKnown.
2) Is the OBA flowchart correct and correcting a SR and converting it to a FFE could require two extra chit draws?
A. Yes. [Letter194]

C1.21, C1.3, C1.31 & OBA Flowchart 1) A SR is corrected and pre-designated to convert to a FFE:1. The AR is inaccurate and the SR scatters to a position where non-HIP enemy units are in/adjacent to it, and none are Known to the Observer. Do I have to make an extra chit draw?
A. It depends. If **only** unknown enemy units are in/adj to the new SR hex then:
* if your spotter has NO LOS to the BASE LEVEL of the SR's new hex, then the SR **cannot** be converted to an FFE:1 (but the SR remains in play).
* if your spotter **does** have LOS to the BASE LEVEL of the SR's new hex, then an EXTRA CHIT DRAW would be required; success = place and execute FFE:1; failure = remove SR, access is lost.

2) Reading the rules sections C 1.21 and C 1.3 I can find no reference to extra chit draws AFTER an Accuracy dr (and the C 1.31 DIRECTION/EXTENT OF ERROR DR). Again there is a small confusion about what "counter" (AR/AS/FFE) is first placed in the hex that is "scattered to". Hence I still don't know how to read the flowchart and if I have to make a (possibly 2nd) extra chit draw.

A. C1.21: "...whenever placing an AR counter...**and** whenever Converting any SR/FFE:C to a FFE:1..." {The answer must be "yes, you make an extra chit draw". SR}
3) If an AR is placed in a hex and all enemy units in/adjacent to that hex is unknown to the observer an extra battery access chit draw has to be made, then, after the placement of the AR (and possible extra chit draw) the AR is not Accurate and the Direction/Extent of Error DR (C 1.31) makes the SR/FFE land on/adjacent to enemy units that are all unknown to the observer - does an extra Battery Access Chit Draw have to be made? (thus possibly resulting in 2 extra chit draws where the second is made because of the result of the C 1.31 DR?)
A. Yes. [Letter199] {Edited for conciseness. SR}

C1.211 & C1.21 See prior entry.
C1.22 If Radio Contact is involuntarily lost while the battery's SR is onboard, and Contact is *not* regained in the next PFPh/DFPh, what happens to the SR?
A. As long as the absence of Radio Contact is not voluntary, the SR remains onboard in its present hex until otherwise corrected or canceled.
[Variants in An93a, An95w, An96; AP1; Mw]

C1.22 & ASL Scenario 9 ("To The Square") SSR5 1) If a scenario SSR provides an OB with mortar OBA, does that always imply that it is battalion mortar OBA?
A. No.

2) Is the mortar OBA in scenario ASL#9 SSR#5 battalion mortar OBA?
A. No. [Letter124]

C1.23, B20.95 & C1.2 See prior entry.

C1.3, C1.21, C1.31 & OBA Flowchart See prior entry.

C1.3 & O5.4 May an AR counter be placed in a Roofless Factory Hex whose Ground Level Location is not in the Observer's LOS, but whose Rooftop Location would be in the Observer's LOS if it were present?
A. No. [Letter8]

C1.31, C1.21, C1.3 & OBA Flowchart See prior entry.

C1.32 Can an Observer have LOS to a SR/non-WP FFE which lands in an interior Jungle hex if his elevation is > 2 levels above the base level of the Jungle hex and there are no obstacles to LOS > 2 levels above the base level of the Jungle hex (i.e., can the Observer see down into a Jungle hex enough to spot a SR/FFE)?

A. Yes (see the first C1.62 EX, where it mentions the observer seeing the SR in W3). The Jungle is an obstacle up to two levels, and does not block LOS between any units or SRs that are at least on level 2. See section A6. [Letter8]

C1.332 Must a SR be converted if all C1.333 conditions are met, or can the player decline its conversion after seeing where it would take place?

A. Not optional after predesignation. [Compil2]

C1.332 & C1.21 See prior entry.

C1.335 *Must* an Observer Correct or Cancel a SR if he has a LOS to its Blast Height but, disregarding SMOKE, not to a Known (to him) enemy unit in a non-Aerial Location in/adjacent-to that SR's hex?

A. No, if he has a LOS to the base level of the SR's hex, he may Convert the SR to an FFE and leave it in that hex (possibly needing to draw an extra chit); regardless, he may also attempt to Correct and Covert per C1.332. [AP1; Mw; supercedes variants in An93a, An95w, An96]

C1.335 Can the Observer Correct the SR when, disregarding SMOKE, he cannot see it, but can see a Known unit in a non-Aerial Location in/adjacent-to the SR's hex?

A. No; he can Cancel the SR and place an AR (1.336). [AP1; Mw]

C1.336 & C1.343 Do you have to attempt to place an AR after you have cancelled the SR (C1.336) or removed the FFE:C (C1.343)? Assuming Radio Contact was maintained, what would happen in the next PFPh/DFPh when there is no SR/FFE onboard?

A. No. You must attempt to gain Battery Access. [AP1; Mw]

C1.34 What OBA options does the Observer have if he did not have a LOS to the FFE:C's Blast height during the current phase prior to achieving Access?

A. C1.343. [AP1; Mw]

C1.341 & OBA Flowchart Following the OBA Flowchart (C1), one can transform a FFE:C into a SR, predesignate to correct and transform to FFE:1. Following the ASLRB (C1.341), the SR created from FFE:C can only be corrected not transformed to FFE:1. Which one is correct?
A. The path indicates that "Conversion NA if FFE:C on board" unless you choose the path to leave the SR in place, which is functionally equivalent to converting the FFE:C to a FFE:1 without moving it. [Compil9]

C1.343 & C1.336 See prior entry.

C1.5-.151 A BU CT AFV is Stopped in Open Ground and inside a FFE Blast radius. Can the FFE attack the AFV for starting? For changing VCA/TCA? For becoming CE? Is this any different if it were an OT AFV?

A. No. No. Yes. No, unless receiving airbursts. [Compil6]

C1.51 & B23.71 See prior entry.

C1.51, A4.7 & B27.4 See prior entry.

C1.54 & A20 See prior entry.

C1.57 If a unit's LOS crosses a Blast Area of two different HE Concentrations, is the FFE Hindrance DRM to that LOS +1 or +2? What if the LOS crosses one common hex that is in the Blast Area of two different HE Concentrations?

A. In both cases the FFE Hindrance would be +2. *Each* HE Concentration/Barrage is a separate Hindrance. [Gen26.5; An91; An95w; An96; AP1; Mw]

C1.57 Does a LOS traced exactly along a hexside of a FFE qualify for the FFE Hindrance?

A. Yes. [Letter153] {Minor editing. SR}

C1.6 May an Observer use a radio during the PFPh and then during the MPH *be* moved by the vehicle he occupies? May this be done if he is Inherent in an OP tank?

A. No to both. [Gen27.1; An91; An95w; An96; AP1; Mw]

C1.6 & C1.22 See prior entry.

C1.63 & C1.732 What is the Accuracy dr required for a pre-registered Offboard Observer?

A. 4 or less. [J1; Mw]

C1.7 a) In a scenario, can an OBA module ever use Smoke/SMOKE if not expressly allowed, by SSR, to do so?

A. Yes.

b) If so, how does one determine whether or not Smoke/SMOKE is available to an OBA module?

A. If the module is not restricted in the SSR and Smoke/SMOKE was available at that time for that artillery, then assume it is available for the module.

c) How does one determine if "Smoke/SMOKE was available at that time for that artillery"? For example, does German artillery never have Smoke (because there is no such indication on the German OBA Availability Chart), or does it always get it (because there exist German MTR and ART game pieces of 80+ to 150+ mm size having depletable Smoke)?

A. German and Russian modules all have Smoke, unless the SSR specifically mentions what is available.

d) For any nationality: need a player only find one game piece (or OBA Availability Chart entry) of proper caliber, date, and depletable ammo type, to claim a Smoke/SMOKE capability for an OBA module?

A. Unless the SSR specifically mentions what is available.

e) Looks to me like one may need to study all the following:

* Nationality OBA Availability Chart (if any)

* Nationality Ordnance Listing

* Nationality Ordnance Rarity Factor Chart (if any)

to determine capabilities of an OBA module. Is that correct?

A. Yes. Which is why SSRs of late have specified what is available. [Letter50]

C1.7 At the end add "[EXC: IR Missions must be declared prior to the Mission's first Battery Access draw]." [J5]

C1.71 May a FFE:1 resolved as Smoke be resolved as WP when it is a FFE:2 (or vice-versa), if the OBA can fire SMOKE?

A. No. [An93b; An96; AP1; Mw]

C1.71 & A24.1 See prior entry.

C1.73 When recording the location of a Pre-Registered hex, is a LOS from the Observer to that hex required?

A. No. [An95w; An96; AP1; Mw]

C1.731 & C1.21 See prior entry.

C1.732 & C1.63 See prior entry.

C1.81 Since "Bombardment potentially affects all the hexes of an entire mapboard," must all non-spared hexes take a Bombardment MC to resolve effects on terrain? Or does the MC requirement only apply in those hexes occupied by units?

A. No. No, it also applies to hexes with building/-bridge/Fortification. [Compil2]

C1.81 In lines 1-2 delete "(inclusive of units set up offboard)". [J5]

C1.81 & ASOP See prior entry.

C1.82 During a Bombardment, if a unit fails its MC by more than its ELR and it also rolls an Original Doubles for that MC, is the Casualty Reduction resolved *after* the ELR Replacement (A19.13)?

A. Yes – see A10.31. [Gen24.2]

C1.82 If a unit breaks due to Bombardment, does it become DM?

A. Yes. [An95w; An96; AP1; Mw]

C1.82 Do concealed units taking a Bombardment MC in LOS of Good Order enemy ground units lose concealment even if they do not pin or break?

A. No; since this takes place prior to play, no such LOS exists. [Compil5]

C1.82 Are MC DR for HIP units/Fortifications in a Bombardment done secretly?

A. The DR are not secret. One way to do this would be to record secretly each HIP unit/-Fortification separately, and openly roll the Bombardment MC DR for the recorded units/-Fortifications. [Compil5]

C1.82 The order of Bombardment MC is not strictly defined. Do you roll for all terrain, then all units, then all equipment, etc...? Or do you roll for everything in each hex, continuing one hex at a time?

A. Where the order is not specified in C1.821 or C1.822, any mutually agreeable order is acceptable. [Compil5]

C2.1 & Index See prior entry.

C2.1 Can a full strength squad fire a Gun and also use its inherent firepower in the same fire phase?

A. Yes. [Compil6]

C2.24 & C2.2401 If a Gun with a Multiple ROF fires versus an AFV first in a Gun Duel, and it retains its Multiple ROF, can it make a second attack before the AFV makes its first attack?
A. No. [Gen24.2]

C2.2401 & C2.24 See prior entry.

C2.2401 The rule states "Neither the +1 DRM for a Gyrostabiliser nor the doubling of the lower dr of the TH DR for other Guns in Case C4 is included in this calculation." Does this mean the Case C modifier of +1 for G (only) is ignored? The Case C4 modifier (only)? Or both?
A. Both. [Letter1]

C2.2401 & D3.44 Does an Armor Leader's modifier count as a "Firer-Based Hit Determination DRM" for the purposes of Gun Duels?
A. Yes. [Letter1]

C2.2401 If an AFV successfully passes a Motion Attempt dr in the enemy MPH and changes its CA (D2.401) but then becomes involved in a Gun Duel, must it use TH Case A?
A. Yes. [Gen25.2; An95w; An96; Mw]

C2.2401 If an infantry unit declares a TPBF Defensive First Fire attack at a vehicle's PRC as it enters the defender's Location, can this become a Gun Duel situation? Is this different if the vehicle announces an attack as it enters? Do the Bounding (First) Fire drms apply to the MG's Gun Duel calculation?
A. Yes, the vehicle may declare a Gun Duel (even if using only its MG) if not Overrunning. No, the defender always has an opportunity to intervene with fire first (although an Overrun can never be a Gun Duel). Yes. [Compil8]

C2.2401, D13.3 & C5.35 Is the fact that a Smoke Dispenser attempt is described as "firing" sufficient to permit the opponent's declaration of a Gun Duel (C2.2401, C5.33) vs. that usage attempt, assuming that the other conditions for a Gun Duel are met?
A. No. [Letter265]

C2.29 May an IFE-capable Gun that has exhausted its Multiple ROF use IFE again as Intensive Fire?
A. No; it could only use Sustained Fire, and *only* if also using Subsequent-First/Final-Protective Fire or Final Fire (since the use of Sustained Fire is permitted only to a DEFENDER MG/IFE-Gun and only during the MPH/DFPh). [An92; An95w; An96; Mw]

C2.29 Does an IFE weapon Malfunction as if it was a SW MG?
A. Yes. [Compil3]

C3.2 & D1.81-2, D8.5 Can a Gun fire in its own hex (i.e., is its own hex considered in its CA)? Do the same principles apply to BMG/CMG?
A. Yes; except during the MPH if the hex is entered from outside the CA, when, even if the moving target now expends MP for some other purpose (e.g., firing sD or stopping and unloading Passengers), the Gun would still have to turn its CA to include the direction from which the hex was entered, or if the bow-mounted weapon of an Immobile vehicle (D8.5). Yes. [J1; Mw]

C3.22 If a gun is incapable of firing because it is malfunctioned or disabled, can it make a CA change at the end of its friendly fire phase?
A. Yes, provided its manning Infantry could fire the Gun (per C3.22) if it were functioning. [Compil4]

C3.22 When a Gun is Recovered, may its CA be changed at that time?
A. No. [J1; Mw]

C3.31 & C.9 See prior entry.

C3.32 & D5.32 According to C3.32, AFV are immune to the Infantry Target Type, but not their Vulnerable PRC. According to D5.32 & D.6, a CE crew cannot be targeted separately from its vehicle, but only affected Collaterally. Are these rules in conflict?
A. No, an AFV may be hit via the Infantry Target Type; it (but not its Vulnerable PRC) is "immune to damage from such a hit." [J1; Mw]

C3.33 Regarding the second [EXC:], can an unoccupied upper building location be considered a "non-hidden enemy target" for purposes of this rule?
A. No. [Compil2]

C3.33 Can units out of LOS be hit via Area Target Type?
A. Only if firing a mortar and it first hits that in-LOS unit that is hardest-to-hit. [Compil5]

C3.33 Can a mortar use Area Fire to fire at a gully hex containing a unit IN the gully, if the mortar (or Spotter) does not have LOS INTO the gully, but otherwise has LOS to the gully hex (i.e. at any potential Crest unit in the gully)? Can the unit IN the gully be hit by such fire? What would the TH modifier be for hitting such an out-of-LOS unit IN the gully?
A. An out-of-LOS unit in a gully can be hit by a MORTAR *only* if an actual (and the hardest To Hit) in-LOS unit in that hex is hit. If firing SMOKE, the non-Known unit would require the use of Case K. [Letter254]

C3.33 & A6.1 See prior entry.

C3.33, A8.1, A24.31 & C3.4 See prior entry.

C3.33 & A24.31 See prior entry.

C3.331 & B1.3 See prior entry.

C3.4, A8.1, A24.31 & C3.33 See prior entry.

C3.7 & C13.2 Can a LATW score a CH?
A. Yes, using the method described for use of the Vehicular Target Type. [Gen24.2]

C3.7 & C7.11 As I understand it, all CH against a non-HD AFV always hit its hull, since they occur only on an Original TH DR of "2". Thus, the Final TK# is always derived by using the hull AF, even if superior to the corresponding turret/upper superstructure AF. Is my understanding correct?
A. Yes. [Gen24.2]

C3.71 & A24.31 See prior entry.

C3.71 & B23.32 See prior entry.

C3.73 If HE achieves a CH versus terrain that can be set-Ablaze/Rubbed, is the attack's doubled-FP IFT column used to determine if the Original IFT DR is a KIA for Rubble/Flame purposes?
A. No – the non-CH FP column is used. [An93a; An95w; An96; Mw]

C3.74 & G11.85 Does a WP CH affect all units in a Cave, or only units determined by Random Selection?
A. Normal CH rules apply (i.e., use Random Selection). [Letter8]

C3.74 In the DFPh, a mortar attacks a hex that contains only a CE AFV and obtains a HE CH. How is the crew/(passengers/riders) affected?
A. Normally (i.e., as if a non-CH). [Compil6]

C3.74 & A7.301 See prior entry.

C3.8 & A5.132 See prior entry.

C4.2 In the penultimate line replace "Gun" with "weapon". (All weapons <= 40mm suffer this modification to their Basic To Hit #.) [Mw]

C4.4 Does this apply to WP? Does this apply to Bazookas firing WP?
A. Sure – see the definition of "SMOKE" in Index. No, because bazookas don't use the C3 TH Table. [Letter3]

C5 Do Cases B, D, G & H apply to a non-LATW SW firing as ordnance? Does Case H?
A. Yes; except that MG use is NA. Yes. [An97; Mw]

C5 Do leadership modifiers (either Infantry or Armor Leaders-- including inexperienced crews) apply as "Firer-Based" TH DRM (e.g., when calculating Gun Duel DRM per C2.2401)?
A. Yes. [Compil9]

C5.11 & B13.31 See prior entry.

C5.11 Does a Gun Defensive First Firing during the MPH from a woods/building/rubble Location have its CA fixed for the remainder of MPH or through the DFPh?
A. The MPH, or, if pinned, the DFPh. [J1; Mw]

C5.35 Does Case B apply when Case C applies, even when the fire is by a Motion (i.e. non-Bounding) vehicle firing in a Phase other than the AFPh?
A. Yes. [Compil7]

C5.35 In line 2 delete "in its MPH". [J5]

C5.35, C2.2401 & D13.3 See prior entry.

C5.35, C13.8 & D6.1 May Passengers fire PF/-PFK, BAZ or RCL using the Desperation penalty as per C13.8? If yes, if such a SW is fired from a Motion/Non-Stopped vehicle, does the SW pay To Hit Case C⁴?
A. Yes. Yes; rather than using the customary Case C³, these and the other SW ordnance [EXC: MG NA] would apply all the other Case C DRM as if a non-Stabilized NT Gun; and a +2 Mounted Fire DRM would also apply if not in an armored HT. [Compil3]

C5.6 May a vehicular-mounted MG/ATR/light-MTR use Intensive Fire?
A. Yes, if it is MA. Such a weapon is considered a Gun (C2.1). [An93a; An95w; An96; Mw]

C5.6 May an ATTACKER/DEFENDER (vehicular) Gun use Intensive Fire during the MPH?
A. Yes, unless otherwise prohibited. [An93b; An96; Mw]

C5.6, A7.2, A8.3 & A8.31 See prior entry.

C5.9 "[EXC: Night E1.114]" should be "[EXC: Night E1.14]" [Letter107]

Chapter C

C6.2 If using Area Target Type at an empty hex, would Case K (concealed target) apply?

A. Yes, unless firing SMOKE. [Compil5]

C6.2 If a gun fires at a "vacant" location searching for HIP units, does it pay the +2 To Hit DRM for a concealed unit?

A. Yes. [Compil9]

C6.3, C.8 & D2.13 See prior entry.

C6.4 A Scenario Defender records, as his Boresighted Location for a MMG/HMG, a hex to which he has no LOS to the center dot, but to which he has LOS, from the MMG/HMG, to one or more Bypass Vertex. Is this allowed?

A. No. [Letter1 14]

C6.42 Can the Crest level of a Depression hex be Bore Sighted by a Gun which does not have LOS INTO the Depression? And if a Gun has LOS INTO a Depression and it Bore Sights the hex, does its Bore Sighting DRM apply simultaneously to both the Crest and non-Crest levels of that hex?

A. Yes. Yes. [Gen24.2; An95w; An96; Mw]

C6.43, C6.5, C10.3 & C11.3 A Crew of an Emplaced, Bore Sighted Gun with an Acquisition (on some other Location) attempts (but fails) to Push the Gun during a MPH (so a Labor counter is placed on the Crew, its possessed Gun, and any helpers the Crew may have had in the Push attempt). Does the Gun

- a) lose Emplacement?
- b) lose Acquisition?
- c) lose Bore Sight?

A. No to all. [Letter50]

C6.5 If an AFV that currently has an Acquired Target is attacked in CC by some other unit, can the acquisition be retained? Can an AFV decline to attack back in CC with its CMG just to preserve Acquisition?

A. No. No. [Gen24.2; An95w; An96; Mw]

C6.5 If infantry in the APH moves out of the CA of a Gun that has acquired it, but is still in the Gun's LOS, is the acquisition lost or can the CA be changed to retain it?

A. Nothing requires the CA to change – the target remains acquired as long as it is in LOS, and the Acquisition DRM will negate part of the Case A DRM when the CA does change. [Gen24.2; An95w; An96; Mw]

C6.5 If a vehicle has two (or more) Guns, do each of these Guns have an independent Acquired-counter as if they were totally different Guns?

A. Yes. [Compil3]

C6.5 When a vehicle has Acquired a target with a Bow-mounted Gun, does it still lose its Acquisition if it fires its CMG at a different target? Does it lose its Acquisition if it fires its BMG at a different target?

A. Yes, unless the CMG is in a separate turret. No. [Compil3]

C6.5 Can a Gun maintain acquisition to a target in its own hex?

A. Yes, unless it is attacked in CC. [Compil5]

C6.5 May an OT AFV maintain Acquisition while BU?

A. Yes. [Compil7]

C6.5 1) Does a Light INF (1/2" counter) gain/use acquisition? Does a Light RCL (1/2" counter) gain/use acquisition?

A. No to both.

2) Does 1/2" Ordnance (e.g., a Light Mortar) lose acquisition if its manning infantry fires its IFP?

A. Yes. [Letter56]

C6.5, C6.43, C10.3 & C11.3 See prior entry.

C6.51 May a 1/2" Acquired counter be left in a hex when all target units leave the hex, even if some of the target units remain in LOS, or must it follow one of the target units?

A. It cannot remain and must follow one of the target units. [Letter8]

C6.51 Must a single acquired target that moves into a new location (still in LOS of the firer) be tracked, or may the firer choose to leave the acquisition in the current (now empty) location?

A. It must be tracked. [Letter198]

C6.8 After the "WP" in line 3 in the EXC, insert "; HD (D4.2)" [Mw]

C7.11 & C3.7 See prior entry.

C7.11-7.24 Do TK Cases A-D apply to MG attacks?

A. A, B, and D do, but not C. [J1; Mw]

C7.31 Do all 20L ATRs use the 20L TK # of 6?

A. Yes. [Compil9]

C7.34 HE & FLAME TK TABLE: Does an AFV FT suffer any modifiers to its basic TK# for being Motion/Non-Stopped?

A. No. [An96; Mw]

C7.346 When attacking a partially armored AFV with a DC, is it necessary to make a DC Position DR?

A. Yes. [Gen24.2; An91; An95w; An96; Mw]

C7.346 & A23.4 See prior entry.

C7.4 Do Shock/UK results apply to an Abandoned AFV? What happens if a crew enters the Shocked/UK AFV?

A. Yes. The crew suffers the fate of the AFV. [Compil5]

C7.4 Recent Q&A has stated that Shock/UK results apply even to Abandoned AFVs. If a "possible Shock" is the combat result, what Morale does the Abandoned AFV use for the NTC?

A. The standard Morale for an AFV. [Compil9]

C7.42 A squad in a HT that suffers a Shock result must BU. Assuming the Shock becomes UK, may the squad leave the HT during its next MPH?

A. No, not until the vehicle recovers. [Compil9]

C7.42 & A10.5 See prior entry.

C7.42 & D6.2 If a vehicle becomes a wreck as per C7.42, are its Riders affected? Can the Riders unload as per D6.5 before the vehicle becomes a wreck?

A. They roll for survival (D6.9). Yes. [An97; Mw]

C8.31 & B9.5 See prior entry.

C8.31 & B9.32 See prior entry.

C8.31 & B23.741 See prior entry.

C8.31 & B29.3 See prior entry.

C8.4 Can Intensive Fire be used to fire Canister with the normal +2 TH DRM applying as an IFT DRM instead?

A. No; Intensive Fire may be used, but halves the FP instead. [An97; Mw]

C8.4 Is LOS to each Location determined independently? Are Hindrance DRM based on LOS to the target vertex or to each affected Location?

A. Yes. Each Location. [An97; Mw]

C8.52 & A24.4 See prior entry.

C8.52 & A24.8 See prior entry.

C8.6 Within the restrictions of C8.6, can WP be fired at a moving enemy unit during the enemy MPH? If yes, would only the moving unit(s) in the target Location be to the NMC?

A. Yes to both. However, the WP would still have to be fired before any non-SMOKE ammo in that phase. [An92; An95w; An96; Mw]

C8.6 This states, "... WP may be fired by ordnance during (but prior to any friendly unit firing anything other than SMOKE) any friendly fire phase – not just the PFPh/DFPh ...". Does this allow WP to be used as Bounding First or Motion Fire by an AFV even though C3.3 last sentence states the Area Target Type cannot use Bounding First or Motion Fire?

A. No. [Compil1]

C8.9 An AFV announces a Special Ammunition attack and changes its TCA. If the DR exceeds the Depletion # without malfunctioning, does the turret return to its original CA with no Prep Fire counter placed? May the vehicle forego further Prep Fire attempts and move instead?

A. Yes. Yes. [Compil8]

C9.3 If a MTR has a Spotter, can it fire at units that are in its manning unit's LOS but not in its Spotter's LOS?

A. Yes. [Gen24.2; An95w; An96; Mw]

C9.3 May a leader in the same Location as a SW mortar using Spotted Fire modify that mortar's TH DR? May a leader that is Spotting or that is stacked with a Spotter?

A. Yes. No. [An96; Mw]

C9.3 May you designate a new Spotter as long as the original Spotter remains Good Order? If the original Spotter escorts prisoners off the Friendly Board Edge?

A. No. No. [Compil5]

C9.3 May a leader or MMC spot for 3 or more mortars in one fire phase, or may a squad fire its inherent FP and spot for two or more mortars? Does it matter in which order the shots are taken and/or alternated? May a squad spot for mortars in different hexes or mortars firing at different targets?

A. Yes to both, but only if the mortars are all in the same hex and firing at the same target. No, although any acquisition gained with the mortars will be lost when inherent FP is used. No, each such mortar must have its own spotter. [Compil6]

C9.3 & C1.2 See prior entry.

C10.1 May a unit attempt to repair a hooked-up Gun?

A. No. [An92; An95w; An96; Mw]

C10.11 & C10.12 May a unit change a Gun's CA as it unhooks the Gun?

A. Yes, and its CA may also be changed as part of the hooking-up procedure. [Gen25.2; An91; An95w; An96; Mw]

C10.111 If Infantry (i.e., not unloading Personnel) wish to unhook a Gun from a vehicle, must they first Recover the Gun?

A. Yes; however, a Gun (or dm SW counter) carried *in* the vehicle (e.g., a 76-107 mm MTR; C10.1) can be unloaded only by a Passenger as per the last sentence of D6.5. [An93a; An95w; An96; Mw]

C10.12 & C10.11 See prior entry.

C10.3 In determining the Manhandling DRM based on TEM, if a Gun is pushed across a wall hexside via a road that goes through a break in the wall, is there still a +2 wall TEM Manhandling DRM? If a Gun is pushed into a non-pontoon bridge hex via a road hexside, is there still a +1 Manhandling DRM based on the bridge's TEM?

A. No. No. [Gen24.2; An95w; An96; Mw]

C10.3 If a unit successfully pushes a Gun into a new hex, may it also change the Gun's CA in the new hex? May it change the CA if it fails to push the Gun?

A. Yes. No. [Gen25.2; An95w; An96; Mw]

C10.3 Does a Gun pushed along a road trigger an AT mine attack?

A. No. [Compil9]

C10.3, C6.43, C6.5 & C11.3 See prior entry.

C10.3 & E5.2 What is the C10.3 "+Y" DRM for Manhandling a boat into marsh (B16.4) or a fordable Water Obstacle (B21.41)?

A. Just like a Gun, a boat may not be Manhandled into such terrain, although one could of course be Beached in such terrain (if the marsh were flooded) in the normal manner. (This supersedes the prior answer to this question in the *An95w*). [An96; Mw]

C11.2 May a Gun that is set up manned by a squad/HS/SMC be Emplaced? May a squad/HS/SMC manning an already-Emplaced Gun claim Emplacement TEM?

A. No. No for the squad, but yes otherwise. [An93a; An95w; An96; Mw]

C11.2 & A10.5 See prior entry.

C11.2 & A10.531 See prior entry.

C11.2 & C11.3 If an Emplaced Gun is Disabled, can a Gun Disabled marker be placed on it in lieu of removing it from play to allow its crew to retain the +2 Emplaced Gun TEM?

A. No. [Letter8]

C11.3 In line 1 delete "is". [J5]

C11.3 & C11.2 See prior entry.

C11.3, C6.43, C6.5 & C10.3 See prior entry.

C11.4 If Infantry manning a Gun, and \geq one other Infantry unit in the Gun's Location, are hit by an ordnance/OBA attack that causes a K or KIA result, does the Gun automatically receive a Direct Hit?

A. No – use Random Selection to determine the recipient(s) of the K/KIA. [An95w; An96; Mw]

C11.51 If the FP of a FG attacking a Gun includes both MOL and Small Arms Fire, could a gunshield DRM modify the attack?

A. Yes, but the FG could opt to decline its Small Arms Fire and attack only with the MOL to avoid the gunshield DRM. [Gen24.2; An95w; An96; Mw]

C12.21 The rule says that leadership DRM never apply when firing a RCL; can't a leader apply his leadership DRM to a RCL attack being made by a MMC in his hex?

A. No. [Gen24.2; An95w; An96; Mw]

C12.24 May a RCL use acquisition in the DFPh against a Stopped vehicle that qualifies as a Moving Target per C.8?

A. No, not even if firing at that target again after retaining ROF. [An96; Mw]

C13.1 Is a MG attempting To Hit an AFV treated as a LATW?

A. No. [Compil7]

C13.1 In line 7 replace "red" with "green". (The "L" footnote on the To Hit table is in green.) [Mw]

C13.2 & A8.41 See prior entry.

C13.2 & C3.7 See prior entry.

C13.31 In lines 31-33 replace "squads" with "squad-equivalents". [J4]

C13.31 1) During the MPh, a Good Order German Infantry squad fires its inherent FP and checks for a PF to Defensive First Fire against an infantry unit moving behind a wall. It does not cower and is marked as having Defensive First Fired. As the MPh continues, an AFV and an enemy Infantry unit move adjacent to the German squad. The squad does not SFF or perform any other action during the MPh. During the DFPh, the squad is able to Final Fire. It "can still fire during their current fire phase" and so may "possibly fire a PF" per C13.31.

A. Well, no.

2) Can the squad check for a 2nd PF (the 2nd SW usage) to fire at the now adjacent AFV and forfeit its inherent FP until the CCPh per A7.351?

A. No.

3) Does the language in C13.31 "Provided a squad has not yet fired its inherent FP, it can attempt to fire a second PF in the same phase." mean that the squad can not have fired its inherent FP in either of the MPh (as Defensive First Fire) or the DFPh? Or does it mean it has not yet fired in the DFPh exclusively?

A. The former. [Letter240]

C13.31 & A7.351 See prior entry.

C13.31 & C13.311 1) Prior to 1944, if there are not a whole number of Squad-Equivalents in the OB, are the number of PFs available FRD or FRU?

A. Essentially FRD as 1/2 PF will not do you much good.

2) If the number of SEs available in the OB increase during play (e.g., a crew survival from an AFV, or a Field Promotion when 4 Leaders are already in the OB), is the number of available PFs increased accordingly?

A. Not in those instances. Reinforcements will have their own PF allocation. [Letter224]

C13.3111 In lines 3-4 replace "squads" with "squad-equivalents". [J4]

C13.42 If using a BAZ45 to fire WP, does the target's TEM apply both to the TH DR and to any resulting WP MC?

A. No – in this case it applies only to the WP MC. [An93b; An96; Mw]

C13.8 & B9.32 See prior entry.

C13.8 & C13.6 See prior entry.

C13.8, C5.35 & D6.1 See prior entry.

C13.8 Can a PF/PFK, BAZ or RCL fire from rubble using the Desperation penalty? Does it matter if the rubble is ground-level?

A. Yes. No. [Compil3]

C13.8 & A7.35 See prior entry.

C13.8-81, D2.6 & D6.1 1) Several models of HT come equipped with removable BAZ or PSK. May Passengers, or the vehicle Crew, make attacks with these weapons (while Passengers/-Crew), before these weapons have been removed via Unloading/Abandonment?

A. Only the inherent crews of those vehicles to which U.S. Multi-Applicable Vehicle Note Z applies (e.g., German 251/10, U.S. M3A1 ht and M20 sc, British Carrier C, and French M5A1 ht) can do this.

2) Suppose a HT carries a CE Passenger in possession of a BAZ or a PSK. May the player cite the availability of that weapon to satisfy the D2.6 "5 TK" requirement for Stopping/ending ITS MPH in the hex of an enemy AFV?

A. Only the above-mentioned inherent crews would qualify. [Letter167]

OBA Firepower Chart

The "[U.S.]" entries on the 60mm+ Gun Caliber Size row apply to OBA obtained by trading in three U.S. 60mm mortars per U.S. Ordnance Note 1. [An97; Mw]

OBA Firepower Chart

The 100mm+ entry in the Barrage column should be "16", not "12". [J4]

OBA Flowchart

The "Place IR either..." polygon in the IR section should also allow for the option 3 six-hex method of placement. [An97]

OBA Flowchart 1) In the first column of chart, in the yellow oval, at end after "next" add "RPh" and change color to orange.

2) In the heading of the 2nd column replace "SSR" with "SR".

3) In the Rocket OBA section, in the green oval at the bottom left replace "Access Lost, Remove AR" with "Resolve FFE:1, Replace with FFE:2"

4) In the Rocket OBA section, the white rectangle at the top right should say "Do you desire to Cancel FFE:2?"

5) In Note e, line 2, replace "of" with "or". [Mw]

OBA Flowchart In the "FFE:2 Correction and Fire" column in the Player aid V2, at the bottom of the column there should be an arrow leading from the "Make Direction/Extent of Error DR" 'octagon' to the "resolve FFE:2" oval. [J4]

OBA Flowchart, C1.21, C1.3, & C1.31 See prior entry.

Chapter C

OBA Flowchart & C1.341 See prior entry.

OBA Flowchart Add footnote "z" to the first chit draw square under "Contact and Access". After "Battery Access" in the second line of the "Firing Illuminating Rounds (IR) with OBA" box add "z. An IR Mission must be declared prior to drawing for Battery Access." [J5]

Chapter D Divider & D2.5 The ESB DRM Table is missing the additional +1 for all Chinese vehicles (Chinese Multi-Applicable Vehicle Note A). [Letter95]

Chapter D Divider In the Hull Down Maneuver chart add "-1 attempt at setup". [Mw]

Chapter D Divider In the Shock/UK chart the rules reference C7.4 should be shown. In the 3rd bullet under "Results" in line 1 replace "CCPh" with "RPh". [Mw]

Chapter D Divider & QRDC Table D8.21, & D8.21 See prior entry.

D.8 Can a squad with a MG pre-designate an AFV for a specific attack by the MG and use its inherent firepower to attack the AFV, thereby getting the combined firepower of the squad and the MG in the ensuing specific collateral attack on any vulnerable PRC?

A. No, ordnance weapons may not firegroup. [Compil9]

D.8 & A7.4 See prior entry.

D.8 & D5.31 May PRC that are CE claim TEM DRM instead of CE DRM when subjected to a General Collateral Attack (D.8B)? A Specific Collateral Attack (D.8A)?

A. Yes. No. [J1; Mw]

D.8 & D5.5 My opponent fires a mortar at my open top vehicle. The area fire attack results in immobilization of the vehicle. One of two things can happen next. Either:

A. An immobilization TC occurs. D5.5 says, "An immediate TC is required of the non-Shocked, non-Stunned Inherent crew of a vehicle that becomes immobilized by any non-CC attack."; or B. A general collateral attack occurs resolved with the same DR that resulted in the immobilization.

Which happens first?

A. Collateral attack first. [Letter140] {Minor editing. SR}

D1.64 & D1.63 See prior entry.

D1.81 & D2.32 Can a Vehicle in Bypass fire its BMG, or any other bow-mounted armament, against enemy Units occupying the obstacle being Bypassed?

A. No. [Compil9]

D1.81 & D3.7 In all AFV with a "#x2" multiple-BMG arrangement, both BMG malfunction, and are repaired or disabled, individually. If the player has no appropriate AFV card, all such occurrences must be noted on a side record. [p.H52, British Vehicle Note 6; An96; Mw]

D1.81-.2, C3.2 & D8.5 See prior entry.

D1.83, D3.12 & D3.51 (a) If an AFV changes its TCA/VCA to fire some weapon, and then wants to fire its AAMG, does the AAMG then have to pay the Case A DRM?

A. No.

(b) May an AFV voluntarily change its VCA/-TCA when firing its AAMG (by paying Case A DRM)?

A. No, unless firing an AAMG with a restricted CA (e.g., U.S. vehicle Note 30) that has to change its TCA/VCA to fire.

(c) If an AFV has an AAMG with a restricted CA, does it have to pay Case A DRM for the AAMG fire? Does it matter if the AAMG is the MA?

A. No. No.

(d) May an AFV change the TCA or VCA at the end of a friendly fire phase in which the AFV may fire its AAMG?

A. No. [Compil3]

D1.83, D3.12 & D2.51 In your 27 June 96 compilation, the question on these rules, part d ("May an AFV change the TCA or VCA at the end of a friendly fire phase in which the AFV may fire its AAMG? A. No."). If the AFV can fire its MA and its AAMG, may it change its VCA or TCA?

A. Yes. [Compil5]

D1.84 Does the "number provided in the game" refer to the # listed in the relevant Vehicle Listing or to the current counter mix including all available Historical modules (i.e., in G42 "The Youth's First Blood" should the Germans get ten PzKfw IVH without AAMG or eight without AAMG, and 2 with AAMG)?

A. The # in the Vehicle Listing (i.e., use 2 PzKfw IVH with AAMG in G42). [Compil8]

D2.11 Can a non-motion Vehicle change its VCA to fire its MA? Must it make a motion attempt to do so?

A. Yes. No. [Compil7]

D2.13, C.8 & C6.3 See prior entry.

D2.14 & B13.41 See prior entry.

D2.15 & A4.134 See prior entry.

D2.18 This reads (emphasis added) "A vehicle is not prohibited from expending more MP to enter a hex than the minimum required, and may, as it enters a new hex, declare a higher-than-necessary MP expenditure." Should "hex" read instead, "hex/hexside" (in two places)?

A. No, "hex" is correct. [Letter143]

D2.21 If it costs a fully-tracked AFV 5 MP to go up a hill into open ground (1+4), what does it cost to back down the hill in reverse into open ground?

A. 4 MP (4*1). [Compil7]

D2.21, E1.52 & SSR KGP5 The following all occur on Level 0 to Level 0; from Open Ground to Open Ground.

1) What is the Reverse Cost for a Fully Tracked AFV across a Wall Hexside?

A. 8

2) What is the Reverse Cost for a Fully Tracked AFV at Night?

A. 5

3) What is the Reverse Cost for a Fully Tracked AFV involving Soft Ground? (SSR KGP5)

A. 5. [Letter244]

D2.3 In line 16 add "/hexside" after "hex". (If a vehicle is trying to VBM a second hexside of the same hex, and is prevented, then the MP are spent in that hex, not in the previous hex.) [Mw]

D2.3 & C.8 See prior entry.

D2.32 Is LOS drawn from the front CAFP in ALL cases for both fire from and to the vehicle in bypass? Even if the vehicle is in reverse motion?

A. Yes. Yes. [J1; Mw]

D2.32 & D1.81 See prior entry.

D2.32 & D3.2 If a vehicle in Bypass is hit in the hull by an ordnance weapon from within the same hex, is the Target Facing that is hit the side, or is it determined randomly?

A. Side; the Target Facing of a turret hit would depend on which way the TCA was pointing. [An97; Mw]

D2.321 Is the hex that a vehicle is Bypassing in its VCA?

A. No. [Compil8]

D2.321 A vehicle is stopped in bypass of a woods hex. An enemy unit moves into CC with it but fails to eliminate it, so a melee counter is placed. Originally, the vehicle's CA was straight ahead. During the next fire phase, the vehicle wants to fire its IFE as TPBF. What firer-based modifiers apply? Does it need to change its CA to the side facing to fire at a unit in its own hex and add case A? Does case E (+2 DRM for fire within same hex) apply only to hit DRs or will it add as a DRM to the IFT result?

A. Case A applies but Case E does not. [Compil9]

D2.34, A11.6 & A4.14 See prior entry.

D2.38, A8.2 & B23.31 See prior entry.

D2.401 & A12.141 See prior entry.

D2.41 In line 3, "A22.611" should be "A22.612". [Letter132]

D2.5 Can a tracked amphibious vehicle attempt an ESB DR *while using amphibious movement*?

A. No – but it could be used to gain land MP in the same turn that it uses amphibious MP. [Gen24.1; An95w; An96; Mw]

D2.5 If a tracked AFV enters terrain that requires "ALL" of its MP allotment, may it then attempt ESB to gain extra MP?

A. No. [An92; An95w; An96; Mw]

D2.5 & Chapter D Divider See prior entry.

D2.51 May a player make a Mechanical Reliability DR with a Concealed vehicle which is immune to Mechanical Reliability Immobilization/Stalling or a 5/8" Dummy stack, in order to provide misleading information about his OB to his opponent?

A. No. [Letter8]

D2.6, C13.8-.81 & D6.1 See prior entry.

D2.6, A12.15 & A12.2 See prior entry.

D3.12, D1.83 & D3.51 See prior entry.

D3.12 May an AFV change the VCA at the end of a friendly fire phase in which the AFV is eligible to fire only a turret-mounted weapon? A. Yes, if it is a Gun (C3.22 & D3.12). [Compil3]

D3.12 Can the TCA be changed a free number of hexspines after one MP expenditure? (Or only one hexside?) If it can be changed a free number, must an AFV in woods/building expend two MP before the TCA can change freely?

A. Yes. (No.) Yes. [Compil3]

D3.2 & D2.32 See prior entry.

D3.3 -.32 & D3.5 A vehicle fires its MA (only) during the MPH and keeps ROF. During its AFPh it fires one additional shot with its MA (only). Is this the only possible way a vehicle (including its PRC) can fire during both the MPH and the AFPh?

A. Yes. [Compil3]

D3.3, D3.32 & D7.1 May a vehicle that voluntarily uses its MA only during an OVR and rolls <= its ROF on the OVR attack, use its MA in a non-OVR attack during the MPH or AFPh? A. No. [Compil7]

D3.3 May a vehicle fire its weapons upon the expenditure of a Stop MP, thus firing as Stopped without needing to expend any additional MP? Upon expenditure of MP to enter a Location? A. Yes. Yes. [Compil8]

D3.32 In line 6 append the following at the end: "if not in Motion; or Case C4/quartered FP, if in Motion." [Mw]

D3.32 Delete the sentence: "(See Example at the top of the next page.)". [Mw]

D3.32, D3.3 & D7.1 See prior entry.

D3.41 & D11.1-.2 Are Armor Leaders assigned prior to making a DR on the Gyrostabilizer Availability Table (or Schuerzen Availability Table)?

A. No, they are assigned after; see ASOP (rev.). [Compil9]

D3.43 & D5.4 Can an armor leader abandon an immobilized or bogged vehicle other than as part of its crew?

A. No. [Compil7]

D3.44 & C2.2401 See prior entry.

D3.5 & D3.3 -.32 See prior entry.

D3.5 & A11.7 See prior entry.

D3.51, D1.83 & D3.12 See prior entry.

D3.51 & E7.5 May an AFV use Bounding First Fire in one hex and then Light AA fire in a different hex (or vice versa)?

A. Only if it BFFs with MA, retains ROF, and then undertakes Light AA fire using MA only (but not vice versa). [Compil9]

D3.7 May a vehicle attempt weapon repair while holding enemy units in Melee?

A. Yes. [Compil7]

D3.7 & D1.81 See prior entry.

D3.7 & D5.341 Must the crew of an Immobilized AFV holding enemy infantry in melee whose MA is disabled Abandon the AFV?

A. Yes (bizarre as it may seem). [Letter8]

D3.7 & D5.341 May an AFV Recalled due to Disabled MA ever use Reverse Movement? If it is a BU CT AFV, must it become CE and use the Road movement rate?

A. Yes, if that is the quickest way off the board. Yes, if that is the quickest way off the board. [Compil3]

D3.71 An AFV with a printed B(11) suffers Ammo Shortage and is therefore marked with a Low Ammo counter. Is the 'original B(#)' in D3.71 its printed B(#)? (Making the AFV a B10 X11?)

A. Yes – as opposed to its original B#. (Yes.) [Compil3]

D3.71 Does a vehicle with a circled B# suffer Low Ammo from rolling an Original 12 TH DR? A. No. [Compil9]

D4.2 In line 7 replace "claim a" with "claim an in-hex" before "Case Q TH DRM". [J6]

D4.3 The rule says that when attempting an Underbelly Hit, the ATTACKER may choose which vertex to trace his LOS to; however, if the AFV being attacked is using VBM as it crosses the wall/bocage hexside (or exits a gully), doesn't the ATTACKER *have* to claim the CAF? A. Yes. [Gen24.1]

D4.3 & B20.8 See prior entry.

D4.3 Can the firer take a normal shot before an Underbelly shot with the same weapon? Can he take an Underbelly shot after a normal shot? A. Yes. Yes. [Compil7]

D4.3 How many Underbelly shots may a weapon maintaining ROF take at an AFV as it exits a gully?

A. As many as MP expended for entering the new Location (less any MP used to negate Case J DRM); see A8.14 and A9.2. [Compil7]

D5.1 FREE FRENCH: Free French Inherent crews are considered British when determining their morale as per D5.1. [F.8B p.F2⁹²; An96; Mw]

D5.1 & A10.8 See prior entry.

D5.1 & D6.631 May a vehicle whose crew Abandons it and Removes all armament retain an inherent driver, or is this only allowed when explicitly permitted by vehicle notes (EX: German Vehicle Note 59)?

A. The latter. [Letter8]

D5.31 If an AFV uses different CE DRM against attacks from different directions (e.g., see German Vehicle Note G), which one applies vs. a Residual FP attack?

A. The one that applies to the greatest number of individual turret/upper-superstructure Target Facings for that AFV (e.g., +2 for the sIG 1B, which has a +3 CE DRM for its upper-superstructure front Target Facing, a +2 CE DRM for its *two* upper-superstructure side Target Facings, and no CE DRM ["*"] for its upper-superstructure rear Target Facing) [EXC: vs. a Fire Lane, use the CE DRM that applies to the turret/upper-superstructure Target Facing "hit" by that attack]. [An93b; An96; Mw]

D5.31 & D.8 See prior entry.

D5.31, A7.6 & A14.21 See prior entry.

D5.311 If the turret/upper superstructure of an AFV's rear Target Facing is unarmored but the hull of the rear Target Facing is armored, then in applying this rule is an attack versus the AFV's rear Target Facing treated as against an unarmored Target facing so that the crew is Vulnerable?

A. Yes. [Gen24.1]

D5.311 Is the Inherent Crew of a BU OT AFV which is hit by (non-Air Burst) Indirect Fire Vulnerable?

A. No. [Letter212]

D5.32 & C3.32 See prior entry.

D5.33 Can a vehicle use Bounding First Fire in the same MPH in which a CE counter is placed on it, providing the CE counter is placed *before* the vehicle uses Bounding First Fire?

A. Yes. [Gen24.1]

D5.33 May a player announce a BU/CE change simultaneously with an MP expenditure or Bounding (First) Fire shot? If so, is the MP expenditure/Bounding (First) Fire shot handled as if conducted under the new BU/CE status? A. Yes to both. [Letter77]

D5.33 Assume defender has indicated 'no shot' on the just-spent MP of an AFV. Would placement now of a CE counter allow defender to change his mind and declare D1F on a just-spent MP:

1) before that AFV expends a new MP?

A. Yes, since no new MP expended, this shot would be based on prior MP and vs. CE.

2) before that AFV makes a B1F shot?

A. The moving player could announce that he is taking a B1F shot while going CE which would prevent D1F until after B1F. [Letter97]

D5.34 & A9.61 See prior entry.

D5.341 & D3.7 See prior entry.

D5.342 Does this apply to a BU AFV that receives a second "Stun" result during the same phase (EX: BU Sherman M4 already marked with a "Stun" is hit again by MG fire from an aircraft during the same MPH which results in another "Stun")? Does it apply even though the AFV is not CE and the first "Stun" has not been flipped to "+1"?

A. Yes to both. The second Stun effect results in Recall. [Letter47]

D5.4 Can a vehicle start a scenario with its crew outside the AFV or with any of its weapons Scrounged/removed? Does it matter if that side is the Scenario Defender?

A. Only in certain CG. No. [Compil3]

D5.4 & D3.43 See prior entry.

D5.41 Can a crew that voluntarily abandons its AFV scrounge that AFV immediately without penalty or must it obey the normal Scrounging rules (i.e., it must wait until the next RPh and become TI in the process)? Is a scrounging dr still required?

A. Immediately. Yes. [Letter4]

D5.411 Is there any way to self-destruct a vehicle that cannot have an Inherent Crew?

A. No. [An95w; An96; Mw]

D5.42 & D6.4 If an Infantry unit enters an Abandoned vehicle to become its inherent crew (D5.42), is the vehicle considered to be "expending" all its MP so that it can be Defensive First Fired upon just as any vehicle that is loading Personnel units?

A. Yes, but not as a moving target of course. [Gen24.1; An95w; An96; Mw] {Expanded to also reference D5.42. SR}

D5.42 & D10.5 What is the status of the BMG/-AAMG/Mortar armament of an Abandoned, Scrounged AFV which is later entered by an Infantry unit?

A. All such armament is considered Disabled. [Letter8]

D5.42 & A21.2 See prior entry.

D5.5, D5.6 & D6.1 If, due to failure of an Immobilization TC or Crew Survival, a unit is placed beneath its AFV/wreck during the MPh, how many MF is it considered to have expended? Is the unit considered to be using Hazardous Movement only during its MPh, or during the DFPh as well?

A. All remaining. Its MPh only. [Compil3]

D5.5, D5.6 & D9.3 Does the AFV TEM DRM apply to units abandoning the AFV due to Crew Survival (D5.5) or Immobilization TC (D5.6) even if the AFV is considered moving?

A. Yes. [J1; Mw]

D5.6 & D6.9 What happens to any SW possessed by Passengers/Riders that fail their CS roll? Unpossessed SW?

A. Both possessed and unpossessed SW are eliminated. [An97; Mw]

D5.6, D5.5 & D6.1 See prior entry.

D5.6, D5.5 & D9.3 See prior entry.

D6.1 May a broken Passenger remain aboard a vehicle that has no Inherent Crew until otherwise forced to rout? What is the procedure for a broken Passenger that wishes to rout out of a vehicle whose Inherent Crew is unbroken (or that has only an Inherent Driver)?

A. Yes. Once the vehicle is Stopped, each Passenger routs beneath it as per D5.311. [An95w; An96; Mw]

D6.1, C5.35 & C13.8 See prior entry.

D6.1, C13.8-.81 & D2.6 See prior entry.

D6.1, D5.5 & D5.6 See prior entry.

D6.2 & C7.42 See prior entry.

D6.2 Can the LVT2 (U.S. Vehicle Note 49) carry Riders?

A. No [EXC: SMC]. [Compil6]

D6.23 & G1.12-.13 Are IJA Rider Squads forced to Bail Out if they are fired on and fail a MC?

A. No, unless they actually break (e.g., Casualty MC). [Compil9]

D6.24 The rule says that if a Bailing Out unit does not break, any SW it is carrying must still be removed from the vehicle; does the unbroken Bailing Out unit retain possession of the removed SW?

A. Yes. [Gen24.1; An95w; An96; Mw]

D6.24 Are Riders that are Bailing Out susceptible to Residual FP in that location? If so, what DRM are applicable?

A. Yes. See D9.3 +1 vehicle TEM. [Letter4]

D6.24 Can riders (i.e., an MMC on a tank) voluntarily bail-out? The rules say when they "have" to but don't mention if they have an option to.

A. No. [Compil3]

D6.24 Are units that are Bailing Out subject to the Hazardous Movement (A4.62) DRM?

A. No. [Compil7]

D6.24 If a Cavalry unit breaks as a result of an attack upon it that also eliminates its horse counter, does it take two Bail Out MC?

A. No. [Compil9]

D6.4 & D5.42 See prior entry.

D6.4 If a vehicle is attacked as a result of a MP expenditure for loading a Personnel unit, is the Personnel unit considered Vulnerable PRC with respect to that attack so it would suffer a *Specific Collateral Attack* from it?

A. Yes – if the vehicle is unarmored or if the Personnel become Riders or CE in an AFV; no – if they load as BU AFV Passengers. [Gen24.1; An95w; An96; Mw]

D6.4 & D6.5 A gun's crew pays no extra MF to (un)load from/onto a vehicle while (un)hooking its GUN. Can a crew that is (un)loading from/onto a vehicle while (un)hooking its Gun be attacked by Defensive First Fire?

A. Yes, based on the crew's (un)hooking MF expenditure. See the D5.43 example. [Variants in Gen24.1 and An91; An92; An95w]

D6.5 Is the 1/4 MP cost to a vehicle unloading Passengers/Riders calculated per unloading unit, if multiple units do not unload as a stack (but all unload before the vehicle resumes movement)?

A. Yes. [Compil2]

D6.5 According to this rule, a Passenger/Rider may unload from an immobilized vehicle unless that vehicle has already expended more than three-fourths of its MP allotment. Does this apply to all Immobile (D.7) vehicles?

A. Yes. [Compil3]

D6.5 May Passengers or Riders be Unloaded with the use of Movement Points gained by ESB (D2.5)?

A. No; once a vehicle has spent > 3/4 of its printed MP allotment, the Personnel will have spent > 3/4 of their MF allotment, leaving no MF left to unload. [An97; Mw]

D6.5 In the article "Keep On Truckin'", Journal #3, p. 63, bottom of first column, it says "To unload [an unpossessed SW on a truck] one must first be a Passenger (D6.5) in possession of it." Assuming the truck is not in Motion, why can't you just use A4.431 and have an Infantry unit in the same Location just Recover the SW? The Infantry, the truck and the SW are in the same Location, A4.431 allows Recovery of unpossessed SW in the same Location, and the only restriction is on SW on Motion vehicles. You are not *unloading* the SW, you are *Recovering* the SW.

A. Recovery by Infantry of a Passenger SW is NA. Add "/Recovered" in the last sentence of D6.5 after "unloaded". [Letter154]

D6.5 In the last line add "Recovered" after "unloaded". [J4]

D6.5 & A4.32 See prior entry.

D6.5, A12.15-.151 & B23.922 See prior entry.

D6.5 & D6.4 See prior entry.

D6.63 If a Passenger fires during its AFPh from an armored halftrack that has moved, is its FP halved for Bounding Fire and then halved again for firing in the AFPh?

A. No. [Gen24.1; An90; An95w; An96; Mw]

D6.631, U.S. Vehicle Note D & U.S. Vehicle Note O Is a 12.7mm AAMG Removed from a vehicle as a dm .50-cal HMG, or as a dm MG with <= FP to that of the inherent weapon?

A. It depends on the vehicle (e.g., does Note O apply too?). [Letter8]

D6.631 Can a 3FP AAMG be Removed from a German halftrack as a 3-8 dm HMG, or only as a 3-8 LMG?

A. Only as a 3-8 LMG, except for the sMG halftracks (German Vehicle Note 58). [Letter8]

D6.631 May a crew Abandoning an armored halftrack Remove MG/Mortar armament such that the portage cost of the Removed weapons reduces the movement allowance of the crew to 0? (EX: a US LVT(A)2 has 7 pp of Removable MGs: two dm MMGs and a dm 12.7mm HMG).

A. Yes. [Letter8]

D6.631 If a vehicle has armament that is Removable by a *Passenger* (e.g., the German SPW 251/sMG), is that armament Removed as part of the normal D6.5 unloading cost?

A. Yes. [An93b; An96; Mw]

D6.631 states that a crew abandoning an armored halftrack may simultaneously remove its MG/-mortar armament as it does so. Does this apply to crews voluntarily abandoning other types of vehicles with SW that could normally be "scrounged"? (EX. A crew voluntarily abandons a PzKw IV H and removes both its BMG and AAMG. Is this legal?)

A. No. (No.) [Compil3]

D6.631 & D10.5 SW REMOVAL & SCROUNGING: (See F.9 p.F2⁹² for British/U.S. vehicles). [An96; Mw]

D6.631 & D5.1 See prior entry.

D6.64 & Index See prior entry.

D6.64 & A13. See prior entry.

D6.82, H1.2 & U.S. Vehicle Note 30, etc. In DYO scenarios, can other otherwise purchasable infantry be substituted for the inherent infantry specified for a vehicle by paying/receiving the difference in BPV for each unit substituted? If so, is this substitution done before or after RF BPV modifications?
A. No. [Letter8]

D6.9 & D5.6 See prior entry.

D7.1 When a vehicle declares an OVR, may the DEFENDER target attack before the OVR is resolved? If yes, would that DEFENDER have to use Reaction Fire?
A. Yes. No – it would be Reaction Fire only if conducted *after* the OVR resolution (see the last sentence of D7.2). [An93a; An95w; An96; Mw]

D7.1, D3.3 & D3.32 See prior entry.

D7.11 If Passengers/Riders participating in a declared OVR attack become Pinned, broken or eliminated before the OVR is resolved, is there any effect to their OVR FP?

A. No. [An97; Mw]

D7.11 If a vehicle's crew is eliminated or breaks after it has declared an overrun attack, is there any effect on the FP of the overrun? If it is pinned, or forced to BU?

A. Yes, since the vehicle is now Immobile, the overrun FP is halved. No. [J1; Mw]

D7.13 If an armed vehicle conducts an OVR, may its still fire its MA later in the same MPh?

A. Only as part of another OVR (i.e., as per D7.14). [An91; An95w; An96; Mw]

D7.2 Can an Infantry unit attack an enemy AFV in its location (after passing a PAATC) during the Infantry unit's PPh?

A. No – not with Reaction Fire anyway. [Gen24.1; An90; An95w; An96; Mw]

D7.2 & A23.6 See prior entry.

D7.21 If an AFV moves into a road hex that is ADJACENT to building hexes on both sides of the road, can Infantry units on the ground level of those buildings who have Final Fire counters on them attack the AFV using Reaction Fire as their FPF?

A. No. [Gen24.1; An90; An95w; An96; Mw]

D7.21 Is a CC marker placed immediately after a CC Reaction Fire attack is made?

A. Yes, unless the vehicle and PRC are eliminated by the attack. [J1; Mw]

D7.21 Is a DEFENDING Infantry/Cavalry unit which fails its PAATC in an attempt to use CC Reaction Fire marked with a First Fire counter as well as a Pin counter?

A. No. [Compil9]

D7.22, A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, E9.43 & G1.423 See prior entry.

D8.2 Does a vehicle exiting a stream hex into a woods hex take one or two Bog Checks? What DRM would ordinarily apply to a fully-tracked AFV with Low Ground Pressure not using all its MP?

A. Two; first in the hex being exited, then in the hex being entered. Zero DRM for exiting the stream, +4 DRM for entering woods and gaining elevation. [Compil5]

D8.2 & A2.9 See prior entry.

D8.21 Are the Bog DRM for "snow-covered" and Deep Snow cumulative?

A. Yes. [Compil8]

D8.21 1) If a Vehicle's MPh ends "immediately" when it Bogs, can it still BFF and/or Unload?

A. No.

2) If a Vehicle's MPh ends "immediately" when it Bogs, can it still be subject to Defensive First Fire?

A. Yes. [Letter176]

D8.21, QRDC & Chapter D Divider Table

D8.21, & D8.21 See prior entry.

D8.23 Does a vehicle's Ground Pressure affect a Deep Snow bog check DRM?

A. Yes. [Letter8]

D8.23 Since Deep Snow is a weather condition (like Ground Snow), not an Environmental Condition (like Snow), when do the D8.23 conditions for a secret Bog DR apply?

A. When the weather is Deep Snow (or the EC are Mud). [Compil8]

D8.3 Does an AFV with a red MP allotment attempting to assist an unbogging attempt have to roll for Mechanical Reliability as though it were expending a start MP? How about the vehicle being assisted?

A. No. "Both vehicles remain Stopped" says it all. [Letter8]

D8.3 When multiplying the wdr by the cdr to determine the number of Start MP used to start a bogged vehicle, is the Original cdr used or is the Final cdr used?

A. The Original cdr. [J1; Mw]

D8.3 & C.8 See prior entry.

D8.4 & C.8 See prior entry.

D8.5, C3.2 & D1.81-2 See prior entry.

D9.3 & B25.14 See prior entry.

D9.3, D5.5 & D5.6 See prior entry.

D9.3, D9.4 & D9.5 Armored Cupolas are considered to be equivalent to an Immobile tank. Does this mean that Armored Cupolas that are not "Dug-In AFVs" provide TEM and Hindrance benefits?

A. Yes. [Letter77]

D9.3, E3.62 & E3.731 If an HE attack is being resolved in a hex where the +1 mud/deep snow TEM would apply, would a +1 wreck/AFV TEM also apply cumulative with that mud/deep snow TEM for that HE attack? Would entrenchment TEM? Wall TEM?

A. Yes to all; Mud/Deep-Snow TEM is always cumulative with other applicable TEM. [Compil7]

D9.31 If Infantry using Armored Assault breaks, does it still receive the +1 TEM for the vehicle if the latter remains in the Infantry's Location? If the AFV ends its MPh in Motion?

A. Yes. No (but note that Motion status does not apply until the end of the Vehicle's MPh). [Gen27.1; An91; An95w; An96; Mw]

D9.31 During the DFPh, does Infantry which Armored Assaulted with an AFV that MPh receive a +1 TEM if still stacked with that AFV? Does other Infantry stacked with that AFV?

A. Only if the AFV is Stopped. No. [An96; Mw]

D9.31, A4.2 & D14.2 See prior entry.

D9.31 & A4.63 See prior entry.

D9.31 & A8.3 See prior entry.

D9.31, A12.141 & A12.14 See prior entry.

D9.31 & A15.431 See prior entry.

D9.31 & B26.4 See prior entry.

D9.4 Is a concealed vehicle a LOS hindrance? Must it show that it is not a dummy stack?

A. Yes. Only if it would turn a hit into a miss (or no effect into an effect), or vice-versa. [An93b; An96; Mw]

D9.4, D9.3 & D9.5 See prior entry.

D9.5 ARMORED CUPOLA: Since it is treated as an Immobile tank, CC vs. an armored cupola requires the use of PAATC and CCV in the normal manner. An armored cupola set up directly behind a wall/hedge is always assumed to have Wall Advantage over those hexsides (even if set up after an enemy unit that is ADJACENT to it across such a hexside(s)) unless it is Abandoned or its Inherent crew is shocked/-stunned. If an armored cupola is set up using HIP, it is revealed when an enemy unit enters its Location (or attempts to claim Wall Advantage while ADJACENT to it). If this occurs in the Aph, the entering unit must immediately take a PAATC (if normally required to do so), failure of which Pins it in the armored cupola's Location. An Armored Cupola may also be placed in shellhole or debris terrain. An armored cupola, if considered a Dug-In tank, can become a burning wreck. [O.7 p.O1; An96; Mw]

D9.5 & A9.222 See prior entry.

D9.5, D9.3 & D9.4 See prior entry.

D10.5 & A9.72 See prior entry.

D10.5 & D5.42 See prior entry.

D10.5 & D6.631 See prior entry.

D10.51 assumes the scrounged is a wreck and with an appropriate dr <= 3 the scrounging attempt is successful. If a unit attempts to scrounge an abandoned, but not wrecked, vehicle, does it still make a dr or is the scrounging attempt automatically successful?

A. A dr is needed. [Compil3]

D10.51 Any functioning CMG that may be repositioned as an AAMG may be scrounged, regardless of the vehicle's/wreck's nationality. [p.H121, French Vehicle Note A; An96; Mw]

D10.51 Scrounging a Fixed-Mount (D1.81) BMG is NA, regardless of the vehicle's/wreck's nationality. [p.H122, French Vehicle Note B; Mw]

D10.52 Is a 12.7mm AAMG scrounged as a dm .50-cal HMG, or as a LMG?

A. A MG is always scrounged as a LMG. [Letter8]

D11.1-2 & D3.41 See prior entry.

D13.1 Would the depletion numbers for the various smoke devices be increased if the vehicle is part of an elite force?

A. No; they are usage numbers, not depletion numbers. [Compil2]

D13.2 May an AFV with 2 different types of smoke dispensers (Ex: British Comet with a sD7 & sM8) use BOTH of them in a single movement phase?

A. No. [Compil4]

D13.2 When making a smoke dispenser usage attempt in the opponent's MPh as if intervening with Defensive First Fire, must one place a First Fire counter?

A. No. [Compil6]

D13.3, C2.2401 & C5.35 See prior entry.

D13.32 Does the +2 DRM for firing the sM of a "moving/Motion AFV" apply to a Stopped vehicle that qualifies for being a Moving Target per C.8? To a Non-Stopped vehicle that is *not* a Moving Target?

A. Yes. No. [An96; Mw]

D13.32 In line 10 does a "moving" AFV in this sentence refer to a Motion AFV? an AFV that is a moving target? or an AFV that is presently executing its MPh?

A. Yes. Yes. Not necessarily. [Letter77]

D14.2, A4.2 & D9.31 See prior entry.

D14.2 May Platoon Movement AFVs Bounding First Fire before conducting their first Impulse? Do Bounding First Fire shots essentially occur "between" the Impulses?

A.No. No, BFF happens at the end of the Impulse. [Letter77]

D14.21 Is more than one Bog DR made when several AFV of a platoon is subject to Bog in different types of terrain?

A. No. [Compil3]

D14.22 & D14.23 Must a radioless AFV that is using Platoon Movement take a NTC when its sole platoon-mate becomes Immobile or is eliminated?

A. No, it may continue to move normally in that MPh. [An96; Mw]

D14.23 If a radioless AFV fails its non-platoon movement NTC, may its Crew then Abandon that AFV in that MPh? May it Bounding First Fire?

A. No. No. [An96; Mw]

D14.23 Must a single radioless AFV use non-platoon movement penalties if it is the only AFV in the side's OB?

A. Yes, once it is onboard. [Letter60]

D14.23 & D14.22 See prior entry.

E1.1 For the effects of NVR on LOS within a Factory, see O5.311. [p.E26⁹⁰; An96; Mw]

E1.11 In a given scenario that is defined as being at Night (E1), and Cloud Cover and Moon are not otherwise defined, but the NVR is. Are Cloud Cover and Moon defined as None and No Moon? A. Essentially.

If not, are the provisions of E1.11 used to define the?

A. No. [Letter111]

E1.101, E1.31 & E1.8 If a unit fires from a Location that is already marked with a Gunflash, does it lose Concealment if it is outside the NVR of all enemy units?

A. No. [Compil3] {Compil3 mistakenly cites E1.01. SR}

E1.11 A dr result of "Overcast" on the NVR Table does not itself invoke Overcast weather (E3.5). [p.E26⁹⁰; An96; Mw]

E1.16 A pillbox is also revealed if a non-Dummy enemy ground unit enters its *hex*. A roadblock is also revealed if it affects (as per B29.4) the Bypass movement of a non-Dummy enemy ground unit. [p.E26⁹⁰; An96; Mw]

E1.16 & A12.15 See prior entry.

E1.16 What happens if a vehicle declares entrance of a Location containing a HIP Fortification and:

a) The vehicle is not allowed to enter the Location due to the Fortification (e.g., A-T Ditch)?

A. The Fortification is revealed, and the vehicle expends the declared MP in its current Location and must expend one extra MP (if available) to Stop.

b) Additional MP are required to enter (e.g., Wire)?

A. The Fortification is revealed and the vehicle expends, if available, the additional MP to enter. If sufficient MP are not available, the vehicle must spend its remaining MP to Stop.

c) A Bog check is required?

A. The Fortification is revealed and the Bog Check is taken. [J1; Mw]

E1.2. If a Scenario Defender's HIP/concealed MMC has SMC/SW recorded on a side record with it, and the unit moves with the recorded SMC/SW, are the SMC/SW still noted on a side record? If a Scenario Defender's HIP/concealed MMC loses concealment, are those recorded SMC/SW placed on board unconcealed?

A. Yes. Yes. [J1; Mw]

E1.2 & E1.31 Units [EXC: non-entrenched vehicles (B27.52)], SW and Guns [EXC: non-Emplaced Guns] setting up hidden at night may do so in non-concealment terrain, and are then considered to be in Concealment Terrain for HIP-loss purposes. [p.E26⁹⁰; An96; Mw]

E1.2 & E1.411 The HIP and Dummy allotments given in this rule are in *addition* to any purchases as per H1.6, and are based on the number of squad-equivalents (using squads and HS only [EXC: Japanese include crew MMC too]) in the Scenario Defender's onboard-setup OB. The number of Cloaking counters allotted by E1.411 is determined by the squad-equivalency of all MMC in the Scenario Attacker's at-start OB. In both cases, if the Scenario Attacker/Defender receives reinforcements he may determine their squad-equivalency and allot Dummy/Dummy-Cloaking counters to them in the same (i.e., his respectively applicable) manner. [p.E26⁹⁰; An96; Mw] {This supersedes the answer in the 'An90 and 'An95w. SR}

E1.2 & E1.411 The Chapter E Clarification for these rules makes reference to squad equivalents in at-start OB for HIP/dummy concealment/-Cloaking. Is this FRU or FRD?

A. FRU for HIP; no rounding (effectively FRD) for dummies & Cloaking. [Compil2]

E1.21 Making a Freedom-of-Movement dr is not a concealment-loss activity. A No Move counter cannot be removed due to being fired on by a friendly unit/FFE. [p.E26⁹⁰; An96; Mw]

E1.21 Do armed but unarmored vehicles gain Freedom of Movement as if they were AFV?

A. No. [An92; An95w; An96; Mw]

E1.21 May a unit on a No Move counter set a DC during its MPH?

A. No. [Compil2]

E1.21 & A25.221 See prior entry. {Added cross-reference to A25.221. SR}

E1.21 & Q9.4 CG4 Does this rule remove the ability of German leaders to gain Freedom of Movement using the provisions of E1.21?

A. Correct. [Compil9]

E1.31 & E1.2 See prior entry.

E1.31 & E1.42 Does assembling a SW cause loss of Cloaking?

A. Yes. [Compil2]

E1.31, E1.91 & G2.3 1) An ATTACKER NAMs a Concealed unit within NVR of a DEFENDER (call the Location [or position] entered "A"). DEFENDER successfully places a Starshell to Illuminate the ATTACKing unit at "A". Suppose the ATTACKing unit can, on its next MF/MP, directly enter another, non-illuminated, Location or position ("B"), possibly out of LOS/NVR of all DEFENDERS. If it does **not** End its MPH at "A", but moves to "B", does it lose Concealment at "A" (for failure to End its MPH there, as per E1.31)?

A. No.

2) A concealed unit enters a dark OG hex. A starshell goes up, illuminating the unit. It then moves, on the next MF/MP expenditure, to an adjacent, non-illuminated hex. Does that unit lose concealment before entering the dark?

A. No.

3) A concealed Infantry bypasses light jungle in the dark, along an OG hexside. A starshell goes up, illuminating the unit. It then spends MFs to move INTO the jungle, in that illuminated hex (where it is not illuminated: G2.3). Does that unit lose concealment before entering the dark?

A. No. [Letter92]

E1.31, E1.01 & E1.8 See prior entry.

E1.31 & A12.141 See prior entry.

E1.32 A non-concealed friendly unit in a non-Illuminated Location in Concealment Terrain Prep Fires at a unit in an Illuminated Location. All enemy units are also in Illuminated Locations. During the CCPh, may the unit which fired gain Concealment?

A. Yes. [Compil2]

E1.4 It states that cloaking counters "...has all the characteristics of a '?' plus...". Now does this mean that the dummy '?' listed as available for purchase on the Fortification Purchase Chart can be used as dummy cloaking counters?

A. No. [Compil4]

E1.41 If a side is designated by SSR as the Scenario Attacker, can Cloaking still be used even if all his forces set up on board?

A. Yes. [An97; Mw]

E1.411 & E1.2 See prior entry.

E1.411 & E1.2 See prior entry.

E1.42 & E1.31 See prior entry.

E1.42 May a Cloaked SMC portage a 1-PP SW? May a cloaked MMC portage two 2PP dm 50mm mortars totaling 4PP?

A. Yes. No; except as specified for 4-PP and 5-PP SW that cannot be dm, a unit cannot portage greater than its IPC while Cloaked. [J1; Mw]

E1.52, D2.21 & SSR KGP5 See prior entry.

E1.53 1) When a stack strays, does it stray as a stack or as individual units?

A. As a stack.

2) Does the stack stop moving as soon as one unit runs out of MF/MP, or must units with MF/MP remaining continue moving?

A. The entire stack stops.

3) May the player opt to break up the stack?

A. No. [Letter120] {Edited to combine the two postings. SR}

E1.53, A11.18 & A15.4 See prior entry.

E1.53 Can a Landing Craft Stray?

A. No, G13.83 (mostly). [Letter220]

E1.531 A unit/stack entering from offboard in the MPH need not make a Movement DR until it actually enters the board, at which time it becomes subject to all Straying rules (E1.53-.533). [p.E26⁹⁰; An96; Mw]

E1.54 At night, is a unit that begins the Rout Phase in a building, under DM and adjacent to a Known enemy unit forced to rout? Is the answer the same for any type of concealment terrain? How about open ground?

A. No unit is ever forced to rout at night (E1.54). [Letter193]

E1.55 Any FFE resolution permits the occurrence of Jitter Fire thereafter. [p.E26⁹⁰; An96; Mw]

E1.552 Jitter Fire does not bestow Freedom of Movement. [p.E26⁹⁰; An96; Mw]

E1.7 The Night LV DRM is never > +1, and can apply irrespective of the range to the target. [p.E26⁹⁰; An96; Mw]

E1.7 According to this rule, if a unit on the 2nd level of a 2 level building hex fires at a same-hex target occupying the level beneath it, the Night LV DRM would apply. However, if the firer were on the 1st level and the target at ground level in this same hex, the DRM would not apply because now the target hex contains any terrain whose topmost height is at least a full level higher than the firer. Are both of these situations correct? A. No, Night LV DRM always apply vs. same-hex targets. [Compil2]

E1.71 May a MG Bore Sight a hex outside the NVR at setup?

A. Yes. [Compil2]

E1.71 Does the special Night Fire Lane have to be Bore Sighted on the hex where the FL ends? (i.e., may a MG bore sight a hex two hexes away when the FL only hits woods/buildings etc. six hexes away?) Is this the same in a daytime scenario?

A. Yes. (No.) No. [Compil2]

E1.71 & ASOP (rev.) See prior entry.

E1.76 & A8.31 See prior entry.

E1.76 What happens at night if your SAN has already been reduced to the printed SAN, and the enemy sniper attacks your sniper with a '1' dr?

A. Nothing. [Compil7]

E1.77 Is Hand-to-Hand CC allowed at night?

A. Yes, under the usual conditions (e.g., Deluxe, Red Barricades, Japanese, SSR). [Compil7]

E1.8 A concealed unit that creates a Gunflash retains its "?" if it is beyond the NVR of all Good Order enemy ground units (and is not treated as being within NVR; E1.101). [p.E26⁹⁰; An96; Mw]

E1.8, E1.101 & E1.31 See prior entry.

E1.91 The "friendly unit" mentioned in the first two conditions *must* fire (or Spot/Observe for the firing of) that initial starshell/IR; e.g., the fact that that "friendly unit" meets one of those conditions does *not* allow some *other* friendly unit (who does not meet either of those conditions) to fire the initial starshell/IR. [p.E26⁹⁰; An96; Mw]

E1.91, E1.31 & G2.3 See prior entry.

E1.92 It is a Night scenario, and no Starshell/IR has been successfully fired in a previous Player Turn. May a unit that attempts (and fails) to fire a Starshell during the enemy MPH try again during the DFPh? Or is the MPH/DFPh considered one Phase for the purposes of attempting Starshell placement?

A. No. Yes [Letter274]

E1.921 Neither an Aerial unit nor one in a pillbox may fire a starshell. [p.E26⁹⁰; An96; Mw]

E1.922 & E1.932 The three methods listed in E1.922 are not mutually exclusive; e.g., a unit wishing to fire a starshell/IR and able to use method 2 *may* use method 3 instead. [p.E26⁹⁰; An96; Mw]

E1.931 1) Can a mortar fire IR during the opponent's MPH, similar to a starshell placement? A. No.

2) Can it fire IR as Defensive First Fire during the opponent's MPH?

A. No.

3) Is the ASOP correct in that it allows firing IR only at the beginning of the PFPh or DFPh, similar to ordnance firing SMOKE?

A. Yes. [Letter196]

E1.931 At the end add "IR Missions must be declared prior to the Mission's first Battery Access draw." [J5]

E1.932 & E1.922 See prior entry.

E1.932 A mortar that malfunctions while attempting to fire a starshell still creates a Gunflash. [p.E26⁹⁰; An96; Mw]

E2.24 This rule specifies "one application each of 2.21, 2.22, and 2.23." Must they be implemented in this order?

A. No. [Compil2]

E2.41 Is Civilian Interrogation still possible if the ATTACKER'S Sniper counter has been eliminated?

A. Yes. The ATTACKER places the Sniper counter back onboard within six hexes of >= six enemy-occupied hexes, etc. (as per A14.2); make and resolve the Random Location DR, and then remove the Sniper counter. [An95w; An96; Mw]

E3.1 1) This clearly states that an LV Hindrance is treated exactly like a LOS Hindrance except that a LV Hindrance [EXC: Fog] is cumulative with other hindrances regardless of range and does not by itself negate FFMO or Interdiction or affect Residual Fire or prevent concealment loss. It is not clear whether the "regardless of range" clause refers to:

a) The following sentence from A6.7: "Therefore, the number of hexes in which a LOS Hindrance applies will not exceed the range", OR

b) A change to the requirement for LOS to pass through a hex (as opposed to into/from)

A.Both.

2) If the answer is "a", then the A6.7 definition of a LOS Hindrance means that LV Hindrances such as Heavy Rain or Heavy Snow will not have an effect until a range of two hexes. Will a LV Hindrance such as Heavy Rain or Heavy Snow hinder at a range of zero? Range of one hex?

A. Yes. Yes.

3) If the answer above is "No. No." then the E1.7 implication that the Night LV Hindrance applies at a range of one hex becomes suspect, as it too is treated as a LOS Hindrance (although its effect at a range of zero is explicitly negated). Will the Night LV Hindrance hinder at a range of one hex?

A. Yes. [Letter181]

E3.1 Does a LV Hindrance, specifically a "dusk LV" apply in-hex, ie, vs. an Overrun? If the Defender has an in-hex TEM available?

A. A universal "dusk LV" (its effect is not limited by range) will apply to an Overrun regardless of TEM. [Letter187]

E3.1 & A6.7 See prior entry.

E3.1 & A8.26 See prior entry.

E3.1 & A10.531 See prior entry.

E3.6 Replace the third sentence with "On unpaved roads, the road bonus in B3.4-.41 is NA and Open Ground movement COT applies (as modified by 3.64) when using the road." [J5]

E3.62 & E3.731 The Snow and Mud rules add a +1 TEM to HE attacks vs. infantry in OG. The effect of this is that the +1 TEM is added to the To Hit DR of Ordnance firing on the Infantry Target Type instead of to the IFT DR. Is this correct?

A. Yes. [Compil4]

E3.62, D9.3 & E3.731 See prior entry.

E3.65 B14.3 says orchards are not Open Ground, while B14.4 says orchard movement costs are the same as for Open Ground; so is an orchard considered Open ground for purposes of mud MF/MP expenditures?

A. No – because E3.65 refers to "otherwise Open Ground *hexes*". Note, however, that mud effects would apply in an unpaved orchard road (and in Open Ground shellhole hexes as well). [An93a; An95w; An96; Mw]

E3.724 & E3.7331 For non-tracked, non-sledge vehicle moving on a plowed road, the cost is [usually] 2MP/MF (1 for the hex, plus one for the hexside crossed into the hex) as per E3.724 during Ground Snow. Is that still the case when it is Deep Snow, or is E3.7331 to be read as reducing that cost to just one MP/MF per hex entered (and no hexside cost)?

A. That is still the case in Deep Snow. {So it still costs 2 MP/MF. SR} [Letter114]

E3.731 & E3.62 See prior entry.

E3.731, D9.3 & E3.62 See prior entry.

E3.731 & E3.724 See prior entry.

E3.733 & E4.3 In deep snow, is the movement cost for a woods path 1 MF for Infantry? Do skis improve this?

A. Yes. No. [Compil6]

E3.733 In line 1 delete "Ground/". [J4]

E3.7331 In line 5, after "per hexside." add "Along plowed roads, all non-tracked vehicles [EXC: sledges] must pay one extra MP/MF per hexside." [J5]

E3.734 & A24.6 See prior entry.

E4.3 & E3.733 See prior entry.

E5.2 & C10.3 See prior entry.

E5.52 & E5.53 When a boat sinks in shallow water or when it is beached after being hit by ordnance (E5.52), is the TH DR used for the attack vs. the Passengers? Are they attacked by the (halved) HE Equivalency of the hit on the boat?

A. Yes. Yes. [J1; Mw]

E5.53 & E5.52 See prior entry.

E6.5 1) Swimming cavalry (E6.5) presumably still suffer the -2 cavalry vulnerability DRM, correct?

A. Yes.

2) Swimming cavalry have their horses eliminated but the Rider passes the Bail Out MC. Presumably they instantly become normal MMC swimmers (and thus become unarmed), correct?

A. No, they would be immediately eliminated per 6.1 (and thus would not take a MC). [Letter270]

E7 Is there a definition of "Ground Unit" or "Ground Target"? Is "Ground Unit" simply any non-aerial unit?

A. Not really. Essentially. [Letter220] {Re-worded. SR}

E7.2 & E7.6 Air Support arrives onboard as per E7.2. Per E7.6, an Observation Plane is "technically offboard." Must a player roll for arrival of an Observation Plane as per E7.2, or is such an OB-given asset available at once (absent some SSR to the contrary)?

A. No. Yes. [Letter143]

E7.25 Is moving in Open Ground the only activity which can be construed as unconcealment activity for Sighting TC purposes, or can any activity in the current phase or Player Turn which would cause loss of concealment if performed in LOS of a Good Order unit within 16 hexes (EX Non-Assault Movement, Light AA fire) be considered to allow the -2 Sighting TC DRM for a non-concealed target?

A. E7.25 specifically states that Aircraft do not cause concealment loss. However, any target unit that is not concealed at the time of the Sighting TC causes the -2 DRM. [Letter8]

E7.25 In line 19 after "one hex," add "and to reduce any non-cliff Crest Line Blind hexes to zero if there is <= 1 level elevation difference (see B10.23)," [J4]

E7.3 In line 7-8 between "easiest" and "target" add "non-HIP [EXC: Observation Planes may target "empty" hexes]". [J4]

E7.32 Can a Landing Craft be the target of a Mistaken Attack?

A. Not during Seaborne Assault/-Evacuation; G14.34. [Letter220]

E7.4 & E7.403 Is there any Dash DRM to a Sighting TC? Is the first MG attack of a Stuka halved for Dash? Is the second MG attack at full firepower since the unit is automatically pinned after the first MG attack? Do FFMO/FFNAM modifiers apply to the second MG attack?

A. No, but the -1 DRM for entering a new hex is NA when dashing. Yes. Yes. No. [Compil9]

E7.4 In line 2 at end of EXC: add "and subsequent hexes of a Strafing Run". [J4]

E7.401 When an Aircraft making a strafing run moves to the next hex along the pre-designated hex grain and makes another DR on a new target four hexes distant, must this new target hex be along the same hex grain as the moving Aircraft?

A. Yes. [Compil8]

E7.401 1) A Fighter bomber may not make a Sighting TC against a Location devoid of enemy units. However may a FB leave Residual FP in other empty hexes along its strafing run after making a successful Sighting TC against an enemy unit?

A. Yes.

2) If yes to 1) , then for Residual FP placement, is the FB's FP halved(as per normal residual placement) or quartered (halved for area fire against an empty hex then halved again for Residual)?

A. Quartered. [Letter142]

E7.403 Is becoming pinned in this manner considered a concealment loss activity?

A. No. [Compil2]

E7.403 Does becoming pinned in this manner cause HIP units to reveal and lose concealment?

A. No. [Letter58]

E7.403 & E7.4 See prior entry.

E7.41 Is a MG attack by aircraft subject to Cowering?

A. No. [An91; An95w; An96; Mw]

E7.42 & E7.421 The Journal 3 article "Strafer Jones" seems to say that bombs use the Direct Hit/Near Miss mechanism (DR <= half Basic TH# means Direct Hit and full FP; otherwise DR <= TH# means Near Miss and half FP) for both Infantry and Vehicle target type. However, E7.421 seems to say that this mechanism is used only against Vehicle target type, and an Infantry attack would follow E7.42 and result in either full FP of the bomb or a miss. Is the article in error on this point?

A. Yes, the article is in error in indicating that the Direct Hit/Near Miss procedure applies to unarmored units. [Letter159]

E7.42 & E7.421 There is a concealed squad and an unconcealed squad in a building hex (or any other situation where the it would be possible to hit some targets and miss others in a building hex). A plane makes a Bomb attack using the ITT. You make one TH DR. How do you determine what is affected? Is it

(1) Only the units hit are affected, as per the E7.421 EX, or

(2) All units are affected if any are hit, as per the second sentence of E7.42 ("If attacking a building hex, the effect is resolved against all targets in LOS in the building hex with the same IFT Effects DR as a single attack vs that hex.", note the "all targets"), or

(3) If any are missed, none are attacked, as per the last sentence of E7.42 ("A bomb To Hit attempt that results in a miss is not resolved vs any target.", it doesn't say "hits no targets", just an attempt has to result in a miss. Missing one and hitting another is an attempt that resulted in a miss, as well as an attempt that resulted in a hit.)

A. (1) is correct. [Letter180]

E7.421 & E7.42 See prior entry.

E7.5 In the antepenultimate sentence in the seventh line from the end after "marked with an AA counter" add "(and AAMG firing at Aerial targets)". [J5]

E7.5 & D3.51 See prior entry.

E7.6 Are Observation Planes subject to Arrival (E7.2)?

A. No, they do not take counter form. [J1; Mw]

E7.6 In lines 5-6 delete "is subject to malfunction/repair/disablement normally and". [J4]

E7.6 & E7.2 See prior entry.

E8.21, E8.3, E9.3 & E9.43 Neither Glider/-Parachute counters nor their contents can cause enemy units to lose concealment. [p.E26⁹⁰; An96; Mw]

E8.232 & E9.42 A glider/parachute always lands *beneath* any Wire counter in its hex. [p.E26⁹⁰; An96; Mw]

E8.24 & E8.41 Would a Glider that is destroyed by two Damage results also be replaced by an unarmored Truck wreck?

A. No. [Compil3]

E8.3, E8.21, E9.3 & E9.43 See prior entry.

E8.3 How is ordnance fire conducted versus a landed glider?

A. As per E8.3, but also treating the glider as a Stopped truck (of "0" Target Size), and using the proper TK Table and Unarmored TK# (or IFT <star> Vehicle Line for a mortar). A DFPh ordnance attack versus a glider that landed in the preceding MPH would also use TH Case J. [An92; An95w; An96; Mw]

E8.41 Can glider Personnel suffer ELR Replacement?

A. Yes. [An95w; An96; Mw]

E8.41 & E8.24 See prior entry.

E9.1 If the contents of a parachute are placed on board before the APh (e.g., a failed E9.42 landing TC), are they still considered paratroops (e.g., for purposes of E9.5 and 9.6)?

A. Yes. [J1; Mw]

E9.11 Is a Parachute counter considered a Known enemy unit?

A. Only after it lands onboard (and is in the LOS of an enemy unit); however, its contents cannot be inspected by the opponent until the Parachute counter is removed from play. [An95w; An96; Mw]

E9.12 May each Wing have a different Hex-grain alignment?

A. No – all must run parallel to each other, using a Hex-grain alignment secretly recorded by the paradrop player prior to scenario setup. [An95w; An96; Mw]

E9.12 At the end of the first sentence, add "and the hexgrain direction they will all share." [J6]

E9.3, E8.21, E8.3 & E9.43 See prior entry.

E9.4 Each 1/2" parachute that lands in a building hex is instead moved directly downwind to the first non-building hex it encounters. [p.E26⁹⁰; An96; Mw]

E9.41 May a paratroop unit that lands off board gain concealment?

A. Yes. [Compil7]

E9.42 & E8.232 See prior entry.

E9.42 If a parachute fails if Landing NTC, any broken units Inherent in it are still subject to the applicable effects of that NTC. If a parachute that contains one HS fails its Landing NTC, that HS is automatically moved one hex downwind. [p.E26⁹⁰; An96; Mw]

E9.43, A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, D7.22 & G1.423 See prior entry.

E9.43, E8.21, E8.3 & E9.3 See prior entry.

E10.2 An armed vehicle receiving the B# benefits of an Ammo Vehicle still suffers Special Ammunition Depletion (C8.9) in the normal manner. [p.E26⁹⁰; An96; Mw]

E11.53 Since a single leader's MF bonus can apply to an entire "multi-hex stack" as per E11.52, can his leadership modifier also apply to the resolution of the initial attack (vs. the multi-hex stack) that causes the column's disbandment? Or does "instantly" in this rule mean as soon as the initial attack is announced but before its effects are resolved?

A. No, Leadership DRM may only be applied in the actual Location the leader is in. No, the column disbands instantly after the resolution of all DFF attacks based on that MF expenditure. [Compil2]

F.1C Does this rule mean that a broken unit can rout TOWARD a known enemy unit if it is over 6 hexes away? Does interdiction still apply to a routing unit over 6 hexes away from an interdicator?

A. No. Yes. [Compil4]

F.7B In line 5, delete "enemy". [An93b; An96; Mw]

F.10 May an Inherent crew place vehicular smoke grenades into an adjacent location? May it place WP grenades? If the crew fails a smoke-grenade placement attempt, may it still attempt to fire the vehicle's Smoke Dispenser in the same phase?

A. No to all – nor may the crew attempt to place smoke grenades in the same phase in which it has attempted (whether successfully or not) to fire its Smoke Dispenser. [Gen27.1; An91; Mw]

F2.2 & F2.3 F2.2 says Scrub is Open Ground other than for concealment (2.3) but FFMO still applies. F2.3 says scrub is Concealment terrain for Infantry. The Concealment Loss Table says units using Assault Movement lose concealment if they move into OG – referencing A10.531 – with OG being any terrain that FFMO applies in. So – if a concealed Infantry unit assault moves into Scrub in LOS within 16 unhindered hexes of a GO enemy unit, do they lose concealment?

A. Yes, despite being Concealment Terrain it is still Open Ground. In F2.2 delete "concealment (2.3)". [Letter128]

F2.3 & F2.2 See prior entry.

F6, B14 & P2.3 See prior entry.

F6.5 & F6.51 The first section seems to be saying that HD status is possible while F6.51 seems to be saying that AFVs cannot be HD on the hillock. Can AFVs be HD on hillock Locations?

A. An AFV behind a hillock may be HD. An AFV on a hillock hex may not make a HD Maneuver Attempt. [Compil4]

F6.51 & F6.5 See prior entry.

F10, B9.32 & B9.6 See prior entry.

F11.611 If an ATTACKER enters a DEFENDER's Location during the MPh across a hexside (or from a vertex) that lies within the latter's Sun Blindness Zone, the Sun Blindness DLV Hindrance *does* apply to each attack made during that MPh by the DEFENDER vs. that ATTACKER. [An91; An95w; An96; Mw]

F11.71 & F11.74 Is light dust automatically in effect if vehicle dust is in effect?

A. No. [Compil7]

F11.74 & F11.71 See prior entry.

F13.1 If a SSR specifies that Broken terrain exists on a Desert Board all hammada hexes become crag hexes that are also Half-Level Obstacles surrounded by Broken Ground. If this occurs on board 25, which includes both hammada and crag hexes, does this mean there are two types of crag in such a scenario, regular and transformed, or are all crag hexes treated as above?

A. Yes. No. [Letter217]

Control Table The last rules reference in note B should be "A26.14" not "A26.141". [Letter133]

G.1, B4 & B5 See prior entry.

G.4 If the DEFENDER chooses to attack using TPBF and/or reaction fire with >= one of his otherwise allowed stealthy HIP units in jungle/-kunai/bamboo, may he choose to not attack with some of his remaining stealthy HIP DEFENDER units in that same Location in order to keep some of them HIP until the CCPh?
A. Yes. [Compil4]

G.7 Does this rule apply to the radio of an Observation Plane?
A. No. [An91; An95w; An96; Mw] { . No, it clearly applies, see E7.61, Letter22. SR }

G.9B-.9D If two or more overlays overlap – even if just along one of their exterior hexsides – each should be placed onboard in the order it is mentioned in the pertinent SSR. Once positioned onboard, only the overlay's (or topmost overlay's, should two or more overlap) hexsides and vertices – not those covered by it – matter for rules purposes. In addition, treat and extraneous terrain (e.g., a sliver of a wall/hedge/building not completely covered by an overlay; a portion of brush/water terrain protruding into an adjacent hex of another terrain type) as Open Ground. If a mapboard wall/hedge hexside forms a hexspine of an overlay hex, the overlay portion of that hexside (vertex included) is still a wall/hedge hexside (B9.1). This, of course, does not apply to a wall/hedge hexside that is covered by an overlay. [Gung Ho Overlay; An95w; An96; Mw]

G1.12 & G1.3 Add ", or 'breaks' due to a KIA result (A7.301), " after "Reduction)". [An93a; An95w; An96; Mw]

G1.12-.13 & D6.23 See prior entry.

G1.13 Add "WP MC" after "landing". [An93a; An95w; An96; Mw]

G1.3 & G1.12 Add ", or 'breaks' due to a KIA result (A7.301), " after "MC". [An93a; An95w; An96; Mw]

G1.4 In line 9 at the beginning of the EXC add "Minimum Move (A4.134); Wounds (A17.2) ;". [J5]

G1.41 There are no Japanese 8-1 Leaders. [An91; An95w; An96; Mw]

G1.422 Can a Hidden T-H Hero cause Search/-Mopping-Up casualties?
A. No. [Gen27.2; An92; An95w; An96; Mw]

G1.422 May a T-H Hero be set up HIP possessing a DC?
A. No, because he cannot be set up possessing a SW (G1.423). [Gen27.2; An92; An95w; An96; Mw]

G1.423 May a hidden T-H Hero be designated as a mortar spotter?
A. No. [An91; An95w; An96; Mw]

G1.423 May a T-H Hero detonate a Set DC?
A. Only an A-T Set DC (G1.6121). [An93a; An95w; An96; Mw]

G1.423, A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, D7.22 & E9.43 See prior entry.

G1.423 & A11 See prior entry.

G1.5 Must a wounded Japanese leader make a Minimum Move if he lacks the MFs necessary to enter the first Location of the Banzai Charge he is part of?
A. Yes (but he would *not* be pinned as a result). [An93a; An95w; An96; Mw]

G1.612 May a Japanese infantry unit, other than a DC hero, which possesses a DC and is in CC with enemy units detonate that DC in its own Location during the CCPh instead of making a CC attack?
A. No. [Letter8]

G1.63 & A12.152 See prior entry.

G1.632 Since B8.6 says a tunnel's "exit must be in a ... brush or woods hex" and G1.632 says that all tunnel rules apply in the normal manner, may a pillbox tunnel exit into a woods or brush hex if all woods are jungle and all brush is bamboo as per G.1?
A. Yes – and may also exit into kunai (since it is treated as brush). [An93a; An95w; An96; Mw]

G1.65 When a Step-Reduced squad is exchanged for a HS, is this considered the equivalent of Casualty Reducing a Full-Strength squad to a HS for Casualty VP purposes?
A. Yes. [Compil3]

G1.661 May HIP be purchased for Japanese AFV setting up beneath Trench counters? May BMGs be freely removed as per O11.6194 from such AFV?
A. No, those are CG rules only. [Letter8]

G2.3, E1.31 & E1.91 See prior entry.

G3.2 Do the first two lines of this rule apply to entry from a tunnel-exit or pillbox in the hex? May a *bunker* (B30.8) exist in bamboo?
A. No to both. [An95w; An96; Mw]

G3.4 May a Gun set up in a Bamboo hex that does not contain a trailbreak?
A. Yes. [An96; Mw]

G3.4 Change B9.351 to B9.35 in the last line. [Letter163]

G4.1 At the end of the rule, add "AFV Riders are allowed in palm tree hexes." [An93a; An95w; An96; Mw]

G5.5 Does a broken unit have to take a Collapsed Hut PTC? Would failure of the PTC cause a Pin counter to be placed on the broken unit? When would the Pin counter be removed from the broken unit?
A. Yes. Yes. At the end of the CCPh. [Compil6]

G9.11 Must each of a Panji counter's covered hexsides contain concealment terrain for the Panji counter to be considered in concealment terrain, or is it sufficient for the Panji Location to contain concealment terrain?
A. All that's necessary is for the Panji Location to contain concealment terrain. [Letter8]

G9.13 Are there any restrictions concerning which nationalities may purchase Panji counters?
A. No, as long as the scenario uses PTO Terrain (G9.1). [Letter8]

G9.41 & G9.56 Are Prisoners subject to Panji MC?
A. Yes, except as mentioned in G9.43. [Letter8]

G9.52 Can Infantry beneath a Panji counter recover a SW above the Panji counter?

A. Yes (but Infantry above a Panji counter could not). [J1; Mw]

G9.56 & G9.41 See prior entry.

G9.71 Does the last sentence of G9.71 apply to all kind of Clearance attempts (i.e., are all kind of Clearance attempts illegal while above a panji counter)?
A. Yes. [Compil3]

G11.5 & G11.51 Based on the "Continuous Slope" rule as it applies to caves, can a 0 level cave have LOS into a -1 level gully hex at a range of two hexes? EXAMPLE - A cave in Kakazu Ridge Map hex J11 (covered arc towards J10) firing to J9.

A. No; see the G11.5 EX where Cave A has no LOS INTO depression hex DD2. Continuous Slope rules are NA to Gullies. [Letter186]

G11.51 & G11.5 See prior entry.

G11.7 May a Gun set up in a cave that is not accessible to a cave complex?
A. Yes; see G11.92 [J1; Mw]

G11.7 May Japanese Dummy units enter caves?
A. Yes. [J1]

G11.83 In line 3 in the EXC after "cave" add "(but may not use Spotted Fire; C9.3)" [J5]

G11.84 & G14.62 How is NOBA LOF (G14.62) traced for the purpose of attacking caves?
A. From its designated Ocean hex (G14.62). [An97; Mw] {G14.62 cross-reference retained from Compil4 version. SR}

G11.85 May a BAZ45 fire WP into a cave?
A. Yes, and G11.85 applies unchanged except that the BAZ uses its own TH table. [An95w; An96; Mw]

G11.85 & C3.74 See prior entry.

G12.111, G12.13 & G12.671 Can a LC Inherent crew be eliminated without eliminating the LC? Can it break?

A. No to both; LC Inherent crews only suffer (cumulative) Stun results; see G12.111. [J1; Mw]

G12.112 When a LC crew takes counter form as a vehicle crew that is Inexperienced Personnel, are they considered Green or Conscript as per their nationality's other Infantry types?
A. Yes. [Compil2]

G12.112 & G14.232 May a LC crew voluntarily abandon its LC if immobilized after it has been Recalled in this manner?
A. No. [Compil2]

G12.13, G12.111 & G12.671 See prior entry.

G12.2 In line 5, add "(even at night)" after "entered". [An93b; An96; Mw]

G12.211 MIRED: Change rule number to 12.2111 [An92; An95w; Mw]

G12.401 If a LC is beached across a hexside in its VCA, may unloading passengers chose the LC's hex to unload into, rather than across the beached hexside?
A. No. [Compil2]

G12.43 What happens if a Passenger vehicle aboard a fully loaded LC is destroyed but its PRC survive, thus causing the LC's PP capacity to be exceeded?

A. Nothing – the ex-PRC remain aboard the LC at no penalty. [An93b; An96; Mw]

G12.5 Since a LC cannot use Prep Fire unless it is Fast Aground, may it, if Beached, (un)load its Passenger(s) *and* use that same MP expenditure to conduct Bounding First Fire?

A. Yes – in fact any vehicle may (un)load and fire in this manner unless otherwise prohibited. [An93a; An95w; An96; Mw]

G12.61 Is the Fire Power (FP) of a Non-Ordnance Direct Fire against an unbeached unarmored Landing Craft (LC) halved for the resolution of a collateral attack vs. any vulnerable PRC?

A. Yes.

... e.g.: A 12 FP small arms attack against an Unarmored LC is resolved on the * Vehicle Kill line of the 6 FP column. Is the FP of a collateral attack in this situation 6 or 12?

A. 6 FP. [Compil3]

G12.61 Is the Fire Power (FP) of a Non-Ordnance Direct Fire against an unbeached armored Landing Craft (LC) halved for the resolution of a collateral attack vs. any vulnerable PRC?

A. Yes, but note that (ordinarily) only the Inherent crew is vulnerable and receives a +2 DRM.

... e.g.: A 12 FP small arms attack against an Armored LC has no effect vs. the LC itself but always results in a collateral attack vs. vulnerable PRC. Is the FP of a collateral attack in this situation 6 or 12?

A. 6 FP vs. crew only. [Compil3]

G12.671, G12.111 & G12.13 See prior entry.

G13.15 In line 3, change "14.251" to "14.261". [An93a; An95w; An96; Mw]

G13.21 & T2 Does an LVT wreck in a BRT shallow reef hex (level -1) create a hindrance between a hinterland (level 0) and another shallow reef (level -1) hex?

A. Yes, per G13.21 all these LOS are treated as being at Level 0. [Mw; J2]

G13.421 Do infantry get subjected to a -2 Hazardous Movement DRM for Wading in shallow ocean hexes?

A. No. [Compil7]

G13.441 If a Swamping DR of 12 is rolled in the APh, will the Watercraft automatically swamp or will it swamp only after a subsequent dr of 1 (1 hex Drift move during APh)?

A. Only after a subsequent dr of 1. [Tac6]

G13.445 Change "unit" in line 6 to "target". [An93a; An95w; An96]

G14.232 & G12.112 See prior entry.

G14.32 Are Infantry/Cavalry on the Assaulting/-Evacuating side considered Fanatic in this manner while on a pier?

A. Yes – and the second paragraph of G14.32 applies to them as well. [An93b; An96; Mw]

G14.51 Do tetrahedrons in shallow ocean lose HIP as soon as an enemy unit within 16 hexes gains LOS to them?

A. Yes, provided it is a Good Order ground unit (including Passengers of a LC). [Compil7]

G14.55 "Hard Beach-Sand Beach" should read "Hard-Sand Beach". [Compil2]

G14.6 & G14.65 The colors of the NOBA counter illustrations are wrong. The actual counters are correct. [An95w; Mw]

G14.62 & G11.84 See prior entry.

G14.65 & G14.6 See prior entry.

G14.67 & G14.65 When a NOBA module fires a WP FFE, is a WP counter placed in all nine hexes of the NOBA blast area? If it is placed in all nine hexes, is the counter that is placed in the 'extra' two hexes of the NOBA blast area the same strength/type of counter that is placed in the other seven hexes of the blast area?

A. Yes. Yes. [Compil4]

G16.4, A15.4, G18.62 & J2.31 See prior entry.

G17.11 May two good order USMC 3-4-8 HS recombine into a 7-6-8 without the presence of a leader?

A. No. [Compil7]

G17.41 Can a Napalm Blaze possible Spread (B25.6) before it becomes – or even if it cannot become – a Terrain Blaze?

A. No. [An92; An95w; An96; Mw]

G17.41 Does a Napalm Blaze force units to exit the hex/Location as per B25.4?

A. Yes. [An92; An95w; An96; Mw]

G17.41 Is the NCA TEM of a Pillbox added to the TH DR of a Napalm attack using the Infantry Target Type? Is it added to the Effects DR?

A. Yes. No. [J1; Mw]

G18.6 Does a Chinese Leader who voluntarily goes Berserk via the Dare Death method also force other non-Dare-Death units in his location to take a Berserk TC?

A. No. [Compil9]

G18.62, A15.4, G16.4 & J2.31 See prior entry.

H1.2, D6.82 & U.S. Vehicle Note #30, etc. See prior entry.

H1.22 Does an Assault Engineer HS have a SMOKE Exponent of "2"?

A. No (only a squad can place SMOKE anyway; A24.1) [An95w; An96; Mw]

H1.461 Can an OP Tank (e.g., a U.S. OP Sherman) attempt radio contact (C1.2) and other OBA actions while in motion (C1.6)? While it is stunned/shocked? If it is Recalled?

A. Not during PFP. No. No. [Compil4]

H1.8 Do squads/HS inherent in vehicle purchases count toward LG and SW allotment?

A. No (they are not purchased Infantry). [Letter8]

Allied Minors Ordnance Listing In the table, the Polish Ur wz. 35 ATR (Note 2) has no ROF. [J5]

British Vehicle Listing The entry for the Humber IV AC (Note 51) indicates that this vehicle has truck -type movement, but the counters indicate AC-type movement. The counters are correct. (This applies to both West of Alamein and For King and Country.) [J6]

British Vehicle Note 6 A9 & A9 CS The illustration provided gives the port BMG a slightly wider field of fire than the starboard BMG. Is this deliberate, or is there an error in the illustration?

A. The illustration is correct. [Letter4]

British Vehicle Note 36 Valentine & Churchill Bridgelayers Can a bridge be placed across a minefield hexside that has no trailbreak? Across a woods hexside that has no trailbreak? From a woods/road across a non-road hexside without a trailbreak?

A. Yes. Yes. Yes. [Compil7] The AVRE note in British Chapter H in FkaC clarifies that the AVRE must be mobile. [Letter218]

British Vehicle Note 37 Churchill AVRE Can a Fascine be placed in an adjacent hex by an immobile AVRE? Across a minefield hexside that has no trailbreak? Across a woods hexside that has no trailbreak? From a woods-road across a non-road hexside without a trailbreak?

A. No. Yes. Yes. Yes. [Compil7]

British Vehicle Note 64 Carriers A, B & C, 65 Carriers, MMG A & B, 66 Carrier, 2-in. Mortar, 67 Carrier, 3-in. Mortar, 68 Priest(a) & Ram Kangaroos, 69 White (a) Scout Car, 70 IP Carriers Mk IIA, Mk IIB & AOV, 71 IP Carrier, 3-in. Mortar, 72 Wasp & Badger(a), and 73 Buffalo Mk II(a) & Mk IV(a) The counter art overrides the (incorrect) Chapter H illustrations. [An95w; Mw]

British Vehicle Note 86 Ram Kangaroo(a) Do the armored halftrack rules apply to Ram Kangaroos?

A. No. [Letter119]

British Vehicle Note 76 Terrapin MK I The British *Terrapin MK I* amphibious truck should have "REV x 2" on the back of the counter (i.e., Reverse movement should cost it twice its normal hex entry cost). [An89; An95w; An96; Mw]

British Vehicle Note 79 Loyd Carrier Add "† Ammunition of >= 100mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP". Add "Ammo: 4PP" to the back of the vehicle counters listed in this Note. [An91; An95w; An96; Mw]

Chinese Ordnance Note 5 M2 4.2-in. Mortar and U.S. Ordnance Note 4 M2 4.2-in. Mortar When this mortar makes a Critical Hit, is its FP "40" or "48"?

A. 48 (i.e., 36 plus heavy payload -1 DRM). [Compil3]

Common Allied Nations Ordnance Note 28 75mm wz.97 The text should refer to this Gun's use as "towed AT guns", not "towed AA guns". [J1; Mw]

Common Allied Nations Ordnance Note 35 Okerlikon 20mm The limbered side should have a "B11" not a "B10". [J1; Mw] {Corrected with ABTF countersheet. SR}

Common Allied Nations Vehicle Note 31 L3/35(i) The "BMG HD FP OK" note is not needed by D4.223 (89 errata page). [Misc14] {Corrected with ABTF countersheet. SR}

Common Allied Nations Vehicle Note 32 FT-17C(f) The counter and listing should show "No IF" on the back. [Misc14] {Corrected with ABTF countersheet. SR}

Danish Vehicle Note 24 Nimbus 20mm TD Motorcycle May the two crews of a Nimbus start a scenario dismounted?

A. Yes, but not with its weapons Removed. [J1; Mw]

Danish Vehicle Note 24 Nimbus 20mm TD Motorcycle If dismounted Infantry possesses a Nimbus that is in Bypass of an obstacle, does the Infantry occupy the obstacle (per A4.3-.332)? A. No, in this particular instance, the Infantry would be considered to be at the CAFP along with the Nimbus. [J1; Mw]

Danish Vehicle Note 24 Nimbus 20mm TD Motorcycle Can broken dismounted Infantry possess a Nimbus that is in Bypass of an obstacle?

A. No, the broken infantry must drop possession when it occupies the obstacle. [J1; Mw]

French Lend-Lease Vehicle, page H120 Dates for the Lend-Lease M4A3(76)W should be "8/44-5/45". [An93a; An95w mistakenly lists page "11120"; An96; Mw]

French Vehicle Note 1 FT-17 75BS Tankette The French *FT-17 75BS* tankette counter (as well as its Chapter H illustration) should *not* have a CMG. Corrected with *The General* 28.6 countersheet. [An93a; An95w; An96; Mw]

French Vehicle Note 36 Peugeot 202 Car The French *Peugot 202* counter (both versions, as well as the Chapter H illustration) should not have a Wreck depiction on the back. Corrected with *The General* 28.6 countersheet. [An93a; An95w; An96; Mw]

French Vehicle Note C p.H122 [Note C] This note should also apply to the Pz35R(f) counters supplied in Paratrooper, correct?

A. No – the Germans rebuilt the turrets. [Letter4]

German Vehicle Note 69 PSW 221 The *PSW 221* SC should have "BU FP NA" on the counter; All IMT restrictions apply in the normal manner [EXC: the crew must be CE to fire the CMG]. Corrected with *The General* 28.6 countersheet. [An89; p.H66 (British vehicle note O); An96; Mw] [Letter123]

German Vehicle Note 92 2cm FlaK LKW and 3.7cm FlaK LKW Both illustrations incorrectly show the vehicle as half-tracked; the Vehicle Listing and the counter itself both correctly show these vehicles using truck movement. [Mw]

German Vehicle Note 93 Goliath Does a Goliath on a road pay MP as a BU or CE AFV? A. BU. [An97; Mw]

German Vehicle Note D The Sdkfz 6/2, 7/1 and 10/4 are unarmored vehicles and as such are always CE. [Letter91] {Re-worded. SR}

German Vehicle Rarity Factor Chart The PzKpfw IVA is NA in 1941. [J5]

Italian Vehicle Note 25 TL 37, TM 40 & TP 32 Add "† Ammunition of >= 100mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP". Add "Ammo: 4PP" to the back of the vehicle counters listed in this Note. [An91; An95w; An96; Mw]

Japanese Vehicle Note 16 Type 92 I-KE 5-ton Tractor Add "† Ammunition of >= 100mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP". Add "Ammo: 4PP" to the back of the vehicle counters listed in this Note. [An91; An95w; An96; Mw]

LC Note 6 LCT(4) The AFs are missing from the counter illustration. The actual counters are correct. [An95w; An96; Mw]

LC Rarity Factor Chart The line for U.S. PTO use of the LCT(4) should show a RF of 1.5 – not 1.4. [An93a; An95w; An96; Mw]

Russian Ordnance Table Multi-Applicable Ordnance Note A applies to the 107mm mortar (Note 3) not to the 120mm mortar (Note 4). The individual Notes themselves correctly show the appropriate Multi-Applicable Ordnance Note. [Mw]

Russian Vehicle Notes 48 Stuart III, 49 Lee, 50 Sherman III, 51 Matilda II, 52 Valentine II, V & VIII, 53 Churchill III, 54 M3A1, 55 M5 & M9A1, 56 M17, 57 Carriers, and 58 Trucks These notes do not specify whether these vehicles use Red or Black TH's when in Russian use. Do these vehicles have all applicable special ammo when in Russian use?

A. As long as you are using British vehicles, they would use black TH's unless specified otherwise. Same with Ammo. [Letter95]

Russian Vehicle Note 54 M3A1 What is the inherent half-squad/crew when in Russian use (cf. U.S. Vehicle Note 39)? A. Russian 1st line HS or vehicle crew. [Perry neglected to specify what *type* of Russian 1st line HS.] [Letter95]

U.S. Ordnance Note 1 M2 60mm Mortar May US M2 mortars be exchanged for a 60mm OBA battery if they are received as reinforcements? A. Only if the requirements of G17.5 are met. [Compil4]

U.S. Ordnance Note 4 M2 4.2-in. Mortar and Chinese Ordnance Note 5 M2 4.2-in. Mortar See prior entry.

U.S. Ordnance Note 26 M1A1 90mm AA Gun

The historical information on the gun indicates that it had trouble firing at targets at a lower elevation, but there are no game-specific rules for this. Is it not important in game terms? Or should we interpret the information literally in game terms, i.e., targets at a lower elevation than the gun, no matter under what conditions, range, etc., cannot be hit by the gun?

A. Not important in game terms. [Letter4]

U.S. Vehicle Note 7 M3 Medium Tank In the third paragraph, third line, replace "multiple ROF" with "multiple-ROF/armor-leader-direction". [p.H53 (British Vehicle Note 11); An96; Mw]

U.S. Vehicle Note 30 M3(MMG) & M3(HMG)

After "VCA." in the next-to-last line of the final paragraph, add "In addition to Removal as per D6.631, the AFV's Passenger(s) may Remove its secondary AAMG as (a) dm MMG [for the M3(MMG)] or (a) dm HMG [for the M3(HMG)]. The MA of both AFV may be removed (but *only* as per D6.631) as a dm .50-cal HMG." [An93b; An96; Mw]

U.S. Vehicle Note 30, etc., H1.2 & D6.82 See prior entry.

U.S. Vehicle Notes 31 M4 MC Halftrack, 32 M4A1 MC Halftrack, 33 M21 MC Halftrack

The *M4 MC*, *M4A1 MC*, and *M21 MC* ht start each scenario manned by an Inherent Infantry (e.g., 2-2-7) crew and should have "InfCrew" on the counter. When such a crew exits its vehicle its ID should be recorded since it differs from a normal Infantry crew by having vehicular-crew capabilities. [p.H66, British Vehicle Note H; An96; Mw] {Corrected counter for M4A1 MC are in KGP I. SR}

U.S. Vehicle Note 39 M3A1 Scout Car see British Vehicle Note 69 and Chinese Vehicle Note 8. [ibid, ibid]

U.S. Vehicle Note 39 M3A1 Scout Car In line 2 of the first section, change "3-3-6" to "3-4-6". [An97; Mw]

U.S. Vehicle Note 41 T8 reconnaissance Vehicle

The U.S. *T8 SC* should have a 2FP BMG. [An89; An95w; An96; Mw]

U.S. Vehicle Note 46 LVT(A)1 The Illustration should show the LVT as CT, not OT. The actual counters are correct. [An93a; An95w; An96; Mw]

U.S. Vehicle Note 49 LVT2, 50 LVT(A)2, and 51 LVT4 The fully-tracked-movement symbol is missing from the counter illustration preceding each Note. The actual counters are correct. [An95w; Mw]

U.S. Vehicle Note 50 LVT(A)2 The LVT(A)2 has 3 AAMGs (port, starboard, and "forward"). The vehicle notes for this LVT are D, H, Q and T. Note H seems to state there is no way to FG the AAMG's and gives a diagram for the LVT 4.

Note Q states "these MGs may fire together as a FG ... and are treated as normal AAMG. See note H" In which CAs may the LVT(A)2 FG its AAMGs? Is the reference to the LVT 4 simply for an example (therefore not restricting the LVT(A)2 to the LVT4 CA)?

A. The LVT4 restrictions do not apply to the LVT(A)2; the latter's MG can fire in any CA. Note that Note Q does not apply to the LVT4. [Letter139]

U.S. Vehicle Note 59 LVT2(m) The illustration on page T17 should show the vehicle is Open Topped (the actual counters are correct). [Mw]

U.S. Vehicle Note D, D6.631 & U.S. Vehicle Note O See prior entry.

U.S. Vehicle Note E 1) May MGs that may only be *fired* by Passengers as per this note (i.e., the FP is printed in Red) be also *Removed* by these passengers when they unload, or does D6.631 still apply (limiting all SW Removal to the vehicle's Inherent Crew)? In other words, does the errata that applies to the M3(MMG) and M3(HMG) – U.S. Vehicle Note 30 – that permits the Passengers to Remove the secondary MGs – also apply to those other ht/SC with secondary MGs? A. These passengers may not remove. 2) If “no”, may the abandoning crew Remove *all* of the vehicle's Removable SW?

A. Crews may remove. See for instance the note for the M3A1 SC. [Letter95]

U.S. Vehicle Note I Change "See" to "Each MG may be removed as this given type (i.e., as a .50-cal. or MMG respectively). See also". [An93a; An95w; An96; Mw]

U.S. Vehicle Note L Add "the colored dr of" between "from" and "its" in the last line. [p.H66 (British Vehicle Note 84); An96; Mw]

U.S. Vehicle Note O, D6.631 & U.S. Vehicle Note D See prior entry.

U.S. Vehicle Note V Can such a weapon (i.e., one that cannot fire in the VCA at the same level) attack in OVR?

A. No. [J1; Mw]

J2.31 Must all attacking infantry in a Location use Hand-to-Hand CC if any attacking infantry are Berserk, or do only the attacks which include the Berserk infantry use Hand-to-Hand?

A. All. [Letter8]

J2.31 Does the statement in this rule that units engaging in Hand-to-Hand must be stacked together mean that each side's units can attack or defend only as a stack?

A. No – they are stacked together only to indicate their use of Hand-to-Hand (see J2.3), and thus can still make individual CC attacks. [An93a; An95w; An96; Mw]

J2.31 If a non-Hand-to-Hand Melee already exists in a Location, may the ATTACKER still declare Hand-to-Hand?

A. Yes. [An95w; An96; Mw]

J2.31 & A20.55 See prior entry.

J2.31, A15.4, G16.4 & G18.62 See prior entry.

J2.31 & A20.22 See prior entry.

Page K22 column 2, item number "2", line 1, add "armed" between "Known" and "enemy" and in line 6 delete "/unarmed". [J6]

Page K25 column 1, paragraph beginning "I rally, but you don't..." lines 7-8, replace "instead being subject to the result of yours as if I were broken, except that" with "instead my life being subject to the result of your NMC – plus". [J6]

Page K44 column 1, paragraph beginning "No matter what...", replace that first sentence with "No matter what, though, if you Hook Up a Gun both towing vehicle and Gun crew (Gun crew only if Unhooking) are marked with a T1 counter for the rest of the Player Turn." [J6]

O.3 Why does intervening rubble that rises from the Crest level of a gully-rubble hex block LOS between units of that same (i.e., Crest) level but not LOS from that level INTO the gully?

A. It should block the latter LOS also. Delete ", but only to same-level LOS" in O.3. [An93a; An95w; Mw]

O.4B & B25.6 See prior entry.

O1.2 What is the MP cost of entering/leaving a debris hex via a TB?

A. The Open Ground cost (or road rate if across a road hexside). [Letter8]

O1.2 What is the cost for a fully-tracked AFV to enter a roofless Factory hex through a Vehicle-sized entrance?

A. One-quarter of its MP. [An96; Mw]

O1.5 May a Trail Break counter be placed in a Debris hex? In a Factory Debris hex?

A. Yes. No. [Compil9]

O2.1 Note the D4-E5 and E5-F4 hexes on the RB map. Does the road MF bonus still apply when crossing the railway embankment through the road hexsides, if it would otherwise apply?

A. Yes. [Letter89]

O5.33 Can units being attacked by a DC which just breached an interior Wall adjacent to their Location claim the TEM of the wall? Can they immediately claim Wall Advantage, or can the attacking units? If they are concealed, is the FP of the DC halved twice, once for breaching and once for a concealed target?

A. No. No. No. Yes. [Letter8]

O5.33 Does Breaching a Factory Interior Wall that is a hexside of a Fortified Building Location permit entrance of that Fortified Building Location just as if the latter itself had been Breached?

A. Yes – but the effects given in O5.331 also apply. [An93b; An96; Mw]

O5.33 When Breaching a Factory Interior Wall, do units in the target Location receive TEM as if the fire originated from outside (+3, or +4 if Fortified) or inside (+1, +2 if roofless or Fortified, +3 if both) the Factory?

A. Inside. [An97; Mw]

O5.33, A12.14 & B23.711 See prior entry.

O5.33 & B23.9221 See prior entry.

O5.331 Does the halving of inherent FP apply to fire from Locations which are not adjacent to the Breached hexside to a Location which is adjacent to the Breached hexside? Similarly, does the restriction of one Gun per Location per Game Turn firing through a Breached hexside apply to guns which are firing through a Breached hexside from a non-adjacent hex?

A. Yes to both. [Letter8]

O5.331 Once a Breach is created in a Factory wall, it is treated as a Wall for many purposes, including LOS. Can Wall TEM be claimed by a target directly behind the wall hexside (as per B9.3)?

A. No. [Compil6]

O5.4 & C1.3 See prior entry.

O5.34 Does an interior factory hex that is rubbled become a roofless factory with rubble TEM (not debris)?

A. It becomes a rubble hex. [Compil7]

O5.41 In lines 5 after "O4" add "[EXC: if the firer's LOS enters the target's Roofless Factory Hex within the building depiction (see the EX at the bottom of this page)]". [An95w; An96; Mw]

O6.1 Can a unit at ground level claim Height Advantage when fired on by units in a RB Cellar?

A. No. [Compil9]

O6.1 & A12.152 See prior entry.

O6.3 & A24.4 See prior entry.

O9.1 Since the last sentence of O9.1 says that the storage tanks are not buildings for any purpose, are they immune to being rubbled?

A. Yes. [Letter144]

O10.45 May a MOL-Projector "fire smoke" at a vertex just to avoid the Case Q (TEM) TH DRM?

A. No – it can fire at a vertex only to attack a Bypassing unit. [An95w; An96; Mw]

O11.4 CG5 Is Bore Sighting allowed for MG in RB CG?

A. No. [An97; Mw]

O11.4 SSR CG9 In line 19, add "non-East" before "edge". [An93b; An96; Mw]

O11.4 SSR CG9 Are the German entry hexes indicated in CG9 considered, on the dates given for those hexes, "Front Line Locations" regardless of whether they are German-Controlled? (For example, is hex A22 always considered a Front Line Location on October 20, even if the Russian Controls A21/A22/A23?)

A. Yes. [Letter238]

O11.4 CG9 & A2.5 See prior entry.

O11.4 SSR CG10 When Retaining an OBA module, is its draw pile Retained as is?

A. No, it is restored to the number of black and red chits it had at the start of the previous scenario. [An92; An95w; An96; Mw]

O11.4 SSR CG10 If an OBA module is retained but currently has no radio or field phone, may the player choose one to replace it?

A. Yes – but choosing a radio to replace a field phone (or vice-versa) is NA. [An92; An95w; An96; Mw]

O11.4 SSR CG10 May a Retained field-phone/-Offboard-Observer/Pre-Registered-Hex be moved to a new legal Location for the next CG scenario?

A. Yes. [An93a; An95w; An96; Mw]

O11.6 Is there any way to repair a Breach in a Fortified Building Location during the Refit Phase?

A. No. [Letter8]

O11.601 This describes how to resolve existing melees at the end of a Red Barricades game. During the game's last Aph, enemy infantry advance into CC with an AFV. Neither is eliminated in CC. Is this situation resolved under the O11.601 rules, i.e. is this considered a melee? If the AFV does not have any MG armament (e.g. StuG III B), then is it in effect "automatically" eliminated? (The enemy infantry will eventually roll low enough to kill it and it has no return attack capability without MGs.) Can an AFV elect to withdraw from the melee under O11.601 situations? Would AFVs be able to withdraw in general from CC (if the AFV rolled a "2" in CC for example)?

A. Yes, it is a melee. No, Crew Small Arms (A11.621) may still apply. No, the AFV cannot withdraw. No. [Compil11]

O11.602 Should Stuka DB counters be included in the list of markers to be removed from the map in O11.602? (Aircraft counters are removed in P8.602(i) and T15.602(h).)

A. Wouldn't hurt, but CG10 does say (with some snippage) that RG used during a CG scenario are still available for the next CG scenario [EXC: Stuka], so that covers Stukas not being available for use in a second scenario. [Letter160]

O11.6042 & P8.6042 If the AFV successfully escapes a minefield hex, is a TB counter placed?

A. No. [Compil7]

O11.605 & O11.6066 O11.605 says that with a properly determined perimeter "loop" you "will be able to start at any Front line Location, and by moving only into an adjacent Front Line Location, and never re-entering the same Front Line Location, eventually end up back at the starting Front Line Location." Consider the Russian Pocket #1 in the EX: If you start at any Location in this pocket and move to adjacent Front Line Locations, you will have to re-enter hex H43 before you have ended up back at the starting Location. Is this example wrong?

A. No; single-hex-width pockets will always have this affect. [Compil3]

O11.6057 If a German Perimeter Area contains no map-edge hex along the north/west edge of the map, is that Perimeter Area a Pocket?

A. Yes, even if it does contain \geq one map-edge hex along the east/south edge. Conversely, the same is true of a Russian Perimeter Area that contains no map-edge hex along the east/south edge. [An92; An95w; An96; Mw]

O11.6062 & O11.6065 (a) When do Strategic Locations that are gained during this step count for VP purposes; the day they were gained (even though Victory determination is determined in O11.6031), the next day or not at all?

A. Not at all.

(b) If a Strategic Location is captured, but later the same day is eliminated (due to Rubble in a lower level of that building hex), is the Location counted for VP purposes?

A. No.

(c) If a Strategic Location is eliminated due to Rubble in a lower level of that building hex, is that Location counted for VP purposes?

A. No. [Compil3]

O11.6065 & O11.6062 See prior entry.

O11.606 If a type D isolated area exists, who must roll first for escape?

A. Simultaneously, per 11.6. [Letter137]

O11.6063 & O11.6094 At the end of another day in the Barrikady, I have a Russian squad trapped on the roof of a burning building. Since escape (O11.11.6063) comes before extinguishing blazes (O11.6094), may the unit escape and survive though there is no blaze-free way down to ground level?

A. It may escape. [Letter146]

O11.6066 & A26.12 See prior entry.

O11.6066 & O11.605 See prior entry.

O11.609 1) Is the responsibility for setting blazes, and control forfeiture of A26.16, carried over from scenario to scenario in the RB campaign game?

A. Yes.

2) If yes, when blazes are spread during refit step 11.609, is the control and perimeter modified at that time?

A. No. [Letter245]

O11.6091 What is SSR CG19?

A. It's the part of CG7 dealing with Burnt-Out Wrecks. [Letter8]

O11.6094 & O11.6063 See prior entry.

O11.6112 May a crew be Battle Hardened using this rule?

A. No. In lines 4 and 6 add "non-crew" before "MMC", and in line 7 delete "(as ... crew)". [An92; An95w; Mw]

O11.6134 (a) Are FT/DC retained if they are deliberately eliminated by the enemy?

(b) Are FT/DC retained if they are captured by the enemy, but eliminated in step O11.6135. (captured weapon dr)?

(c) Are FT/DC retained if they are captured by the enemy and then eliminated by a effects DR conducted by the enemy?

A. No to all. [Compil3]

O11.615 When rolling an Original dr of 6 on the Fortification Removal Table, one suffers CR. Does this apply only to minefield removal?

A. No. [Compil9]

O11.617 Do the German 8-3-8 have the same ELR as the other German forces? If they fail their ELR, are they Reduced to two HS or a 4-3-6?

A. No, their ELR is always 5. Two half-squads. [An97; Mw]

O11.617 Do the RB CG day 1 OB-given Sturm and rifle Coys count as "purchased" for the purposes of the ELR roll?

A. No. [Letter89]

O11.619 & O11.6205 Do counterminx limits apply to RG purchases?

A. No. Players should mutually agree on the substitution of other types for those lacking – or purchase more countersheets. [An91; An95w; An96; Mw]

O11.6194 The last sentence of the rule should read: "The listed cost of Infantry/AFV RG can be altered in up to three ways:" [An90; An95w; An96; Mw]

O11.6194 Can a Dug-In AFV setup in Rubble? In Buildings/Factories?

A. Yes. No. [Compil6]

O11.6194b Can the Russian Player receive RG I8 (MOL-P Pltn) as a Reserve RG at no CCP cost?

A. No, in the Second Edition of Red Barricades the cost of RG I8 was changed to 2 and there are now three MOL-P in a full-strength platoon. See also the errata on the Russian Reinforcement Group Chart in the 1990 ASL Annual. [Letter8]

O11.6194b Does a Reserve RG receive one Cloaking counter per squad-equivalent (E1.411), plus up to five Dummy Cloaking counters, or one Cloaking counter per Location occupied by Reserve units, plus up to five Dummy Cloaking counters?

A. One per squad-equivalent. [Letter8]

O11.6194b May units/Equipment use HIP while in Reserve?

A. No. [An93b; An96]

O11.6194b Does a Stuka cause activation of a reserve group by being within 3 hexes of it? Are Stukas free to attack Reserve Units?

A. No, it must be within 1 hex (E.5). Yes. [J1; Mw]

O11.6194c Is a Dug-In AFV allowed to set up in all Locations where a Gun may set up HIP? If not, may it set up in any terrain not mentioned in D9.52?

A. No. Debris, shellholes, and rubble (O.7 and O11.6194). [Compil3]

O11.6194c & A12.3 See prior entry.

O11.6203 Is a MOL-P Pltn immune to the effects of Depletion, as it only consists of two weapons?

A. No, it should consist of three weapons. (This was inadvertently changed by typesetters and not caught in proofreading). {Corrected by errata on the Russian Reinforcement Group Chart in the 1990 ASL Annual. SR} [Letter8]

O11.6205 Must a leader who is assigned a Field Phone during setup of the first CG scenario in which he participates be setup stacked with a MMC of his RG? Do leaders who are setup with Field Phones receive free HIP (C1.23)?

A. Yes to both. [Letter8]

O11.6205 & O11.619 See prior entry.

O11.6206 It is the first day of a Red Barricades CG. When deciding how many commissars the Russian player can get, do the at start forces count toward Purchased Infantry RGs or only the actual purchased Infantry RGs? In other words, can I trade in 3 leaders (two at start infantry RGs and one purchased) for commissars or only one?

A. Three leaders (in your fictional example); consider the OB-given RG to have been "purchased" for this purpose. [Letter272]

O11.621 Does the mine purchase expenditure limit of 90 FPP per CG Day include the FPPs available in the initial scenario, or are they considered to have been expended prior to the first CG Day?

A. Yes, they are included. No. [Letter8]

O11.621 Does footnote 6 apply to purchased HIP only, or are units that set up HIP due to setting up inside a pillbox included in the 10% limit as well?

A. Purchased HIP only. [Compil3]

O11.621 Does a HIP Set DC Fortification purchase come with a DC?

A. No; see footnote 9. [J1; Mw]

O11.621 1) Are infantry crews and SMC considered as equivalents in the total number of on board squads for the maximum of 10% FRU of squads that may set up HIP in a day scenario?

A. Yes.
2) Do SMC and infantry crews (that are not manning HIP guns) count as equivalents towards the maximum number of squads that may be HIP?

A. Yes.

3) Is the FPP cost of a HIP SMC who sets up in the same Location with a HIP MMC zero (i.e., free)? Or is it one?

A. No. It is one. [Letter258] {Minor editing. SR}

O11.6234 As the Scenario Attacker, may the Russians use Cloaking for onboard as well as offboard units? How would the number of Cloaking counters be determined?

A. Yes. One per squad-equivalent in that side's at-start OB. [An93a; An95w; An96; Mw]

O11.6235 The German (or Russian) Assault VC says: "... the Attacker wins if at scenario end he Controls >= 24 (if German) or >= 12 (if Russian) more Stone Locations than he has lost (or than he started with, if he has lost none) ...".

Consider a German Assault where the German started with 50 Stone Locations and lost one. Now the VC reads: "the German wins if at scenario end he Control >= 24 more Stone Locations than he has lost" which becomes "the German wins if he Control >= 25 Stone Locations". This must obviously be wrong since he started the day Controlling 50 Stone Locations?

I assume the sentence should say: "... the Attacker wins if at scenario end he Controls >= 24 (if German) or >= 12 (if Russian) more Stone Locations than he started with ..."

A. Yes. [Compil3]

O11.6242 In RB campaign games is there any way of losing Ammunition Shortage status for units that started that day in an Isolated Location? If a HS with Ammunition Shortage recombines with one without this condition, does the recombined squad suffer from Ammunition Shortage also?

A. Yes, see O11.6243. Yes. [Compil8]

O11.6243 May a MMC relieve Ammunition Shortage status for more than one isolated unit per turn?

A. No. [An97; Mw]

Reinforcement Group Charts, Footnote P (pp. O17 & O18) Last two lines should read "... allows normal (only) Barrage (E12.11). Each Barrage must have a *north-south* Hex Grain Alignment (E12.11-.2).³⁶ See also SSR CG6 (11.4)." [An90; An95w; An96; Mw]

Russian Reinforcement Group Chart (p. O18) For the MOL-P Pltn, change "x2" to "x3", and the CCP Cost to "2". [An90; An95w; An96; Mw] {Already corrected in second edition printings. SR}

RB SSR RB2 1) This SSRstates that "A unit may use sewer movement to cross from one side of a gully to the other only if it ends its MPh in the Sewer Location of a gully-manhole hex. Does this restriction also include Culverts (EX:. D38), as they "represent a subterranean gully" (O7.1)?
A. No.

2) or may a unit use Sewer Movement from D37 directly to D39?

A. Yes. [Letter94] {Minor editing. SR}

Chapter P Divider

* LG Hex R0, Kampfgruppe Peiper should have entry time of 19PM not 19AM. [An96; Mw]

* LG Hex E1, Kampfgruppe Peiper should have entry time of 19PM not 19AM. [An96; Mw]

Revised counters are included in Doomed Battalions. [Compil8]

KGP I St Map IMPORTANT: Note the existence of a Level 8 Crest Line in "St" hexrows TT28-OO31-MM30-JJ31-JJ32-II33-II34-HH34-HH37-GG38-GG40-HH40-HH47-II48-II54-JJ54-JJ56. Also, the Level 3 Crest Line in StM49 runs into hexes M50 and N50, and thence off-map along the south side of unpaved road N51-O57. [p.P21; An95w; An96] {The An96 claims this appeared in the An95w, but I cannot find it. SR}

KGP II Ch Map [all An96; Mw]

* Delete the slope in hex FF8 on the FF8/FF9 hexside.

* Hex AA10 should contain a Steeple Location, making 14 LVP on the map.

* Hex A10 arrow should be green, not blue.

* Hex S20 arrow should be green, not blue.

KGP II Lg Map

* SS29 is a Pine Woods hex. [An96; Mw]

* Hex K57 Arrow, entry time should be "19PM" not "19AM". [An96; Mw]

* Hex R0 Arrow, blue half should be gray, should read 19PM with a German cross. [An96; Mw]

* Hex R0 Arrow, the 23AM half of arrow should be brown (tan), not red. [An96; Mw]

* Hex E1 Arrow, blue half should be gray, should read 19PM with a German Cross. [An96; Mw]

* Hex E1 Arrow, the 23AM half of arrow should be brown (tan), not red and should contain a US star. [An96]

* The M29-N28 hexside is a slope hexside on both map sheets. [An97; Mw]

P2.3 & B14. See prior entry.

P2.3, B14. & F6 See prior entry.

P3.3 Is a SdKfz 2 Kettenkrad considered a motorcycle for the purposes of this rule?

A. Yes. [An95w; An96; Mw]

P4.11 Are Riders allowed IN a stream-woods/-orchard hex?

A. Yes – Riders are not affected by the woods/-orchard while they are IN the stream. [An95w; An96; Mw]

P5.11 What is "half the normal Bypass MP expenditure"?

A. One MP if on paved road (i.e., half of the normal two MP for Bypassing in Open Ground), or 1-1/2 MP if on an unpaved road (i.e., half of the normal three MP for Bypassing in Soft (as per SSR KGP 5) Open Ground). [An95w; An96; Mw]

P5.141 Where is LOS drawn to when attempting to cause HIP loss to a Narrow Street roadblock?

A. The LOS must be drawn to both vertices of the hexside straddled by the roadblock. [An95w; An96; Mw]

P5.141 & B29.2 See prior entry.

P5.2, B31.2 & Q4.2 See prior entry.

P8.2 May a player ignore his HIP units for purposes of declaring control of a Strategic Location?

A. How could he? [Compil6]

P8.4 CG5 May an on-map Cloaked non-dm SW be fired on the Player Turn it loses Cloaked status, or is it restricted by E1.42?

A. E1.42 applies. [Letter8]

P8.4 CG8 When the U.S. player receives AFV with bow-mounted FT, may he secretly note it on a side record, or does he have to mark the AFV with a (BMG disabled) counter?

A. He may secretly record the status, but must reveal the existence of the FT as soon as the AFV is unconcealed and in LOS of and within 16 hexes of a Good Order enemy ground unit.

[An97; Mw]

P8.4 CG11 Does being out of all possible LOS at set up allow a unit to set up HIP?

A. No. [Compil6]

P8.51 I.3 After the CA of a Gun is determined by the dr, is the Gun considered to have been originally set up with this (new) CA for all purposes?

A. Yes (e.g., Case A NA if the Gun were then to fire within its CA). [Compil3]

P8.53 In the "INITIAL SCENARIO VICTORY CONDITIONS:" replace "bridge location R46" with "hex R46". [An96]

P8.6042 & O11.6042 See prior entry.

P8.6053 Delete the second sentence ("A ... Territory."). [An95w; An96]

P8.6141a & A21.21 See prior entry.

P8.61421 After "<=4, that SW" add "or mounted FT of a manned, mobile AFV". [An96]

P8.6198 Add 'and "HW"' after "I" in description of Objective Hex. [An96]

P8.6204 When an M2 mortar is traded for a 60mm OBA module, may any retained HS in the same Setup Area be eliminated, or must a HS of the mortar's original RG be eliminated?

A. Any retained HS in the same Setup Area. [Letter8]

P8.6204 & SSR KGP 16 A player in KGP I elects to withhold three light mortars and the necessary HS/Crews to create an OBA module at the start on a CG scenario. Are the mtrs/crews/HS 1) lost for the next CG scenario like a normally purchased OBA module, or 2) retained as reinforcements for the next CG scenario?

A. Half-squads & mortars are eliminated when traded. [Compil2]

U.S Reinforcement Group Chart (p.P17) Note "S" in the U.S. RG Chart is incorrect. 80+mm OBA can fire only HE/WP. [An95w; An96; Mw] {Corrected in KGP II, p.P17⁹⁶. SR}

U.S. Reinforcement Group Chart The chart specifies that a Pre-Registered hex recorded prior to set-up is required for the Bombardment placement. Does a friendly unit need to have a LOS to the Bombardment Pre-Registered hex? Can the Bombardment Pre-Registered hex be placed any where regardless of LOS?

A. No. Yes [Compil5]

SSR KGP3 Does Mist LV DRM negate FFMO, Interdiction, or Residual FP?

A. No, unless it is Very Heavy or Extra Heavy (i.e, unless it is a LOS Hindrance). [Compil8]

SSR KGP3 Unless all fire originates in-hex, all such Hindrance DRM are considered to be caused solely by conditions outside the target hex (A8.26). [J4] {J4 errata mistakenly says this is on the "Chapter Q" divider. SR}

SSR KGP5, D2.21 & E1.52 See prior entry.

SSR KGP7 Does a vehicle have to enter the woods and thereby expend MP (and risk Bog) in order to OVR Infantry in a Single Lane Road hex? Is a HIP Infantry unit in a Single Lane Road hex revealed if a vehicle enters the road part of the hex?

A. No. Yes. [Compil3]

SSR KGP7 & B6.431 See prior entry.

SSR KGP7 May a vehicle move off-road in a Single-Lane Road/woods hex? May a vehicle change its VCA to two non-road hexsides in such a hex by making a Bog check?

A. Yes. Yes.

SSR KGP16 Is the resulting radio subject to the same restrictions as any of the units that were withdrawn to generate the OBA battery? (i.e., in the CGII Initial Scenario may the American player withdraw one or more mortars from the purchased RG but enter the radio on turn 1)?

A. Yes. No. [Compil6]

SSR KGP16 & P8.6204 See prior entry.

MAP What level is hex Z8 at?

A. Level -1. [An97]

MAP Shouldn't Cafe Gondree (hex X18) have ground and first level? (Photos of the building show an upstairs)

A. Not all buildings with an "upstairs" should be two-story. [Compil9]

MAP a) On the PB Map, does the Hedge at the X16/X17/Y17 Vertex exist at Level 1, Level 0, or both Levels?

A. Both levels.

b) Does a LOS exist between an Entrenched unit in X16 to Y19? From Y16 to V20?

A. No to all. [Letter40]

MAP Change the grid coordinate for the hex between KK10 and KK12 from "KK10" to "KK11"; change the second "10" to an "11" in hexrows II and MM also. [An97; Mw]

MAP Hex C9 should have a square, white staircase symbol indicating it is a Tower. [An97]

Q1.5 In the first line change 'E7.33' to 'E7.73'. [Letter17]

Q1.8 Change "reduced" to "increased". [Letter172]

Q2.5 In the second line change 'E3.7' to 'E7.3'. [Letter17]

Q3.51 In the last line of the example change '2.54' to '3.54'. [Letter17]

Q4.2, B31.2 & P5.2 See prior entry.

Q5.1 How is a gully/irrigation-ditch hex (e.g., PB R22) treated.

A. Like a gully hex. [J1; Mw]

Q6.1 Hex C9 should have a square, white staircase symbol indicating it is a Tower. [An97; Mw]

Q8.2 Can squad E see squad A?

A. No. ILLUSTRATION Under squad E, add "A," between "except" and "B". [An97; Mw]

Q9.1 Does the German control all Strategic Locations at the start of CGI?

A. Yes. [An97; Mw]

Q9.4 Are the British 2-4-8 sappers for the campaign game?

A. No. [Compil9]

Q4 CG3 If the Germans declare NQ during a CG date (playing PB-II) does that stay in effect for the rest of the CG or is it just in effect for that CG date?

A. Just for that scenario. Contrast that to what happens if a Massacre occurs per CG SSR 3 (most CG have a similar SSR). [Letter200]

Q9.4 CG4 This SSR states that the provisions of E1.21 do not apply. May a SMC with "Freedom of Movement" pass on this status to an MMC stacked with it at the beginning of a friendly MPh?

A. No. [Compil7]

Q9.4 CG4 Do any clouds or moon exist for the campaign?

A. No. [Compil9]

Q9.4 CG4 & E1.21 See prior entry.

Q9.4 CG4 & Q9.51 CG I How do AFV's gain Freedom of Movement at night for CG I?

A. Per CG4. [Compil9]

Q9.4 CG4a Add "Treat the three German setup areas separately for purposes of E1.2 and A2.9.". [An97; Mw]

Q9.4 CG4b & Q9.6058 During the RePh following the completion of the Night I scenario, do units north of hexrow CC have Freedom of Movement and thus may be shifted to new starting positions when setting up for the Night II scenario?

A. Yes; see Q9.6058 [J1; Mw]

Q9.4 CG4c & Q9.6058 Can German units in Benouville which remain under a "No Move" counter at the conclusion of CG Night II set up in Night III with Freedom of Movement in any hex of the same friendly set up area? Or must they set up in the same hexes they were in at the conclusion of CG date Night II?

A. Yes. No. See Q9.6058. [J1; Mw]

Q9.4 CG4c Should the British in CG Date Night III receive cloaking even though setting up on board (like the Germans in CG Date Night II)?

A. No. [Compil8]

Q9.4 CG4c Must German SW setting up onboard be dm if Cloaked?

A. Yes. [Compil8]

Q9.4 CG 13 What if random selection of a sniper attack places the counter within 10 hexes of the other friendly sniper counter?

A. Then place the Sniper there. [Compil9]

Q9.4 CG 17 & Q9.6102 Are Walking Wounded MMC returned to "any non-isolated area" even if they were removed from an isolated area?

A. Areas are only isolated during the RePh, so units removed during play do not come from an isolated area. [Compil8]

Q9.4 CG17 If a HS remains in the Walking Wounded box at the end of the RePh, is it removed or does it remain there till the next RePh?

A. It is removed. [J1; Mw]

Q9.51 CGI There are three German setup areas in the initial scenario of PB CGI. Can 25% of the total German at-start force set up HIP in any of the areas?

A. No; HIP, Dummies, and deployment should be calculated separately for each of the three setup areas. (See Q9.4 CGSSR4a Errata.) [An97; Mw]

Q9.51 CG I For CG I, can German units set up west of the canal?

A. Yes. [Compil9]

Q9.51 CG I & Q9.4 CG4 See prior entry.

Q9.52 CG II Are the fortifications restricted to set up in specified hexes for CG II only?

A. Yes. [Compil9]

Q9.605-.6058 Example hex Y14 should be No Man's Land. [An97; Mw]

Q9.6058 & Q9.4 CG4b See prior entry.

Q9.6058 & Q9.4 CG4c See prior entry.

Q9.6061 Example In line 10 change "8" to "10"; in line 11 change "+3" to "+1", delete "and" and after "Isolated" add ", and -2 for being adjacent to a Friendly Setup Area"; in line 13 change "+3" to "+5" and in line 14 before "and" add "+2 for being Encircled, +1 for moving through an Enemy setup area, -1 for being two hexes away from a Friendly Setup Area,". The section should now read "The squad rolls an Original 10 for its Escape DR; since it has a +1 Escape DRM ("+1 per HS-equivalent > one HS using the same Escape DR", +2 for being Isolated, and -2 for being adjacent to a Friendly Setup Area), the Final DR of 11 results in it being Replaced and then Casualty Reduced (one 2-3-7). The Isolated British squad in the Z15 First-Level Location may attempt to Escape and would have a +5 Escape DRM (+1 per HS-equivalent > one HS using the same Escape DR, +2 for being Encircled, +1 for moving through an Enemy Setup Area, -1 for being two hexes away from a Friendly Setup Area, and +2 for being Isolated)." [This supersedes the errata for this section in the 1997 ASL Annual.] [J1; Mw]

Q9.609 What happens to terrain blazes that are in terrain other than buildings/rubble? May vehicle blazes in other than building/rubble hexes spread to other burnable terrain in that Location?

A. The blaze counter is removed in this step. Not in the RePh. [Letter265]

Q9.6102 & CG17 See prior entry.

Q9.6152 The British receive a Sherman III(DD), not a Sherman V. [J1; Mw]

Q9.61741 Which is correct? The entry arrows on the PB map or the CPP Entry Cost Table?

A. The entry arrows on the PB map. (See Errata below.) [An97; Mw]

Q9.61741 CPP ENTRY COST TABLE Delete the entry for hex A15 and change hex A8 to A7. [An97; Mw]

Q9.61741 & Q9.62022 1) May purchased dummies be used for on map set up? **Must** they be used for on map setup? (i.e. may they be entered from off-map?)

A. Yes. No (yes).

2) If they may enter from off-map, are dummies only permitted to enter using the same Entry Area as an actual reinforcement group?

A. No.

3) If dummies may enter by themselves, would they pay extra CPP cost if they use an Entry Area with a +x value in the arrow?

A. Yes. Dummy units of the M1 RG must pay the appropriate extra CPP regardless of whether or not they enter with another RG. [Letter197] {Original email mistakenly cites Chapter P. SR}

Q9.62021 & Q9.62022 Can units be moved within a given set up area in the Refit Phase prior to start of the next CG scenario?

A. Yes. [Compil9]

Q9.62022 & Q9.61741 See prior entry.

Q9.62022 & Q9.62021 See prior entry.

PB SSR14 Do the Ox and Bucks suffer an automatic Sniper attack (E1.76) when using a captured MG at night?

A. No. [An97] {An97 mistakenly cites SSR1. SR}

Chapter Q

PB SSR19 Does the +2 modifier applied to British use of star shells also apply to IR rounds?
A. No. [Compil7]

Retained Unit Boxes All references on the retained unit boxes that are listed as “R9.071” should be “R9.6071”. [J2]

Hex R20 Is hexside R20/R21 a rowhouse hexside?

A. No. [J2]

Turn Record Track The circled number in the Turn 8 block should be a circled 8, not a circled 6. [J2, Mw]

R1 Can a unit in e.g. R18 on the bridge see a unit in Q17 level 0? R1.1 says the Bridge is inherent terrain, so the R17 bridge hex would block that LOS, right?

A. Bridges are not LOS obstacles. They are hindrances. The Bridge itself does not block LOS (as it is just a hindrance and not an obstacle), however the rowhouse hexside does (see R1.12). [Letter37]

R1 Can mortars of all kind fire from/at the ground level of the Arnhem Bridge hexes?

A. Yes. [Letter37]

R1 Are these the correct DRMs? Indirect Fire (OBA) vs. Arnhem Bridge hexes: DRM on the Bridge +1(Bridge) -1(Wide City Boulevard) for total 0

A. Correct.

* DRM under the Bridge +1(Bridge) +1(TEM of Location under the Bridge) for total +2

A. Correct. [Letter37]

R1.22 Example, line 5: Change “(by 2.4)” to “(by 1.22)”. [J2, Mw] {Both mistakenly say “line 4”. SR}

R4.3 This rule references B9.21 when discussing LOS. Does this mean that a unit two hexes away at ground level cannot see/fire into the cellar?

A. Only if a wall/hedge is involved. [Letter105]

9.2 & R9.619 Footnote F Is a road hex only a “Frontline road hex” (9.2) if bordered by a Friendly Setup Area on the one and a Enemy Setup Area on the other side? In other words would a Location in a Friendly Setup Area adjacent to one/more road hexes only be regarded a Frontline Location if that road hex(es) would also be adjacent to an Enemy Setup Area (EX: Can I put mines/fort.locs. in GG4 in Block V (=Friendly Setup Area) if Block N is Uncontrolled)?

A. Yes. Yes to both. [Letter37]

R9.4 CG15 Do you roll for Sz on the DYO table for German AFVs?

A. Yes, if is an optional armament. [Letter43]

R9.4 CG23 What happens with respect to CG23 (British HQ) if the British player is not able to get a LOS to the Bridge from any of the multihex buildings in the Blocks he controls before 18AM? A. If the British player has no buildings which meet the requirements of CG23, then they cannot so declare one (i.e., the British have an HQ somewhere of course, but they do not get the benefit of CG23). [Letter37]

R9.4 CG23 Can the British declare their HQ in a building they currently control (i.e. Brit. Location Control markers in all Locations) even though the building itself is in a at that moment Uncontrolled Block (CG23 only says “... multihex building he currently Controls”)?

A. Yes. [Letter37]

R9.51 & R9.53 CGI/III Initial Setup Areas Are the initial setup areas in CG I/III considered separate even though not confined to blocks and partly overlapping?

A. The German forces are considered a single force for HIP/Dummy purposes. [Letter37]

R9.51 & R9.53 CGI/III Initial SSR6 a) The Initial SSR #6 for CG I/III says the Germans control all Strategic Locations on/east of hexrow N at the start of the CG. As Block Control is determined **only** in step 9.605 of the RePh and that step is not executed before the Initial Scenario this means that the Germans do not have Control of a single Block on the map for the first scenario until Control is determined in the RePh thereafter, right?

A. Correct. This will lead to some (potentially) interesting situations as the first CG scenario nears its end. Both players will need to keep the RePh in mind when they maneuver their forces for the next day.

b) This means that if there are both British and German MMC in e.g. Block K at that point of the RePh after Scenario 1 (CG I/III) this Block will be Uncontrolled territory (whereas if the Germans were to have Block Control at the start of that scenario they would keep Control of that Block and force the British out).

A. Correct. [Letter37]

R9.51 CGI Initial German OB & Initial SSR5: the third group sets up ≤ three hexes from hex R22 not ≥ 3 hexes. The turn 1 reinforcements enter on hex R0, not S1. [J2] {Added reference to SSR5. SR}

R9.53 & R9.51 CGI/III Initial Setup Areas See prior entry.

R9.53 & R9.51 CGI/III Initial SSR6 See prior entry.

R9.605 a) Are all the Control markers in Uncontrolled Blocks left on board once placed?

A. Yes. The only time they are removed is if they change hands due to Block Control (forfeiture).

b) If all the Control markers left on board as they were during the scenario can a multihex building in an Uncontrolled Block be occupied by both German and British Location Counters

A. Yes. Provided the Block remains uncontrolled. [Letter37]

R9.605 Is there any way to combine the Chapter R divider listed blocks into larger new blocks (i.e., joining of blocks)?

A. No. [Letter174]

R9.6051 How do you initially gain control of an **uncontrolled** block? 9.6051 only talks about “Control of that Block switching to or remaining with the side occupying the Block.” Strictly speaking this seems not to apply to **uncontrolled** blocks.

A. It is done using the same mechanism (R9.6051). In this case, the block “switches” from Uncontrolled to German (or British) Controlled. [Letter37]

R9.6053 I had a HIP HS in P19/1 which popped up in the RePh. P19/0 contained a British Control Marker, O19/0 a German Control Marker. The Block was found Uncontrolled after steps 9.6051 and 9.6052. Can the HS be retained freely in 9.6053 even though the ground level in its hex contains an enemy control marker or does it have to Escape?

A. It is Retained. Escape is not required since it can trace a path of uncontrolled territory hexes (note that Location Control except as it may determine that a block is controlled – and thus no longer uncontrolled territory – is immaterial). [Letter37]

R9.6053 Should the last sentence in R9.5063 “Non-dm Guns in ... Uncontrolled Territory ≥ 3 hexes from a Friendly Setup Area, are left unpossessed in their current Location and the crew is then either Retained or must attempt escape” be read as a continuation of the sentence before and therefore be understood as “Non-dm (Emplaced) Guns ...”? A. Yes [Letter37]

R9.613 Shift Table DRM Change “drm” to “DRM”.

R9.619 Note B in the fortification table has no explanation. What does it mean?

A. Add the following to the Fortification Purchase Table Notes: “B Only the British may purchase this Fortification type.” [J2]

R9.619 Footnote F & R9.2 See prior entry.

SSR ABTF18 This says that Smoke-eligible German ordnance is considered to also have “WP6 printed on the reverse of the counter”. Does this then mean that the actual Depletion Number is “7”, since the whole German OB is Elite (SSR ABTF20)?

A. Correct. Printed is 6. Raised by one for being elite. [Letter37]

Chapter S

Chapter S Divider The Squad Replacement Table is missing the text. When referring to this table, please see rule S17.82, which has the correct information. [Gen30.2; An96]

Chapter S Divider The Company Leader Type (S17.81) is missing the "Generic" drm entries, and the Russian drm should be +1 for "1941-9/42". The 42-45 Russian Rifle Company note omits the positive CGP requirement and that "2-3-7 x 1" becomes "2-4-8 x 2". [Misc1]

S17.82 The information shown in this rule should also be shown on the Squad replacement Table on the Chapter S Divider. [Gen30.2; An96; Mw]

Is PTO Terrain (G.1) in effect?

A. No. [Mw]

Map The Pier/beach locations T33 and V33, are these pier or beach/hinterland locations?

A. Pier Locations. [Letter103]

Map Is T33 a hinterland hex? If so is it soft sand vice hard sand?

A. It is a Pier Location. [Letter103]

Map Can an LVT enter T33 from T34, and if so what's the MP cost and bog rolls and DRM's, if any?

A. Vehicles and Guns cannot enter T33 from T34. [Letter103]

Map If a 37 Gun enters T33 from U33, is it moving into sand or a pier location? (assuming U33 was on the pier, not under it)

A. A pier Location. [Letter103]

Map Does V33 have a below pier location? What about U33 and W33?

A. See T9.2. [Letter103]

T1.1 Delete the superscript 1 after "Betio" in the first sentence. [J2]

T2 & G13.21 See prior entry.

T3.2 Can Pillboxes set up in a beach hex?

A. No, nor can trenches; add "in Soft Sand" in T3.2 line 1 after "(F7.4) are NA". [Mw; J2]

T6.4 Are there any Passage counters as mentioned in T6.4?

A. No. Delete the word "counter" in lines 1 & 3 of T6.4. [Mw; J2]

T6.4 Can a Passage connect Locations that are 2 hexes apart?

A. No, Passages only connect adjacent Locations. [Mw; J2]

T6.51 Are guns firing from within a bombproof obliged to use area fire?

A. The FP of Guns is not halved and they are not affected by Area Fire. [Letter34]

T8.1 & T15.6141 Per T8.1 & T15.6141 do the CG automatically begin with two 8-in. Guns? May the Japanese purchase an additional two 8-in. Guns?

A. Yes to both. [Mw; J2]

T9.2 This rule says that the location underneath the pier has a max stacking capacity of one squad equivalent. Can this location still overstack?

A. No. Max is one squad-equivalent (unlike Steeple, e.g., which has a normal stacking limit of one HS). [Letter101]

T9.2 1) Does a wreck in an ocean hex hinder LOS between a Pier hex and a Hinterland hex?

A. Yes.

2) Does a wreck in a beach hex hinder LOS between a Pier hex and a Hinterland hex?

A. Yes. [Letter134]

T15.4 CG2.1 CG2.1 line 3 replace "during" with "prior to initial". [J2]

T15.4 CG2.2 The last sentence of CG2.2 (and its EXC, along with the reference to CG2.3) seems to say that all non-Rifle-company formations may be attached to (i.e., transfer to) other Formations, since Rifle Companies are the only Formation not excepted. Is this correct?

A. No; in the last sentence of CG2.2, change the two occurrences of "Formation" to "BLT". [Mw; J2]

T15.4 CG2.3 When CG2.3 says that one or two Formations get assigned to each Assault Wave, does this mean one or two Formations from each BLT per Assault Wave, or one or two Formations total per Assault Wave?

A. One or two Formations total per Assault Wave. Note that there is one Assault Wave per Entry Area per turn of entry. [Mw; J2]

T15.4 CG2.3 Per CG2.3; can >1 Assault Wave enter on the same turn, in the same Entry Area?

A. No, only one Assault Wave may enter per turn per Entry Area. In CG2.3, at the end of the next to last sentence after "any CG scenario" add "one per turn per Entry Area. [Mw; J2]

T15.4 CG 2.3 In the first sentence after "assign" insert "all of his At-Start BLT Formations (CG2.4) to Assault Waves, assigning" and delete "for the current CG Date". [J2]

T15.4 CG 2.3 first sentence of new paragraph after third bullet replace "Formation Creation Record" with "Landing Schedule Record." [J2]

T15.4 CG2 So let me get this straight. All At-Start Formations (e.g., in CGIII, the 3/2, 2/2, & 2/8 BLTs) are assigned to Assault Waves prior to start but after Japanese setup. The base Formations (F1-F5) cannot switch between BLTs. At-Start auxiliary Formations (F6+) can switch between At-Start BLTs, but not between Reinforcement BLTs (i.e., Follow-On Battalion, Regimental Reserve, or Divisional Reserve) and vice versa. All Formations of a Reinforcement BLT are assigned to Assault Waves in the RePh preceding the CG Date in which the first element of that Reinforcement BLT will enter. No Reinforcement BLT may enter before all of the base At-Start Formations have entered. The Follow-On Battalion (but not the Regimental Reserve or Divisional Reserve) may enter before all of the At-Start auxiliary Formations have entered, but once the Follow-On Battalion has started to enter no more At-Start auxiliary Formations may enter until all of the Follow-On Battalion has entered. Since it is a Reinforcement BLT, the Follow-On Battalion does not have to be assigned to Assault Waves before start, but if you want to bring the Follow-On Battalion on before all of the At-Start auxiliary Formations enter, you are going to have to leave room for it on the Landing Record Table.

A. Yes. [J2]

T15.4 CG 5 1) Is a SMC that is HIP with a wading MMC an eligible sniper target?

A. No.

2) Do wading units need to consider the PP of their HIP SW?

A. Yes [Letter134]

T15.4 CG 18.13 Delete CG18.13 entirely. [J2]

T15.6141 & CG I Is the Max Per Beach doubled for the Elements of 3rd SBF?

A. No. [Mw; J2]

T15.6141 & T8.1 See prior entry.

Z1.11 Replace “DRs” with “drs”. [J4]

Z1.41 The duller green hexes (EX: OO18) are at Level 0, the brighter green hexes (EX: OO17) are at level higher (Level 1), and the light brown hexes (EX: OO16) are at Level 2. The brighter green Level 1 hexes are considered “hill hexes” for the purpose of footnote b in the CG Victory Conditions. [J4]

Z1.42 In the Initial Scenario of the Campaign Game, the Americans get 8 Wire counters (four of which have their location predesignated) and enough foxholes to hold 8 squads (three foxholes of which have their location predesignated). [J4]

Edson's Ridge SSR

ER7 & ER8 The BPV shown on the counters for Raider squads (14) and for Raider and Paramarine halfsquads (6) supersede the values listed in G17.151 only for scenarios played on the Edson's Ridge mapsheet. [J4]

ER8 7 ER7 See prior entry.

Operation Veritable

CG6 What happens if one side controls one or mors of the adjacent hexes and was the last to control the crossroads, but an immobilized vehicle, gun, or fortification controlled by the other side ends up in the the actual crossroads?
A. My opinion is that CG6 is controlling here. Regardless of who/what is in a crossroads hex. [Letter209]

German Vehicle Note 37.1 Sturmtyger The “THIS TURN/LAST TURN” couters are purple on white on the “LAST TURN” side. Does this indicate they are removed at the end of the DFPh, contrary to the rules?

A. The rule is correct. [Letter226]

Initial Scenario Special Rule I.2 Does that that mean they actually commence on Turn 1 with no possibility of pre game barrages or are the barrage still subject to the possibility of pregame stuff?

A. They can “start early”. [Letter219] {Re-worded. SR}

Initial Scenario Special Rule I.2 Do “pre-Game Turns” " count towards the “Turn 6” lift of the Creeping Barrages (CB) given to the Canadians in SSR I.2? [EX: One of the given CB has 3 “pre-Game” turns before CG start. It thus “lifts” on Game Turn 3.]

A. No; it lifts on “Turn 6” not “after six turns of barrage.” [Letter236]

RR2 Add at end "All on-map terrain that is not in play in a given scenario remains in effect for "offboard" movement/entry purposes during that scenario." [J5]

RR8 If some of the passengers of a RAM break, how can either the broken or unbroken passengers meet the requirement of this rule to unload at the same time?

A. Broken Passengers do not “unload”. They “rout”. [Letter205]

RR14 Why is there that EXC about the 6 on the colored dr for Bogs?

A. Unknown. Factories don't have cellars, B23.742. [Letter219] {Re-worded. SR}

Z2.42 Initial Canadian OB Are the Carrier HS 2-4-7s or 2-4-8s?

A. 2-4-7. [Letter219]

Z2.42 Initial Scenario Setup Sequence for the RR CG "Milk Factory" The Canadian Creeping Barrages are potentially subject to commencing prior to Game Turn 1 per E12.72. [J5]

Z2.5141c This says that AFV under recall are eliminated, even in the entry area (offboard) at the end of a CG scenario. Does this really mean that Kangaroos are eliminated at the end of a CG day in which they were used and then exited after unloading (causing recall status), and thus one-shot items for the CG? Seems pretty harsh for just following orders.

A. Yes. They are eliminated. We asked this question during PT and your interpretation is correct. [Letter223]

Operation: Watchtower RG Tables

IJA RG I2, U.S. RG I5 & I6 Are the squads from these RGs Assault Engineers (H1.22)?

A. No. [Letter127]

U.S. RG I5 & I6, IJA RG I2 See prior entry

ASL Modules Scenarios

Scenario 2 ("Mila 18") The Germans *must* perform the Mopping Up procedure in a building in order to claim it for Victory Condition purposes, even if they Control all its Locations. [An89; An96; Mw]

Scenario 3 ("The Czerniakow Bridgehead") Each unit eliminated due to SSR 2 counts as Casualty VP. [An89; An96; Mw]

Scenario 4 ("The Commissar's House") In SSR 3, the Russians should have Level A Booby Trap capability – not Level C. [An89; An96; Mw]

Scenario 8 ("The Fugitives") In SSR 1 change "pre-designate" to "secretly record". [An95w; An96; Mw]

Scenario 8 ("The Fugitives") Re SSRs 1 and 7, which one is resolved first?
A. The German secretly records his entry hex, the Russian then places his Rubble counters, and the German then reveals his entry hex. [An95w; An96; Mw]

Scenario 8 ("The Fugitives") Does SSR7's reference to "six non-adjacent building hexes with a second level" mean:

- (a) Any multi-level building hex, OR
- (b) Any hex containing a Level 2 building Location?

A. The latter. [Letter96]

Scenario 9 ("To The Square") The Russian radio should have contact values of 6/7/8 – not 5/6/7. In SSR 4, allow the German HMG (as well as the MMG) to use Bore Sighting. [An89; An96; Mw]

Scenario 10 ("The Citadel") The German (133rd Infantry Regiment) may setup "within four hexes of BB5" and/or "anywhere south of the canal". For example, German units from that group can set up in both 23BB9 and 23A3. [Letter10]

Scenario 17 ("Lost Opportunities") In the VC should "stone" or "multi-hex" be inserted in front of "buildings"?

A. No. [Compil6]

Scenario 20 ("Taking The Left Tit") The Victory Conditions should read: "The Americans win if at game end they have Exited \geq four Good Order squads (or their equivalent) off the north edge of board 2, *and* currently have more Good Order squads (or their equivalent) on level 2 hex(es) than the Germans." [An89; An96; Mw]

Scenario 21 ("Among The Ruins") U.S. tanks do not count towards the Victory Conditions. [An89; An96; Mw]

Scenario 23 ("Under The Noel Trees"), A1.23 & A19.132 See prior entry.

Scenario 25 ("Gavin's Gamble") The Scenario date should be 1944. [Misc25]

Scenario 26 ("Tanks In The Street") In the second line of the Victory Conditions, change "by" to "at". [An89; An96; Mw]

Scenario 33 ("The Cossacks Are Coming") For Victory Condition purposes, does the 50mm mortar have a FP value of "2", "3", or "6"? Does the Cossack LMG have a FP value of "2" or "3"?
A. "3" in both cases. [An93b; An96; Mw]

Scenario 41 ("A Bridgehead Too Wet") Change the British Balance Provision to read, "In the Victory Conditions, change ≥ 7 to ≥ 8 ." The Class on the German HS counter illustration should be "E-with-a-box", not "1". [An90; An96; Mw] {The British Balance Provision already has ≥ 8 . Was this just an error in early printings? SR}

Scenario 47 ("Rude awakening") "-1 0/2PP" and "-1 2/3PP" on the Motorcycle counter illustrations should be "M10 OPP -1" and "M9 3PP -1" respectively. [An90; An96; Mw]

Scenario 48 ("Toujours L'audace") In SSR 5, change "German ... hostile" to "Germans are in a hostile, and the Belgians in a friendly, ". [An93b; An96; Mw]

Scenario 49 ("Piercing The Peel") In the Victory Conditions, change "by" to "at". [An89; An96; Mw]

Scenario 50 ("Age-Old Foes") The Russian radio should have contact values of 6/7/8, not 5/6/7. [An89; An96; Mw]

Scenario 50 ("Age-Old Foes") On the Wagon counter illustration, "M ≥ 6 1S/5PP" should be "T6 15PP" and there should be two stars (not one). [An90; An96; Mw]

Scenario 52 ("Too Little, Too Late") "-1 0/2PP" on the Cycle counter illustration should be "M10 OPP -1". [An90; An96; Mw]

Scenario 53 ("A High Price To Pay") The LMG counter shown in the British OB should be British – not Axis Minor. The British light mortar shown should be the standard (range 2-11) – not the Airborne – version. [An89; An96; Mw]

Scenario 54 ("Bridge To Nowhere") The Class on both Russian HS counter illustrations should be "1-with-a-box", not "1". [An90; An96; Mw]

Scenario 54 ("Bridge To Nowhere") For Victory Condition purposes, does the 50mm mortar have a FP value of "2", "3", or "6"?
A. "3". [An93b; An96; Mw]

Scenario 56 ("Half A Chance") The DVP values (F.3) are missing from the gun and vehicle counter illustrations. Rules D13.3 and D13.32 of the 1989 Errata supersede SSR 5. [An90; An96; Mw]

Scenario 58 ("Ci Arrendiamo") The DVP values (F.3) are missing from the British gun and vehicle counter illustrations. "-1 2/3PP" on the sidecar counter illustration should read "M9 3PP -1". [An90; An96; Mw]

Scenario 66 ("The Bushmasters") Does SSR4 imply that the reinforcements have to enter as one contiguous Banzai, or could they be set up in 2 or more clusters as long as each cluster meets the requirements for Banzai and this SSR?
A. One contiguous Banzai. [Letter178] {Re-worded. SR}

Scenario 76 ("End Of The Ninth") The French armored cars should *not* have AAMGs. [An93a; An96; Mw]

Scenario 79 ("Bridge Of The Seven Planets") In SSR 1, change "Hill 486" to "Hill 520". Regarding SSR 3, if the leader in building 40oD1 undergoes Heat of Battle, the result is always treated as Battle Hardening. [An93a; An96; Mw]

Scenario 89 ("Rescue Attempt") The VP are awarded to the Belgians at game end: 2VP for a squad and 1VP for a HS regardless of location; plus VP for AFV around 43O10; plus VP for exiting squads/HS. In other words, the Belgians object is simply to survive with 13 VP at game end. [Letter15]

A Bridge Too Far Campaign Games

General SW Question Do expended DC (and other SW) get replenished? In other CG (eg RB) as long as some units of the original owning formation still survived, you would get the DC back. I don't see anything like this in AB2F. Am I just half blind, or is it not there - meaning that you get only one try with a DC (or FT)?
A. Once they are gone, they are gone. [Letter39]

A Bridge Too Far Scenarios

Scenario ABTF1 ("The Prize") Change the setup of the British Headquarters Defense Platoon and Troop B, Royal Engineers, to "set up on/east of hexrow G \leq 3 hexes from hex I6:". [J2]

Scenario ABTF8 ("God Save The King!") The first four "?" in the British OB and the first two "?" in the German OB should be DC, i.e., the British should get four DC and twelve "?" and the German Group 1 should get two DC and zero "?". In SSR1, hex F20 starts ablaze, not hex F21. In SSR2, There should be no rubble in hex M15. Hex M15 should contain shellholes. [J2, some also Mw]

A GI's Dozen Scenarios

Scenario U2 ("Sweep For Bordj Toum Bridge") Does the American T19 HMC halftrack in the US OB start hooked up to its trailer as per its Chapter H vehicle notes?
A. Yes. [Letter68]

Scenario U3 ("The Factory") The victory conditions for "U3 The Factory" state "The Americans win at game end if they Control at least 6 of the 10 multi-level (B23.22-.23) buildings on board 12." There are 11 multi-level buildings on board 12, but there are 10 multi-story buildings. Should the VC's be revised to state
(a) "6 of the 11 multi-level buildings", or
(b) "6 of the 10 multi-story buildings", or
(c) something else?

A. a) 11 multi-level buildings is correct. [Letter148]

Scenario U4 ("Climax at Nijmegen Bridge") The British infantry force is allocated an *Airborne* 51mm MTR. Is this correct?
A. Yes. [Letter88]

Scenario U4 ("Climax at Nijmegen Bridge")

SSR 3 states that a reinforcement dr is made starting turn 4, at the beginning of "each" friendly Rally Phase. As it is written, it says that you keep rolling even after you have successfully gotten reinforcements. But the SSR also refers to "the" reinforcements, which sounds like the intention is to get them only one turn. What is intended? Keep rolling every turn – beginning in turn 4 till turn 7, or roll until you get reinforcements - and then stop.

A. You can keep rolling if you wish but you only get "the" one group of reinforcements. [Letter98]

Scenario U6 ("Action At Kommerscheidt") In SSR 1, "OG1" should be "OW1". [J4; Mw]

Action Pack Scenarios

Scenario AP1 ("The Ring") In line 2 of the Victory Conditions change "3 CVP" to "5 CVP". [An97; Mw]

Scenario AP2 ("Storm of Steel") May infantry on board 43 set up in buildings (SSR3)?
A. No. [Compil7]

Scenario AP2 ("Storm of Steel") 1) How many pillboxes do the Russians get: one, or ten?
A. One.

2) Re SSR#3, may Russians set up on board #43 in locations where entrenchments are NA (such as in buildings)?
A. No, they must set up entrenched. [Letter99]

Scenario AP3 ("A Breezeless Day") SSR4 reads "All German 4-4-7s/2-3-7s are considered to have Assault Fire capability...". Is the "2-3-7" listing is a mistake since no other HS type in the game has Assault Fire capability, and A7.36 says Assault Fire restricted to 'squads' (never mentions HS/MMC).
A. No Assault Fire for the 2-3-7 HS. [Letter201]

Scenario AP4 ("L'Abbaye Blanche") Would a U.S. Gun captured and exited by the Germans be worth 4 VP or 2 VP?
A. 4 VP. [Compil6]

Scenario AP8 ("A Bloody Harvest") Delete the two Polish LMG. Polish Elite and 1st Line squads have Assault Fire. [J1; Mw]

Scenario AP11 ("Swamp Cats") SSR2 mentions Overlay X27, but the board configuration shos X21. Which is correct?
A. The SSR is correct – X27. [J4; Mw]

Scenario AP11 ("Swamp Cats") To win, the Russians must "control the bridge" (among other things). Interpret this as "control the bridge Location", i.e. not the hex nor the Location below the bridge. [Letter28]

ASL Annual Scenarios

Scenario A6 ("The Price Of Impatience") "-12/3 PP" on the Sidecar counter illustration should be "M9 3PP -1". [An90; An96; Mw]

Scenario A11 ("Silent Death") Finnish OB text should read: "27th Sissi Company [ELR:5] enters on turn 1 on any/all board edge(s), expending no more than half their MF allotment." [An90; An96; Mw]

Scenario A24 ("Regalbuto Ridge") In SSR 4, add "as if the gun were a mortar" after "apply", and add "Range is drawn from any west-edge hex of board 3 (the firer may choose *any* such hex when he declares each shot)", after "malfunction". [An95w; An96; Mw]

Scenario A25 ("Cold Crocodiles") May the Canal be crossed as if a Frigid Stream (B20.7)? If not, what effect does it have that Water Obstacles are Frigid in this scenario?
A. No. Not much. [Compil3]

Scenario A53 ("Smith & Wesson") The *Annual '93a* scenario entitled "Smith & Wesson" should be ASL Scenario "A53", not "53". [An93b; An96; Mw]

Scenario A54 ("The Raate Road") The Finnish ATR should be the 20L Lahti – not the 20LL depicted. The Russian radio counter depiction should have Contact values of 6/7/8 – not 5/6/7. [An93b; An96; Mw]

Scenario A59 ("Death at Carentan") Are the hedges (bocage) along hexsides O1/N0 through O4/N4 covered by the overlay in play?
A. Yes. [Compil5]

Scenario A60 ("Totsugeki!") Both Chinese MMG Strength Factors should be "4-10". [An93b; An96; Mw]

Scenario A63 ("Action at Balberkamp") The German cross in the Turn 2 box of the Turn Record Chart should be in the Turn 3 box, and the British roundel should be in the Turn 2 box; this supersedes the errata for this scenario appearing in the *An95w*. [An96; Mw]

Scenario A68 ("Acts Of Defiance") Is Kindling allowed?
A. Yes. [Compil4]

Scenario A69 ("Broich Bash") Rotate the north arrow 180 degrees. [different wording in Gen30.2; An96; Mw]

Scenario A69 ("Broich Bash") The American player must Control a building in order to get any points for it. [Letter234] {Re-worded. SR}

Scenario A70 ("Wintergewitter") Does the wall covered by overlay OG2 exist?
A. No. [Compil4]

Scenario A72 ("Italian Brothers") The Republican "Balance" should read: "Delete SSR 5." [Gen30.2; An96; Mw]

In the Republican OB change "SSR1" to "SSR 5" and change "or on south of hexrow C" to "on/-south of hexrow C". [J1; Mw]

Scenario A73 ("Not Out of the Woods Yet") The Americans set up first *and* move first; this supersedes the errata for this scenario appearing in *The Gen30.2*. [An96; Mw]

Are the hedges/walls covered by the overlays meant to be in play, contrary to the normal provisions of G.9C.
A. No. [Compil7]

Scenario A76 ("Night Drop") The American "Balance" should read: "Delete SSR 5." [Gen30.2; An96] The German "Balance" change "turn 4" to "turn 2". [An97] [Both Mw]

Scenario A77 ("Hide & Seek") Rotate board 14 180 degrees. [Gen30.2; An96; Mw]

Scenario A79 ("Mike Red") Change the Allied nationality in the Turn Record Chart from "British" to "Canadian". Delete the bracketed total MMC BPV in the Turn Record Chart; Battlefield Integrity never applies to the Assaulting side in a Seaborne Assault. [An96; Mw]

Scenario A79 ("Mike Red") Ordinarily, Ocean overlays are placed **on Beach** overlays. Is the Beach overlay properly placed here **on the Ocean** overlay?
A. Yes. [Compil9]

Scenario A81 ("They Fired On Odessa ...") The Russians enter along the west edge. [Gen30.2; An96; Mw]

Scenario A82 ("Orange At Walawbum") Add three 50mm Mortars to the Japanese OB. [Gen30.2; An96] In the American setup instructions, change "37S9-37S10" to "36S9-36S10". [An97] [Both Mw]

Scenario A84 ("Endless Struggle") Only hexrows B-FF are playable. [Gen30.2; An96; Mw]

Scenario A85 ("Airborne Samurai") Game length is 7-1/2 turns. Delete the first sentence of SSR 3. [Gen30.2; An96; Mw]

Scenario A86 ("Fighting Sparrow") Since the Japanese Morale is underlined in this scenario (SSR 3), these units are not subject to Unit Substitution. [An97; Mw]

Are the Australian troops of the 2/40 Infantry Battalion considered ANZAC (A25.44) for stealth purposes?
A. Yes. [Compil7]

Scenario A87 ("The Grand Canal") Victory Conditions should read as follows: "The Japanese win if they Control >= 30 printed stone buildings at game end; the 41U5 bridge is the equivalent of five printed stone buildings." [Gen30.2; An96; Mw]

Scenario A88 ("Surprise Encounter") Rotate the north arrow 90 degrees to the right; board 34 180 degrees; rotate board 32 180 degrees; this supersedes the errata for this scenario appearing in *Gen30.2*. [An96; Mw]

Scenario A90 ("Cutting Out a Strongpoint") The South African roundel in the Turn Record Chart should be in Turn 5 instead of in Turns 3 and 4. The DVP values for the South African vehicles should be listed in red; the 2pdr Portees are worth 4 DVP each and the Marmon-Herrington ACs are worth 3 DVP each. [An96; Mw] {The DVP are also missing from the Italian Guns/AFVs. They are: 47/32 AT Gun, 3 DVP; 81/14 MTR, 3 DVP; L3/35 tankette, 2 DVP; Matilda II heavy tank, 6 DVP. SR}

Scenario A90 ("Cutting Out a Strongpoint") Are the South African reinforcement rules supposed to be: dr of at least 2 or 3 < the current game turn # (resulting in the earliest arrival of the two groups on Turns 3 & 4) or DR of at least 2 or 3 < the current game turn # (resulting in the earliest arrival of the two groups on Turns 4 & 5).
A. Based on a dr, but not before Turn 5 (per SSR 7). [Compil9]

Scenario A95 ("The Long Road") Are the roads in the bridge hexes in play (SSR2)?
A. No. [Compil7]

Scenario A96 ("In Rommel's Wake") Add to the end of SSR 4 "A set DC may use HIP and would lose HIP status as a Fortification.". SSR 6 should read "The German cycle counters represent bicycles (D15.8) which may portage one MG when in squad size.". [An97; Mw]

Scenario A99 ("To Clear A Roadblock") The scenario card erroneously shows the German le Pak 41 anti-tank Gun as having 3 ROF; as depicted on the counter and in the Ordnance Notes, this weapon only has a 2 ROF. [An97; Mw] {The art inside the back cover of the binder also erroneously shows a 3 ROF. SR}

Scenarios A103 & A104 Are the correct scenario numbers of "Mayhem in Manila" & "In Front of the Storm", A103 & A104 as written on the scenario cards, or D14 & A103 as written on the Chronology of War listing?
A. A103 & A104. [Compil5]

Scenario A103 ("Mayhem in Manila") Can the U.S. win by entering one of the buildings before the Japanese get a chance to use Defensive First Fire? Can they win by advancing into CC before the CC is resolved? Can they win merely by virtue of one of the buildings being occupied by no one?
A. Yes. Yes. No. [Compil5]

Scenario A105 ("Police Action") In SSR2 (and the board configuration) change "overlay 1" to "overlay 2". [J1; Mw]

Scenario A114 ("Hamlet's Demise") SSR1 The wind blows from the southwest. [J1; Mw]

Scenarios A115 ("Blockbusters"), A116 ("Tangled Up In Blue"), A117 ("Maggot Hill") & A118 ("The Waterhole") SSR1: All Interior Jungle hexes are Dense, but in most cases, however, the "oversized colored center dot" in a Jungle hex designates Light Jungle [EXC: hexes U9-U11]. [J1; Mw]

Scenario A117 ("Maggot Hill") SSR2 says units of both sides may set up "entrenched" if in suitable terrain. Does this mean units may set up in trenches and/or foxholes, as B27 lists both these items as "entrenchments"?
A. Foxholes only. [Letter70]

Scenario Deluxe A2 ("Last Act in Lorraine") There are, of course, 11 two-story buildings. Change the references to "seven" in the VC and American Balance Provision to "eleven". [An90; An96; Mw]

Scenario Deluxe A4 ("The Island") The North arrow should point to the right – not to the top – of the scenario card. [An95w; An96; Mw]

Scenario Deluxe A11 ("Sicilian Midnight") The scenario card depicts Italian 3-4-6 squads with a boxed "1" indicating their first-line status, but only 3-4-7 Italian squads have a boxed first-line designation; 3-4-6s are not boxed. Are the squads supposed to be 3-4-6 first line troops?
A. Yes. [Compil5]

Scenario Deluxe A12 ("Tussle at Thomashof") The British get a total of three Churchill VIIIs. (This scenario has been updated and re-released in Operation: Veritable as HS23.) [J4] {This must supersede the prior errata in An97. SR}

Scenario HASL A1 ("Fire On The Volga") Add "[EXC: for Victory Condition purposes only, the river is *not* Flooded]" to the end of SSR 1. [An95w; An96; Mw]

ASL Journal Scenarios and Mini-CGs

Mini CG "A Line In The Sand" In the first column, LitS SR 1, add at the end "The inherent HS of each SPW 250/sMG or SPW 251/sMG is a 2-4-8." [J6]

Mini CG "A Line In The Sand" In the "Operational Force Pool Tables" British Table A, Draw #2, replace "19 DVP" with "14 DVP"; British Table A, Draw #5, replace "4x Stuart II" with "4x Stuart I"; German Table A, Draw #1, replace "20 DVP" with "24 DVP". [J6]

Mini-CG "Broadway to Prokhorovka" The HS Passenger of any SPW 250/sMG or SPW 251/sMG is a 3-4-8. In table 2, "Russian RePh1 Bonus EVP Chit Pool", chit #4 in table 2a should read "Reinforcements enter on Turn 1." In Example of CG Play, column 2, line 7, replace "2 fatigue chits" with "1 fatigue chit". [J4]

Scenario J1 ("Urban Guerillas") SSR5 should read: "Partisan units have PF capability as if they were German, and Captured Use Penalties (A21.12) apply; only a maximum of 3 PF may be fired by Partisans during the scenario." [J4; Mw]

Scenario J1 ("Urban Guerillas") Will SS units surrender to Partisan units?
A. Yes, like in Mila 18. [Letter88]

Scenario J3 ("A Sunday Stroll") This should have BAZ 44, not BAZ 45, in the American OB. [J4; Mw]

Scenario J6 ("St. Barthelemy Bash") This should have BAZ 44, not BAZ 45, in the American OB. [J4; Mw]

Scenario J14 ("On the Hoss' Side") The playing area should be D-L. [J4]
Should L Company's setup area include I10 in the definition of the alternate hexgrain?
A. Probably. You can set up in I10 but not in I11. [Letter51]

Scenario J19 ("Merzenhausen Zoo") If I set up 5/8" dummies using the OB-given "?" counters, are they required to take the SSR4 NTC?
A. Yes, but such 5/8" Dummy stacks need not be specified as to exactly which 5/8" stack is taking a NTC. [Letter216]

Scenario J27 ("High Tide At Heiligenbeil") SSR3 does not prevent German units from firing PFs. [Letter46]

Scenario J28 ("Inhumaine") SSRs 1, 2, & 3 should refer to building M6, not building P6 (P6 is open ground). [J4; Mw]

Scenario J28 ("Inhumaine") Do HIP units count against the SSR 3 limit of six counter?
A. Yes, HIP counts towards the limit. [Letter45]

Scenario J29 ("The Capture of Balta") Add SSR 5: "5. The German 8-3-8s/3-3-8s are

considered Assault Engineers (H1.22). The StuG IIIB has AP 10." [J4; Mw]

Scenario J30 ("Nocturnal Attrition") DVP are NA in this scenario since it does not specify DVP but rather CVP. The Guns do not count double when captured. [Letter81] {Minor editing. SR}

Scenario J34 ("Men of the Mountains") In Italian set up, change "and/or" to "and". [J4; Mw]

Scenario J35 ("Siam Sambal") The contact number shown on the scenario card for the French radio should be 7, as is shown on the actual radio counter. [J4; Mw]

Scenario J37 ("Tretten In Flames") In the German OB, the "Elements of the 138th Gebirgsjaeger Regiment" are shown as having three ski counters. There are three squads and one SMC. Should they have four ski counters (i.e., all four units are ski equipped),
A. Yes. [Letter129]

Scenario J38 ("Bitter Defense at Otta") Ice rules do not apply. [J4; Mw]

Scenario J39 ("Indeed!") In SSR 2, replace "[EXC: H4-I4]" with "[EX: H4-I4]". [J4; Mw]

Scenario J52 ("Dress Rehearsal") BPSSRs apply (see Journal #3, page 60). [J4; Mw]

Scenario J53 ("Setting the Stage") BPSSRs apply (see Journal #3, page 60). In the Victory Conditions, replace "33G6" with "33GG6". [J4; Mw]

Scenario J56 ("A Burnt Out Case") The AMD 35 "loses HIP/? status as if it were an Emplaced Gun." If it is concealed, and fires its CMG within LOS and 16 hexes of an enemy unit, does it lose concealment automatically?
A. Yes. [Letter102]

Scenario J57 ("Guards Artillery") In British setup, replace "any whole hex of board g" with "on board g". (i.e., not on board f or hexes shared with board f, but half hexes of board g not shared with board f are OK). [J4; Mw]

Scenario J58 ("No. 8 Platoon Overrun") SSR2 states the gun can't setup HIP, but may setup concealed. (Both sides start on board, and there are 8 concealment counters in the OB.) Does this mean:

1. The gun gets "free" concealment, leaving the 8 concealment counters for use elsewhere, or
 2. The gun may be concealed, but doing so at setup will use one of the OB-given concealment counters.
- A. #1. [Letter266]

Scenario J60 ("Bad Luck") In the Victory conditions, replace the second instance of "Germans" with "Americans". Scenario design should be credited to Mike Licari. [J4]

Scenario J63 ("Silesian Interlude") The VC say "The Germans win at game end by Controlling all four board 38 buildings and ...". What happens if one side or the other rubbles one or more of the four buildings? Does it (a) give the Russian an automatic win, (b) decrease the number of buildings the German must control, or (c) mean that the German must control the remaining buildings plus any rubble Locations?
A. (b). [Letter121]

Scenario J68 ("Unlucky Thirteenth") Are either the French SA-L mle 35 25LL AT Gun or the S35 tank treated as captured by the British forces?

A. No, neither is treated as captured. [Letter202] {Re-worded. SR}

Scenario J77 ("Moses' Blazes") SSR2 does not require the German player to set up in buildings. [Letter234] {Re-worded. SR}

Scenario J77 ("Moses' Blazes") The Germans on board 23 get 6 "2". [J5]

Scenario J81 ("Twisted Knickers") Replace the 3 onboard Stuart IIIs with 3 Stuart Is (5 DVP each). [J6]

Scenario JM2 ("Bloody Omaha") In MSR 6.31, replace the three instances of "pillbox" (but not "pillboxes") with "Trench". [J5]

Blood Reef: Tarawa Campaign Games

CG I Is the Scout-Sniper Platoon available (per CG2.2 Formation Table, footnote k) for use in the Initial scenario of CG I?

A. No, it is not "available" at all in CGI (just as the 3/2 isn't "available"). Its components are part of the at-start Marine forces. [Mw; J2]

CG I The Japanese OB has only 6 MMG and 6 LMG total (in the Reserve Pool); is this correct? A. Correct. [Mw; J2]

CG I SSR2 When CG I SSR2 says "Only the 1st Bn, 6th Marines need to enter in Assault Waves", is "need to" superfluous?

A. You don't need to have those words; there are no other Formations to assign to Assault Waves. [Mw; J2]

CG I SSR 4 When CG I SSR4; says the Air Support arrives per E7.2 not per CG6, is it excepting all of CG6 or just the arrival mechanism?

A. Just the arrival mechanism is excepted. The rest of CG6 still applies. [Mw; J2]

CG I & T15.6141 See prior entry.

CG II In CG II the Japanese get 31 CAPP for Black Beach Two, but only 3 hexes of this beach are in play. I can not figure out how to legally place this many pillboxes with only 3 hexes of beach available.

A. In the Japanese OB for CGII for Black Beach Two change "31^5 CAPP" to "13^5 CAPP". [Mw; J2]

CGII & CG III In CGIII the Marines get 40xLVT1(m) (and in CGII they get 20). But I don't have any LVT1(m) counters. I have 40 LVT2(m) counters.

A. In CGII and CGIII, change "LVT1(m)" to "LVT2(m)". [Mw; J2]

CG III SSR6 Why does the SSR 6 in CGIII refer to LVT(A)2s being equipped with wire-grapnels when Vehicle Note 59 (to which the SSR refers) is about the LVT2(m)?

A. The SSR should refer to the LVT2(m) but it doesn't make much difference in game terms. [Mw; J2]

SSR 11 Even LVT that fired in the PFPh .must take this TC. [Letter202] {And by extension, so would stunned, STUNned and Shocked LVT. SR}

Blood Reef: Tarawa Scenarios

Scenario BRT2 ("China Girl") In the U.S. AFV setup instructions add "Ocean/Reef" between "in" and "hexes". [Mw]

Scenario BRT3 ("Ryan's Orphans") Should SSR2 mention huts? What happens if G9 is selected?

A. SSR2 should not mention huts since PTO is not in effect. That would place shellholes in the road on the bridge. [Letter34]

Scenario BRT4 ("Rikusentai") In the Japanese set up perimeter "P23-M22-F23-K25-N26-N30-P31-P23" change "F23" to "K23". In SSR2 add "Ignore the T15.6142 restriction on purchasing pillboxes." [J5]

SSR 11 See entry in BRT CG section above.

Deluxe ASL Module Scenarios

Scenario DASL 3 ("Storming The Factory") The second sentence of SSR 2 ("... A MOL's Basic TK# ...") is incorrect. [Letter2] {In Letter5, Perry Cocke says that he's never heard anyone suggest that the sentence should be deleted from the SSR. SR}

Scenario DASL 4 ("First To Strike") The Germans actually control ten (not nine) multi-hex buildings at game start. Does this affect the VC? A. No. [Letter4]

Scenario DASL 5 ("Little Stalingrad") The Russian radio should have contact values of 6/7/8, not 5/6/7. [An89; An96; Mw]

Scenario DASL 15 ("Barkmann's Corner") All U.S. units must enter in *one* Convoy and *one* Column. [An93a; An96; Mw]

Scenario DASL 17 ("They're Coming!") At the end of the American set-up instructions "board f or g" should read "board f or h". [An91] In line 3 of SSR 1, change "dr" to "DR". [An95w] [both in An96; Mw]

General Scenarios

Scenario A ("The Guards Counterattack") A7.72 supersedes SSR 2. [An89; An96; Mw]

Scenario B ("The Tractor Works") A7.72 supersedes SSR 2. [An89; An96; Mw]

Scenario C ("The Streets of Stalingrad") A7.72 supersedes SSR 3. The date, of course, should read "1942". [Gen25.1; An89; An96; Mw]

Scenario D ("The Hedgehog of Piepsk") A7.72 supersedes SSR 4. [An89; An96; Mw]

Scenario E ("Hill 621") In the version appearing in "Classic ASL", the Russian reinforcements shown as entering of Turn 3 should instead enter on Turn 5. [Mw]

Scenario J ("The Bitch Salient") In SSR 4, the 80mm+ OBA should have *normal* ammunition. [Gen25.1; An89; An96; Mw]

Scenario R ("Burzevo") The last sentence of SSR 4 reads "The 88L FlaK Gun must be set up adjacent to a building hex." [An93a; An96; Mw]

Scenario S ("The Whirlwind") In SSR 5, change "German ... friendly" to "Germans are in a friendly, and the Americans in a hostile, ". [An93b; An96; Mw]

Scenario U ("Chance D'une Affair") In SSR 4, change "the MPH" to "Movement Phases". [An97; Mw]

Scenario DASL A ("To The Last Man") Add "Buildings cH2, aK2, and bE1 are Factories" to the end of SSR 5. [An95w; An96; Mw]

Scenario DASL A ("To The Last Man") The VC state a player must have "sole control" of buildings to win. Interpret this as "building control". [Letter28]

Scenario G4 ("First Action") In SSR 3, delete "all". [Gen25.1; An89; An96; Mw]

Scenario G7 ("Bring Up The Guns") On the Wagon counter illustration, "M">=6 1S/5PP" should be "T6 15PP" and there should be two stars (not one). [An90; An96; Mw]

Scenario G8 ("Recon In Force") In the Victory Conditions, change "have ... total" to "currently Control one of those buildings and their Casualty VP is >= triple that of the Axis side". [An93a; An96; Mw]

Scenario G9 ("Sunday Of The Dead") The DVP values (F.3) should be printed in red, not black. [An90; An96; Mw]

Scenario G18 ("Goya") May the German LMGs be Bore Sighted? A. No. [Compil3]

Scenario G26 ("Parker's Crossroads") In the Victory Conditions change "and/or" to "and"? (i.e., the Americans win if there is either a Good Order U.S. MMC, or a manned U.S. AFV with any functioning armament, or both, within six hexes of 43N8). [An97; Mw]

Scenario G26 ("Parker's Crossroads") Should the HS Passengers of the 250/sMG be a 3-4-8? A. Yes. [Compil9]

Scenario G29 ("Shoot-N-Scoot") What are the intents of SSR2 and 3?

A. All multi-hex buildings contain inherent stairwells as if 1-1/2 level obstacles. Vehicles are concealed only not HIP, but lose as if guns (on a TH cdr of 5 or 6). [Letter35]

Scenario G30 ("Morgan's Stand") After "GERMAN Moves First" add: "[0]". The die roll in SSR 3 must be less than *or equal* to the circled number on the Turn Record Chart. [Gen30.5]

Scenario G45 ("Halha River Bridge") The counter depiction on the scenario card of the 37* INF Gun in the Russian OB incorrectly shows it as having IFE. [J1; Mw]

Scenario T3 ("Ranger Stronghold") The PDF version on your website has an American 10-2 but the version originally printed in the General has a 10-3. I assume the 10-2 is a typo. A. Correct. 10-3 is correct. [Letter138]

Scenario T5 ("The Pouppeville Exit") In the German setup instructions, change "Locations" to "hexes". [An93b; An96; Mw]

Scenario T7 ("Hill 235.5") The Germans may set up north of the road that determines the setup area, but *not on* it. [Variant in An93a; An95w; An96; Mw]

Scenario T9 ("The Niscemi-Biscari Highway") In the German setup instructions, change "5Q5" to "5Q6". [An93a; An96; Mw]

Scenario T13 ("Commando Raid at Dieppe") The German units in 4R1 should set up in 5R1. [An95w; An96; Mw]

Scenario T15 ("The Akrotiri Peninsula") The two 4-5-7 and the two leaders that belong to the 151st Heavy AA Battery are not bound by SSR 4. [An97; Mw]

Scenario T15 ("The Akrotiri Peninsula") Are the squads in the security platoon allowed to use HIP?
A. No. [Compil5]

Kampfgruppe Peiper Campaign Games

CG III ("Decision at La Gleize") Do the Americans really only get 5 infantry platoons before the brown units are available?
A. Yes. [Compil7]

CG IV ("Prayers In The Dark") The CGSR state "For purposes of CPP replenishment, CG Maximums, etc., this CG is played as if it were CGI with the following exceptions: ". Are the "Initial Scenario" purchase restrictions for US RGs V2, V4, V6, V7, G4, G5, O2 and B1 (page P17⁹⁶ that apply to CGI also in effect for this CG?
A. Those restrictions do not apply. [Letter106]

Kampfgruppe Peiper Scenarios

Scenario KGP2 ("Festung St. Edouard") In SSR 2, add "(HE/WP)" after "OBA" in line 1, add "(HE/SMOKE)" after "OBA" in line 2, and delete "and may fire HE/SMOKE". [An95w; Mw]

Scenario KGP5 ("Marechal's Mill") The jeep with the 4FP AAMG should have a ROF of 2. [An96; Mw]

Scenario KGP5 ("Marechal's Mill") Should the setup area read "on or south-of row P" instead of "south-of row P"? The jeep listed with a 4 FP AAMG shows a ROF of 1 on its scenario card counter depiction, my counters show a 2 ROF for this MG; which is correct?
A. No. The 4FP Jeep should have a ROF of 2. [Compil4]

Scenario KGP6 ("Probing the Villas") Replace one US dm MMG with a US dm HMG in the US OB. [An96; Mw]

Scenario KGP10 ("Peiper's Last Gasp") The German SAN should be 2. [An96; Mw]

Operation Veritable

British Vehicle Note 72 Wasp Counters The CS numbers on the Wasp counters should be printed in red. [Letter203]

German Ornanse Note 12 PaK 43 88LL AT Gun in "Operation Veritable" The counter should have "B11" not "B10" on the limbered side. It should also have the ID letter 'a' on the limbered side. [Letter132]

Operation Veritable Scenarios

Printed but not-in-play terrain applies as printed to all scenarios on the RR map. [Letter269]

Scenario HS18 ("To The Matter Born") The British are able to deploy three squads. [J5]

Scenario HS21 ("Hervost Hell") Is it the intent of "Destroying" in the VC to make Rubbling, or having a Blaze in, every Location of a building count for victory, or does the "Destroying" part only apply to the Pillboxes (B30.92)?
A. A rubbled building would be destroyed. [Letter273] {Minor editing. SR}

Scenario HS21 ("Hervost Hell") Add "in the German setup area" at the end of the VC. [J5]

Scenario HS27 ("Lawless Ways") SSR RR5 states "The Panzer Lehr Division is elite (C8.2)." The German OB references Kampfgruppe von Hauser, but not Lehr, although the historical write-up mentions that KvH is part of Lehr. Is the German OB elite?
A. No. [Letter275]

Operation: Watchtower

Map The first edition map had poorly-distinguishable colors for the different elevations in hex KK7, MM10 and OO17. [Letter161; J4 p.38]

Map In hexes where the crest lines run through the center dots, treat the hex as being at the higher elevation. The original map did not have this problem, but the revised (color-corrected) map does. The revised map also has some hexes that could be treated as either open ground or jungle – in general, they are jungle, but looking at the original map will give you the definite answer. [Letter164]

Operation: Watchtower Scenarios

Scenario HS4 ("High Water Mark") In the American setup instructions for C Company, replace "Hill 2" with "Hill 120" so that it reads "set up <= 2 hexes from any Level 4 Hill 120 hex". [J4]

Scenario HS6 ("Just Fighting Through") In SSR2 replace "E1.1-1.6" with "E1.1-1.16". [J4]

Scenario HS8 ("Bailey's Demise") Does the bridge on board 36 become a ford (it's not the "footbridge" designated by SSR) as per the PTO terrain conversion rules? If so, it would seem to allow the Marine an alternative to actually crossing at the One Log Bridge. Is this correct?
A. Bailey's Demise SSRs the stream into a river, and there are no Fords (B20.8) in a river. There is no alternate crossing. [Letter225]

Scenario HS10 ("Government Property") Overlay Wd4 cannot be set up on Y7/Z8 as indicated since those hexes aren't adjacent. In SSR1 Replace "Y7/Z8" with "Y7/Y8". [J4]

Scenario HS13 ("the Ravine") In the setup instructions, replace "board 35" with "board 36". The board configuration is correct as shown. [J4]

Out of the Attic Scenarios

Scenario OA2 ("Skirmish in the Snow") Treat the TK# for the 75's "APCR" as if it were a 75L. [J5]

Scenario OA6 ("Mounted Extraction") Russian reinforcements enter on/after Turn 1. [J5]

Scenario OA7 ("Celles Melee") Setup is simultaneous and the Americans move first. [J5]

Scenario OA11 ("Crocodile Rock") The balance provisions are reversed. [J5]

Scenario OA14 ("Across The Aisne And Into Freineux") In the U.S. setup the four M5A1s of the 83rd Reconnaissance Battalion set up south of hexrow R and the two Shermans of 2nd Platoon set up with their CA towards the southern hexspine (add "of hexrow R" at the end of the setup instructions for the 83rd Reconnaissance Battalion and add "hex spine" at the end of the setup instructions for the 2nd Platoon. [J5]

Pegasus Bridge Campaign Games

CG I Do the 8-1 and 2-3-8 HS that enter on turn 2 have Freedom of Movement?
A. Yes. [Compil7]

CG 1 SSR 1-5 Does the restriction of non-leader Germans not being able to place starshells apply only in the first turn?
A. No, the restriction does not only apply in the first turn. Non-leader Germans cannot fire starshells. [Letter171] {Edited for clarity. SR}

Pegasus Bridge Scenarios

Scenario PB5 ("Taylor Made Defense") For purposes of PB SSR 14, the forces in the British OB that belong to No. 1 Platoon, Company D, 2nd Oxfordshire and Buckinghamshire Light Infantry consist of a 6-4-8, the 4-5-8, the 2-4-8, and the 8-1. [J1; Mw]

Red Barricades Campaign Games

CG IV ("Bled White") a) What are the attack chit limits?
A. The same as normal CGs, so the Germans are unlimited and the Russians have 2.
b) SSR2 seems redundant; the standard rules already require that reserves set up >= 6 hexes from enemy setup locations.
A. This is to cover setup when the Germans can enter from the west edge.
c) Does SSR3 say Russian reinforcement RGs can't enter the map on the initial scenario? In that case could RGs still be bought and kept off map for the entire scenario?
A. Yes. [Letter29]

CG IV ("Bled White") In Table 1 (p.20), change the German CG Maximum Purchase for the G2 RG from "7" to "1". [J4; Mw]

Red Barricades Scenarios

Scenario RB2 ("Blood & Guts") In Victory Condition "b)", change "initially ... Russian" to "within the Russian setup area". [An93b; An96; Mw]

Scenario RB5 ("The Last Bid") In the German OB set up instructions after "rubble" add "and/or Trench adjacent to building/rubble". [J5]

Scenario RB6 ("Turned Away") German Dummy counters set up IN gully hexes despite the fact that the latter are not Concealment Terrain. [An91; An96; Mw]

Solitaire ASL Missions

Mission 6 ("The Fortress") The board 21 objective should be Z6 rather than P7, and the footnote applies to building Z6. [J1; Mw]

Mission 15 (“Pursuit”) Bullet two of the "S? Placement/Exit" instructions, replace "or" with "of", so that it reads "one in each road hex west of the Road Network bridge or, if the bridge is part of a predominantly east-west road (i.e., a non-Road Network road), on the EBE side of the non-Road Network side". [J6]

Tactiques Scenarios

Scenario Tac41 ("Last Stop Before Victory")

The Japanese setup should read "setup on map 35 on/north of hexrow I, and/or on map 34 on/north of hexrow Y in hexes numbered <=4". [Letter?]

ABTF SCW Counters All of the SCW counters in ABTF are incorrect. On the TH table in the back, where they should say "TH#" they instead say "TK#". [Letter33]

British PIAT counter The British PIAT counters in ABTF have "TK" rather than "TH" on the back. [An89; An96; Mw] {Corrected with Journal#2 countersheet. SR}

British Multi-Applicable Vehicle Note BB In line 1 replace "or" with "and/or". This change also applies to the Chinese VCL Mark IV Carrier(b) (Chinese Vehicle Note 13). [J5]

British Multi-Applicable Vehicle Note CC This note was previously missing. It applies to all Churchill tanks except as noted.

"CC. Churchill tanks had unique transmissions allowing them to make steep climbs easier. Therefore, a Churchill tank [EXC while the Bridgelay is carrying a bridge, the AVRE is carrying a fascine, or the Crocodile has its trailer hooked up] pays only 2 MP when ascending each intermediate level of an Abrupt Elevation Change (B10.51) instead of the normal 4 MP, and can cross a Double-Crest hexside (B10.52) but must check for Bog (D8.21) with a +3 DRM. [J5]"

British Vehicle Note 6 A9 and A9 CS in For King and Country The illustration for the twin bow turret MG arcs was corrected to make them symmetrical. [J5]

British Vehicle Note 18 Centaur IV in For King and Country This vehicle now has normal ground pressure. [J5]

British Vehicle Note 21 Challenger in For King and Country This vehicle now has fast turret traverse and ROF 1. [J5]

British Vehicle Note 18 Comet in For King and Country This vehicle now has fast turret traverse. [J5]

British Vehicle Note 27 Valentine II The British *Valentine II* tank with ID "A" should be marked as a Small Target (i.e., +1 TH; D1.74). [An89; An96; Mw] {Corrected in later printings. SR}

British Vehicle Note 76 Terrapin MK I See entry under Chapter H.

British Vehicle Note 79 Loyd Carrier See entry under Chapter H.

British Wasp in Operation Veritable Historical Study Four counters should have red crew survival numbers not black. [J5]

Chinese Vehicle Note 13 VCL Mark IV Carrier(b) British Multi-Applicable Vehicle Note BB applies to this vehicle. [J5]

Common Allied Nations Ordnance Note 35 Okerlikon 20mm See entry under Chapter H.

Common Allied Nations Vehicle Note 31 L3/35(i) See entry under Chapter H.

Common Allied Nations Vehicle Note 32 FT-17C(f) See entry under Chapter H.

Doomed Battalions Counters Guns with "AP/HE LIMITED STOWAGE" (C8.8) do not get their Caliber Size overscored or underscored *unless* the ammo is date-dependent. This can be confusing but makes for a cleaner counter. [Letter14]

Dutch Vehicle Note 27 Pantserwagen M.36 The DB 2nd Ed. counter should have a 2FP Rear BMG. [Letter61]. {Corrected in J2 countersheet. SR}

Dutch Vehicle Note 27 Pantserwagen M.38 The DB 2nd Ed. counter should have a 2FP Rear BMG. [Mw]. {Corrected in J2 countersheet. SR}

French HMG The back of counter "B" is incorrect. Corrected with *The General* 28.6 countersheet. [An93a; Mw]

French Ordnance Note 2 60mm MTR The back of counter "A" is incorrect. Corrected with *The General* 28.6 countersheet. [An93a; Mw]

French Ordnance Note 4 ATR The back of counter "C" is incorrect. Corrected with *The General* 28.6 countersheet. [An93a; Mw]

French Vehicle Note 1 FT-17 75BS Tankette See entry under Chapter H. Corrected with *The General* 28.6 countersheet.

French Vehicle Note 36 Peugeot 202 See entry under Chapter H. Corrected with *The General* 28.6 countersheet.

German 88LL PaK 43 AT in Operation Veritable Historical Study This should on its limbered side be B11 not B10. [J5]

German Black counters in ABTF a) The backs of MMG "K" and MTR "A" are switched. b) Radio, Field Phone, Goliath and 5/8" "Y" counters are missing.

c) The 2-3-8 HS should have their morale underlined.

d) The DC counters should show "Set: 36FP" on the back, instead of "30FP". [Mw]

German Ordnance Note 6 37L AT Gun in "Beyond Valor" 2nd Edition The counter name should be "PaK 35/36" and should have "H6[9]" in the lower right corner. [Letter132]

German PSK The German PSK in KGP II should have a FP value of 12, not 8, and a range of 4 not 5. Corrected in DB. [An96; Mw]

German PSK The German PSK in KGP II should be "X10", not "X11". Corrected in DB. [Misc1]

German purple counters The mis-colored German ?, crew, SS squads and HS, and MG counters from KGP II were reprinted in DB.

German SS 2-3-8 HS The black SS 2-3-8 HS in ABTF should have their morale underlined. {Fixed with Journal#2 countersheet. SR} [Misc15]

German Vehicle Note 6 PzKpfw 35t The German *PzKpfw 35t* tanks should have "t" – not "(t)" – in its name on the counter and the Chapter H illustration, since it does not receive the zero ESB DRM for being Czech-built (D2.5). [An89; German Vehicle Note 6; An95w; An96; Mw] {An96 mistakenly references note 7. SR} [Letter123]

German Vehicle Note 69 PSW 221 See entry under Chapter H. Corrected with *The General* 28.6 countersheet. [Letter123]

German Vehicle Note 80 sIG 38(t)M The three counters (ID letters "A", "B", and "C") provided in *KGP I* should have a square box around their ID letters signifying Low Ground Pressure. The correct counters are in KGP II. [An96; Mw]

Illustration Each counter illustration on pp. H63-H64 [EXC: the *Sherman III DD(a)*] should show the AFV as OT. The counters themselves are correct, only the illustrations are not. [An89]

Italian 75/32 ART in "Hollow Legions" 2nd Ed. The front is mis-printed as German 7.5 cm leFK 16nA. [Letter132] {I have not personally verified this. SR}

Italian Ordnance Note 11 Cannone da 75/32 These counters were mis-printed in v2. The front is like the German 7.5cm leFK 16na and the backs are correct. [Letter117]

Italian Vehicle Note 25 TL 37, TM 40 & TP 32 See entry under Chapter H.

Japanese Ordnance Note 10 Type 92 Infantry Gun The counters in BRT have WP8 while the original counters and Chapter H show WP5. [Letter118]

Japanese vehicle Note 16 Type 92 I-KE 5-ton Tractor See entry under Chapter H.

Japanese 1st Line HS counter in Journal #2 These have '6' morale and '4' BPV on the broken side, instead of a '7' morale and '6' BPV. [Misc18]

Motion Counters The Motion counters included in PARATROOPER should not contain the words "No Ordnance". The Motion counters in the various other modules are correct. [An89; An96; Mw] {Add "TH: 2x<down arrow>dr" to these and to the one other counter that are missing the phrase. SR}

U.S. 5-4-6 The U.S. 5-4-6 second line squads in KGP II should have a broken side morale of 7 not 8. Corrected in DB. [An96]

U.S. DC in BRT The counters should show "Set: 36FP" on the back, instead of "30FP". [Mw]

U.S. Infantry Crews (2-2-7) in KGP II Their BPV should be 7, not 6. Corrected with DB. [An7; J1; Mw] {J1 says their BPV should be 6 but this has to be wrong. SR}

U.S. Vehicle Note 31 M4 MC Halftrack, Note 32 M4A1 MC, Note 33 M21 MC See entry under Chapter H.

U.S. Vehicle Note 41 T8 See entry under Chapter H.

Wagon/Sledge On the two Wagon/Sledge counters provided in HOLLOW LEGIONS, "M">=6 1S/5PP" and "M">=7 1S/5PP" should be "T6 15PP" and "T7 15PP" respectively, and each should contain two stars (not one). [An90; An96; Mw]

DASL Overlays The overlays included with the *An95w* were printed too small. As such, they do not fit the DASL mapboards properly. Therefore, the Avalon Hill Game Company gives you permission to color-copy these overlays for personal use only (they should be copied at 108%). In addition, Issue 30.3 of *The General* included a correct set of these overlays. [Gen30.2; An96; Mw]

Gullies A lot of adjacent Gully hexes do not have a LOS across the gully hexside. They should have a LOS. [Letter9] {EX: Nphum Ga F3 to F2. B19.2 implies this doesn't matter. SR}

Mapboard 47

Hex J6 is considered a water obstacle; L5 and AA6 are considered stream hexes. [Mw]

Nphum Ga Map

* There is no LOS from D8 to F9, etc, [J1]

* Hexes E9 and P10 can be entered at the path rate from, respectively, F9 and O10. Hex L12 can be entered at the path rate from L11 and L13. [J1; Mw]

* Hexes I5, O6 and R7 are Dense Jungle; Q12 is Bamboo. [Letter9] {And by inference, all other similar hexes. SR}

* All Interior Jungle hexes are Dense, but in most cases, however, the "oversized colored center dot" in a Jungle hex designates Light Jungle [EXC: hexes U9-U11]. [J1]

* Hexrow U is misnumbered. The first hex is U1, then a hex with no coordinate. Call that hex "U1.5". [J1; Mw]

Miscellaneous Errata

ASL Journal #1

* The "Types of Smoke" table on p.7 indicates that Japanese ordnance always fires dispersed WP. That's only true of the 50mm MTR. The other Japanese WP-firing ordnance (and OBA) is not so restricted. [Letter20]

* Delete all words between the "f" of page 56, column 3, line 6, word "finorale" and the "irst" of page 57, column 1, line 3, word "sceirst". [Letter19]

* "Lesson Two" should be placed above the Jungle art on page 57 column 3. [Letter19]

ASLRBv2 Cosmetic Errors

A2.71 "West of Alamein" is not italicized
A13.32 the "EXC:..." is not italicized

The "EX:" paragraph just before A11.6, MMP has "eliminate the its target", should it be "eliminate its target"?

A15.1 HOB Table "12" or "=> 12" ?

A19.12 next to last sentence "... (4.14). but ...".

Should be "... (4.14), but ..."?

B15.5 "section 25" shouldn't this be "Section 25"

Page B24, last line, right-hand column: MMP has "04-P3" shouldn't this be "O4-P3"?

B25.141 -- needs a period at the end somewhere.

Page B30 EC Table all use the pattern "Mar, Apr", except for "Jan-Feb"

Pages B34 and B35 -- no big "B" at the top

Page B37 at B30.35 it reads "30.35 AP" ---note

"30.35" is bold and "AP" unlike all other "intros" is not

B31.132 the CC counter should be in color?

B41 B33.11 has an open "paren" but no close "paren".

D1.82 MMP has "superscript" shouldn't this be "superscript"?

D2.21 Example Reads: "...It costs the tank nine MP ((2 [VBM] X 1 [Open Ground] = 2 MP) X 4 [Reverse Movement] = 8 + 1 [starting] = 9 MP))....". Why is there a ")") after "9 MP"? shouldn't it be just ")")?

D9.54 has "scroungeable"; D10.1 has "scroungable"

Spacing seems off in two of the tables: see Bog Table page D18 and check the = < 4 line. See ESB Table page D7 and check the Brits vs the Russians lines.

D16.12 I've always seen it "woods-road", not "woods road" as on page D23 D16.12?

Page D24 footnotes 4. and 5 use a simple dash "-", where we've always had a "long" dash before "-" (see footnotes 5A and 6 for examples)

E3.71 "re-occurs" shouldn't this be "recurs"?

E11.21 EX "hafrack" shouldn't this be "halftrack"?

E12.6 There is no period at end

E12.7 the section starts: "a creeping..." shouldn't this be "A creeping..."?

H1.26 the 4-6-8 example last line states: "x3{#}" shouldn't this be "x3{#})"?

H1.72 all the paragraph intro number designations are "bold" except the "1" in "1.72"

Page H9 General Vehicle Notes First line states: "September 1 1939..." isn't the convention

"September 1, 1939..."?

Page H9 Footnote 2 says "... 'honor system.' " shouldn't this be "... 'honor system' ." --note the period shift.

Page H19 #67 4th line from bottom of EX:

"...halftrack.." should be "...halftrack.."?

Page H20 #83 "...III/IV.." should be "...III/IV..."?

Page H25 #8 "forseen" should be "foreseen"?

Page J2 uses throughout "Cordinators" shouldn't this be "Coordinators"?

Index Has: "GT:... ST=...(D1.322)" should be "GT:... ST=...(D1.32)"? [Letter107]

Examples What is the official status of EX? Which take precedence, the rules or the EX?

A. The Examples are part of the rules. If (emphasize the "If") the rules are internally inconsistent anywhere, errata is needed. [Letter231]

Page P21 In the blue box, change "TT29" to "TT28". [An95w; An96; Mw] {Corrected in KGP II, p.P21⁹⁶. And it's a gray box. SR}

U.S. M3A1 Scout Car AFV Data Card The movement-type symbol should be for *truck*-type movement. [An95w; An96]

ASL News

ASL News #28 Above the Prayers: Notes for the Stoumont CG IV

- 1) On page 26, in the second column, twenty-sixth line replace "cave " with "cellar".
- 2) On page 29, below the illustration replace "Trou de Ruy" with "St Edouard Sanatorium".
- 3) On page 30, in the first column, first line replace "16 " with "15".

Doctrine: U.S. Armored Infantry Battalion, 1943-45 (p. 21)

- 1) In the fifth paragraph, second line replace "1 (Omega Character)" with "1-1/2".

Railroads (p. 8)

- 1) In the Terrain section of the Railroads MF/MP Chart replace "Along RR/Across RR" with "Railroad".

- 2) In the Railroads MF/MP Chart delete the entire "Ground Level" line.

Quiz Answer (p. 16)

- 1) In the second column, first line replace "PP" with "MF".

Mapboard ASL News #1

- 1) The following Woods depictions are on level 3 hill hexes: G3, H3, I3, J3, K3, L3, M3/4, N3, O3/4, P3, Q3, R3, S3.

- 2) The following Woods depictions are on level 2 hill hexes: C2, D2, E2/3, F2/3, G2/4, H2/4, I2/4, J2/4, K2/4, L2/4, M2/5, N2/4, O2/5, P2/4, Q2/4, R2/4, S2/4, T2/3, U2/3/4, V2/3, X2/3, Y2/3, Z2/3, AA2/3, BB2 and CC2 [all Letter6]

ASL Union of Gamers (ASLUG)

Scenario ASLUG 3 ("A Tough Nut to Crack") Roll a die to determine Wind direction. Odd = NE, Even = NW. [Letter6]

At The Point

Scenario ATPI ("The Shortest Way") In SSR 4 add "Partisans have MOL capability". [Letter6]

Backblast

Scenario BB 5 ("Going To Church") In the Victory Conditions change "building 22F3" to "building 23F3". [Backblast 2; CH3.1]

Scenario BB 8 ("Castello Fatato") Exchange the Italian 8-0 leader for an 8-1 leader. In SSR 3, change "This blaze will only spread ..." to "Blazes only spread ...". [Backblast 2; CH3.1]

Baraque de Fraiture: The Battle for Parker's Crossroads

Scenario BdF 4 ("Brief Breakfast") The balance provisions are reversed. [Misc2]

Scenario BdF 7 ("Baraque de Fraiture") (1) The German SAN is missing and should be 3. (2) The 14th Infantry Gun Company should be from the 4th SS PzG Regiment. (3) Ignore the references to concealment counters and vehicles for the 589th Field Artillery Svc. Battery. (They were from an earlier version). (4) Clarification: All American forces have ELR 5, not just the Glider troops. (5) The artwork for the German Pz VG's mistakenly has boxed side and read armor instead of plain. [Misc2]

Scenario BdF 8 ("Cold Reception") (1) The artwork for the US M4A3's shows 13 MP instead of the correct amount of 15.

- (2) The US 2nd Battalion should read "... west map edge north of hexrow U." [Misc2]

Scenario BdF 9 ("Across the Aisne and Into Freineux") (1) The artwork for the US M4A3's shows 13 MP instead of the correct amount of 15. (2) The artwork for the German Pz VG's mistakenly has boxed side and read armor instead of plain. (3) German reinforcements enter from east edge of board 24, not board 12. [Misc2]

Dispatches From The Bunker

Scenario DB001 ("Brasche Encounter") 1) In the French Guard Detachment setup change "Adjacent" to "adjacent". 2) Add to SSR3 "Contrary to A12.12 the 4 OB designated ? may set up in a foxholes." 3) In SSR 2 the "steel" span bridge should be a stone bridge. {Corrected in subsequent printings. SR} [DfB2]

Scenario DB002 ("Sochaczew") Now that the long-awaited Allied Minor Module *Doomed Battalions* has been released we finally have the 'proper' counters the scenario. Substitute the early-war SS for the elite 4-6-8 rifle troops, and substitute the Bofors 37L AT Gun for the Italian 37L AT Gun. [DfB5] {Worded as a suggestion for a variant, not errata. SR}

Scenario DB004 ("Devil's Play") Change the British light mortar in the British OB and the balance from 50 to 51mm. The German AC is a PSW233, not a 222. {These were fixed with small labels. SR} [DfB3]

Scenario DB005 ("The Marketplace at Wormhoudt") Now that the long-awaited Allied Minor Module *Doomed Battalions* has been released we finally have the 'proper' counters for the scenario. Substitute the early-war SS for the elite 4-6-8 rifle troops. [DfB5] {Worded as a suggestion for a variant, not errata. SR}

Scenario DB006 ("In the Best Traditions of the Cavalry Service") In SSR1 the steeple is in o38AA5, not 12U5. [DfB4]

Scenario DB009 ("Smashing The Semoventi") Normal rules for orchard and grain apply in the Tunisia scenarios using non-desert boards. [Misc35]

Scenario DB011 ("Dropping Like Flies") In SSR2, line 6, hex O22X7 should read o22X7, and in line 8, "(EX:" should read "(EX:". [DfB7]

Scenario DB012 ("First Clash in Tunisia") The German Balance should refer to SSR5, not SSR4. [DfB7]

Scenario DB013 ("The Men From Zadig") The German R235R(f) tanks use red To Hit #s and have Radios. [Misc19]

Scenario DB021 ("Crisis on the Abucay Line") Add "SSR # 6 - The Japanese receive one module of 70+mm OBA (HE, SMOKE) with one Pre-Registered Hex and Plentiful Ammunition; Contact and Access on the Initial attempts are automatic (remove one Black Chit)." [DfB12]

Scenario DB020 ("3rd RTR in the Rain") The German units are from Aufklarung Abteilung 90 & Panzer Regiment 4, both from the 10th Panzer division. [DfB11]

Scenario DB022 ("No Soup For You!") Can the Russian shoot at the off-board 88? The SSR says there is LOS 'to/from' it so that implies you can. A. Yes, that Gun can take return fire. [Letter73]

Scenario DB023 ("Recon Blitz at Sarnowka") The VC could be better worded if the last sentence read "He loses immediately upon losing >= 50 CVPs." [DfB13]

Scenario DB031 ("The Third Column") Normal rules for orchard and grain apply in the Tunisia scenarios using non-desert boards. [Misc35]

Scenario DB032 ("Deep Strike") Normal rules for orchard and grain apply in the Tunisia scenarios using non-desert boards. [Misc35]

Scenario DB041 ("The Killing Ground") The American SAN is 4. [DfB19]

Scenario DB-Maus ("The Mighty Maus") It is overlay 6, not 9 on board 10, the Nashorn should be a PzJz III/IV, not JgPz III/IV, and the JS-III and JS-IIIM should technically be IS-III and IS-IIIM, respectively. [DfB10]

Scenario DB-Maus ("The Mighty Maus") 1) How are the flak towers treated? What does it mean that the ground level is a quasi location? A. Picture the Flak Tower as a concrete cylinder in which there is a stairway with no windows leading up to the platform at level 2. The quasi locations are only used to transit from ground level outside the tower to the gun platform, units that start at level two going downstairs use a MF per level, so would use 2 MF to get to ground, and Vice-Versa. Units at ground level are considered outside the tower, and get a +1 TEM for the limited cover the tower would provide units huddling against the sides. 2) What does this sentence mean: "There is a +1 TEM for infantry units at ground level outside the stairwell location."?

- A. See above
- 3) Does this mean that units at ground level get a +1 TEM and that units must move through two quasi levels to get to level 2? A. Yes to both questions.
- 4) Is the Level 2 location concealment terrain? A. Yes it is.
- 5) Do you still have to make the extra chit draw for not seeing a known enemy unit in the blast area for the Rocket OBA on turn 1? A. No, the Rockets come in any event, no extra-chit draw needed. [Misc24]

Scenario DB-Maus ("The Mighty Maus") Is the stacking limit of the level 2 location of the flak towers 1 squad equivalent plus 4 SMC or just 1 squad equivalent?

- A. 1 Squad Equivalent plus 4 SMC. [Misc24]

Fanatic Enterprises	Hell On Wheels												
<p>Fanatic Pack #1 Optional Rules The Optional Rules included on the rear of the cover sheet are optional and are not required for use in any of the Fanatic Pack scenarios. These rules were not used in the playtesting for these scenarios. [FanEnt]</p> <p>Scenario FE1 ("A Victory For Early Polish Armor") Use French FT-17 for the additional required Polish tanks. [FanEnt]</p> <p>Scenario FE3 ("The Border Forts") The Border Forts: Prisoners are worth 0 DVP. [FanEnt]</p> <p>Scenario FE6 ("Cavalry Charge at Mussino") Regardless of the picture on the scenario card, neither side gets winter camouflage</p> <p>Scenario FE8 ("Soebang Serenade") Add one 2-2-8 to the board 38 Japanese Setup Group. Exchange the Light Trucks in the Dutch OOB for Medium Trucks. The M-H IIIAC are Allied Minor Vehicle Note 29. Use the British vehicle counter for the additional vehicle required. The VCL M1936 is Allied Minor Vehicle Note 25 and the CTLS-4 is the Allied Minor Vehicle Note 26. The Lt MTR in the Dutch OOB is the 50mm version and does not enter dm. [FanEnt]</p> <p>Scenario FE9 ("Blackforce Counterattack") Add "...from infantry..." after FP in the Victory Conditions. [FanEnt]</p> <p>Scenario FE9 ("Blackforce Counterattack") SSR 2 says, "Place Ford counters in 40AA4, 40AA3, 40BB3, 40BB4." Per B20.8, Fords are places in Gully/Stream hexes. A Water Obstacle like on board 40 does not have Fords, but can have Fordable hexes [B21.4, B21.41]. Fordable hexes are not enterable by vehicles, and require all MF plus hazardous movement. Is this what was intended by SSR 2? A. Yes, a Fordable Hex. [FanEnt]</p> <p>Scenario FE11 ("Italian Winter") Boresighting is NA. The T-34 747(r) is the German designation for the captured T-34 in German service. [FanEnt]</p> <p>Scenario FE11 ("Italian Winter") SSR 5 states that the German units are SS. The OB listing has (SS) against the 8-3-8s and (g) against the 4-4-7s. Now, my assumption from the SSR is that the 4-4-7s are also SS and have a broken morale of 8, correct? A. 4-4-7s are SS. [FanEnt]</p> <p>Scenario FE12 ("Once More Into the Breach") In Russian Setup Change 4F to 4FF. [FanEnt]</p> <p>Scenario FE17 ("Philippine Scouts At Mabatang") Delete one crew from the Japanese OOB. [FanEnt]</p> <p>Scenario FE20 ("Collision Course") The Germans move first. [FanEnt]</p> <p>Scenario FE31 ("Plenty Time to Rest when You're Dead") SSR1 says that PTO is in effect (Exc: roads exist and are one lane). Do you also intend to have the bridges exist? What is a one-lane road? A. Bridges do exist. Handle a one-lane road as a one-lane bridge. [FanEnt]</p> <p>Scenario FE30 ("Trail #2") Change Overlay B1 location to 43O9. [FanEnt]</p>	<p>Scenario HOW1 ("The Guns of Naro") To clarify SBR 3, the FBs can attack on turn 3 and turn 4. [Misc10] {Minor editing. SR}</p> <p>Scenario HOW8 ("The Merzenhausen Zoo") The German setup area is as follows: Set up on board 10 on/east of hexrow P and on board 43 in hexes numbered >5 on/east of hexrow R. [Misc7]</p> <tr> <th>Le Franc-Tireur</th><td></td></tr> <tr> <td> <p>Scenario FT17 ("Patrol") The French get some VP for exiting 2 MMC but which board edge should the French exit for the VPs? A. This is wrong. The French player gets no EXIT VPs, but is compelled to exit at least 2 MMCs (this is kinda win condition). Nevertheless, there is a mistake in the scenario card: it should read: "...provided he has exited at least 2 MMCs on/between U1/Y1". [Letter82]</p> </td><td></td></tr> <tr> <th>Maple Leaf Route</th><td></td></tr> <tr> <td> <p>Scenario MLR3 ("Mooshof Melee") Add one Ordnance Clew to the German OB. 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Optional Monster Pack 1.1 House Rule: All Multi-Player Scenarios use more than one sniper counter and each player gets a free MMC rally attempt. (For example a four player scenario, two enemy and two friendly players, would use a total of four sniper counters, two enemy and two friendly, and each player would get a FREE MMC Rally attempt per Friendly turn.) (This House Rule is a SSR in 1003 "Gold Beach".) [CH Tanks!]

On All Fronts

Issue #79 Scenario "I Once Had a Comrade"
The German player sets up first. The Partisan player moves first. The Partisan player exits west of hexrow J. [CHw]

Issue #100 Scenario "A Bridge for Panthers"
The Germans should have 4-6-7s instead of 4-4-7s. [CHw]

Issue #104 Scenario "Send More Pigeons" The Bren should be a Carrier C (not a Carrier A). [CHw]

Schwerpunkt

Scenario SP2 ("Holding The Hotton Bridge")
1) The VC should read "...functioning, assembled .50 cal...".
2) SSR3 should read "A two-lane stone bridge exists in 40Q2/Q3." [SP2] {Corrected in later printings. SR}

Scenario SP5 ("The Hornet of Cloville") The U.S. OB should have two, not one, MMG. The German OB should include one PSK. Add SSR 6 "The PzJg III/IV may set up in a building." [SP2] {Corrected in later printings. SR}

Scenario SP6 ("Udarnik Bridgehead") Delete "at game end" from the Russian setup instructions. [SP2] {Corrected in later printings. SR}

Scenario SP8 ("The Getaway") The Russian OB should include four foxholes. In SSR3, change "after that" to "thereafter". [SP homepage] {Corrected in later printings. SR}

Scenario SP10 ("Bring Up The Boys") The Victory Conditions should read "The Germans must control ≥ 7 buildings on board 10 in hexes numbered ≤ 5 (the half of the building in 10U6 is included)." In SSR 2, "Overlay D5" should read "Overlay O5". [SP2, SP homepage] {Corrected in later printings. SR}

Scenario SP11 ("Pomeranian Tigers") In SSR 5, add the word "secretly" before the word "designate". Clarification: Prisoners do not count double *for any purposes* when calculating CVP for victory determination. [SP homepage]

Scenario SP14 ("The Green House") The American balance should read "Exchange the Japanese HMG for a MMG. [SP homepage] {Corrected in later printings. SR}

Scenario SP16 ("Hilfe Kommt") The American sets up first. The American group setting up within 3 hexes of 22O8 should have two M4A3(76)w. [SP homepage] {Corrected in later printings. SR}

Scenario SP17 ("Cross of Lorraine") The American sets up first. The German balance should end "American OB." [SP homepage] {Corrected in later printings. SR}

Scenario SP19 ("Men From Mars") The Chinese/American sets up first. [SP homepage] {Corrected in later printings. SR}

Scenario SP20 ("The Slaughter at Krutik") The 8-1 leader in Compania 8 should be an 8-0. Add SSR4 "The T34-M41's may set up in motion. CLARIFICATION: The Axis unit entering on turn two is German. [SP homepage] {Corrected in later printings. SR}

Scenario SP21 ("Johnny One") The British group with three 6-4-8's set up instructions should read "Set up on board 15, west of hexrow Q." [SP homepage] {Corrected in later printings. SR}

Scenario SP21 ("Johnny One") The German AC enter on turn 3 on 15Q10 or 15I10. [Misc33]

Scenario SP22 ("Tod's Last Stand") The British balance should read "Delete the 2-4-7 from the HIP units." The German SAN is 3. The MMG in the British OB should be a British MMG. SSR2 should read "Place overlay ST3 on 43K5-J4. Grain is in season." [SP homepage] {Corrected in later printings. SR}

Scenario SP23 ("Assault on the Hotel Continental") The MMG in the British OOB should be a British MMG. [Letter122] {Corrected in later printings. SR}

Scenario SP31 ("The Hills of Lagonovo")
1) Are the Russians allowed to trade their at start 8-0 for a 9-0 commissar? That would mean two 9-0s in existence at the same time. A strict reading of the rules seem to allow this, but the intent of the rule seems to only allow one 9-0 and one 10-0 at the same time.
A. {Believed to be 'no'. SR}
2) The victory conditions refer to good order Russian squads on level 2 or 3 hills. Would 2 good order halvesquads count? How about the crews?
A. Only squads count. HS and crews do not count. [Misc34]

Scenario SP33 ("The Eternal City") 1) German setup: May the Germans setup in hexes numbered 5 on board 22?
A. The word "to" should not be their. It should read in a hex numbered ≤ 5 on board 22. {"No" assumed. SR}
2) SSR3: Must the rubble be placed in building hexes, or may the German player place them anywhere? If the latter, may the German player choose either type of rubble?
A. The rubble must be in a building location. Then you check for falling rubble. The Germans were blowing up buildings to have better lines of sight and to act as a quick road block. They were moderately successful at best.
3) SSR4: When a vehicle loses HIP under this SSR, may it retain concealment if otherwise allowed to do so?
A. This is in accordance to the concealment loss chart. In other words they are HIP until an American unit has an LOS to the hex they are in. At that point they are revealed. If they are in the open, they come on board unconcealed (check the chart) If they are in concealment terrain, they may keep concealment unless they do something that makes them loose it.
4) SSR5: Does the American player choose which HOB DRM to apply before or after making the HOB DR?
A. After you make the roll. [Misc36]

Scenario SP34 ("Frankforce") SSR3 should read "Place overly B3 on 43P2-Q3". [Misc13]

Scenario SP55 ("Batterie du Port") The "or" in the America setup means American forces may set up on both boards 10 and 17. [Misc21]

Scenario SP73 ("Seregelyes Slug-Out") Mud (E3.6) is in effect for this scenario. [Misc29] {Re-phrased. SR}

Scenario SP79 ("The Mius Trap") The personnel may ride in on the T-70s despite their being tankettes. [Misc30]

Scenario SP80 ("Die Gurkha Die!") The Gurkhas can set up in all three locations, not just one. [Misc27]

Scenario SP88 ("Race for the Sarvis") The Russians do not pay captured use penalties for the two SSR4 PF. [Letter208]

Scenario SP120 ("Kettlehut to the Rescue") German setup should read "in hexes numbered ≥ 5 on board 15". [SP10]

Soldiers of the Negus

Scenario SoN1 ("Our Place in the Sun") VC should read: "The Italian player wins if he controls 4 VP worth of hexes at game end." [Letter7] {N.B. This does not apply to Critical Hit's version. SR}

Scenario SoN2 ("Criniti's Escape") Add SSR 7: "The Italian 3-3-6's and the 9-1 leader must enter mounted." [Letter7] {N.B. This does not apply to Critical Hit's version. SR}

Scenario SoN7 ("The Wells of Borgut") Camel Thorn Brush: treat these hexes as normal brush except that entry costs for infantry/cavalry are 3MF. [Letter7] {N.B. This does not apply to Critical Hit's version. SR}

Tactiques
<p>Scenario TAC4 ("I Remember") The last line of the Aftermath should read: "and the motto, 'I Remember'". [CFw]</p> <p>Scenario TAC6 ("Counterattack At Villers-Bocage") Even though the German OB details the units as an SS detachment, the 5-4-8 squads are not given SS capabilities; they are considered Elite squads (A25.11). [CFw]</p> <p>Scenario TAC21 ("The Infantry Attacks") SSR 2 should read "The bottom of the stream is at level -2 (i.e. to enter and exit is as an abrupt elevation change). [CFw]</p> <p>Scenario TAC25 ("Nella Nebbia – In The Fog") The German set up area should read "set up within 5 hexes of 15AA6". [CFw]</p> <p>Scenario TAC31 ("By Saint Georges!") 1) The Germans should move first. 2) The scenario balances should read "(including >= 6 infantry VP). [CFw]</p> <p>Scenario TAC32 ("Counterstroke In Connage") 1) SSR 5 should read "[EXC: Plowed Field and Road]." 2) The scenario introduction should read "and three Panzerdivisions...)" 3) The number "1" underneath the PzIII in the German OB is correct, but redundant. [CFw]</p> <p>Scenario TAC34 ("Thulin Must Be Taken!") SSR 4 should read "The Germans receive a 100mm+ OBA module with an offboard observer located on the west edge at level 2 in a secretly recorded hex, chosen before the French setup." [CFw]</p> <p>Scenario TAC35 ("In Spite Of All Opposition") As no elevation is specified for the German Offboard Observer, it is assumed that placement is at level 0. [CFw]</p> <p>Scenario TAC37 ("Chestnuts! Hot Chestnuts!") 1) SSR 2, third sentence should read: "The Germans have 84 A-P mine factors (that can be normally converted to A-T mine factors), 60 of which must be placed as known minefields (F.7)" 2) The German reinforcements should be designated as "3rd platoon of 3rd Battalion, 12th Pnazergrenadier Regiment". [CFw]</p> <p>Scenario TAC38 ("Whoa Mohammed!") The following last line of SSR 4: "7. The B1-bis must enter using Platoon movement." should be deleted. [CFw]</p> <p>Scenario TAC40 ("Scottish Nightmare") In the French OB, the text above the Matilda should read as a singular Matilda, not plural, as only one is given in the OB. [CFw]</p> <p>Scenario TAC41 ("Last Stop Before Victory") The Japanese setup should read: "setup on board 35 on/north of hexrow I and/or on board 34 on/north of hexrow Y in hexes numbered <= 4." [CFw]</p> <p>Scenario TAC50 ("Task Force Smith") The scenario card should read "Americans set up first" and "North Koreans move first". [CFw]</p>

<p>Scenario TAC52 ("The Army At The End Of The World") The French setup should read: "setup on board 2, on/south of hexrow H in hexes numbered >= 2 and <= 7." [CFw]</p> <p>Scenario TAC53 ("Pyrrhic Victory") The Turn Record Track should include a German insignia in Turn 3 and a French insignia in Turn 5 to indicate when the appropriate forces enter. [CFw]</p> <p>Scenario TAC61 ("Ghosts In The Jungle") The Japanese set up should read "set up west of the (Alternate) Hexgrain DD10-Z4-S1 {SAN:6}." {CFw says "We have provided a picture of the set up area on our website."} [CFw]</p> <p>Scenario TAC63 ("A Train For Arnhem") 1) In the German OB, the setup for KampfGruppe Hencke should read "set up on board 8, and/or in hexes numbered >= 3 on board 20" 2) In the German OB, the setup for the AA Gun should read: AA detachment, KampfGruppe Henke: Sets up >= 3 hexes from 20Y9 except on Railroad hexes. (Remember that large target size Guns may not set up in buildings.) [CFw]</p> <p>Scenario TAC66 ("The Last Attack") Underneath the board placement should read "Only hexes numbered >= 5 are playable on board 6". [CFw]</p> <p>Scenario TAC74 ("Red Flag") Underneath the board placement should read "Only hexes numbered >= 5 are playable on board 6". [CFw]</p>

Tactiques PBDYO
<p>Rules On page 5, reverse the order of the booby trap levels. [CFw]</p> <p>Purchase Lists On the East Front (1945) German Purchase List, the Composition of RG 18 should read: 8-3-8 x3 +FT x1 + DC x3. [CFw]</p> <p>PBDYO TAC4 – THE TECHNICAL COLLEGE") 1) SSR1 - replace 2308 with 2008. 2) SSR2 - The Polish observers should setup on Level 2 on "northern and/or western edges of board 23." 3) SSR3 - for the turn 3 and later entry area, add "(including Turns 1 and 2 entry areas)". [CFw]</p>

Tactiques Stalnié Prostori
<p>The titles of the on-map setup extra costs charts on page SP7 are reversed. Switch "3 northernmost maps" and "3 southernmost maps". [CFw]</p> <p>The orientation of board 2 on the large map for the 7/11 campaign date is incorrect. The orientation on the scenario card is correct. [CFw]</p>

The Wargamer Scenarios
<p>Scenario WG1 ("Boltenko's Gun") Battlefield Integrity BPV values are German: 0 and Russian: 0. In SSR 2, change "building hex" to "building location." In SSR 3, change "DR" to "dr" in each instance. In SSR 4, add "in a building hex" to the end of the third sentence. In the Victory Conditions, insert "by both players" following "for units exited." [Letter63]</p>

<p>Scenario WG2 ("Assault on the Teploye Heights") Battlefield Integrity BPV values are German: 517 and Russian: 233. The BALANCE options are reversed. In SSR 4, change "DR" to "dr." In SSR 5, substitute "The German receives a FFE's of 150mm Rocket OBA to be used in the initial German Prep Fire Phase. These are placed in two hexes following the Russian player setup. There must be at least one Russian unit located within each blast radius. The German player is assumed to have the necessary LOS to the hexes chosen. Roll normally for direction and extend of error." for "The blast zone effects ... option may not be used." [Letter63]</p> <p>Scenario WG2.1 ("Objective Bill") Battlefield Integrity BPV values are German: x and Russian: y. [Letter63]</p> <p>Scenario WG2.1 ("Swing on Singling") Battlefield Integrity BPV values are German: x and Russian: y. [Letter63]</p> <p>Scenario WG2.2 ("One lone Farmhouse") Battlefield Integrity BPV values are German: x and Russian: y. [Letter63]</p> <p>Scenario WG2.8 ("On the border") Battlefield Integrity BPV values are German: x and Russian: y. [Letter63]</p> <p>Scenario WG2.8 ("The Los Lobos Prison Break") Battlefield Integrity BPV values are German: x and Russian: y. [Letter63]</p> <p>Scenario WG3 ("Attack on the Frontier") Battlefield Integrity BPV values are German: 172 and Russian: 98. In SSR 3, change "squad" to "squads." In SSR 4, change "stone buildings" to "stone building locations." [Letter63]</p> <p>Scenario WG4 ("Breaking out of the Pocket") Battlefield Integrity BPV values are German: 138 and Russian: 126. In SSR 3, change "DR" to "dr"; substitute for the last sentence: "There is no penalty for failing to create a foxhole. Units do not start the scenario TT'd nor may they place a -1 Labor marker." In SSR 5, substitute for the entire SSR "There is the possibility that the German player will receive additional reinforcements. When two of the initial StuG IIIB 's have been eliminated or recalled the German player may roll for the arrival of three additional StuGIIIB's, provided that the German 8-1 armor leader is still on board, good ordered in a non-wrecked/recalled/stunned/UK German vehicle. A dr is made during the next friendly Rally Phase following the elimination of the German vehicle. The dr = the number of turns until the additional StuG's will arrive. They may enter anywhere along the east edge of board 2." Russian OB: add the following identification of the force consisting of 447 (x2), 8-0, LMG, GAZ-MM, BA-f (x2): "Elements of a RECON UNIT (ELR:2) enter Turn 1 along the west edge." [Letter63]</p>
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Scenario WG5 ("Setback on the road to

Mtensk") Battlefield Integrity BPV values are German: 0 and Russian: 0. In the German OB: change "PzVIE: to PzIVE."

In SSR 4, delete "may be used to control" and substitute "may only contact."

Change "low ammunition" to "scarce ammunition."

Change "120mm OBA may preregister one location" to "Both OBA modules may preregister one location each."

Add: "SSR 7. Substitute SPW 250/1 counters for the additional SPW 25 1/1 counters needed. Treat these as SPW 251/1 in all respects." [Letter63]

Scenario WG6 ("Plugging the Gap")

Battlefield Integrity BPV values are German: 196 and Russian: 96.

German OB: Additional Battalion Support change the "2-6 LMG (Russian)" counter to a "3-8LMG (German)" counter. Three "Opel Blitz" trucks should appear not one.

Russian OB: 5th Soviet Tank Army change the "50mm MTR (German)" counter to a "50mm MTR (Russian)" counter.

In SSR3, change "PzIVF" to "PzIVF."

Add: "SSR 4: All Russian T-34 tanks are T-34 M41. Substitute T-34 M40 counters for the additional T-34 M41 counters needed. Treat all T-34 M41's." [Letter63]

Scenario WG7 ("Desperation at Seelow")

Battlefield Integrity BPV values are German: 0 and Russian: 0. Add: "SSR 4: Substitute T-34 M43 counters for the additional T-34/85 counters needed. Treat all T-34-85's." [Letter63]

Scenario WG8 ("The Storming of Ivanovo")

Battlefield Integrity BPV values are German: 204 and Russian: 192. In SSR 1, delete "Mud (E.6) is optional...when used." In SSR 3, add to the end of the last sentence "(EX: "A thru Q" or "D thru T"). [Letter63]

Scenario WG9 ("Retreat from Moscow")

Battlefield Integrity BPV values are German: 100 and Russian: 168. In SSR 4, add "<" following "enter on a dr" in line 1. Move "German may use HIP for 2 MMC and Any SW/SMC stacked with them" to new SSR9.

NOTE: SSR 2, 3, and 5-7 summarize the effects for Ground Snow and winter conditions found in Chapter E of the ASL Rule Book. Those wishing to play with Severe Winter, Deep Snow and Drifting Snow can invoke SSR 8 and the appropriate rules sections from the rulebook. [Letter63]

Scenario WG10 ("Repulsed")

Battlefield Integrity BPV values are German: 204 and Russian: 242. The introduction was omitted. Add: "Spartakova, Russia, 25 August 1942: the 16th Panzer Division had reached the outskirts of Stalingrad only to find that they had outdistanced the rest of the 6th Army. General Hube positioned his divisions into a hedgehog defense to wait for the lagging units to arrive. Not content to passively wait. The General ordered a limited assault of the town of Spartakova. Following an early morning bombardment Combat Group Krupen moved from their positions and attacked the Soviet trenches." [Letter63]

All American	All American Scenarios	
<p>Kellam's Bridge booklet Change "B6/B7" in column 3, paragraph 1 to "B7/B8". [AAN1; CHw]</p> <p>Kellam's Bridge booklet On the back page, first paragraph "Introduction", delete from "Similarly, the hedge hexsides ..." to the end of the paragraph ("... and the hex grid"). [AAN1.2; CHw]</p> <p>Kellam's Bridge booklet The Designer's notes for "The Milling Crowd" erroneously claim that Continuous Slope negates Height Advantage. The wording of B.5 might lead you to make this conclusion, but the last sentence of B1.14 is quite explicit. [CHw]</p> <p>Kellam's Bridge booklet The Designer's notes for "To The Manor Drawn" says "units suffering Ammunition Shortage are not Good Order"; it should refer to SW, not units. [CHw]</p> <p>Kellam's Bridge map The terrain feature between CC8 and CC9 is a Cliff. [page 1, column 3 of booklet; AAN1; CHw]</p> <p>Kellam's Bridge and Timmes' Orchard maps What is the terrain in Kellam's Bridge hex X8 and Timmes' Orchard hex E14? A partial orchard-road, a la Pegasus Bridge? A. Both (all) these hexes are orchard. Not orchard road. [CHw]</p> <p>Kellam's Bridge map Hex T6 et al. These are <i>foxholes</i>. Artistic license makes them look like shellholes. [CHw]</p> <p>Kellam's Bridge map Hex Z9. Is this a narrow street, or just artistic licence? A. Well, both really. A narrow street (if anyone ever wishes to use it as such) which probably should have been left off except that it looks like the real terrain. One lesson learned here is getting the balance right between naturalistic appearance and practicality of play. Generally, the latter wins, even if the result is (e.g.) some odd-shaped grainfields, and crest lines that tend to follow the shape of hexagons! [CHw]</p> <p>Shanley's Hill Un-numbered half hexes are not playable. [CHw]</p> <p>Timmes' Orchard booklet On the back page, change "TO1.8" by the picture of the Gray Castle to "TO2". [AAN1; CHw]</p> <p>Timmes' Orchard booklet In the LOS examples on page 7, the second bullet point "Unit B in G20 has a clear LOS to G18", not H17. [AAN1.2; CHw]</p> <p>Timmes' Orchard map Is hexside D20/D21 a rowhouse hexside? A. Yes. See TO1.5.2 [CHw]</p> <p>Timmes' Orchard Special Rules How is a wall linking E5 and E6 going to prevent Bypass? It will make it more expensive in MF/MP, but it won't <i>prevent</i> it, except to those units that can't cross walls normally. A. Your interpretation is what was intended. [CHw]</p>	<p>Scenario AA1 ("The Milling Crowd") Change the American balance to "Add one MMG to one of American turn 1 reinforcement groups". [AAN1.2; CHw]</p> <p>Scenario AA4 ("A Better Spot Than This") SSR5 implies, without actually stating as much, that Battlefield Integrity is a required rule to play this scenario. Use of A16 Battlefield Integrity is required. [CHw]</p> <p>Scenario AA5 ("Cloaks of Confusion") The Germans have 3 Guns but 4 crews. Is this intended, or is there a typo somewhere? A. The card is correct. Various numbers of crews were tried during playtesting. As noted in the Designer's Notes, the Americans stumbled on an artillery park, defended by alert guards, but the guns not manned. [CHw]</p> <p>Scenario AA11 ("Absent Friends!") Does either side start the scenario with control of the VP hexes? A. No. [CHw]</p> <p>Scenario AA12 ("Westward Ho!") Change the U25 American-entrance/German-exit hex to V25. [CHw; AAN1.2]</p> <p>Scenario AA15 ("Beneath the Castle Walls") Lt. Marr is the 8-1 listed as "507th Regiment Guide set up on P11" in the American OB. [AAN1; CHw]</p> <p>Scenario AA15 ("Beneath the Castle Walls") Is a draw possible? A. No. Germans win at game end if Americans have not achieved their VC. [CHw]</p> <p>Scenario AA16 ("The Siege") SSR 4 is confusing; are the at-start 5-4-6 squads <i>not</i> susceptible to Battle Hardening to 7-4-7s? Should the SSR read "all American 7-4-7 MMC" instead of "all American MMC"? A. No. This SSR still seems to me about as tight as it could be without being over-long. Unless you invoke the simpler rule suggested, all American MMC can Battle Harden up as well as ELR down. [CHw]</p> <p>Scenario AA18 ("A Bridge So Far...") The Timme's Orchard map should be placed <i>on top</i> and any new terrain supersedes any underneath such hexes for the play of AA18 <i>only</i>. {In the newsletter, CH grants the customer permission to color-photocopy <i>only</i> the portion that overlaps for ease of play. SR} [AAN1; CHw]</p> <p>Scenario AA18 ("A Bridge So Far...") SSR 4 says "No American unit may change its hex". Should this be "Location", instead of "hex"? May they expend MF for any purpose? A. The card is correct. Yes. [CHw]</p> <p>Scenario AA20 ("You've Killed Us!") In SSR3 insert "time" between "The first" and "the American". [CHw]</p>	<p>Scenario AA20 ("You've Killed Us!") & Scenario AA21 ("Maloney's Turn") In AA21 the scenario card says the German forces "set up within <= 2 hexes of the bridge at BB31". AA20, which depicts the same force, but in an earlier battle for the same bridge, says the Germans, "set up IN Foxholes (use foxhole counters in hexes with printed foxholes) within three hexes of the bridge at BB31." Can the Germans in AA21 set up IN the printed foxholes, also? A. Yes. [CHw]</p> <p>Scenario AA21 ("Maloney's Turn") How many LMG's does the German force get? The card lists only 1, but the American balance provision is "Delete one LMG from the German Order of Battle". Should be two in the OB? A. The card is right; the words "delete one LMG" were chosen to be as explicit as possible. [CHw]</p> <p>Scenario AA22 ("A Long Way To Berlin") The German reinforcements enter on turn 1 between "GG35 and "LL35". Surely that should be GG36? A. Sorry, the half hexes were not intended to be numbered. Change to GG36. And please note that un-numbered half hexes are *NOT* playable! [CHw]</p> <p>Scenario AA24 ("Fire Brigade to Filiolet") SSR 3: May the Americans expend MF for any purpose? A. Yes. [CHw]</p> <p>Solitaire Mission 1 ("The Gathering") The AC# should read "Enemy AC# 2/Friendly AC# 3". [AAN1.2; CHw]</p>
Night Drop!		
<p>American RG Can you confirm the CP cost of para unit I5 relative to glider unit I2? A. Yes, they are meant to be different. [CHw]</p> <p>American RG Can you confirm the CP cost of 1057th Regiment O1 relative to 709th Division O1? A. Yes, they are meant to be different based on the relative differences in these units and their combat values. [CHw]</p> <p>Game Length How many game turns are there? A. On Turn 6 the Game End dr is "1"; on Turn 7, the Game End dr is "3" and on Turn 8, the Game End dr is "5". [CHw]</p> <p>German FBE What is the German FBE? A. All board edges southwest of the listed U.S. perimeter and the south, west and east edges of the Shanley's Hill map are considered FBE for the Germans. [CHw]</p> <p>German Setup Is the German set up perimeter correct or should AA12 read A12? A. A12. [CHw]</p> <p>Intensity Level Can you confirm the LOW intensity level? A. Yes. It is LOW intensity. You may choose to increase the intensity level of each side equally in any PL CG and we suggest you try this one with a MID intensity for both sides for greater piece density. [CHw]</p> <p>Redeployment Use Redeployment Option A [CHw]</p>		

Setup What is the order of set up?

A. As a Dual Attack, a dr is made to determine who sets up first and who moves first. [CHW]

Armored Stand

American Fortification Table Delete 'Pillbox' from the American Fortification table. [CHW]

American RG Table American CG Card note 'n' should refer to RG O3, not G3. [CHW]

Japanese RG Table Ignore the images for Japanese units I1, I2 and I3 - each unit has only 3 squads. [CHW]

Japanese RG Table Japanese RG I5 consists of 3 x 228, 2 x MMG, 1 x HMG. [CHW]

Objectives For CG I, the American cannot lose greater than 55 CVP; for CG II, no greater than 75 CVP. [CHW]

Arnhem: The Third Bridge

2 MAP DEPICTIONS says that stray building parts do not block LOF/LOS to/from a building if they are part of the same building. Does this include an LOF/LOS traced directly along the hexspine? For example:

- * Is there LOS between CC19 and DD17?
- * Between I10 and K10?
- * Between M4 and O4?

A. Each of these is blocked. Remember that the rule of thumb on all of these LOS questions is common sense - of course you can fire from N3 to N5 but L4 to N4 is clearly intentionally blocked. [CHW]

2 This says that stray building parts deny Bypass along their hexsides. This is clearly logical for the building that the stray part belongs to. But may a unit Bypass the obstacle that does NOT cross the hexside? For example:

- * Can a unit move from L5 to M7 by Bypassing the L6 building along the L6/M6 hexside?
 - * From I10 to K10 along the J9/J10 hexside?
- A. In both cases infantry could, but a vehicle could not. [CHW]

2 Can a unit perform "Rowhouse bypass" by way of a vertex which is covered by the building-depiction/black-bar, such as:

- * Vertex N7/O7/O8?

A. due to the depiction, they would have to enter O7 for 1 MP.

- * Vertex X6/Y6/Y7?

A. The unit would have to enter X6 or use 'rowhouse bypass' on the east side - Y6-Y7, where the black bar doesn't extend past the vertex. [CHW]

2 If LOS traced along the hexspine of a stray part is not blocked (per the above question), does the presence of a black bar cause it to become blocked? For example:

- * Is there LOS from P19 to R19?

A. No. [CHW]

2.814 EX Regarding the Narrow Road EX (following the 2.814 section), can you check it for errors and also explain it in more detail?

A. The example is correct. It helps to think of these roads as not having buildings. [CHW]

2.814 EX using the Narrow Street example, if a HIP AT Gun in G6 (CA at F4) wants to wait until the vehicle has spent >3 MP in LOS before it starts shooting, where will the vehicle be and what facing will it have on the 4th MP in LOS? On MP 5?

A - Vehicle expenditures in the example: OMP - C6; 1MP - D6; 2 - Turn left; 3 - E6; 4 - F5 (now in Gun LOS); 5 - Turn left (2MP in LOS); 6 - Turn left (3); 7 - Turn right (4); 8 - F4 (5); 9 - G4 (Out of LOS). The vehicle must merely use a legal VCA (one that corresponds as closely as possible with the road) to move into each hex, hence the VCA changes (turns). [CHW]

4.55 In the 2nd CGFF, the Grabner counter FSR rules do not specify that Unit C - KG Grabner is to be used for setup. FSR 4.551 specifies the Entry turn but not where the KG is to enter. A. ATB 4.55 second sentence should read "The Graebner force (Unit C) sets up and is used according to FSRs 2 and 3..." [CHW]

4.6 Delete the "Go to..." line before 4.6. Change the first sentence in 4.6 to read "The following SR apply to all firefights on/after 18 AM..." [CHW]

Buildings The key here is the first sentence of B.1 and the first sentence of the B.1 Example:

"B.1 SYMBOLOGY: For aesthetic purposes, terrain symbology may extend marginally out of a hex into an adjacent hex of another type, but most hexes are dominated by one specific terrain type and are governed by the rules for that specific terrain type." AND "EX: The brush symbology of 14H2 extends into H1 and I2 but there should be no doubt that the latter are woods hexes." With that in mind, here are the detailed examples of unusual Building terrains on the Arnhem map:

1. A largely Open Ground hex has part of a building in it, EX: X1. Common sense makes this easy. Building hexes: the building is entirely within the hex like AA1, EE7, C3 or D6 OR the building extends from a multi-hex building to take the center dot a la K16, C7 or N1. Open Ground (or Road, etc.) hexes have an Open Ground center dot and DO NOT have a complete building inside the hex: X1, FF10, AA20, V19, M14. Bottom line - check the center dot; if it is not over a building depiction, only a special hex like AA1 could be a building hex (in that case, building-road, as in Pegasus Bridge, etc.).

2. A portion of the building extends out into one hex, EX: K15-L15. The K16-L14 shot is blocked by the building depiction, which clearly covers the K15-L15 hexside. K15 is an Open Ground hex, as it is clearly dominated by Open Ground, has no complete building inside the hex, looks like Open Ground and has an Open Ground center dot.

3. A portion of the building covers a hexside, EX: BB3-BB4. This is the tricky one. Essentially, a unit's LOS/LOF cannot be blocked by the depiction of the building the unit occupies. This is the trick of representing real buildings in such detail. We assume the paras are near the windows of whatever building and so can see out, even if the windows themselves are over the hexside. That means that a unit in BB4 can see BB3, AA3, CC3 but not DD4 because the buildings in CC4 cross the CC4/CC5 hexside. Look at GG10; a unit there cannot see EE10 because the depiction of the Trolley House in FF9 crosses the FF9/FF10 hexside to block LOS. More important is M9. M9 has LOS to K9 - if it helps, picture L9 as completely empty - that's the effect for units inside the building.

4. Hexside is dark, EX: J18-K18 ASL maps always seem to have little changes at the printer's. This map got darker and the woods got ugly. As usual, the safe bet is to look for the terrain on the far side of the hexside ink. I19-J18, J18-K18, AA6-BB5 all rate as clear. X10-Y11, O13-P13, N20-O20 are blocked. [Misc11]

Church Q: Is the M3-M4 a door like for the Cathedral or a black bar like a rowhouse?

A. Rowhouse - the Cathedral rules are specific to the A10 Cathedral. [Misc11]

Counter Errata The sixth row of British units (historical leaders mostly) has some mismatches on the backs of the counters:

Using a black pen, neatly make the '9' on the back of 8-1 Lt. Barnett into an 8 (almost invisible with this typeface). Also, change the 'E' on the backs of the four 6-5-8 engineer counters to '5'. Gently peel the paper backs (the broken side) of 8-1 Maj. Wallis (Frost's 2ic) and 9-1 Capt. Briggs and swap them, reattaching them with a light smear of white glue. Do the same for the radio and MTR in this row. [CHW]

Docks Some dock hexes are level -1; others are level 0?

A. No – all river and dock hexes are level -1; all other hexes on the map are level 0. [Misc11]

Docks Is there a crest line? A cost to move "up" the dock?

A. "The crest line between land locations and dock locations is considered High Wall (2.883) on/west of hex Z21 (EX: I20/I21)." Look at the black line starting at A22-A23 - it's thick until it hits the ramp @ AA22, then changes to normal crest line. From AA22 to the east the line separating the docks from town is a normal crest line between levels -1 and 0. [Misc11]

ELR The 658 and 548 units are SS and get Elite ammos status (C8.2) and the higher ELR, usually 4 or 5. All other units (usually 447s) get the lower ELR, usually 3. [CHW]

German 5-4-8 MMC The German OB for many of the scenarios, as well as the CG, provides 548 SS squads, that is they are identified as being SS. Do counters get an underlined Morale and a higher broken side Morale?

A. No. [CHW]

High Walls Can a unit in hex Z10 see a unit in AA11? Is there LOF/LOS between these units?
A. No. No. A unit in Z10 cannot see AA9, AA10, AA11 (because of the High Wall vertex) or AA12. He can see Z11 and Y12 over the normal wall. (More quoted discussion: "The wall between Z10 and AA11 is a one level obstacle. It seems to me the only way a unit could have a LOF/LOS across the wall is to be equal to or higher than the wall and that includes LOF/LOS to an Adjacent unit on the other side of the wall. Similar to rowhouse/factory walls as this wall is one level obstacle... I don't think units can see each other that are Adjacent.") Yes – this is correct. You can't see over it, you can't fire over it. You must be higher than it, create a Breach or go around. [Misc11]

Map Is hex R16 a building hex?

A. No. The center dot is not in the building so treat it as Open Ground. [CHW]

Map Is hex A8 a building hex or merely a stray part? Is hex R16 a building hex or merely a stray part?

A. A8 is NOT a building hex. R16 is actually an error on my part during a late stage of the game. It should have been a building hex, but as depicted is not. [CHW]

Map Is the E11 marketplace treated as a paved road or a boulevard?

A. Since it is not declared Boulevard it is Paved Road. [CHW]

Map What are the circled numbers on certain buildings for?

A. They indicate the key locations (and TVP) for the CG. They also show casual observers the layout of the historical British perimeter, building by building. [CHW]

Pillbox and Bridge For pillbox "special Location" it states in 2.876 "It may be attacked in non-HTH CC by any unit in T18. Otherwise, all attacks vs. this location are treated as if at a range of one hex."

A: Duh! My mistake, and a funny one, a la "Okay, my 838 dudes in M7 are going to hit the T19 pillbox. Let's see, that's 16 hexes, with a 16 FP shot for PBF..." Should obviously be ">=1 hex." The key here is that you can't get TPBF – only non-HTH CC, due to the pillbox's position above and to the side of the road. [Misc11]

Pillbox and Bridge Do the 'overhanging' parts of the Arnhem bridge [EX: U20] influence LOS?

A. No. [Misc11]

Pillbox and Bridge Can a unit in the pillbox create a Firelane?

A: Yes, but any such firelane must start in hex T18 and may involve no other hexes except T3-T17. [Misc11]

Arnhem: The Third Bridge CG and Scenarios

Campaign Game How do the German ELRs work?

A: The basic rule is Special Rule TB3: the 6-5-8 and 5-4-8 units are SS and get Elite ammo status and the higher ELR, usually 4 or 5. Everyone else (usually 4-4-7's) gets the lower ELR - usually 3. [CHW]

Campaign Game The 1st CG Firefight (CGFF) is a Night action. Is the British Majority Squad Type (MST) Stealthy because of TB2? What is the MST of the Germans?

A. Yes - the British are Stealthy. The German MST is Normal throughout, except for SMC and units that 'descend' to conscript (as usual). [CHW]

Campaign Game The CG says there is a pillbox in T19 [NRH] but the A:TTB rule section covering the pillbox describes a vertex location, not T19.

A. There is certainly only one pillbox. It should more correctly be referred to as the T18 pillbox. [CHW]

Campaign Game German OB The CG German OB rules and the German OB on the OB card are in conflict. The former indicates the Germs can receive up to four 8-0 in the initial firefight, while the card indicates three.

A. Follow the rule book with its detailed description. 4 x 8-0 in all.

* German Reinforcement Group B; the CG rules say it's available on turn 6 or after on a dr 2< the turn number, the OB card says it's available turns 5+ [that says turn 5 or after] on a dr 2< the current turn.

A. Again, follow the rule book, which is more specific. [CHW]

Campaign Game PLSR The CG PL Special Rules specify the changes to the PL rules in CG PLSR 4.41. Does this mean that the players do not use the PL rules? If so, then at the end of a FF, how does each side determine their respective CTHCs and MLRs (since it is not listed in CG PLSR 4.72)?

A. No - it means that of the standard 15 PL Special Rules, only those 8 listed in 4.41 are used in TB. The last part of 4.41 states "In addition, the following Firefight and CG Special Rules show all of the PL rules that are in effect, in order. No other PL sections are used." So to play the ATB CG, players need only follow the sequence of ATB 4.4, and generally familiarize themselves with the 8 standard PL SR and the 16 TB SR (rules section 3.0). [CHW]

Scenario TB2 ("Guts, No Glory") The radio has no use in this scenario. Change the German Unit A listing on the CG OB card to read "8-0 x 4" and the German Unit B listing to read (2<, 6+). [CHW]

Scenario TB3 ("With Breakfast You Get Germans") Map Layout should read "TB - only hexrows on/east of U are in play". [CHW]

Busting the Bodge

Map With regards to the map what level are hexes A24; B24; C24 and D24?

A. A24 is -3; B24 is -2; C24 is -1 and D24 is 0. [Letter100]

Map Which hex is level 0 and does the terrain go up or down to the south map edge?

A. As per my answer above, terrain slopes down. [Letter100]

Carnage at Cassino

Scenario CAC 6 ("Into the Valley of Death") Add to the Turn 2 Polish group: Elements of the 4th Polish Armored Regt.: 1 x Sherman IIA(a), 3 x Sherman V(a) (thus giving the Poles 8 Shermans total). You can download a new scenario card in PDF format. [CHW]

Critical Hit Magazine Scenarios

Scenario CH 3 ("The Green Hell") ABS

HANDICAP should read:

US3-US2 + replace the Japanese 9-1 leader with a 10-2.

US2-Decrease CVPs in the VC to 18.

US1-Replace a 6-6-7 squad with a 6-6-6.

J1-Increase US SAN to 4.

J2-Increase the scenario length to 7.5 turns.

J3-J2 + replace the US 9-1 with a 9-2. [CH3; CH3.1; CHW]

Scenario CH 4 ("Steutpunkt Vierville")

1) The direction arrow is currently pointing toward the EAST edge. North is toward the top of the page. This will fix the US being able to enter right next to the beach on Turn 1.

2) The Be5 overlay should be placed Be5: 505-506 on D7-D6

3) SSR 4 should read: Tanks may not enter a Level 1 hill hex from any Level 0 hex that is west of hexrow I. [CH3; CH3.1; CHW]

Scenario CH 7 ("Prelude to Breakthrough")
There should be 16 German concealment counters. [CH3; CH3.1; CHw]

Scenario CH 8 ("The Predators") SSR 5 on page 16, Infantry Category B is a Russian HMG and a .50cal HMG. A total of two machine guns are available to the Russian player choosing this category. [CH3; CH3.1; CHw]

Scenario CH 9 ("Breakthrough to Kozani")
SSR 1 should read "EC are Moderate with no wind at start. Kindling fires is NA." [CH3; CH3.1; CHw]

Scenario CH 25 ("Land of the Khan") The Japanese set up should reference SSR 5, not SSR 4. [CH3; CHw]

Scenario CH33 ("At the Point") The artwork for the T-60 M40 shows a 4FP CMG. That should be a 2FP CMG. [Letter278]

Scenario CH 37 ("Forgotten Years") The sand dunes are low. [Letter30]

Scenario CH 53 ("At The Crossroads")
Replace the entry instructions for the 4th Division with the following:
"Elements of the 4th Division, Soviet Konarmiya Army enter on Turn 1 on/adjacent to hex 43Y1:". [CHw; CH Tanks!]

Scenario CH55 ("Lighter Than A Feather")
The name comes from that most Japanese of sayings: "Duty is heavier than a mountain; death is lighter than a feather."
1) The Marines set up in hexes numbered <=4.
2) Yes, the Japanese Cave Complex is double normal size, i.e. "<= 4 hexes from 15AA6". [CHw]

Scenario CH 56 ("The Stalingrad of Kursk")
Replace the history section with the following: Ponyri, Russia, July 9, 1943: Among the many fierce battles of Kursk some of the fiercest fighting occurred around and in the tiny agricultural village of Ponyri. The fighting was likened by both sides to a miniature Stalingrad. Along the railway running from Orel to Kursk its importance was a collection and distribution point for the collective farms in the vicinity. For 6 days this village became the focal point of immense efforts by both sides. Units of the 292nd Infantry Division had captured the railway embankment on the opening day but the struggle for control of the settlement was sucking in large numbers of German units. To support the 292nd General Model fed in the 9th & 18th Panzer and the 86th Infantry divisions. The Soviets responded in kind, feeding in more artillery, mortars and howitzers. In Ponyri itself, ferocious hand-to-hand fighting took place with heavy fire support from tanks, artillery, and SP guns, as both sides contested the village. From July 6-9 a see-saw struggle for control of the schoolhouse, tractor depot, railway station and water tower took place. German massed tank attacks impaled themselves on minefields and were shattered by the massed fire from T-34s, anti-tank guns, and tank hunting units with their anti-tank rifles and Molotov cocktails. Although the Soviets were suffering frightful losses their defenses were fulfilling the purpose for which they were designed. The task of Bleeding the Germans white was achieved. [CH Tanks!; CHw]

Scenario CH 57 ("Yad Mordechai")
1) SSR 4 should allow the Israelis to deploy and recombine without a leader. [CHw] {Corrected in later printings. SR}
2) All minefields are Known. [CHw]

Scenarios in Critical Hit Issue 4 and later All AFVs listed in CH scenarios using the new clip art use OPTIONAL MG ARMAMENT by SSR only. For those confused by the lack of MG designations on the scenario cards, any armament listed in Chapter H notes as "Opt." are only available by SSR. [CHw; CH3.1]

Scenario CH 63 ("March of the Mastadons")
Inherent Crews in HT may not Voluntarily Abandon their vehicles and no HT may be Scrounged. [CHw]

Scenario CH 64 ("Race for the Bridges")
Inherent Crews in HT may not Voluntarily Abandon their vehicles and no HT may be Scrounged. [CHw]

Scenario CH 73 ("The Stand Off") The Weapons Pit counter depiction shows the wrong TEM vs. non-OBA attacks. The TEM is +2 vs. OBA and OVR, +3 vs. Others. The Counter and the rules are correct. [CH4.1 counter sheet; CHw]

Scenario CH 74 ("Troteval Farm") The printer substituted the German LMG graphics for the British LMG graphics. Use the appropriate British LMG. [CHw]

Scenario CH 75 ("The Big Cat's Den") The printer substituted the German LMG graphics for the British LMG graphics. Use the appropriate British LMG. [CHw]

Scenario CH 77 ("Drop Zone A") The printer substituted the German LMG graphics for the British LMG graphics. Use the appropriate British LMG. [CHw]

Scenario CH 78 ("The Outskirts of Lemberg")
The printer substituted the German MMG and LMG graphics for the Polish MMG and LMG graphics. Use the appropriate Allied Minor MMG and LMG. [CHw]

Scenario CH 78 ("The Outskirts of Lemberg")
1) SSR 5 says foxholes may use HIP as per G.2. Since there is no Kunai, Bamboo or Jungle in the scenario, I'm guessing substitute grain, brush, woods.
A. Yes.
2) SSR 4 says the Germans are considered elite, so the SD's are a 7 on the AC's. Elite doesn't effect SD's. Should they be 6's or 7's?
A. 7.
3) The 11th division Polish re-enforcements are four 4-5-8s, a 4-3-7, two LMGs and four horses. This can't be right because the instructions call for them to enter mounted. Should there be five squad-sized horse counters?
A. Replace the 4-3-7 squad with an 8-1 leader. [CHw]

Scenario CH 81 ("Hard Cactus")
1) The entire board is in play, ignore the shading on the mapboard diagram.
2) Add a radio to the turn one American reinforcements.
3) The single US truck should enter on or after turn 1.
4) The two US T19 HMCs should enter on or after turn 3.
5) The German squads should all be 4-6-8. [CHw]

Scenario CH 83 ("Jungles of Stone") There should be 8 caves and 2 trenches, not the numbers printed on the scenario card. [CHw]

Scenario CH 95 ("Shambles") Delete the Serman Fireflies. Increase the number of Sherman V(a) from 15 to 19. Increase the number of Achilles from 1 to 4. [CHw]

Scenario CH 97 ("Final Crisis at Blackpool")
Add the following Special Rule: The pond (waterhole) at 39S10 is flooded. In the Japanese balance provisions a HMG is added, but without the necessary 2-2-8 to man it. Add the 2-2-8. The designer suggests the following changes to better balance the scenario:

1. Change the 2 447's in the reinforcement group with the 9-2 to 2 338's.
2. Remove the SSR that states that 447's have Gurkha capabilities.
3. Add an SSR that states that the 9-2, the 648's and their resulting half squads, and 338's have Gurkha capabilities. (No other units do.) [CHw]

Scenario CH 97 ("Final Crisis at Blackpool")
The "airfield hexes" should include the circular depictions as well as the runway proper. No airfield hex is paved. [Letter72]

Scenario CH 106 ("The Breakthrough") Set up for the 7th Battalion and the mortars should be "<= 3 hexes from...". [CHw]

Scenario CH 138 ("The Sausage War") The Finnish 6-4-8s are 1st Line and the 5-3-8s Green. [CHW]

Scenario CH 139 ("Betrayed by General Winter") Change the Victory location, listed as 18K4, to 18K3. Note the Finnish 6-4-8's are 1st Line and the 5-3-8's Green. [CHW]

Scenario CH 140 ("Sisu at Summa") The Finnish 6-4-8s are 1st Line and the 5-3-8s Green. [CHW]

Scenario PB-CH[F] ("Bedlam Bridge") 1) What happens if the British player totally rubble a building with his rubble counters? It ceases to be a building, and according to the Objectives it's buildings that the German player scores VPs for controlling. Can ex-building rubble hexes count as well? (Presumably, rubble created by Special Rule 4 would not.)

A. Yes.

2) Also, in order to score control VP for building hexes, must the German player actually have units in those hexes? Simply controlling those buildings/hexes isn't sufficient?

A. Control will add them to the German VP total. [CHW]

Scenario Genesis 19 ("Operation Kislev") SR#2 should read "...any hill hex on Level 2...". [CHW]

Dien Bien Phu

Counters Please note that there are no DC hero counters provided. Just substitute a normal hero, or other agreeable substitute. If a regular hero is used as a substitute, it does not alter the characteristics of the DC hero in any way, it is merely a substitute counter.

There are no 227 HS for the PAVN 427 squads; there were mistakenly printed as 127 HS. [Misc31; DfB15]

National Characteristics Chart The sixth bullet in the PAVN section should cross reference DBP 6. [Misc31] {Minor editing. SR}

Overlays The overlays should be cut right to the hexsides, no overlap into adjoining hexes is intended. [Misc31; DfB15]

Dien Bien Phu Scenarios

DBP1 ("Bruno's Flak Attack") There should be ten PAVN 448s. [Misc31; DfB15] {Minor editing. SR}

DBP2 ("Where the Buffalo Roam") This states that A-S are playable hexrows; it should read A-P. [Misc38]

Dzerherzinsky Tractor Works

3.11-.12 As regards 3.11-.12 Leader determination. "For a company or larger unit the CG card will instruct you to make additional leader DR" While the German I notes points this out, the Russian I note does not. It is true Russian companies (I1, I2) get only one leader this way? I understand a 7-0 is supplied as a SW.

A. No. The additional leader is supplied in this case in lieu of the extra DR. The 7-0 is supplied as an "addl. SMC". Note z reads "...the following SW/addl. SMC" and continues, "Guards Rifle Coy - 1 x HMG; 1 x MMG; 2 x LMG; 1 x ATR; 1 x Lt Mtr.; 1 x 7-0. Thus, the note provides a second SMC, the 7-0 to I1. A second leader is then obtained as per 3.12. The Guards SMG Coy, I2, receives one leader as per 3.12. The Storm Pltn also receives one leader as per 3.12, and note I4 also receives a -1 DRM to their roll. [CHW]

CG TW2 CGSR I2 This rule states that purchase restrictions may be ignored for the initial scenario. But what exactly gets ignored? Does this mean the purchased units are available immediately? Or that more sections may be purchased, even in excess of the Scenario and CG maximum, but only if purchased for the initial scenario?

A. It's a comparison with CG-TW1, CG SCENARIO RULE I2 (in CG-TW1) to I2 (in CG-TW2), i.e., the German may purchase the previously restricted M2, G1-3 not allowed by I2 in CG I. Our attempt to clarify has apparently confused but that's all it means. [CHW]

CG TW2 Setup Areas For the Russians in CG II, set up is an area defined on one side along hex row G. The German setup area is "south" of the Russians although the German FBE is West. I am trying to confirm that you actually mean no Germans may setup west of row G but reinforcements may still enter along there?

A. The Russian set up is delineated as G1-G27-R32-KK23. Replace "south" with "southwest" or "outside of" to avoid confusion. [CHW]

Debris The debris example art in the rules uses a bad example. It shows hex H28 but the text refers to G28.

A. Both contain debris (a building with debris in the case of H28.). [CHW]

German Attack The German does not have to buy an Attack Option in the initial scenario. [CHW]

German OBA Strictly interpreted, the German may not purchase OBA since note a applies to several groups including the 'O' type. If CGI2 is used, then the EXC clause is completely unneeded since both CG use the I2 rule. What is correct?

A. The Germans may purchase OBA. Bring a radio in from off-board, do not add a phone for the Initial Scenario (i.e., on board as Germans enter from off board). No restriction on purchasing an Offboard Observer (O4) for Initial Scenario. Note a reads, "Available for on-map setup on CG day of purchase (EXC: German Initial Scenario)." The EXC simply reminds you this note does not apply for the listed RGs for the Initial Scenario. [CHW]

German RG note A This note states units as "available for on-map set up on CG day of purchase [EXC: German Initial scenario]." Additionally CGSR I2 for both CGs states neither side has purchase restrictions for the initial scenario. Do these two rules not contradict each other?

A. No. See above as regards the I2 question and OBA. This question missed the point that this reference simply negated CG SCENARIO RULE I2 from CG-TW1. [CHW] {Minor editing. SR}

Map Gravel Piles are treated as DTW rail embankments, not RB rail embankments. [CHW]

Map Does the game turn track art work exclude the area it covers from play?

A. Yes. FF35-40 are in play; GG36, HH36, II36, JJ 36 and KK36 are in play. [CHW]

RB SSR DTW uses both RB CG SSR 8 (two snipers per side) and 17 (two self-rally attempts per side). [CHW]

RG Tables

a) Russian Guards Rifle Coy (I1) and German Rifle Coy (I1) RGs should also have 'c' in the notes column.

b) Footnote 'c' should include ATRs as being manned by 127 crews.

c) Add to footnote z: ELR Loss/Gain drm: Soviet I1 -6, I2 -4; German I1 -4, I2-I4 -2.

d) The 'r' footnote for a CG RG does not preclude setting up in Reserve. [CHW]

Redeployment Use Redeployment Option B. [CHW]

Russian Entry 1) Can the Russian just enter onto shoreline hex, as if they have boat capability?

A. No.

2) If they are allowed to move onto shoreline, how many movement points do they have left when do move onto shoreline hex. Perhaps only the edge hexes that are not shoreline are available for off board entry.

A. See above. No boats. [CHW]

Russian RG Table The Russian HW Pltn (I5) comes with BOTH a .50 cal HMG (8-16) and another "regular" HMG (6-12). [CHW]

Set DC Does DTW use Red Barricades-style Set DCs, that is, they are HIP until the location is searched?

A. Yes, as per O11.6073. [CHW]

Storage Tanks This references "RB9" but I assume this should be O9.

A. Correct. [CHW]

Euro Pack I

Scenario Euro Pack I 19 ("First Contact, First Defeat") The counter art shows two Polish AT guns. However SSR 5 states "Use AN Italian Gun to represent THE Polish ..." So would the counter art be right and there are two 37L or is the SSR right and there is only one?

A. The note refers to both, i.e., two guns. [CHW]

Scenario Euro Pack I 21 ("The Shortest Way") In the Critical Hit version there should be only one German 8-1 leader, not nine. [CHW]

Scenario Euro Pack I 48 ("For One More Hour") Add SSR 7 "The French may not Boresight."

In the Critical Hit version, the French Infantry/-ATG group, 5th Mixt Escadron, sets up on Board 41, east of row N (not inclusive). [CHW]

Scenario Euro Pack I 52 ("Time for Lunch")

1) In the scenario prelude replace "December 19, 1944" with "December 17, 1944".

2) Errata - In the German entry conditions replace "on 24Y1" with "on/adjacent to 24Y1". [CHW]

Scenario Euro Pack I 55 ("Roadblock at Stoumont")

In the U.S. OB replace the two "M4A1 (75) W" Shermans with "M4A1 (76) W". [Letter6]

Euro Pack 2

Scenario #12 ("Bloody Christmas") The American Tank Destroyer is an M-18. [CHW]

Euro Pack 3

Scenario #61 ("Elusive Armor") The American Tank Destroyer is an M-18. [CHW]

Euro Pack 5

Scenario #81 ("Katukov Turns The Tables II")

1) SSR #1 next to last sentence should read: "Vehicles with low ground pressure pay normal MP"? {With the "?" I don't know if this is a question or an errata. SR}
2) SSR #4 suggests only 2 Russian T26s tanks but the OB calls for 4.

A. There should be 4.

3) SSR #5 lists hex 18Q6 twice for shellholes.

A. Ignore the second listing. [CHW]

Scenario #99 ("Lords of the Steppes") Ignore the German OBA icon, they receive no OBA. [CHW]

Gembloux The Feint Campaign Games

Gembloux the Feint: "Lost Sentinels" 1) On the German CG card, the German II Infantry Pltn. CG Max should read "P12", not "P1,2".

2) Any AFV is considered a Strategic Location.

3) Grain is in season (B15.6), and is not treated as Plowed Fields.

4) Use Redeployment Option A. [1-4 are CHW]

5) The rules section for leader generation mentioned on the CG card for "Lost Sentinels" is 3.121. [PL2US; CHW]

Gembloux The Feint Scenarios

Scenario GTF1 ("Caught Napping") Make a side note of the tank affected by SSR3, and do not place the Abandoned counter on board. [CHW]

Scenario GTF3 ("Reluctant Withdrawal")

Reverse the two Balances (i.e., the German balance should be French). [CHW]

Genesis 48

Arab '56 Vehicle Listing 5, AMX-13 MBT The counter appears to be missing its white dot for small target status.

A. It is on the counter, just very small. [CHW]

Arab Vehicle & Ordnance Listings These do not give the # of counters of each type.

A. Correct. We'll supplement this table at our website shortly. [CHW]

Arab Reinforcement Groups There are two Arab reinforcement groups with the ID of O2: the ALA 3" mortar OBA, and the Arab Legion 3" mortar OBA. I assume that as their CG max limits are different, these are indeed different RGs, so that the Arab Legion 3" MTR OBA should be RG O3, which forces the renumbering of the Arab Legion 88 ART OBA to O4. Also, both of the Arab Legion OBA modules (O3 and O4 by my numbering) should probably have a notation of 'd' in their notes column - can't buy the Arab Legion OBA before the rest of the Arab Legion shows up.

A. They are indeed different. The Arab Legion 3" MTR should be O3 and the 88MM OBA should be O4. However, the Arab Legion OBA is available before the rest of the Legion shows up. The Legion was in the vicinity but did not commit infantry and armor until it looked as if the Jews were going to be victorious in driving the Arabs out of the Old City. [CHW]

Battle Hardening Leaders The Platoon Leader 2.5 rules for battle Hardening leaders seems wildly excessive, allowing the battle hardening of up to four leaders on a side?! (that is at least half of the leaders in each side's OOB, every CG date).

A. Don't agree. You add +2 to the dr for it being a leader promotion and ignore the CVP modifier. So, in most cases, you will have a positive modifier which means most often you will get to promote 0 or 1 leaders. [CHW]

C5 Israeli Isolated Ammunition Shortage Is the +1 DRM for consecutive CG Dates Isolated inclusive of the just-completed CG? (So if the Israelis end the first CG Date Isolated, they have a +1 for 1 "consecutive" day Isolated; still isolated after CG Date 2 would be a +2, and etc.)? It is not inclusive of the just completed CG. [CHW]

C11 (Israeli recycled units) Is a unit eliminated in Close Combat considered to have received a KIA for purposes of this rule?

A. Yes. [CWWh]

CG DRMs 1) The CP Replenishment modifier under the ALA is listed as NA. Does this mean that until the Arab Legion shows up (after CG 4), the ALA doesn't get CPP's in the Refit Phase?

A. No.

2) Or do they roll with a 0 modifier?

A. No.

3) Or do they always use the Arab Legion +4 DRM even before the Arab Legion RGs can be purchased?

A. Yes. [CHW]

CGSR C3 (Campaign Game setup) Arab setup describes one setup area as "inside the walls" and another as "outside the walls". Can Arab units set up ON the walls?

A. Yes, the Arab player is considered to control all Wall locations at the start of the campaign and as such, may set up ON the wall.

GEN 1.231 (ALA looting special rules) 1) The rule itself is really confusing with reference to Mopping Up. "... if the building has multiple Locations, it immediately invokes the effects of Mopping Up ..." Does this mean that when an ALA unit enters an original-Israeli building, it takes its Looting TC, ALL building Locations that it could Mop Up are considered Looted, and the ALA units suffers the consequences of Israeli units being in the Looted Locations as if the ALA unit had Mopped Up?

A. Yes.

2) Are Building Locations that contain Known Good Order Israeli units still Mopped Up under these circumstances?

A. Yes, the Mop Up is attempted and potential casualties ensued as if the Israeli unit is Unknown.

3) Once a building location has been looted (i.e. Mopped Up or controlled by the ALA player) does it still trigger Looting for subsequent ALA units that enter it?

A. No. [CHW]

GEN 2.1.1 (City Walls TEM) What is the TEM when firing on a (non-tower/gate) city wall hex from an adjacent, connected city wall hex? +3 as if a stone building, or +0 as if a rooftop?

A. It is +3. See the second bullet in the rule example. There are many more turns in the wall than depicted on the 40 meter hex map. [CHW]

Israeli 6-3-8 Squads What is the smoke exponent for the Israeli 6-3-8 squads?

A. One smoke grenade icon = exponent of '1'. It is to the left of the 6-3-8. [CHW]

Israeli Counters If the Israelis are supposed to be German-colored, the color match is poor. If they aren't supposed to be German-colored, then they are missing 1/2" and 5/8" Concealment markers, and the German SW used in some scenarios are going to show rather obviously.

A. The 4-color printing process is under control by no one 100% - witness purple Germans and going back further those amazing counters in COI. The counters are considered to be acceptable from a color gamut standpoint and the card-stock core is matched to the 'older' dark cardboard core so they are not a dead give-away (i.e., many wargame companies use that fancy, thinner 'white core' for their counters now). [CHW]

Israeli Ordnance Listings 1 & 2, 2" & 3" MTR There are no dm counters for the homemade version - can they be dm?

A. No. [CHW]

Israeli Reinforcement Groups 1) If the Israeli player purchases RG M4 Ammunition, and fails to reach any Isolated units, is the Ammunition RG Retained for the next CG Date?

A. No.

2) Can Israeli units with the r1 and r2 notations (I1 Irgun Platoon, I2 Irregular platoon) set up inside the city walls even if the area is Isolated? Or is it intended that while the area inside the city is isolated, these units must set up outside the city walls?

A. Yes, see C12 of the Jerusalem Campaign Special Rules.

3) Can r1 and r2 type units retreat off the friendly map edge, be Retained, and set up inside the city in the next CG?

A. No. [CHW]

Israeli Unit Substitution 1) Do Irgun 4-2-7 which Battle Harden become Fanatic?

A. Since there is no higher class for the Irgun 4-2-7 they become Fanatic when they Battle Harden.

2) If they ELR do they Disrupt?

A. Irgun 4-2-7 become two broken HS when ELR exceeded. See GEN1.154

3) Are the 4-3-6s (I2) Haganah or HIM? (Or are HIM always a subset of Haganah?)

A. The HIM are treated as a subset of Haganah/-Zahal. [CHW]

Ordnance Listings 3 & 4, 120, 120 (H), 160 MTR These listings omit the 'no dm' notation

A. Noted. [CHW]

Ordnance Listing 5, 57L AT 6 pdr The listing shows ROF 2, counter shows ROF 3; listing says HE5, counter says HE7

A. ROF = 3; HE = 7. [CHW]

Ordnance Listing 8, 76* Napoleon This appears to be the same gun as French Ord. Note 9 (65 M mle 06), but is missing the 'h-d' notation from the back of the counters.

A. Answer coming. [CHW]

Ordnance Listing 9, 75 ART Should this be "Krupp", not "Krup"? A Krup is correct. [CHW]

Ordnance Listing 12, 20L AA Hispano-Suiza in the ASL listings (British Ord. Note 20) these guns have a limbered side. [CHW]

Ordnance Listing for the 75 ART mle 1897 This is given as 12, but is actually missing – Hispano-Suiza is 12, etc., and there is no 16.

A. Answer coming. [CHW]

Ordnance Note 5 This refers to the Davidka as exploding, doesn't mention the Parosh, but both have the notation on the counters and in the listing. Does the Parosh also explode on a malf 11-12, colored dr=6?

A. Yes. [CHW]

Reinforcement Groups The following Reinforcement Groups have a CG Max that exceeds the possible purchases, even if the Scen. Max is purchased on every single CG Date: Arab M3 Attack Option; Israeli M1 Fortifications; Israeli M2 Sniper

A. They do not exceed possible purchase. See C6 of the Jerusalem Campaign Special Rules. Every day is a campaign date. Therefore there are 13 campaign dates (May16-28). The 6 historical dates are shown for those who want to simulate the sequence of the major historical actions but those are not the only available campaign dates. [CHW]

Sinai '56 Israeli Ordnance Listing 4, 120 MTR The listing shows B11, counter says B12; listing shows S8, counter says S7; claims there's 2, actually only 1; counter says no dm, listing omits.

A. Counter is correct for all. [CHW]

Vehicle Listing 1, M4A2 This claims 2, actually 3 in game; listing says B12, counter shows B11; listing gives a 4 FP AAMG, only vehicle 3 has this.

A. B #11 correct. Only one is provided with the AAMG. [CHW]

Vehicle Listing 2, M4A1-K This claims 1, actually 2 in game.

A. Correct. [CHW] {Minor editing. SR}

Vehicle Listing 3, H39(L) LT This listing shows 4, there are only 3 – but there is also one H39, with no listing for it.

A. There are four total; 3 x 'short' gun and 1 x 'long' gun. [CHW]

Vehicle Listing 3, Locust LT The listing says British, counter shows British, notes says American. I believe the Locust was an American-built vehicle.

A. You are of course correct – provided to the combatants and maintained formerly by the British but built by Americans. [CHW]

Vehicle Listing 3, M4A3 there's only one in the game, but it has ID#4.

A. Correct. [CHW] {Minor editing. SR}

Vehicle Listing 5, M4A2 The listing shows ROF 0, but the counter shows ROF 1. Which is correct?

A. ROF = 1. [CHW] {Minor editing}

Vehicle Listing 6, M4A1-K The listing shows ROF 0, counter shows ROF 1; listing shows # 1, actually 2.

A. ROF = 1. [CHW] {No answer to quantity question}

Vehicle Listing 7, Sherman 1B The listing shows it as M4-105, that's the Sinai '56 version, the G'48 version counter calls itself Sherman 1B (confusing because the only differences are the B# and the Sherman 1B's lack of a gun before 2/49).

A. Gun may not be used before 2/49 and note B#. Otherwise same tank and counter used. [CHW]

Vehicle Listing 10, M# ht This claims 2, actually 10 in the game

A. Correct, a typo. [CHW]

Vehicle Listing 11, Humber IV AC There are none included in Genesis '48, none in ASL in Soviet/Egyptian colors.

A. This will have to be added as a new counter as per my above notes. [CHW]

Vehicle Listing 11, M3 B .50 cal HMG ht This listing shows S6 Ammo, this CANNOT be correct.

A. No, typo. [CHW]

Vehicle Listing 12, Daimler AC The counters are missing the white dot for small target status; vehicle 2 counter shows a class C gun, listing and vehicle 1 have class B guns.

A. Noted. We'll be providing a new counter with our next release that includes 5/8" counters. [CHW]

Vehicle Listing 12, M21 MC 81* MTR ht This claims 2, no such counters in the game. Also, per ASL US Veh. Note 33 & '89 Annual errata, M21 should have a red CS#, range 3-75, and an Inf Crew.

A. One 81mm mortar HT fits all; 'M21' nomenclature did not make it to the counter. Use the M3 'C' counter provided. [CHW]

Vehicle Listing 12, Staghound AC The listing has the vehicle as truck-type MPs, ASL British Veh. Note 54 has it AC type MPs.

A. Correct. [CHW]

Vehicle Listing 13, M9 & M9A1 ht There are none included in Genesis '48, none in ASL in Soviet/Egyptian colors

A. Provided in Brit colors. We'll add them also if they are needed or use British counters. [CHW]

Vehicle Listing 14, Loyd Carrier There are none included in Genesis '48, none in ASL in Soviet/-Egyptian colors

A. Once again, use British counter if you need one of these. [CHW]

Vehicle Listing 15, M3 ht The listing shows 9, there are actually 10 counters.

A. We added an extra, you are correct. [CHW]

Vehicle Listing 15, White SC as this is the same vehicle found in ASL American Vehicle note 39, I assume that the MA is 12.7 MG (the LMG having gone missing), and that since the PP capacity is raised from 9 to 13, the vehicle no longer comes with an inherent HS.

A. Yes to all. [CHW]

Vehicle Listing 16, BTR-152 The towing letter is lower-case in listing.

A. OK. [CHW]

Vehicle Listing 17, 3/4 ton American truck The listing shows the vehicle as being Very Small Target, counter shows it Small Target, US Vehicle note 55 shows it as a Small Target.

A. Small is correct. [CHW]

Vehicle Listing 17, Jeep American The listing shows it having a B12, counter shows B11.

A. Counter is correct. [CHW]

Vehicle Listing 17, M3 FT This shows as having a low Ammo X9 – I assume this is an error, it is simply an X9.

A. Correct. [CHW]

Vehicle Listing 21, M3 AAG The counter shows it as M9 AAG; listing has it non-turreted, counter shows it Slow Traverse.

A. Counter is correct. [CHW]

Vehicle Listing 23, Carrier A & Carrier B The listing shows them as Open-Topped, ASL (British Veh. Note) shows them as Close-topped but always CE.

A. Add to note in GENESIS 48: "White movement arrow for these AFVs signify Closed Topped but always CE status." [CHW]

Vehicle Listing 24, Jeep & variants This shows the ATR Jeep as open-topped, but it is actually unarmored.

A. Add to the note in GENESIS 48: "This vehicle is Unarmored but not considered Open Topped." [CHW]

Vehicle Listing 24, Staghound I AC The listing indicates it has sM6: the French-colored counter does, the Soviet-colored counter does not have such a notation; also, listing says truck-type MPs, ASL British Veh. Note 54 has it AC type MPs. A. No sM is correct. Yes on the AC movement type. [CHW]

Vehicle Listing 26, 1.5 ton Armored truck The listing says close-topped, but the counter says open-topped.

A. It is a Closed Topped truck. We'll be providing a new counter with our next release that includes 5/8" counters. [CHW]

Vehicle Listing 35, Lorraine 38/65 This indicates HE only, counter doesn't show it.

A. HE only is correct. [CHW]

Vehicle listing 36, sIG II SPA This has the B# in Italics – probably supposed to be BOLD for Low Ammo status.

A. Yes. [CHW]

Genesis 48 Scenarios

Scenario GEN1 ("Sons of Galilee") Is grain in season? Scenario 1 is 20 May, normally grain wouldn't be (Plowed Fields in May), but Scenario 3 "Etziongrad", 13 May, has the grain in season. A. Grain is not in season unless stated otherwise. So, no. [CHW]

Scenario GEN3 ("Buying Time") 43L9 should be 42L9. In SR 5, "contagious" should be "contiguous". Third sentence from the end, "The DO NOT ..." should be "They DO NOT ...". [CHW] {Minor editing. SR}

Scenario GEN3 ("Buying Time") In SR6, 43Y10 is NOT offboard, presumably the observer should be in in 43Y0.

A. Trace the LOS from 43Y10 as it states. [CHW]

Scenario GEN4 ("Buying Time") In SR4, 43L9 should be 42L9. In SR5 change "contagious" to "contiguous". [CHW]

Scenario GEN8 ("I Deam of Jenin") Can the Arab Legion player opt to bring his infantry on foot, and then bring his trucks in later? Or, is it required that he bring any infantry on board as passengers in his trucks?

A. It is the designer's intent that they come in on the trucks so the answer is No, then Yes. [CHW]

Scenario GEN12 ("Final Act") SSR 2 calls for Overlay SD4 on E7-F8, which is an illegal placement. Should this be E7-F7, E8-F8, E7-E8, F7-F8?

A. Yes. [CHW] {But this doesn't answer which one of the four possibilities it is! SR}

Scenario GEN13 ("The Monastery") Building J27 is mentioned in the Israeli setup conditions. There is no building in hex J27. What building does "J27" refer to?

A. J26. [CHW]

Scenario GEN14 ("Edge of the Sword") "Each SW exited counts as 12 CVP ..." Is this correct?!

A. SW count as 1 CVP each. [CHW]

Grain Elevator, The

CG-GE1 ("The Grain Elevator") Russian reinforcement A2 list a medium tank platoon of 3xKV-1 M40; however the tanks depicted are 3xT34 M41. What should Russian reinforcement A2 consist of?

A. 3 x KV-1 M40. As per PL errata, the textual listing always supercedes the graphical depiction if they vary. [CHW]

CG-GE1 ("The Grain Elevator") In the German order of battle 4 Flak Pz IV/20 (Wirbelwinds) are shown. In the scenario aftermath 4 Flk Pz IV/37 (Ostwinds) are mentioned specifically. Should the Germans have Flak Pz IV/20's or Flak Pz IV/37's?

A. FlaK Pz IV/37. [CHW]

CG-GE1 ("The Grain Elevator") Under the initial Russian OB: A2 NKVD Militia Pltn should be I3 NKVD Militia Pltn; G2 ART Battery should be G1 ART Battery; and O4 Offb'd Observer should be the O2 Offb'd Observer (there is no O4). [CHW]

CG GE1 ("The Grain Elevator") In the CG E1 Objectives, can draws occur? Should it read, "The Germans win...all stone buildings..." instead of Locations?

A. Yes. No. [CHW]

German OB it lists, "O4:Offb'd Observer". There is no O4. Does it mean O2?

A. Yes. [CHW]

Map I notice in some hexes on the GE map building depictions cross over hexsides? Does this make these new hexes Building hexes?

A. No. Building depictions that cross over a hexside block LOS and Bypass movement across those hexsides and have no other effect on play. Note that A9 is a building hex despite the fact that the building depiction 'misses' the hex center-dot. [CHW]

Map Can you clarify the status of the Grain Elevator (Building I6) hexes I7-I8?

A. Yes. These have a Ground Level and Rooftop Location at Level 2 only. These rooftops may be reached from Level 2 of hex I6. Treat these Rooftops as per O.4B and O.5 for entry and all other purposes otherwise. [CHW]

Redeployment Use Redeployment Option B. [CHW]

Russian OB it lists, "A2: NKVD Militia Pltn. X 4". "A2" is the Medium Tank Pltn; an NKVD Pltn. Is I3. Does the OB mean 4 x NKVD Militia?

A. Yes. Same goes for "G2: Arty Bty.", there is no G2, use G1 instead. [CHW]

Russian RG Notes I assume Russian Note c also includes INF guns as regards being accompanied by a 2-2-8 crew.

A. Yes. [CHW]

Guerra Civil

Charts In the Nationalist- CTV-vehicle rarity factor chart add "the same rows of "camión blindado nº1" and "camion blindado nº2" as for Republican Vehicle rarity factor chart. And use for Nationalist the same factors as in the Republican vehicle-listing chart.

In the Republican vehicle rarity factor chart "the Schneider M.16 CA1" is only available in July - August 1936. [Letter157]

Rulebook 1.11 REPUBLICAN units use Allied Minor SW/Vehicle/Ordnance counters (not Axis). NATIONALIST units use Axis Minor SW/Vehicle/Ordnance counters (not Allied). [Misc26]

Rulebook Add "1.23 - It is impossible in DYO scenarios to buy ATR, MINES and RADIOS." [Letter157]

Rulebook 2.14 Add "The Republican FC are only availables for Vasque troops from the PNV (Nationalist Vasque Party)". [Letter157]

Rulebook 2.19 Change "Treat Republican units as Allied Minors" for "in Nationality capabilities chart". [Letter157]

Rulebook Add "2.33 In scenarios later to the rendition of Santoña (26-08-37.) the units of the Euzkadi's Army have their morale level reduced by 1." [Letter157] {PK believes this may be only the opinion of the person that posted the errata on the web, not official CH errata. SR}

Rulebook 2.56 Add "-1 DRM is applied". [Letter157]

Rulebook 3.3 Add "A -1 DRM is applied (cumulative with any others DRM) for OBA attacks against Falangist units". [Letter157] {PK believes this may be only the opinion of the person that posted the errata on the web, not official CH errata. SR}

Rulebook 3.611 When it is specified that the units are of the Condor Legión, they will use the black to hit numbers. [Letter157]

Rulebook 3.64 In scenarios in those that combines CTV and National Army, the rule A10.7 will be applied (Allied troops). [Letter157]

Guerra Civil Scenarios

Scenario Cards What are players supposed to do about counters not matching the clip art on firefight cards?

A: Use counters from your existing Allied and Axis Minor counter set for those not provided with Guerra Civil and ignore subtle differences between the counters provided and their depictions on the scenario cards as the cards do not reflect a couple of final changes made to the counters. [Misc26]

Scenario GC2 ("Last Stand on Hill 197")

Republicans should set up first (as defenders), and Nationalists should move first (as attackers). [CHw]

Scenario GC3 ("Son Servera") Ignore the playtester note on the card referencing SCW 2. It is already correctly placed on the Board Layout graphic. [Misc26]

Scenario GC5 ("Dombrowski's Stand")

Remove the field phone from 5th Bandera de la Legion, and put it in 1st Tabor of Tetuan. [Letter157]

Scenario GC6 ("Brihuega Disaster") Change Scenario Rule 2 to read, "...on Board SCW 2 are wood." [Misc26]

Change the two BT-5 tanks in Republican set up for two BA-6. [Letter157]

Scenario GC7 ("Resist or Die") Rule 3 refers to ... a Level 0 Two Story House. What does the Level 0 refer to?

A. As per the Scenario Rule, follow B23.22. The building simply sits on Level 0. [Misc26] {Minor editing. SR}

Scenario GC11 ("Noi Saimo Italiani di Garibaldi") In the Republican setup instructions for units setting up on board 42, change the hex coordinate of "S12" to "S1". [CHw]

Scenario GC12 ("Ring of Iron") In Objectives, The Nationalists need to Control three of the Six Hills at Game End without losing > 45 CVP. (Changed 'five' to 'six' above as there are six 'hills'. Note that the counter clip art on the Firefight Card does not match the counters available for the following vehicles (subtle differences): T-26B, FT-17C, and Pz IB. Use the counters provided. [CHw]

Scenario GC12 ("Ring of Iron") Does the definition of a "hill" in the Objectives, apply to the hill reference in the setup for the Republicans?

A. No. Republican units may set up on any level hill hex on board SCW2. [CHw]

Hell's Bridgehead

Map Corrections 1) The arrows in the northwest corner of the map that designate where the Russians may enter for each CG are reversed – for CG1 is between hex A1 and LL0. For CG2 it is between A8 and K1. The CG Rules are correct. 2) All brush hexes between A26 and D26 (seven hexes total) should be treated as marsh hexes. 3) Optional: Place Overlay X7, treated as wooden, in hex JJ9. Place a Rubble Counter in this hex for CG II. This is the "Kursk Blues Cafe", infamous in playtesting. 4) Historical note: The village name of Krasny Oktabyr printed in hex M26 is actually Kliuchi. The village of Krasny Oktabyr is partially represented by the cluster of buildings south of the Psel River. [CHw]

Jatkosota

Finnish Lahti-Saloranta LMG (provided in Jatkosota) The range 7 should be underlined ("2-7") to indicate the availability of Spraying Fire. The depictions on the scenario cards and in the newsletter are correct. [Jatkosota errata; CHw]

Jatkosota Scenarios

Scenario JAK2 ("At The Gates Of Viipuri")

1) Change the reference to board 17 to board 14 in the Russian setup and Board Configuration hexrow limitations. [CH3.1; CHw] {Fixed in CH *Tanks!* version. SR}

2) The reference to Board "17" in the Board Configuration hexrow limitations should be Board "14". [CH3.1; CHw] {Fixed in CH *Tanks!* version. SR}

3) SSR 2 should read "21P7-P8-O8". [CH3.1; CHw]

4) The setup restrictions for the Finnish HIP Elements should be changed to read "... in hexrows with coordinates >= 5". [CH3.1; CHw] {CH3.1 mistakenly has '<='. Fixed in CH *Tanks!* version. SR}

5) The CH *Tanks!* version has an IS-2 instead of an IS-2m. The CH *Tanks!* version has Russian ELR 2 and SAN 4. [CHw]

Scenario JAK2 ("At The Gates Of Viipuri") The setup restrictions for the Finnish Elements of the 20th Brigade and Er.Ps.K. should be changed to read "... in hexrows with coordinates >= 5". [Jatkosota errata; CHw]

Scenario JAK5 ("Forests of the North") The Germans receive only one HMG. [CHw]

Leatherneck

Scenario 1 ("Ichiki's Mistake") 1) SSR 2 Overlay Corrections as follows: Ef3 should be on Be648-641; Ef1 should be on 35P2-Q2; Ef2 should be on 35X5-Y6. All other overlays are correct.

2) Note on the Mapboard diagram that the Ef1 and Ef2 overlays should be reversed. [CHw]

Scenario 2 ("Hell's Corner") 1) SSR 3: Paths are Trail Breaks (B13.421). Add the sentence, "Tanks are Not Allowed to enter the stream." They can only cross the river via the sandbar. 2) SSR 7: Use Preregistered rules for this Module (C1.732). [CHw]

Scenario 2 ("Hell's Corner") Overlays SD8 and SD1 overlap, is this intended?
A. Yes. [CHw]

Scenario 3 ("Seizing Viru Harbor") 1) SSR 3: May the Japanese AA guns change their CA so as not have a south/SE hex form part of the CA after setup? Do they have the option to setup in AA mode?

A. Yes, in a fire phase of the first turn of the game. There is no reason to do that since the FB will be gone at the start of the first turn. [CHw]
2) SSR 6: What if by turn 3 or thereafter there are no surviving Japanese leaders? What phase is the SSR 6 NTC made by the Japanese best leader?
A. They cannot attempt escape. It can be done in the RPh, PFPh or MPh. [CHw]

Scenario 5 ("Meeting Otto") 1) May the 3" Deck Gun place more than one Smoke counter in a Fire Phase, as if it were a mortar?

A. No

2) Is the 2 ROF of the Deck Gun before or after the spotted fire reduction of rate?

A. After, it has a 2 ROF for Spotted Fire. [CHw]

Scenario 8 ("White Beach") Overlay Oc104-1053 should be placed on 40O2-N1 rather than 40O1-N1. [CHw]

Scenario 10 ("Wrong Way at RJ-177") What do two 3-4-8 HS recombine into, a 7-6-8 or 6-6-8 squad?

A. 6-6-8. [CHw]

Scenario 12 ("Nightmare in Naha") PTO does NOT apply to this scenario. [CHw]

Scenario 13 ("Saito's Farewell Order") Clarification on SSR3. The NVR does Not change on initial entry, when the Japanese player enters Board 43 the NVR increases by 2, upon entry of Board 33 the NVR will increase 2 more, etc., but the NVR may not increase beyond 6 as per (E1.12). [CHw]

Leatherneck II

Scenario 2 ("Hellzapoppin Ridge") The US force with the crews should have 2 x 81mm mortars. [CHw]

Scenario 5 ("Storming the Point") The LVT4s should have PP value of 39, not 19. [CHw]

Scenario 6 ("Second Day in Hell") Japanese OB has 6 crews and 8 weapons requiring crews. Is this intentional or is it supposed to be 8 crews?
A. Yes. {Assuming CH means it is intentional. SR} [CHw]

Scenario 6 ("Second Day in Hell") SR 2 Calls for a wooden rubble counter in hex 32E2 and there is a stone rubble counter placed in that hex in the prior sentence. Is the wooden rubble counter actually supposed to be in 32E3?
A. Yes. [CHw]

On All Fronts Pak

Scenario OAF1 ("Smasher Karl' Weidling") Do the German reinforcements enter on turn 1, as per the TO&E tree, or turn 4, as per the entry arrow?

A. Turn 4. [CHw]

Scenario OAF2 ("The Tiger's Roar") When does the Russian player make the choice between reinforcement groups: before German setup, after German setup, or when they enter on turn 3?
A. Anytime during play. [CHw]

Scenario OAF2 ("The Tiger's Roar") Do the German Tigers have to enter all on the same edge?

A. No, "and/or" signifies this. [CHw]

Scenario OAF5 ("Gap at Grunewald") Can the Russians enter anywhere on the south edge east of the canal? The entry arrow is slightly shifted towards board 23.

A. Anywhere. [CHw]

Operation Compass/Wavell's 30,000

General Notes 1) All references to "light" breeze = "Mild" Breeze.

2) In all scenarios that state a Convoy must enter on a particular hex, it may enter on/within two hexes of the listed hex and no mines may be set up within six hexes of a hex a Convoy is eligible to enter on. For Convoys, LOS is considered to continue offboard. Any scenario using Convoy Rules may have any Convoy of > 10 vehicles split into small Convoys of <= 10 vehicles each (EX: Graziani's Advance).

3) In any scenario with a Special Rule stating Aircraft are Recalled after dropping their bombs, replace with "after using any armament."

4) Cloaked truck Passengers lose their Cloaked status for any Concealment Loss Activity, not just the actions listed on the scenario cards. [CHW]

Carriers Most of the scenarios contain Universal "Bren" Carriers in the Commonwealth OB. But it does not clearly indicate in those scenarios what form the inherent Half Squad should take, either the 247 HS or the 248 HS.

A. Use 2-4-7 HS in all cases unless stated otherwise. [CHW]

Scenario CH109 ("Frontier Raid") SSR #4 add "or if they fire" after "(D6.9)". [Letter65]

Scenario CH109 ("Frontier Raid") What ammunition types are available for the Italian OBA?

A. You will find that information on page H86 for the Italians; check with that nationality's Ordnance notes to see if that gun can fire smoke or any other special ammunition. [CHW]

Scenario CH110 ("Starlight, Starbright") Add SSR 5. Additional MP for movement in Convoy is NA. [Letter65]

Scenario CH111 ("The Battle of Ghirba") Suggested amendment: change required DVP to 20. [Letter65]

Scenario CH112 ("Frontier Raid II") SSR #4 add "or if they fire" after "(D6.9)". [Letter65]

Scenario CH112 ("Frontier Raid II") What ammunition types are available for the Italian OBA? The British OBA?

A. You will find that information on page H86 for the Italians; check with that nationality's Ordnance notes to see if that gun can fire smoke or any other special ammunition. [CHW]

Scenario 113 ("Graziani's Advance") In the Italian OB, "1st Motorised Blackshirt/Libyan regiment" should be instead be "1 CCNN '23 Marzo' Zona Camicie Nere". [Letter67]

Scenario CH114 ("Surprise at Nibeiwa") 1) SSR4 refers to the concealment of 8 Italian units. There is no OB given "?" for dummies. And some Allied units set up on board. So what exactly does this SSR refer too?

A. Any "?" gain after set up (based on range; LOS) must be ignored for eight squads.

2) What level is the British OBA Observer located at?

A. Ground unless specified otherwise. [CHW]

Scenario CH116 ("Pride Before The Fall") Suggested amendment: delete the British dm 76mm MTR and one HS. [Letter65]

Scenario CH118 ("Sidi Omar") Change SSR 3 to "is Recalled after it makes any attack (ie. it is not recalled if it misses its Sighting TC unless it makes a Mistaken Attack." [Letter65]

Scenario CH119 ("Fortress at Bardia I") In the Commonwealth OB, "1/2 Battalion" should be "2/1st Battalion, 16th Australian Infantry Brigade". [Letter67]

Scenario CH119 ("Fortress at Bardia I") 1) What is the level of cloud cover for NVR determination?

A. Use 1.11 to determine.

2) If squads in this scenario are Lax by SSR, and crews and leaders are not, are those crews and leaders Stealthy or normal instead?

A. Normal.

3) Is the morale level improved of the Italian crews in this scenario?

A. No.

4) Wire has to be placed in hexes 30A5 to 30GG5. This is a 33-hex span, but only 32 wire counters are allocated in the OB. Should a hex be missed or should their be 33 wire counters?

A. 33.

5) There is no crew counter for the mortar in the Australian OB. Should this crew replace the 248 Half Squad in the OB, or be additional to the HS?

A. Replace 2-4-8 with a crew.

6) Why are their 4 radio's in the Australian OB?

A. Ignore the '4'; it is 1. [CHW]

Scenario CH119 ("Fortress at Bardia I") In the Commonwealth OB, "3rd Battalion" should be "2/3rd Battalion".

Scenario CH119 ("Fortress at Bardia I") 1) Is the morale level improved of the Italian crews in this scenario?

A. No.

2) What are the ammunition types available for the Italian OBA?

A. You will find that information on page H86 for the Italians; check with that nationality's Ordnance notes to see if that gun can fire smoke or any other special ammunition. [CHW]

Scenario CH120 ("Small Encounters") 1) Is the morale level improved of the Italian crews in this scenario?

A. No.

2) What are the ammunition types available for the Italian OBA?

A. You will find this information on Page H86 for the Italians; check with that nationality's Ordnance notes to see if that gun can fire smoke or any other special ammunition. [CHW]

Scenario CH121 ("A Test of Nerves") In Commonwealth OB, "2nd Battalion" should be "2/2nd Battalion". [Letter67]

Scenario CH121 ("A Test of Nerves") What does "breaking" in the Objectives mean?

A. If they Malfunction, are Captured or Eliminated for Italian victory purposes. [CHW]

Scenario CH122b ("Fortress at Bardia II") In Commonwealth OB, "5th Battalion" should be "2/5th Battalion". [Letter67]

Scenario CH123 ("The Bardia Warterworks") 1) What is the radio for in the Australian OB. The Artillery module is provided with an Off Board observer, which I would have said would make

the radio a redundant feature.

A. May use either. You may need it, you'll see! [CHW]

Scenario CH124 ("The Fall of Tobruk") 1) In the Italian OB, "3rd Company, II Medium Tank Battalion" should be "3 Compagnia. I Battaglione Carri Medio. I Raggruppamento Carristi". [Letter67]

Scenario CH124 ("The Fall of Tobruk") What levels are the Italian and British OBA Observers located at?

A. Ground unless specified otherwise. [CHW] {Minor editing. SR}

Scenario CH125 ("Down the Throat") In the Italian OB, "A Battery, XXIII Corps Artillery Battalion" should be "A Batteria di Artiglieria. Italiano del XXII Corpo". [Letter67]

Scenario CH125 ("Down the Throat") 1) What type and size of bridge exists in hex 27D7?

A. See B6.1. Stone.

2) What about the use of Dummy counters provided in the OB?

A. Remove the 4 x "?" from the Italian OB. [CHW]

Scenario CH126 ("Metal at Mechili") Is the morale level improved of the Italian crews in this scenario?

A. No. [CHW]

Scenario CH127 ("Stand at Derna") In the Italian OB, "A Squadron, 41st Medium Tank Battalion" should probably be "A Squadrone. 1 Bataglione Carri Medio. 4 Reggimento Carro Armato". In the Commonwealth OB, "4th Battalion" should be "2/4th Battalion". [Letter67]

Scenario CH127 ("Stand at Derna") In the scenario Stand at Derna, SSR 4 indicated that vegetation hexes on both boards 9 and 15 exists normally. This does not make it clear if this also includes Grainfields. They would normally be out of season, Is this still the case, Or do they exist in season.

A. Grain out of season. All others exist as printed on map. [CHW]

Scenario Beda Fomm 01 ("The End of the Line") Are the depiction of the 2 British 8-1 infantry leaders in the Turn 4 reinforcements correct? Should they instead be 8-1 Armor leaders?

A. No. Yes. [CHW]

Scenario Beda Fomm 02 ("The Trap Congeals") 1) What is the SAN for the Italian forces

A. SAN: 0.

2) The OB for the Italian forces says that the Tonini Airborne Regiment has an ELR of 5, and SSR2 says that the ELR is 4. Which one is correct?

A. 4.

3) SSR2 says that the Tonini Airborne Regiment's ELR drops to 2 after "their first ELR failure". Is this change of ELR calculated for each individual unit in the OB, or once one unit has failed its ELR all other units ELR in the Regiments OB drops to 2?

A. Any unit, i.e., the first.

4) Which units of the Italian OB have an ELR of 2?

A. All except Tonini.

5) What are the ammunition types available for the Italian OBA?

A. You will find that information on page H86 for the Italians; check with that nationality's Ordnance notes to see if that gun can fire smoke or any other special ammunition.

6) What level is the Italian OBA Observer located at?

A. Ground level unless specified otherwise.

[CHW]

Scenario Beda Fomm 02 ("The Trap Congeals") In the Italian OB, "3rd Medium Tank Regiment" and "5th Medium Tank Regiment" should be respectively "3 Bataglione Carri Medio. 4 Reggimento Carro Armato" and "5 Bataglione Carri Medio. 4 Reggimento Carro Armato". In the Commonwealth OB, "A Company, 2nd Battalion" should be "A Company, 2nd Battalion, the Rifle Brigade (Prince Consort's Own)". [Letter67]

Scenario Beda Fomm 03 ("Death of an Army") 1) What level is the Italian OBA Observer located at?

A. Ground level unless specified otherwise.

2) What units are actually represented in the Italian OB by the Tonini Airborne Regiment? In particular which leaders from the OB are in this Regiment and thus have a higher ELR?

A. Your choice of leaders.

3) The Italian OB lists the vehicle "Autocarri L Truck" twice. Once with 4 units and then the other with 6. Should there be 10 units of this type in this scenario?

A. No.

4) If not should there be some other unit represented instead?

A. No.

5) And if this is the case, how many Autocarri L Trucks should there be?

A. Not the case; 10 x Autocarri L Trucks (substitute other counters to 'be' them if you don't own enough). {This directly contradicts the answer above. SR}

6) Can the 10-2 Armor Leader that is in the British OB (106th Lancashire Hussars) direct the fire of the 2-pounder Portee even though the unit is not an AFV?

A. Yes.

7) Is the 2-pounder Portee in the OB a 37mm Bofors Portee instead, as represented in the other earlier scenarios

A. No. [CHW]

Scenario Beda Fomm 03 ("Death of an Army") In the Italian OB, "5th Medium Tank Regiment" should be "5 Bataglione Carri Medio. 4 Reggimento Carro Armato". But as for the 6th Medium Tank Regiment (or Battalion for that matter), I can find no evidence what so ever of this unit being on the 10th Army. [Letter67]

Ordeal Before Shuri

Scenario OBS3 ("Second N' Ten") Add a radio and a field phone to the Japanese OB. The radio may only be used for the 80mm OBA; the phone for the 100mm OBA. [CHW]

Scenario OBS7 ("Suicidal Tendencies") The American reinforcements entry text should read, "Elements of Company A, 193rd Tank Battalion: Enter using Convoy Movement on TT1 on Turns 1/2/3/4 as per SR 2:". [CHW]

Paddington Bears

Since the release of Pegasus Bridge, there has been some minor debate about how to address the problem of having two sets of PB 1-5 Scenarios. The final decision has been to redesignate the Paddington Bear Scenarios as PBP (Paddington Bear Pack), rather than the previous PB. This is a Scenario Designation Lettering change only, it has no bearing on the scenario design, and is designed only to clarify which scenario is being cited. The 1997 Paddington Bear Pack will have printed designations of PBP#, but for the existing Paddington Bear scenarios 1-10, please consider this an "official" errata to the scenario designation. [CHW]

Scenario PBP1 ("Red Sorghum, Yellow Earth") This is PB1, not PB6. [CHW]

Scenario PBP2 ("The RHA at Bay") The Germans should have three Pz 38(t)A tanks, not two. [CHW] {Corrected in later printings. SR}

Scenario PBP5 ("US Forces") The Victory Conditions should be read as 5 of the 7 indicated objectives, with entire building K8 being a single objective. [CHW]

Scenario PBP6 ("Raw Deal") There should be ten American 6-6-7 squads, and ten "?" counters. [CHW; CH3.1] {Some printings already have the ten "?" counters. SR}

The US forces should have 1xHMG, 2xMMG, 3xBaz44, 2xDC. [CHW] {Also the counter art for the Baz44 should have an "8-4", not an "8-5". SR}

Scenario PBP7 ("Piece of Cake") The Russian OB should have 1x 9-1 SMC and 3x LMG (not vice-versa). [CHW]

Scenario PBP10 ("First to see Will ...") The U.S. Reinforcements enter on the *west* edge, not the east edge. [CHW; CH3.1]

Scenario PBP11 ("A Civil War, Not a Gentleman's War") The overlays are at level -1. [CHW]

Scenario PBP11 ("A Civil War, Not a Gentleman's War") The CH setup graphic on the map could be misunderstood. The text above the unit OBs (saying where to setup) is correct. [CHW]

Scenario PBP12 ("Soft Noodle") 1) Chinese groups A and B are composed of Conscript 3-3-6 squads, group C is composed of First Line 3-3-7 squads.

2) All Chinese 336/136 MMC are treated as Conscripts (as printed on the ASL™ Axis Minor counters). [CHW]

Scenario PBP13 ("Marked For Death") The French AFV are two AMD-35 Panhard Armored Car. [CHW]

Scenario PBP15 ("The Road To Mandalay") Burmese 3-3-6's are Conscripts, not Green Troops. Their depiction should have a "C", not a "G", in the upper right corner. [CHW]

Scenario PBP17 ("Easy Meat") The US Turn 1 reinforcements enter via *west* edge. Add a 9-1, two 4-6-8's, and a dmMMG to the German turn 2 Reinforcements. [CHW]

Scenario PBP18 ("Pandemonium") Delete the red 2 under the Japanese 9-0. The Japanese OB should include only three SMC: 10-1, 9-1, & 9-0 (plus 3x448, 3x447, 3x228, 2xMMG, 2xLMG, 1xMTR, 10x?, 2xTrench, 5xFoxhole, as printed). [CHW]

Scenario PBP22 ("Moire In Belleza") There should be 2x 8-0 SMC, not three, in the Yugoslavian OB. In the Balance (ABS) Y1 should be "Delete 5x ? counters"(not eight). [CHW]

Platoon Leader 1.0
Campaign Games A-H

Converting PL1.0 CGs to PL2.0+ ALL 1.0 CGs USE REDEPLOYMENT OPTION B.

All reference to Battle Hardening (1.6114) should now refer to Battlefield Promotion (3.44); SSR are now FSR; CPP are now CP; FPP are now FP; PL CG SSR = CG SR; "Scenario" is now referred to as "Firefight"; "determine leaders as per 1.6205" now should read "determine leaders as per 2.36"; "must enter as reinforcements on the CG date of purchase [EXC:1.6194]" should now read "must enter as reinforcements on the CG date of purchase [EXC:2.34]". Intensity Levels determine the maximum number of 'I' type RGs that may be purchased by each for each CG Firefight: 3 for Low, 5 for Mid, 7 for High. For CG A-H below, "*" indicates a suggested update. [CHW]

PLA Hills of the Arakan RG Note p - Delete Barrage alignment of North-South and replace with Barrage Alignment Northeast-Southwest. [CHW; CH3.1]

PLA Hills of the Arakan The "Sherman VC" should be a "Sherman V(a)". [CHW]

PLA Hills of the Arakan * Woods-lines are not Strategic terrain in this CG. [CHW]

PLB Counterlanding at Koromokina Lagoon Is there one specific east edge hex used for Entry/CG Victory Conditions, or is it any Hex? A. Any Hex. [CHW; CH3.1]

PLB Counterlanding at Koromokina Lagoon * Woods-lines are not Strategic terrain in this CG. For the Initial Firefight only, any Japanese-occupied Beach hex not adjacent to a hex with a Marine in it is considered a Strategic Location. [CHW] {Minor editing. SR}

PLC Decision at Safi French RG purchased as Reserve must set up \geq 6 hexes from the beach in the first CG date. {Reserve activation superseded by previously listed PL1.6194(b) Q&A from CHW. SR} [CHW]

PLC Decision at Safi Pier Locations are Strategic Terrain. [CHW]

PLC Decision at Safi & PL1.6195 See entry under "Platoon Leader 1.0".

PLD Easter at Tobruk RG Note p - Delete Barrage alignment of North-South and replace with Barrage Alignment Northwest-Southeast. [CHW; CH3.1]

PLD Easter at Tobruk SSR C2 Does the wadi lose HIP as soon as a German unit gains LOS to it?

A. Yes, providing the German unit is a "known" SMC/MMC on foot. Night vision in a BU AFV was a very chancy affair and extremely difficult to the driver. [CHW; CH3.1]

PLD Easter at Tobruk SSR C2 May a German MMC "probe" the wadi to find the deep end? A. Yes, use the Minefield Clearance rules [A24.74]. [CHW; CH3.1]

PLD Easter at Tobruk SSR * Add Note A & P to Foxholes in the Fortifications Available for purchase chart (for Historical reasons. Blasting was usually involved to make such holes in the rock). [CHW]

PLE Frozen Hell (Original version) 1) RG Note p - Delete Barrage alignment of North-South and replace with Barrage Alignment Northwest-Southeast.

2) Russian Engineer units come equipped with 2 DC. [CHW; CH3.1]

PLE Frozen Hell (Original version)

Considering the Scenario Max, why do the Russians have a selection of 26 Pltns when only a maximum of 15 is possible to be purchased? For player options?

A. The OB in this case was used to represent the wide variety of Russian troops used in the Winter War and is reflected in this manner so that the Russian player has a wide choice in forces. Therefore the answer to part two is ... YES. [CHW; CH3.1]

PLF Arakian Rose * Woods-lines are not Strategic terrain in this CG. [CHW]

PLG Cemetery Hill This CG will soon be re-released with a new map and several other changes.

(1) Change "In Commonwealth area (SSR C4)" to "In Commonwealth area (SSR C3)" in the Initial Allied OOB.

(2) The German Reinforcement Group Table RG 15 lists a 10-2 SMC while note L lists a 10-3 SMC. The 10-2 is correct.

(3) Greek & N.Z. Reinforcement Group Table RG O1 lists "Scen Max 1, CG Max 30". The CG max should be only 3.

(4) German troops may only enter by Glider during the Initial Scenario and entry via Glider and Paratroop is only allowed during the Initial Scenario. [CHW]

PLG Cemetery Hill Campaign Data Card

(1) Clarification: Allied Purchased RG must set up in their respective areas (i.e. Commonwealth or Greek areas) and pay +2 CPP to set up On-map as per 1.6194. Also, Commonwealth and Greek units independently control CTHC, and establish independent MLR. Greek and Commonwealth troops treat their Allied MLR as uncontrolled. Allied Purchased RG must set up in their respective areas (i.e. Commonwealth or Greek areas) and pay +2 CP to set up On-map during the 2.34 segment of the Reinforcement purchase step. [CHW]

(2) Initial Allied OB: The allies receive 1 x N.Z. MMG and 1 x N.Z. 2-4-8, delete the "RG" from in front of these two entries. [CHW; CH3.1]

(3) RG Costs Chart: The following RG cost the amount of CPP indicated: German I2: 5; German I3: 8; German I4: 4. [CHW; CH3.1]

(4) The German Glider HQ Platoon (I5) receives a 10-2 and a 9-2 leader, not a "10-3". [CHW; CH3.1]

(5) Add to Note "v" the following: German gliders may carry a 5/8" counter. Each glider may carry the following: its normal PP capacity OR one SdKfz2 + one 5/8" gun counter + one 2-2-8 crew (the E8.1 restriction DOES NOT apply). The German may add enough Glider counters to his OB for scenario #1 and for ALL RG which enter in Gliders [EXC: NO Glider may enter empty]. [CHW; CH3.1]

PLH Frozen Hell (CH vol 5/1) *Note b: Clarification about Finnish LMG, use Allied Minor or Jatkoska counters.

*Note I: -change "Determine Leaders (SMC) as per 3.12- .121." to "Determine Leaders (SMC) as per 2.36- 2.361."

*Note r: - change "[EXC:3.9 - 3.91]" to "[EXC: 2.34 - 2.341]" [CHW]

Pointe du Hoc

BAR Gunner Only a Good Order, un-wounded BAR Gunner may Recombine into a squad. A BAR Gunner may not Recombine in any other combination other than 2 x 3-4-7 + 1 x BAR Gunner = 7-6-7 Ranger Squad. [CHW]

Paragraph 2.3 Line 1 "H15" should be "HH15". [CHW]

Paragraph 2.5 Line 3 "(EX: Hex CC17..." should read "(EX: Hex GG17..." [CHW]

Paragraph 2.51 Line 5 "GG18" should be "GG17" and "arrow" there are no arrows. Line 6 "GG17" should be "GG18". [CHW]

Redeployment Use Redeployment Option A. [CHW]

Pointe du Hoc Firefights

PdH3 ("Nowhere to Run, Nowhere to Hide")

The US set up should read, "...set up \leq 10 hexes from hex KK13 [EXC: OO13, GG5 and HH4]" to add GG5 and HH4 to the hexes the US cannot set up in. Board Layout should read "(Only hexrows N-RR are in play)". [CHW]

PdH2 ("Road Warriors") Objectives should read "paved road (S6 - O21)" not "paved road (T6-Q21)". [CHW]

PdH5 ("Rangers Relief") Reference to P28 in Ranger entry area and Objectives should be N28. The reference to "within ten hexes of OO13" is clarified as meaning EE12 and thus the Objectives should be interpreted as N28-EE12. [CHw]

Rout Pack I

Scenario Rout Pack I #2 ("The Glory Road") The scenario is dated in 1942. However, the original Rout Report version was dated in 1941. Which is correct?

A. 12 December, 1941 is correct. [CHw]

Scenario Rout Pack I #8 ("Victoria Cross") The scenario length is 7.5 turns. [CHw]

Rout Pack II

Scenario Rout Pack II #3 ("Distinguished Service") Although not an error, the German HMG should be exchanged for a second MMG for better balance. [CHw]

Scenario Rout Pack II #5 ("Brandenburger Bridge") The German setup restriction of ">= 2 hexes" should be "<= 2 hexes". The Germans also start with Control of the two victory hexes. [CHw]

Scenario Rout Pack II #8 ("Riding Shotgun") The 8th Armored Recon elements should enter "... on the North, South and/or WEST ...". [CHw]

Scenario Rout Pack II #9 ("He Who Hesitates") Change MkIII's to MkIII's; change MkIII's to MkIII's and change the SdKfz 7 with Pz. Regt. 5 to a SdKfz 11. [CHw]

Rout Pack III

Scenario 8 ("Another Damn Bridge") The American OB shows a M36B1 on the art work and nomenclature but shows the MF and armament for an M18 Hellcat. A. M18 is correct. [CHw]

Ruweisat Ridge

British CG Card The 40L/57L ATGs for the British mention portees in the notes column. Do they come with their own transport a la the Germans/Italians? A. This is correct. They get the vehicles as per the vehicle notes. [CHw]

British RG British groups A9 and A10 say 3 x dr on table A7 and 5 x dr on table A8 respectively however those tables are a single dr. A: Use the tables as written - one dr each for A7 and A8. [CHw]

British RG O1 O1 and O2 should be listed as "76mm MTR OBA" and "88mm OBA." [CHw]

CG Data Card Notes Note C mentions that HMG/MMG/ATR/Lt Mtr/etc. comes with a 247 HS. Does this include the random SWs received? A. No. [CHw]

CG Note 'b' This should be "I1 +1", not "I2". [CHw]

CG8 This reads: "CG8. All vehicles are recalled at the end of each firefight with three exceptions." Are the exception vehicles automatically retained and allowed to re-enter the next CGS? Or are they subject to the PL 3.461 dr as recalled vehicles? A: If they survive the firefight, the designated exception vehicles are retained without a dr, although you'll note that the side that loses the firefight does not retain the designated AFV. Immobile vehicles are retained and then subject to destruction/repair per the PL rules. Ignore PL 3.461 for the purposes of retaining vehicles. [Misc22] {Re-worded. SR}

Counters Counter card is meant mostly for captured vehicles in the correct color and are replaced with any wreck when knocked out, as RG purchases are limited by the CG Card, not the counter mix. [CHw]

German Force Are the Germans in RR considered Elite for Special Ammo Depletion purposes?

A. No. They barely had ANY Ammo never mind extra stuff at this point. [CHw]

Map 0621 is at Level 0, Hex 0620 is at Level 1, with two level 1 hills at 1224-1225-1324-1325 and around 0222; Level 1 (most of map); Level 2 (first hill level); Level 3 (Pt. 63). [CHw]

Movement Do all hexes use Chapter F costs? A. Yes. [CHw]

OBA All three nations may buy Pre-Reg for their OBA with the values listed as Italian O4. [CHw]

Redeployment Use Redeployment Option A. [CHw]

Table A5 Should read "Make 4 dr's per Truck platoon purchased". [CHw]

Table A9 Delete the word "Truck". [CHw]

Ruweisat Ridge Scenarios

Firefight Alamein #1 ("Rommel Is At The Gates") Per FSR2, small target-sized Guns may be moved between any trench hexes the Allies set up on Pt.63. [CHw]

Firefight Alamein #5 ("Rommels Sunset") 1) The entry requirements for the NZ reinforcement on Turn 3 should read "4408 or 4417".

2) FSR #1 examples: Deir: 4017; Sand: 1902; Note FSR #1 EXC to F7.31 Bog Checks by vehicles (Sand Dunes: 2802/2803); Brush: 0504, Hammada: 0710.

3) FSR #7 This should read "[EXC: 4410-4413 are NA]".

4) FSR #15 Note that this only applies if the SMC is granted HIP by FSR or CG purchase.

5) FSR #15 Should read Craggs may be used for HIP placement and are considered Concealment Terrain for Dummy placement. However Craggs are not Concealment Terrain for ? Growth. [CHw]

Scotland the Brave I

British CG Card Line G1, Battalion AT Gun section, the words "[2-2-8 + 6 pdr AT]" should be bracketed. [CHw]

German OBA If the German buys OBA in CG dates 2 and 3 does the observer set up on board (as implied by note o) or does he enter from off board?

A. Like other RGs, the leader and radio may set up onboard or offboard. I am sorry if the wording of note "o" ("one on-board leader") is confusing; I intended only to mean that this was NOT an Offboard Observer! [CHw]

Scenario StB 9 ("Orders For The Major") The "Remnants of A, B, and C Companies" force should not have two of each leader; the 2s should instead appear under the PIAT, LMG, and MTR illustrations. (The scenario has now been playtested as printed and found not to suffer, indeed some players prefer the printed version, to the Designer's great annoyance!) [CHw]

Scotland the Brave News Early copies of the Scotland the Brave News sheet insert incorrectly stated that a LOS exists between T17 and T23. This is of course incorrect; follow B13.6 and the StBI Terrain Notes. [CHw]

Scotland the Brave II

CG3 British card The last line should end "Churchill MkVI" (not "MkV") [CHw]

CG3 "Initial British OB", last line should read- Plus 30 CP (not 25, the CP Allocation Table below is correct). [CHw]

Map Hex I31 should be open ground; the building should be in I32. [CHw] (Hex I31 should be Open Ground. This is a detail that can be ignored with no detriment to game play and is presented for 100% terrain accuracy.) [CHw]

Map For anyone who has difficulty seeing the wall hexsides, these exist between: F21 - G21 to G22 - G23 (5 hexsides) F32 - G32 to G30 - G31 (5 hexsides) J32 - K32 to I34 - I35 (7 hexsides).

For those who have difficulty seeing the crest line between I1 - J1 and U14 - U15, simply run a black ball-point pen along this line (as many ASL players have already done with crest lines on the KGP maps). [CHw]

Miscellaneous Fontenay le Pesnel was misspelled. [CHw]

Overlays The overlays on the StBI map need a 105% enlargement to fit the StBI map. [CHw]

Scroungin' ASL News

Scroungin' ASL News #24 ("Rolling Thunder") Board configuration should read: "Only hexrows S-GG on boards 11/16/17 are playable". [CHw]

Sunrise Bridge

Redeployment Use Redeployment option A. [CHw]

Sunrise Bridge, The 1) Add to the end of Initial SSR I4 "British units may also enter by Glider if G types." 2) German unit I4 receives 1 x HMG, 2 x MMG. 3) Ignore Note "x" on British unit A1. 4) British unit I3 receives 1 x HMG, 1 x MMG. [CHw]

Stonne 1940

There are two new CG cards and a play aid in CH Magazine vol. 6#2. [CHw]

CGSR 19 My MLR is basically all along the plateau hill line with a portion of the plateau around C9. For deployment in the next fire fight can I put vehicles in this area of plateau even though they have no legal route there [woods, mined sunken road and entry D]?

A. Set up is in ACCESSIBLE locations - the locations are not accessible to vehicles since the path of hexes leading to the Friendly Entry Areas is through terrain impassable to vehicles (Woods, CGSR19). [CHw; CH6.2]

CGSR 26 The SW is received if the final dr is <= 4. [CHw; CH6.2]

CGSR 26 Do the initial fire fight CP suffer from the reduction DR?
A. Yes. [CHw]

CGSR 30 Is the Tank Type dr per unit or per Platoon?

A: Per Platoon (with CGSR 30.1 on countertermix limitation). [CHw; CH6.2]

CGSR 31 Do the Initial Firefight CP suffer from this reduction?

A. Yes. [CHw; CH6.2]

CGSR 35 The initial OB granted by the scenario is restricted to areas A, B, C and/or the road running from D0 to P7. Although additionally purchased RGs may utilize area D for a price, any RG listed in the initial OB as well as any RG purchased with the 34 CPs is restricted to the same Entry Areas A, B, C or road D0-P7 for the Initial FF. [CHw; CH6.2]

CGSR 41 How does the Initial Firefight attacker get decided?

A. There is no ATTACKER/DEFENDER in the INITIAL Firefight since (as stated in CGSR 41). VCs are not based on the Dual Attack or Side Assault terms but on the Initial Firefight Objectives found on the CG Card. [CHw; CH6.2]

CGSR 43 Change "15AMa" to "15AMb". [CHw; CH6.2]

CGSR 44 Is this table used for officer replacement? With it there is a good chance that the French get 8 officer upgrades in the RePH!
A. Yes. True! [CHw; CH6.2]

Counter Art Any counter depicting 4-4-7 squads are '4-3-7' squads. [CHw] {This appears to only affect scenario #3, "One More Try". SR}

Map K7 is different level on play aid from map. What level are the woods in C6, M7, E4, E5, F4, and E5?

A. The crest line is too close to the hex center – K7 IS level 6. Here is a listing of the Levels along the Bois-De-La-Grande-Cote:

Level 6: A4-B4-C5-D5-E5-F5-G6-H6-I7-J6-K7-L7-M8-N8-O9-P8

Level 5: A3-B3-C4-D4-E5-F5-G5-H5-I6-J6-K7-L6-M7-N7-O8

Level 4: A2-B2-C3-D3-E4-F4-G5-H4-I5-J5-K6-L6-M7-O7

We urge players to take a sharp black pencil and to draw the Crest lines along these hexes. You'll see that there are a few double-crests. For better viewing of the above, print the free Stonne Player's aid available at www.CriticalHit.com. [CHw; CH6.2] {The playing aid also appears in CH6.2. SR}

Map 1) What is the height of the Water Tower and Church?

A. The Water Tower is 1-1/2 level obstacle and is treated as the equivalent of a Factory. It has rooftop Location with a one squad equivalent stacking limit. The steeple is one level higher than the building which I believe in this case is ground level. The steeple has a one 1/2 squad-equiv. stacking limit.

2) What levels of both can be occupied?

A. Ground level and steeple for church and just the rooftop of the Water Tower.

3) How does one get to the roof of the water tower? With no road or inherent staircase, I assume only by scaling, but no units are designated as Command (though some are designated as climb capable – should this be scale capable?)?

A. Infantry may move to/from a Tower Location via the Tower's stairwell or by Scaling. Stairwell costs 1MF per Level changed. [Misc26]

Redeployment Use Redeployment Option A. [CHw]

Stonne 1940 CGs & Scenarios

CG I ("Stone 1940") Attack Option According to the CG card, the Germans are limited to 4 attack options; French 3. The purchase of an attack chit is not listed on the RG card. Is the attack option simply selected or must it be purchased?

A. Simply selected. [CHw; CH6.2]

CG I ("Stone 1940") Consolidated note 'I' Delete "Fully-Tracked". [CHw; CH6.2]

CG I ("Stone 1940") Consolidated note 'I' Are French leaders received at 1:4 squads or 1:3?
A. 1:3. [CHw; CH6.2]

CG I ("Stone 1940") Consolidated note 'o' A French observer at level 6 cannot see a great deal, German obs at level 5 even less?

A. Quite normal due to the fact that Stonne is the highest elevation within a 12 kilometers radius (hence its importance as artillery OP.). [CHw; CH6.2]

CG I ("Stone 1940") Consolidated note 'v' Add this note, and it should read "See CGSR 15." [CHw; CH6.2] {This mistakenly refers to note t, but [Letter116] showed it should be v. SR}

CG I ("Stone 1940") French CG Card The entry for M2 should have: 1 CP - 2 max/FF - 2 max/CG.

Contrary to standard PL rules, French mines cost 8FP/AP Factor and 20FP/AT Factor. [CHw; CH6.2]

CG I ("Stone 1940") French CG Card The entry for M3 has a reference for Note 't'. I do not think this is correct.

A. The 't' note is a reference to the Patrol Rules found in PL 2.5, rules section 2.7. [Letter116] {I think this is wrong; Note t reads "Roll for the type of PzII and/or PzIV received." SR}

CG I ("Stone 1940") German CG Card Are I9 (Assault Eng Coy) and I10 (Arm Aslt Eng Coy) really composed of 338's?

A. Yes. [CHw; CH6.2]

CG I ("Stone 1940") German CG Card Are the Germans allowed to buy FPP?

A. No fortifications for the German. [CHw; CH6.2]

CG I ("Stone 1940") IFSR 1 The LV lasts five turns, not three. CGSR 34 is correct. [CHw; CH6.2]

CG I ("Stone 1940") IFSR 3 Does the French receive free HIP?

A. Yes. [CHw; CH6.2]

CG I ("Stone 1940") Initial French OB Is the French AMR ZT3 in the Initial Firefight OB part of the triangle parent unit (and thus withdrawn at the end of 15 PMb)?

A. Yes. [CHw; CH6.2]

CG I ("Stone 1940") Withdrawing When both sides have to remove units in about the 3rd firefight do we use side records to indicate how to deal with vehicles?

A: Yes. [CHw; CH6.2]

Scenario Stonne 3 ("One More Try") The French 4-4-7 squads should be 4-3-7 squads. [CH6.2]

Those Ragged Bloody Heroes

Australian CG Card Footnote w Delete "1xHMG.". In the example replace five dr with four dr. [CHw]

(Note the use of the "*" symbol denotes the gray bullet in the left-most column of the TRBH CGSR) [CHw]

CGSR1 Hex M9 is an example of Marsh. [CHw]

CGSR14 Delete the ".*", this SR is in effect for all TRBH scenarios and CG. [CHw]

CGSR19 Add the ".*", this SR is only in effect for the TRBH CG. [CHw]

CGSR23 Add the ".*", this SR is only in effect for the TRBH CG. [CHw]

Food & Ammo Can food and ammo purchased for an idle fire fight be carried over, like forces to the next fire fight?

A. Note there are separate answers for Food and Ammo:

FOOD: The Food purchase for an Idle Firefight spares the Japanese from doubling of the Sickness/Starvation losses in the subsequent RePh, so it is used and does not carry over.

AMMO: The Ammo purchase for an Idle Firefight has not been expended so can be carried over to the next Firefight. [CHw]

Japanese CG Card Footnote w Replace "Rifle Platoons (I2)" with "Rifle Platoons (I2 & I3) and the Construction Platoons (I4)". [CHw]

Map DD4 is correctly printed as (interior) Dense Jungle. Treat CC6 and DD5 as Light Jungle as printed (for readability all the jungle center dots on the map are valid as printed).

Note the last part of FSR28, each Pillbox can have both the adjacent hexes in its CA as free Cleared Fire Zones, if they are Kunai or Light Jungle. A Pillbox adjacent to DD3 and with it in its CA, would have the CFZ advantage over units IN the Stream and at Crest level. CFZs _could_ exist in DD3 or EE3 or FF), being hexes containing Light Jungle (and a Stream). [CHw]

Redeployment Use Redeployment Option A. [CHw]

Victory Conditions Can the Japanese win a sudden death victory in the first fire fight just by KIAing 4 CVP of Australian units and losing just 2 of their own?

A. The sudden-death victory applies if the Japanese have a 2:1 CVP/TVP score advantage after any Firefight, but the EXC: clause at the end requires that they 'earn' a minimum of 15 CVP/-TVP in that Firefight. The 9 TVP with which the Japanese start the CG* are not 'earned' during the first Firefight, they already possess them, so they must look elsewhere (like the Entry Points) or score some cheap kills.

* As per CG card and FSR29, 5 TVP for the Mission and 2 each for the Gona Creek and Small Creek crossings. [CHw]

Those Ragged Bloody Heroes Scenarios

Gona3 ("Cold Comfort") Playable area should read "(only hexes numbered >=7 west of hexrow S are playable.)". [CHw]

Gona4 ("Early Surprise") Replace Japanese Handicap with " Replace the Japanese MMG with a HMG." [CHw]

Total East Front Pack 1

Scenario TEF5 ("Panzer Pioneers") The Germans move first. [CHw]

Scenario TEF7 ("Last Line Before Oboyan") The overlays are placed on board 3. [CHw]

Uncommon Valor

CG I ("Flesh Against Concrete") 1) The Intensity Level for the USMC should be Medium, not Low.

2) USMC RG O1 (80+ Bn. Mtr. OBA) may only fire HE and WP

3). USMC RG V1 may NOT roll for optional FT armament as per Ch. H

4). The USMC should add RG O7 150+ OBA (HE+S) to their RG Chart:

CP cost: 5

FF Max: 1

CG Max: 3

no additional notes

(This RG represents the VAC Corp Arty)

[CHw]

Uncommon Valor Scenarios

UV1 ("Move Out!") US 80+ OBA can only fire HE+WP. [CHw]

UV2 ("Agony, Ateball and Angel") US 80+ OBA can only fire HE+WP. [CHw]

UV3 ("Devil's Den") Only hexrows N-V and numbered 7-15 (inclusive) are in play. [CHw]

UV8 ("Close Quarter Carnage") Add this Special Rule: "Place overlays as follows: H6 on 27L6 L7; H2 on 26 M5 M6; W2 on 27 K3 J3; W1 on 26 F6 F5." [CHw]

PL1.2 OBJECTIVE HEX: May a player declare an already friendly controlled location as an objective hex?

A. No, an Objective Hex is a location that is to be reached by an Infantry unit. [CH4; CH3.1; CHw]

PL1.2 Shift: The word "Shift" is defined, but I could not find any further reference to this word or concept in the rules. Is a Shift part of the game? If yes, then what are the rules pertaining to a Shift?

A. NO. You are correct, this term is defined in 1.2 but there is no call for it in the present rules. Originally there was going to be a process of allowing units to "Shift" from one setup location to another in the same manner as KGP. This concept was dropped at this time due to the very low density and small map area of PL campaigns. It is still being considered as an optional rule at a later date, but for now ignore it. [CH3.1; CHw]

PL1.5 CAMPAIGN DATA SHEETS: For Historical DRM listed on CDS, does that DRM apply for the side listed as attacker historically or to both sides?

A. BOTH. Originally the Historical DRM was going to be a separate function, but it was then decided to use the separate Leadership, Battle Hardening, etc. DRM instead. Now the Historical DRM is an averaged composite of the forces, manpower and resources available to both sides during the period in question. [CH3.1; CHw]

PL1.6057 What do you do with units that end the scenario in an LC? Are they retained off-board, or do they go into the nearest friendly set-up area?

A. They go into the nearest (in hexes) friendly set-up area. [CH3.1; CHw]

PL1.606 It should read "each MMC may portage <= 5PP, each SMC <= 2 PP". [CH4; CH3.1; CHw]

PL1.606 If overstacked, must all units in the overstacked hex attempt escape, or only enough units to eliminate the overstacking?

A. No, only enough units to eliminate the overstacking. [CH4; CH3.1; CHw]

PL1.607 & PL1.6194 There is no Platoon Leader Chapter Divider {in the original PL}. A Chapter Divider was published with Cemetery Hill for PL. [CH4; CH3.1; CHw]

PL1.6111 & PL1.6202 Do the HS that accompany MMG/HMG/MTR/ATR need to be recombined too?

A. Yes, (1.6202) SW are only required to be manned by HS on the CG Period of entry. [CHw; CH3.1; CHw]

PL1.6113 What is the reasoning behind only allowing one leader max per five squads?

A. This only applies if you have selected the Promotion Out-of-the-Ranks option and was used to prevent too rapid a buildup of low-level leaders. The number 5 is an average number from all the LG# potentials and the Avalon Hill CGs. If through normal combat attrition, you accumulate a better ration of leaders, you may certainly retain them. [CH3.1; CHw]

PL1.6114 In the second sentence, shouldn't it read, "...ing the DR on the 1.6112 MMC Battle Hardening Table ..."?

A. No. The player must make a choice prior to rolling for leader BH, rather to take the two "free" leaders in 1.6113 or make the DR in 1.6114. [CH4; CH3.1; CHw]

PL1.6114 The first 1.6114 should actually be numbered 1.6113. [CH4; CH3.1; CHw]

PL1.6132 The lowest entry under the drm listings should read "+1 if only non-qualified use possible (A21.13)". [CH4; CH3.1; CHw]

PL1.6133 Should this rule be updated to the equivalent rule in KGP II? "P8.6143 A ... MG may be automatically repaired ... by eliminating a MG of the type that would be given were the disabled MG to be Removed."

A. No. [CHw]

PL1.6134 If I place a DC in a target hex and the Original effect DR is <= 10, do I retain the DC for the next scenario?

A. Yes. [CH4; CH3.1; CHw]

PL1.6194 CPP Cost: If an RG has a note stating that it is available for On-Map Set-Up on the CG Date of purchase, can it, and no other RG, use this option of On-Map Set-Up for a cost of 2 more CPP than listed?

A. NO. If a unit is noted that it is available for On-Map Set-Up on the date of purchase, that unit, and only that unit, may begin the scenario set-up on-map at no additional CPP cost over that listed in the CDS. Any unit that is not noted as Available for On-Map Set-Up must either be purchased as Reserves, Enter the scenario from off-map, or pay the 2 CPP extra for the privilege of setting up on the map prior to beginning the scenario when it was purchased. [CH3.1; CHw]

PL1.6194 & PL1.607 See prior entry.

PL1.6194(b) RESERVE SET UP: After Reserve Units are placed on-board and the scenario begins, do these units have the ability to take action? If so, how is this special Cloaking Counter lost?

A. Only after they are activated. Reserve units are activated only by the following:

1. If an enemy (unfriendly) unit enters the reserve unit's LOS and is within three hexes of that reserve unit, that reserve unit and only that reserve unit is activated.
2. Being fired on by any on-board unit from any range [EXC: Snipers, OBA]. (OBA will not activate a Reserve Unit.)
3. Reserve Units are not an eligible Sniper Target. [CHw; CH3.1]

PL1.6194(b) Would units set up on the map this way (in reserve) also suffer the +2 CPP penalty of 1.6194(a)?

A. NO. They suffer other penalties by being set up in reserve, instead the owner may purchase these reserve units at a lower cost, but there are no assurances that your opponent will attack in such a manner that they will activate and become useful. [CH4; CH3.1; CHw]

PL1.6195 & Campaign Game PLC ("Decision at Saff") Scenario Max: Scenario Max and the Scenario Box (on the PLC CDS) for a US Rifle Platoon differ in allowing the US to purchase 4 per scenario, not counting the Hist DRM. Which is correct?

A. The 1.6195 rule is a default rule that can always be over-ridden by the CDS OB Chart. [CH3.1; CHw]

PL1.6195 Scenario Max: Are the following Pltns considered Infantry Platoons?

A. Reference the following list of CG, RG ID and answer:

PLA ("Hills of the Arakan") I1 Japanese Assault Engineers: YES; I1 British Commando Troop: YES.

PLD ("Easter at Tobruk") I2 Australian Weapons Platoon: YES; I3 Australian MG Platoon: YES; I4 German Engineer Platoon: YES

PLE ("Frozen Hell") I3 Russian Engineer Platoon: YES; I5 Russian MG Platoon: YES; I1 Finnish Sissi Platoon: YES

In other words are Elite/Specialized Pltns considered "Inf" Pltns in 1.6195?

A. As can be seen above, all "I" coded units are considered Infantry. This is true across all PL CG now and in the future. [CH3.1; CHw]

PL1.6196 This states that RG given in the initial OB do not count towards this total, while 1.6197 states that RG given in the initial scenario do. Which is correct?

A. It does seem like this is true, but the purpose on recording all RG (given and purchased) on the Purchase Record is to keep track of Objective Hexes, SW and Leaders rolled for. OB given units do not count towards the CG MAX. [CH4; CH3.1; CHw]

PL1.6202 & PL1.6111 see prior entry.

PL1.621 PURCHASING FORTIFICATIONS: According to the 1.621 table, HIP & Trenches cannot be purchased for Isolated Setup Areas. Since this contradicts RB/KGP tables I would like this confirmed and until such time will assume its an error.

A. This is not an Error. The original premise is that these low intensity CG take place in such a short time frame, that the defending troops would not have time to dig proper Trenches. My original reasoning for HIP was the same since an Isolated unit would be under constant observation by the enemy. It may be that there is a basis for purchasing HIP in any PL CG where the time period between scenarios is greater than 4 "historical" hours. Maybe a player survey is in order? [CHw; CH3.1; CHw]

PL1.621 Purchasing Fortifications: When purchasing HIP for a CG scenario, the notes say that no more than 10% of a side's non-reserve infantry squads [EXC: Japanese]. Does this mean the Japanese can purchase HIP for as many squads as they can afford above and beyond the 10% free or can they purchase HIP for 10% more than the 10% they receive free for a total of 20%? A. A total of 20% of Japanese squads may be setup HIP (10% free + 10% purchased). [CH3.1; CHw]

PL1.621 Purchasing Fortifications: Does the Japanese get a Free Cave Complex for every 4 Caves he starts with and/or every 4 Caves he purchases? May he purchase a Cave Complex for every 2 Caves purchased?

A. NO. NO. Cave Complexes must be purchased in all cases. [CH3.1; CHw]

PL1.623 INITIATIVE DETERMINATION: The CG Cards on the reverse side have a Scenario Time/Date, Attacker, etc., box. Does the Nationality shown in the box *have* to purchase an Attack Chit for Days/Times other than the first scenario?

A. NO, the purchase of an Attack Chit is always optional. The historical information is there for those players that want to play a CG in the historical time frame of that particular battle. [CHw; CH3.1]

PL1.6241 If a Radio/Field Phone is in a now isolated location at the end of a scenario, is it now eliminated?

A. If the OBA Module that was assigned to this Radio/Phone was eliminated, then the Radio/-Phone is eliminated unless another OBA Module is purchased for that particular Radio/Phone in the very next RG purchase phase. If the immediate OBA Module purchase is made, then the Isolated Radio/Phone may be selected for that OBA. (A second Radio/Phone is not received). [CH4; CH3.1; CHw]

PL1.731 Are these drm Cumulative? Are only Russian ski units/Siberians (not regular Russians) eligible for the -1 drm? Would a Russian Siberian Ski unit receive a -2 drm?

A. YES. YES. YES. [CH4; CH3.1]

2.14-2.141 In which sequence are the DR/dr made?

- A. 1) Attacker in enemy MLR, then Defender in enemy MLR.
- 2) Attacker Isolated, then Defender Isolated.
- 3) Attacker in Uncontrolled, the Defender in Uncontrolled.
- 4) Attacker in No Man's Land, the Defender in No Man's Land
- 5) Attacker in friendly MLR may redeploy.
- 6) Defender in friendly MLR. Infantry (not Gun crews) may redeploy within their maximum range without a DR. Attacker may now conceal all units according to PL CG11 before Defender may look at board.

Infantry (not Gun crews) may redeploy within their maximum range without a DR. Defender may now conceal all units according to PL CG11 before Attacker may look at board. [PL2US; CHw]

2.14-2.141 Which Redeployment DR/dr are secret?

- A. None. [PL2US; CHw]

2.14-2.141 Is a redeployed Gun no longer Emplaced?

- A. No – it may still be Emplaced if Terrain allows. [PL2US; CHw]

2.171 Which Fortifications may remain HIP without being placed on board during the RePh?

- A. Mine/minefield, Wire, Tetrahedron, Panji, Pillbox, Fortified Building, Tunnel, Cave, Cave Complex, HIP Guns, Trip Flares, Set DC. [PL2US; CHw]

2.2 Do losses during the RePh count for Scenario, CG and DRM purposes?

- A. All RePh losses count for the previous scenario for all purposes. Recalled units are lost but are not counted for CVP. [PL2US; CHw]

2.21 This rule can force units to recombine when redeploying freely could allow them to acquire abandoned SW.

- A. Units may ignore this rule when doing so requires not attempting to redeploy to an abandoned SW, Gun or AFV. The owning player may choose the sequence for resolving such recombinations. [PL2US; CHw]

2.22 Each side may have a maximum of two heroes at the end of this step. [PL2US; CHw]

2.23 Battle Hardening rolls should be secret. [PL2US; CHw]

2.24 Should there be a leader allowed for each?

- A. Change "2.24 LEADER GENERATION: For each MMC Battle Hardened" to "2.24 LEADER BATTLE HARDENING: Make a second dr on the Battlefield Promotion Table with a +2 drm plus any other non-CVP drm. If this result is > 0, the player may battle harden that number of his leaders. No leader hardened in step 2.221 may harden again, nor can any leader harden more than once during this step." [PL2US; CHw]

2.3(a) "All vehicles currently within their VCA" should read "Any vehicle currently within its VCA". [PL2US; CHw]

2.3(e) Don't remove Concealment counter. [PL2US; CHw]

2.3 "Note that a side may never purchase more than 3 infantry platoons (RG with an ID beginning with 'I' and identified as a 'Platoon' or 'Pltn') unless specifically allowed by that CG." Is this limit per RePh or per CG?

- A. Section 2 outlines the steps taken during one RePh. [CHw]

2.33 This rule says Reserve units must setup > 7 hexes from the nearest enemy-controlled Location or Entry Area, but the 1.4 "In Reserve" definition says >= 7 hexes.

- A. This is a typo! Yow - it's pretty much always been >= 7. [CHw]

2.34 The setup cost table does not say what the "In Reserve" cost reduction (if any) is for "HW" units (allowed to setup In Reserve in 2.33), but does list "V" units which are **not** allowed to setup In Reserve (again, according to 2.33).

- A. No penalty or cost reduction. [CHw]

2.362 The rule refers to the "2.361 table" but in the rules there is no 2.361.

- A. The 2.361, "LEADER/ARMOR LEADER TABLE" is directly above 2.362. [CHw]

2.37 "Each Leader must set up/enter stacked with a MMC" So it's not possible to have a lone leader off doing HIP Radio duty, for instance? Or even more likely, hiding in the back line, ready to rally broken troops who come his way?

- A. Good point. I added a line we had discussed previously: [EXC: ... OR a leader in possession of a Radio/Field Phone.] A leader, of course, could 'drop back' and 'hide' anywhere he wants after entering but he is not going to gain HIP status unless set up on-board. [CHw]

2.381 Footnote 2, at first glance, appears to directly conflict with the Note at the end of the table, but I assume what you mean is that you may purchase dummy cloaking counters, but you may not purchase dummies and *then* cloak them, correct?

- A. Correct. [CHw]

2.42 The last sentence – should that read "... may NOT be used as Dummy *non-Reserve* Cloaking Counters"? If it's a blanket restriction, then an appropriate note should be added to Footnote 2 of 2.381.

- A. Yes. [CHw]

2.74 The DRM chart seems to have been duplicated.

- A. My mistake – two different formats for the on-line edition. Fixed. [CHw]

3.121 Change the DR column of the table to read "2; 3; 4; 5-6; 7-8; 9-10; 11" [PL2US; CHw]

3.13 Which fortifications can be purchased for the Initial Scenario only?

- A. Trenches, A-T Ditches, A-B Mines, Tetrahedrons, Panji, Pillboxes, Tunnels, Caves, Cave Complexes and Minefields may only be purchased before the initial scenario unless stated otherwise (i.e., by CGSR, CG Card). [PL2US; CHw]

3.141-3.142 What are Night scenario Attacker/-Defender benefits?

- A. They are spelled out in 3.142: No Move, etc. [PL2US; CHw]

3.144 This rule says that Initial Scenario VC and CG VC are stated on the CG cards (and they are), but doesn't mention what the VC are for non-Initial Scenarios.

- A. VC are determined by CVP if not otherwise indicated by individual PL CGs. [PL2US; CHw]

3.15d) Pin & TI counters will already have been removed by this time (since the player turn ended before the Firefight End dr was made). In the "Do Not Remove" paragraph, "stun" is listed twice.

- A. The first two are just a reminder for the forgetful. The second - Fixed. [CHw]

3.15d) When are concealment/dummy counters removed?

- A. When dictated by normal concealment loss and during some Redeployment steps. Some are retained. [CHw]

3.21 "Dismounted Armor Leaders may redeploy as infantry to another vehicle and re-mount." If this is meant to be an exception to the general rule that Armor Leaders may never take counter form, it should be very clearly stated as such! Are ALs redeployed in this manner subject to Casualty Reduction and/or Replacement, and if so, how is that handled?

- A. This is simply an item that many players wanted included. The specific case is to allow him to change out of an immobilized vehicle. In all cases, the Armor Leader shares the fate of his crew, and thus doesn't need to take counter form. [CHw] {And see change in next answer. SR}

3.21 "(i.e., a truck could move, pick up infantry and move again as during the MPh)" Uh, that would NOT be allowed in the normal MPh rules – a transporting vehicle may not move prior to embarking passengers/riders (D6.4).

- A. All MPh rules apply to said movement; I've changed the last two items to read: "Dismounted Armor Leaders may redeploy with their crew as infantry to another vehicle and re-mount. Infantry may only combine their Redeployment with that of a conveyance by following normal MPh MF/-MP restrictions (i.e., a truck could pick up infantry then move as during a MPh)." [CHw]

3.219 REDEPLOYMENT DRM: I assume the DRM for leadership does not apply for a leader moving alone.

- A. Unless a Hero. [CHw]

3.3 Are used/X'd DC/FT/PSK/BAZ eliminated? What about replenishment of Special Ammo numbers?

- A. Yes. There is none, except by CG Special Rules. [PL2US; CHw]

3.4 What is the "Front Line" referred to in the Fortification Clearance Table?

- A. Any hex in the friendly MLR <= 2 hexes from an enemy MLR hex. [PL2US; CHw]

3.44 BATTLEFIELD PROMOTION TABLE
The drms are listed twice. [CHw]

3.46 "Ammunition Shortage DRM apply." What is an Ammunition Shortage DRM? "Leadership, Inexperience, Captured Use DRM apply." I assume only for those units stacked with/-possessing the weapon in question?

A. If Ammo shortage is in effect, apply "Ammunition Shortage (A19.131) DRM, "...all B# and Ammunition Depletion numbers are decreased by one during an Ammunition Shortage", i.e., apply a -1 DRM. Yes. [CHw]

3.46 Leadership can apply to repairing an Immobilised vehicle. Armor Leaders in that vehicle only, or what?

A. Yes. [CHw] {I assume it means "only an AL in that vehicle. SR}

3.46 "Captured malfunctioned weapons are removed from play." Is this *after* you have attempted to repair them?

A. Yes. [CHw]

3.461 Again, the mysterious Ammo Shortage DRM is invoked. Also, what are the Captured Use and Inexperienced DRMs when applied to Recalled vehicles?

A. Apply "Ammunition Shortage (A19.131) DRM, "...all B# and Ammunition Depletion numbers are decreased by one during an Ammunition Shortage", i.e., apply a -1 DRM. Inexperience is +1 (D3.45) Let's say you are hellaciously lucky - you capture a King Tiger with a conscript half squad. Then Mr. Sniper lays a shot on your CE conscript Soviet King Tiger crew. You are now Recalled, and subject to A21 Captured Equipment, and will have a hard time rolling <=2 for purposes of 3.461 with all of those + mods (+4). [CHw]

3.47 The ELR Change DRM lists "friendly side won last CG Firefight (if possible)". What does "if possible" mean?!

A. If there is no related EXC in the CG SR. Some do not allow a Firefight victory. [CHw]

3.91-3.92 Are Reserves eligible Sniper targets? A. Yes.

Are they released by OBA?

A. No.

By Snipers?

A. No. [PL2US; CHw]

CG3 Can CG scenarios also end by mutual agreement?

A. Yes. [PL2US; CHw]

CG12 Must Malfunctioned weapons attempt repair in every Rally Phase? If you have a Leader with a Malfunctioned SW, does he have to attempt repair even if there are broken units in his Location?

A. Leaders with broken units in their hex may attempt to rally those units instead of attempting SW repair. [PL2US; CHw]

Leaders Are there any limits to leader?

A. Neither side may begin a CG with more than one each of the two top leader types listed for their nationality in the 3.121 Table. For instance, the Japanese may only start with one infantry 10-1, one infantry 10-0, one armor 10-2 and one armor 9-2. Any extras rolled for automatically become the next available leader on the list, e.g., a Japanese 9-1 instead of a second 10-0. In addition, the total squad-to-leader ratio for a side's non-Reserve units may not exceed their Chapter H limits (i.e., British 5, German 4, etc.) [PL2US; CHw]

OBA Do IR count as FFEs?

A. No. [PL2US; CHw]

Page 1 CTHC: Uses ">=", should be "<=" [PL2US; CHw]

Page 4: REDEPLOYMENT DRM lists +1 per HS equivalent > one HS. This should be +1 per HS > one Squad. Also "-1 for PP > IPC of Redeploying unit" should be "+1". [PL2US; CHw]

Redeployment Can AFV platoons redeploy with one DR?

A. Yes. Roll Random Selection for any adverse effects. [PL2US; CHw]

Redeployment Can you dm a dm-able SW/Gun for purpose of this shift and then still set it up normally?

A. Yes. [PL2US; CHw]

Redeployment Redeployment range is not relative to control. Can units really fly six hexes over enemy-controlled terrain?

A. Yes. [PL2US; CHw]

Redeployment What are the options for TCA, BU, and hull down status during redeployment?

A. One Hull Down roll per AFV is possible, as are all other options of TCA/VCA, BU/CE as per normal setup. [PL2US; CHw]

Redeployment What happens if a vehicle redeploys into a building, bog or mine hex?

A. All effects of the move take place immediately. E.g., mine attacks or bog checks are resolved as soon as the vehicle is placed in the hex. [PL2US; CHw]

Setup Areas Try creating a setup area on any Desert Board without Foxholes/Trenches using the new definition of Strategic Locations. Now do it with 1 unit of FPP from "Easter at Tobruk".

A. Easiest fix – create a simple SSR for desert CGs with easier definition of Strat. Loc. Scrub, using AFV, whatever. [PL2US; CHw]

Notes Be sure to note the important changes in the form of Leader limits and units which may redeploy within their Redeployment Range without making a DR. In the interest of calling it a night, players may opt to skip step 2.136 (i.e., Redeployment of Units in Friendly MLR) and perform 3.5 through 3.13 on their own (i.e., purchases), followed by 2.135 - 3.4 their next time together, followed by 3.14 on. [PL2US; CHw]

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3.0 Change the reference to “RB6” to “RB16”. [HoB1.5; HoBw]

8.3 & 8.6 Reference for Elite status for Ammunition purpose is given as C8.0. Should this be C8.2?

A. No, C8.2 refers only to those ammo types listed on that table, whereas, Elite ammo refers to all types of ammo including Smoke which is listed as C8.5. [Misc3]

8.6 & 8.3 See prior entry.

9 May Dug-In tanks go CE? May armored cupolas?

A. Yes. No. [HoBw]

9.21 This states that only fully tracked vehicles may attempt to cross a Barricade. Are infantry allowed to cross a Barricade, or was the reference to fully tracked vehicles for vehicle types only?

A. Yes, infantry may cross a Barricade as if it were a roadblock. The reference to fully tracked vehicles is for vehicle types which may attempt to cross it. [HoB1.5; HoBw]

9.214 A vehicle crossing a breached Barricade can be targeted for an Underbelly Hit. Can the vehicle that *creates* the breached Barricade be so targeted? If so, what about if the Barricade is eliminated instead of only breached?

A. No and no. Only WHEN crossing a Breached Barricade do they take an underbelly hit, not when making a breach, etc. [HoBw]

10.2 Sewer Movement and the Excavation Pit (10.2): Do sewer lines run underneath the excavation pit?

A. Yes. [Letter11]

11 Did HOB use the 0 TEM for bridges as per B6.3 or did it use the -1 TEM listed on the Chapter B Divider?

A. HOB used the 0 TEM printed in B6.3. [HoB1.5]

11 May OBA/ordnance SMOKE be placed on a bridge hex?

A: Yes. It is HOB's position that if smoke grenades can be placed on a bridge so may other forms of SMOKE. [HoB1.5; HoBw]

11.3151 The last sentence of this rule seems to state that Spree Bridges which are completely destroyed are replaced with stone Rubble, which B6.331 disallows since the Spree River is Deep and flooded (10.1). So are they really replaced with Stone Rubble?

A. Yes, but only if it falls onto the road hex below the Moltke Bridge at hex J10. [Misc3]

11.3151 The reference to “(i.e., KIA or K/ result)” is to that which created the partially destroyed bridge in the first place. An additional set DC (as per 11.31-11.314) also will destroy a partially destroyed bridge on a KIA or K/; however, 11.3151 refers to wooden bridge HE destruction as per B6.42, normally. In other words, only a final KIA result (from OBA/HE, etc.) would cause the destruction of a wooden bridge (including the +1 DRM for the bridge itself). {Source was Eric Pettersen's B:RV errata page (<http://www.cgl.ucsf.edu/home/peff/hob>), but that has been removed since HoBw is available. Not in latest listing on HoBw. SR}

12.1 Add to the end of this rule, “...all multi-hex buildings containing a square Stairwell symbol contain a ground, 1st and 2nd levels (as well as a cellar/rooftop locations [EXC: roofless buildings]). [HoB1.5; HoBw]

12.2 Is AA fire allowed from a Roofless Building hex?

A. No. [HoB1.5; HoBw]

12.3 May the +1 TEM provided by the “built up” Reichstag be increased to +5 TEM (total) if a ground level Reichstag location is subsequently fortified as per B23.9?

A. No. +4 is the maximum TEM [EXC: Indirect fire]. [HoB1.5; HoBw]

12.7 Factory Building B10: In 12.7 are you saying that there are upper level building/factory locations as opposed to only ground level factory locations? Or are you saying that the rooftop locations are in half of the factory at level 2 1/2 and the other half at level 1 1/2?

A. Rooftop extends to these levels. [Letter11]

13.2 Hex Q18 is a runway hex, not G18. [HoB1.5; HoBw]

13.4 The Narrow Road leading out of the Customs Warehouse follows the D10/F10 hexside. Hex D10 is a Roofless Building whose ground level is covered with Debris. Does this Debris negate the Narrow Road (O.1)? Do units using the Narrow Road have to roll for Bog due to the Debris?

A. Yes and Yes. [HoBw]

15.1 Russian 76mm OBA should be “Light Artillery” without the “M” Footnote. [HoB1.5; HoBw]

16.3 How can units use Sewer Movement under Hohenzollern Canal when there aren't 2 Manhole Location separated by <= 3 hexes on each side of the Canal?

A. B8.1 states that manhole locations are those with the black circle or when a paved road intersects with any other road, etc. [Misc3]

16.3 This says that sewer movement is as in B8.4 except that German leaders must first pass a 2TC to do it. Does this mean that for the Germans to use the sewers they MUST be accompanied by a leader and he has to pass a 2TC? While the Russians need a leader who passes a 4TC?

A. The Leader must pass a 2TC/4TC (German/-Russian respectively) and then any GO MMC may join the sewer movement freely. [Letter12]

19 BRV RePh 8.602 Add the following: “Remove all Low Ammo counters.” [HoBw]

19 BRV RePh 8.6031 Add the following: All broken units are now rallied. Delete “(see 8.6057)”. [HoB1.5; HoBw]

19 BRV RePh 8.605 Is it correct that a single Setup Area for infantry can actually be one or more Setup Areas for vehicles due to roadblocks (in fact, possibly Isolated Setup Areas)? If so, what about the presence of terrain that doesn't “absolutely” block vehicle movement, such as barricades?

A. Yes. Roadblocks/Barricades are considered impassable to vehicles unless removed during the RePh. [HoBw]

19 BRV RePh 8.6052 Under the notes section, delete the word “Canal” from the first sentence. Since an S-Bahn bridge existed just north of the Admiral Scheer Bridge units are not separated into different Set Up Areas solely by the Canal. [HoBw] {Variant appeared in HoB1.5 but discussion with Eddie Zeman resolved it. SR}

19 BRV RePh 8.607 What happens to a set DC which ends a CGS but has not been fired/-exploded?

A: If the DC is in a controlled set up area it is retained as a Set DC by the side which controls that set up area; otherwise, it is treated as non-set DC and remains in its current location as any other unpossessed SW in an uncontrolled set up area. [HoB1.5; HoBw]

19 BRV RePh 8.6071 Add at the end of RePh 8.6071 “All FB RG may not be retained regardless of whether they entered the play area or not. Such units are not considered eliminated for Victory Conditions nor CVP total unless they were destroyed during play.” [HoBw]

19 BRV RePh 8.6094 When a Flame marker spreads to all Locations of the hex it is in, does it spread as a Flame or a Blaze?

A. All locations of that hex should be Blazing. [Misc3]

19 BRV RePh 8.6112 Change “(see BRV 16.2)” to read “(see BRV 16.10)”. [HoB1.5; HoBw]

19 BRV RePh 8.61411 The end of the first sentence should read “by making a DR <= 2 with the following DRM:”. [HoB1.5; HoBw]

19 BRV RePh 8.61411 What about MA that was disabled neither from a repair dr of 6 nor by a previous RePh 8.6142 failure (e.g., a circled B10 Gun that rolls a 10 while under Low Ammo)?

A. Yes, that would still be a MA breakdown, but all Low Ammo counters should be removed during RePh 8.602. [HoBw]

19 BRV RePh 8.6146 Replace with the following: “All non-captured/non-isolated units have their Depleted/Low-Ammo status returned to normal.” [HoB1.5; HoBw]

19 BRV RePh 8.6162 Are the Russians assumed to have chosen an attack chit in the Initial Scenario for the purpose of applying the +2 DRM on the CPP Modifier Table in the following RePh?

A. Yes. [Misc3]

19 BRV RePh 8.6194 Only the German player may purchase a dug-in tank and only on the Initial CGS and at half CPP cost. [Misc3]

19 BRV RePh 8.6204 Russian RG listed as “BRVS Rifle Ptn” and “BRVS SMG Ptn” should instead be “GDS Rifle Ptn” and “GDS SMG Ptn”. [HoB1.5; HoBw]

19 BRV RePh 8.621 Anti-Tank Ditch footnote ‘D’ is NA. [HoB1.5; HoBw]

19 BRV RePh 8.621 May DC be purchased as *ser* by spending FPPs to do so.

A. No. A DC must be in a side’s OB in order to be set in this manner. The BRV table and its footnotes are designed to replace the KGP I/II table/footnotes altogether. [HoB1.5; HoBw]

19 BRV RePh 8.621 Can Armored Cupolas lay down Fire Lanes?

A. No. As per the last sentence of D9.5 (i.e., “Armored Cupolas are treated as an Immobile tank except as modified below”). Since vehicles may not lay down Fire lanes, neither may Armored Cupolas. (Note: please see 1996 ASL Annual for D9.51 errata.) [HoB1.5]

19 BRV RePh 8.6223b Night Dual Attack CGS both sides are considered the Scenario Attacker. [HoB1.5; HoBw]

19 BRV RePh 8.6242 If a bridge is partially destroyed can a vehicle which ended the previous CGS on one side of the bridge set up on the other side using only the partially destroyed bridge as its crossing point (assuming that the vehicle is setting up in friendly territory)?

A: Yes, but immediately prior to setting up that vehicle the owning player must take a bridge Collapse DR as per 11.313. (Make sure to inform the German player of this attempt so as to determine the current weight limit of the bridge). [HoB1.5; HoBw]

CG7 states that in a Night Dual Assault, the side moving first (in any case) is the CGS Attacker and that the side selecting the Idle Chit is the CGS Defender. What about the side choosing an attack chit and moving second?

A. Both sides should be Attackers treated as Scenario Attackers. {See 8.6233 above. SR} [Misc3]

CG14 As I understand CG14, ANY location with a Good Order MMC is a strategic Location?

A. Correct. [HoBw] {Earlier versions of the question had “[EXC: bridges]”, HoBw says this was deleted because the question was asked before the CG14 errata correcting bridges and No Man’s Land. SR}

CG14 The second sentence should read “All non-bridge River hexes are always considered No-Man’s Land (see RePh 8.6051).” [HoB1.5; HoBw]

CG16 Must the Russian control hex J4 to purchase the I6 Moabit Prisoners RG? (Probably only applicable to the initial CGS.)

A. I am sorry, the footnote you are referring to (footnote 16) is referencing the hex which contains the Station. Just north of the Station is where the Prison actually was. So the answer is no. [HoBw]

CG 16 Are Moabit Prisoners treated as Green units or Conscript units for MF determination? A: MoPs are treated as being Conscript for MF determination. [HoB1.5; HoBw]

CG16 Do Moabit Prisoner leaders use Partisan leader rules?

A. No. (I.e. they use Partisan leader counters only to differentiate them from regular Russian leaders.) [HoBw]

CG17 Are the effects in CG17 Red Banner cumulative. If two Red Banners are placed is the ELR increased/decreased by two?

A. No, only one Red Banner counter is required to qualify for the ELR bonus. Additional emplaced Red Banners have no added effect except that all must be removed in order for the ELR to revert back to the normal level for the Germans. [HoBw]

CG19. Add to this rule the following: “Guns may not be removed from a pillbox/fortified location.” [HoB1.5; HoBw]

CG20 Are Russian AFV’s under recall eliminated or retained?

A. Eliminated, unless it is due to MA disablement. [HoBw]

CG27 Delete the last sentence. [HoB1.5; HoBw]

German and Russian RG Charts Footnote J is NA for both players. [HoB1.5; HoBw]

German RG Chart Note D says “Each Gestapo comes with a 3-4-8 HS.” Is that a HS per Gestapo Section, or per Gestapo leader?

A. Per Gestapo counter received. [HoBw]

German RG Chart The CG Max for RG ID M2 should be 40. [HoB1.5; HoBw]

Map Moltke Bridge Hex J10: The bridge location extends over the land/road location underneath. When the bridge is Completely or Partially destroyed using a Set DC, does any debris accumulate underneath? Can there be any movement between the bridge location and the ground level underneath, either before or after the bridge location is blown?

A. Rubble is created as per B6. [Letter11] {Second question is not answered, but I’d guess B6.4 applies. SR}

Map What are the dark hexside depictions along the dark green hexsides near the Spree River (hedges or cliffs)?

A: They are cliff depictions. [HoB1.5; HoBw]

Russian Reinforcement Table Russian RG V7 is more costly (11 CPP) than RG V10, although it’s basically the same vehicle and V10’s 152mm gun is much more efficient in Infantry Support than V7’s. (I know that V7 is given in TD section, but then the IS-2m is much more efficient is this role, and still cheaper.) So is this intentional?

A. The IS-IIIm costs more per vehicle because only 2/1 vehicles are received vs. 3/2 for the other RGs. We felt that the ISU-122 is a better tank because it has a better TK number, an “L” gun, smoke capability, a better breakdown number and uses only one column less on the IFT. [Misc3]

Russian RG Chart RG ID O1 should be listed as “Light Artillery”, and RG ID O2 should be listed as “Battalion Mortar” under the “Group Type”. The CG Max for RG ID M2 should be 24. [HoB1.5; HoBw]

Russian Vehicles. Russian vehicle note “J” says that some Russian tanks “may” receive sM. Do such tanks receive them automatically or must a player roll for it or is it by SSR only?

A: Yes. HOB’s understanding is that the vehicle carries them inherently and, therefore, the vehicle may/can use them as per the specific note (i.e. no SSR or optional armament dr is needed).

[HoB1.5; HoBw]

Berlin: Red Vengeance Scenarios

Scenario BRV 1 ("Tactical Doctrine") Reverse the nationality symbols in the Turn Record Chart (the Russians still set up first, and the Germans still move first). [HoB1.5; HoBw]

Scenario BRV 2 ("Run For Your Lives") Add to SSR 4: “The German player receives one Roadblock and one Barricade counter”. [HoB1.5; HoBw]

Scenario BRV 2 ("Run For Your Lives") The exit VPs the German gets for crossing the river, does he get them immediately or does he have to wait until the end of the scenario? In other words, is it worthwhile for me as the Russian player to shoot at his guys on the far side of the river? If I KIA them do they no longer count as exited? If I break them on the bridge and they rout across do they count as exit VPs? If not, can he rally them later so they do count?

A. As long as they are on the board they may become victims, only at the end of the game would they count for EVPs. [HoBw]

Scenario BRV 5 ("Himmler’s House") The end of the Russian OB should read “(See SSR 4).” [HoB1.5; HoBw]

Scenario BRV 7 ("Grizzly Bear") The Play Area should read “All hexes south of the Spree are playable”. [HoBw]

Scenario BRV 8 ("Polish Prize") The Germans set up should read “Set up on/south of hexrow D and west of the Canal.” SSR 3 should read “No German unit may enter a bridge location.” [HoB1.5; HoBw]

Scenario BRV 8 ("Polish Prize") In the above errata, do you mean delete the entire SSR, dealing with ELR and underlined morale also, or just change “Russian” to “German” in the SSR?

A. Yes, just change the “Russian” to “German”, but leave the rest of the SSR intact. [Letter31]

Scenario BRV 9 ("Jail House Rock") The Russian smoke placement occurs only during the first Russian PFP. [HoB1.5; HoBw]

Blood Reef Tarawa

This rules errata is to the “*playtest*” version of the Tarawa rules.

Terms ‘CAPP’ should be labeled ‘GPP (Gun Purchase Points). [HoBw]

3.0 What does the “[EXC: Bog subsequent dr -1]” refer to in 3.0?

A. It applies when determining where the AFV will bog. [HoBw]

6.0 OPT are hindrances to LOS. [HoBw]

11.1 The AF for 8" Guns is 4 for front/side and * for the rear aspect. Their target size is normal. [HoBw]

19.0 In bullet 4, add: "Any SW/GUN...". [HoBw]

BRSR 5.1 Inherent crews of LVTs roll for survival normally. However, they never take counter form; a successful survival DR only results in the denial of the CVPs for elimination of the crew. [HoBw]

BRSR 20 Note G14.233, G14.31 and BRSR 5.1. No LVT may be scrounged. However, these MGs may be used by an Infantry unit loading into a LVT wreck following a 1-2 dr. A dr of 3-6 disables the MG instead. [HoBw]

BRSR 21 & Map all bridges [EXC: Q17, R18] are one lane wooden bridges. Q17 and R18 are foot bridges (B6.44). Ha-Go, M5 & all halftrack may cross wooden bridges, M4 tanks may not. [HoBw]

Alternate Hexgrain How do you handle alternate hexgrain in "The Hawkins Room" (and other non-campaign game scenarios)?
A. When alternate hexgrain(s) are in use for this scenario and others, remember that the Japanese may never set up on the beach. So in this example, the hinterland hexes are setup are areas for the Japanese, but the beach hexes are not. [HoBw]

Assault Wave In CGIII, must at least one formation enter per assault wave?
A. Yes. [HoBw]

Breaches You can't rout through a breach. Otherwise, you can move through it or advance through it and retain concealment while you do so. A breach works like a tunnel. [HoBw]

CG14 Change "Formation 11" to "Formation 6". The Scout Snipers and the 37LL AT Guns may enter along the pier. The Guns get Jeeps to tow them. All weapons capable of being dismantled must enter dismantled. If more than one battalion is available, CG7 and CG14 are repeated. [HoBw]

CG19 Any dismantled DW/GUN that is possessed by a unit that is eliminated is eliminated along with that unit, unless an unbroken SMC remains in the same Location. [HoBw]

CG2 CG Victory Conditions The American player wins instantly when he controls all fortified Locations, pillboxes, bombproofs and command bunkers. The Japanese win immediately by inflicting 210 CVP on the U.S. [HoBw]

CG3 Clarification

1) 1st and 2nd Companies of 7th Special Naval Landing Force that set up in pillboxes are also under a "No-Move" counter that is removed at the end of turn 3 of the first CG.

2) Black Two has 12 GPP.

3) For GPP/FPP/CAPP under the 3rd Special Base Force follow directions for CG II (Red Beach Two).

4) USMC entry area delineated as 0128-1132 is ignored; follow directions from the Wave Entry Charts.

5) Add ISSR6: Each side may utilize two sniper counters as per all normal rules for such usage.

6) On Formation Card A and C Lt. Hawkins/-3x7-6-8 are listed. For CG III these units are received only once.

7) For CG III utilize the chart on page 19 for all GPP/FPP/CAPP. For infantry unit set up the Set up cards for CG III are guides only. Look to the body of the rules for number of units. There are units that are not reflected on the Set up cards.

8) The Japanese should have six crews in the Reserve Pool. [HoBw]

Coral Runways Do the coral runways incur the same -1 DRM as normal runways?
A. Yes. [HoBw]

Formations Can units from different formations share the same LVT?
A. No, unless loaded from on-map. [HoBw]

Fortification Purchase Table Foxhole FPP costs are for 1S/2S/3S capacity. [HoBw]

Gun Turrets Do the Japanese get the 8" Gun turrets automatically, or must they be purchased?
A. They get them automatically. [HoBw]

Guns AA guns may set up in trenches. [HoBw]

Guns Can Guns that can be dm leave a Fortified Location/Pillbox?
A. Yes. [HoBw]

Guns Guns cannot be removed from Bunkers/-Pillboxes between CGS, but can be removed from trenches. [HoBw]

Initial Naval Bombardment Smoke from the initial naval bombardment should be removed at the start of US Turn 2 PFPh. [HoBw]

Japanese Tanks Japanese tanks may set up in AT ditches. [HoBw]

Map Typos in hex coordinates: Hex A1 is 0101, and so on. [HoBw]

NOBA Do USMC receive 128mm NOBA during Night Scenarios? Can it fire IR?
A. Yes, yes. [HoBw]

NOBA SFCP and NOBA batteries are mated at the beginning of each CGS. [HoBw]

Observation Tower There are no restrictions on the fortifications or guns that can be placed in an Observation Tower hex. [HoBw]

Pier It is possible for infantry to move beneath a pier (cost is 3MF, unit is at level 0) but not for vehicles. [HoBw]

Recombine Can you recombine HS between CG dates?
A. Yes, except US 2-3-8s. [HoBw]

SAN Can SAN increases be bought with between CGS FPP? (The SAN line lacks footnote 'a').
A. Yes. [HoBw]

SAN SAN increase may not be purchased for the initial CGS. [HoBw]

Snipers Two sniper counters per side are used in the CG with the same rules as in Red Barricades. [HoBw]

Special Ammo At the end of any CGS, all special ammo is replenished. [HoBw]

Terrain Chart What does the "Sand Location" column on the terrain chart mean?

A. They specify whether sand effects (HE FP halved, extra MF/MP and Bog) apply. (Note: AT ditches don't cause halving of HE FP.) [HoBw]

Trenches Do trenches connect to bombproofs? AT ditches? Buildings?
A. Yes. [HoBw]

Wading US Vehicles get the +2 DRM Wading TH DRM in addition to the SSR TK DRM for Hull Hits. [HoBw]

Blood Reef Tarawa Scenarios

Scenario 3 Japanese setup instructions should read "Elements of 7th Sasebo and the 6th Special Base Force, [ELR:4] set up within the perimeter of K10-K6-P4-P14-L14 inclusive, except in beach hexes: {SAN:3}". [HoBw]

Scenario 4 ("The Hawkins Room") Japanese SAN is 3. Japanese may not set up in beach hexes. [HoBw]

Scenario 5 ("Ryan's Orphans") In the VC, change E26 to E25. The 3-4-8 HS are able to place smoke using a smoke exponent of 2. [HoBw]

Scenario 5 ("Ryan's Orphans") Which, if any, CG18 NOBA rules apply to scenario 5? Just section CG18.3 to CG18.34 regarding destroyer direct fire? Any other CG18 NOBA rules apply? Is air support available to the American in this scenario?
A. No Air support. but Direct fire may be used. [HoBw]

Fortress Cassino

AAR Report Card Under the "Fortification Report" table, the first line should be titled "Tunnel Complex/Maze" and not "Cave Complex/Maze". [Misc4]

Armored Cupolas The German armored MG cupolas(11 AF?), they are worth 2CVP for their crews, right?
A: Correct. [HoBw]

FC 3. Craters: Example of Crater hexes are hexes F21 and G19. [HoBw]

OBs Are those german 838s assault engineers? How about the british 648 engineers?
A: Usually the 838s are AEs. but sometimes the British are Gurkhas so watch the unit designation on the charts. [HoBw]

Fortress Cassino Scenarios

Scenario FC10 ("Operation Dickens") In addition, SSR3 should say that each OB given fortified building location may be exchanged for a Dug-out, and each OB given foxhole may be exchanged for a Passage counter. The map Orientation is not properly displayed but the written play area is accurate (basically, the area north of hexrow HH should be cropped off in the display picture). [Misc4; HoBw]

God Save The King

British RG Chart The British OBA (RG O2) must roll for depletion, which in this case is ammunition supply. [HoBw] {Corrected in subsequent printing. SR}

RePh Chart On table 11.616, CCP Replenishment, the DRM for "12 CVP suffered ..." should be -1 per 12 CVP lost. [HoBw]

German RG Chart RG G2 (105mm ART) costs 3 CPP, not 2. [HoBw] {Corrected in subsequent printing. SR}

German RG Chart & GSTK SSR CG12 KG Graebner must enter on the south bridge, regardless of date. [HoBw] {Corrected in subsequent printing. SR}

German RG Chart German AFV that are eligible roll for Schuerzen as per chapter H rules. [HoBw]

Initial SSR I.8 This was confusing in the first version. The British player forfeits a roll for the 10-3, *not* the 10-3 for a roll. [HoBw]

Map Also, much of the errata for GSTK mentions a different hex numbering scheme than the version 4.0 map. I assume these errors were all corrected in that version. A. Yes that is correct, all errata previous to 4.0 has been included in that version and that errata is NA to the version 4.0 map. [Letter31]

Mortars Is there some historical reason that the British Paratroopers use the 11 range 2" Mortar in GSTK 6 and not the 8 range Airborne 2" Mortar? Should the Para Pltns be using the Airborne 2" Mortar? A. Wrong counter art. All MTRs are the Airborne type. [HoBw]

SSR CG4 Cloaking PIATs uses the last two sentences of E1.2. The intent is for the British to record which unit the PIAT is with until it fires, or the unit moves in LOS of a Good Order unit, or is attacked with the result being a PTC or better. [HoBw]

SSR CG7 1) If both sides choose an ATTACK chit, the British make a dr. On a 1-4 British are Attackers. Does this mean it is a British Attack Scenario, rather than a Dual Attack Scenario? A. Yes.
2) So on a 5-6 is this a Dual Attack Scenario, or a German Attack Scenario? A. German Attack. There are no Dual Attack scenarios. One will always be the Attacker and one the Defender.
3) How about at Night? Are both sides considered the Scenario Attacker, using Cloaking, etc. A. It is the same as above. [HoBw]

SSR CG11 A weapon can be dm prior to Block Hopping, but need not set up dm because of this. The "+x for +TEM in FC road Loc" should be "-x for +TEM in FC road Loc", i.e., benefiting the BHer. [HoBw]

SSR CG11 The DRM for "Attempt is made between the AP/PM CGS" should read "+1 if attempt is made between the AM/PM CGS". [HoB1.2]

SSR CG12 & German RG Chart See prior entry.

SSR CG12 Last sentence should read "(Clarification: RG I1, G2, I3 set up restrictions are for British RG only and only if newly purchased)". [HoB1.2]

Versions 1.0-3.0 Hob1.3 has an extensive list of changes to convert prior versions to version 4.0. [HoB1.3]

Z1.22 "Units do not a railing ..." should be "Units do not cross a railing ...". [HoBw] {Corrected in later printings. SR}

Z1.3 The example in the first version of the rules is wrong – the LOS hindrance was counted when it should not have been. [HoBw]

Z2.1 A dirt road exists alongside the paved road ramp (EX: 1408, 1708). [HoBw]

Z4.6 This rule is redundant to Z4.53, and is offered as a clarification. [HoBw]

Z11.612 Change "building 1008" to "building 0108". [HoB1.2; HoBw]

Z11.616 Change "-x per 12 CVP" to "-1 per 12 CVP". [HoB1.2; HoBw]

Z11.6205 There is no modifier for the charts; all leadership remains as if a full unit. The reason is that there is not enough leaders so killing more off due to the cast of a die is no fun. [HoBw] {Edited and added reference to Z11.6215. SR}

God Save The King Scenarios

Scenario GSTK 1 ("Going To School") The Victory Conditions should read "The German player must completely control the schoolhouse (1908) at game end. The German player immediately loses if any PzKpfw VIB is destroyed or immobilized [EXC: Mechanical Reliability D2.51]" [HoB1.2; HoBw]

Scenario GSTK 2 ("House G") The 6-4-8's are NOT Engineers NOR Commandos. [HoBw]

Scenario GSTK 4 ("The Pillbox") The British 2-4-8 with the FT should be a 3-3-8 as per SSR 3. The German AC is a PSW 222(L), the B# and FP on the art are wrong. [HoBw] {Both corrected in subsequent printing, but name – "PSW222L" and MP are still wrong. SR}

Scenario GSTK 5 ("Please Hurry") The British setup area is Blocks 1, 11 and 13, *not* 1 and 2 as listed in version 1. [HoBw] {This was corrected in later printings. SR}

Scenario GSTK 5 ("Please Hurry") Place a shellhole counter in 0316, not 1316. [HoB1.2; HoBw].

Scenario GSTK 6 ("Block By Bloody Block") All hexes on/west of 16XX are playable. [HoB1.2; HoBw]

Scenario GSTK 6 ("Block by Bloody Block") All 6-4-8's in the British OB are Commandos.

The mortars are the airborne version (2-8), not the version with the 11-hex range. [HoBw]

Scenario GSTK 6 ("Block by Bloody Block") German setup area should read on/EAST of hexrow ... [HoBw]

Scenario GSTK 7 ("Raus!") The Germans should have two 105mm ART and one 150mm ART, not one 105 and two 150s. The British HMG art shows the wrong FP values. [HoBw] {Both corrected in subsequent printing. SR}

Scenario GSTK 7 ("Raus!") Six 6-4-8's in the British OB are Engineers. SSR 4 is "CG3, 6, 8, 17 (Level 1), 18, and 20 are in effect." [HoBw]

Scenario GSTK 7 ("Raus!") German set up area: set up on/west of hexrows 0113-0107-0507-0501 and 1001-1403-1503-1501; and/or on/east of 21XX, may also enter along North map edge. [HoBw]

Scenario GSTK 7 ("Raus!") The errata above for SSR 4 states "CG3, 6, 8, 17 (Level 1), 18, and 20 are in effect." Does this replace SSR4, which states: "All British 4-5-8 receive a -1 DRM in H-t-H CC"? A. No it doesn't replace but rather is added to it. [Letter31]

High Ground

Scenario HG!7 ("Skill In Khilki") The IS-2m tanks should instead be IS-2 tanks. [Misc23]

Scenario HG!4 ("Cohort and the Phalanx") Despite the ground snow in effect, the river is not frozen. [Misc23] {Re-worded. SR}

King of The Hill

Cover Page (page 1) The map description should read "28 hexes by 49 hexes". [HoB1.4; HoB1.5; HoBw]

2.2 May a 5/8" Gun setup in a Rv?

A. Yes even though in a foxhole only the crew may setup in a foxhole in a Rv the Gun may also. [HoB1.4; HoB1.5; HoBw]

3.21 Last sentence should read "The following Rocket To Hit DRMs modify C5.0 and use the Black To Hit #s:". [HoB1.4; HoB1.5; HoBw]

3.22 Are Rocket Hits against vehicles treated like bomb hits (i.e., Direct hits and Near Misses)? A. No; all hits are treated as Direct Hits. [HoB1.4; HoBw]

6 The SLoc definition should read "Any hex containing woods, +2 TEM, Good Order MMC, Ditch, Hill 112 or 111 symbol (i.e., hex)." [HoB1.4; HoB1.5; HoBw]

8.621 The "FPP Cost" footnotes are:

Foxhole: a F
Trench: c d E F
AP Mine: c d E F G I
AT Mine: c d E F G I
Wire: c d E F G I
HIP: a
"?": (none)
AFV Revetment: d E F I.
[HoB1.4; HoB1.5; HoBw]

8.621 Foxholes should be FPP Cost: 1/2/3^b, and Note b should be “1/2/3 squad foxhole”. {This implies the ‘Foxhole notes a F’ listed under 8.621 is wrong. SR} [HoB1.5; HoBw]

9 Do the German At-Start forces in set up area “B” have to pay the extra CPP cost to set up on map as per RePh 8.6194?

A. No. They are free to purchase for on-map set up. Additionally, there is no Depletion DRM for this purchase type as per RePh 8.6201. [HoB1.5; HoBw]

9 ISSR 2 should read “(either RG O7 x1 & RG O8 x1; or RG O8 x2. See RG Chart footnote “G”).” [HoB1.4; HoB1.5; HoBw]

OBA In the KH CG if an OBA module uses only its IR capability may it be retained?

A. Yes. [HoB1.4; HoB1.5; HoBw]

German RG Chart The CGS Max for O8 should be 2, not 1. [HoB1.5]

Typhoon The Typhoons provided in *King of the Hill* should have a star with a “3” inside as if a ‘44 FB. [HoB1.4; HoB1.5; HoBw]

King of the Hill Scenarios

Scenario KH7 (“Windsor Knot”) Are the Typhoons available as per E7.2 or are they available on turn 1? If the Arrival dr is required, do the KH3.1 drms apply?

A. They are available as per the E7.2 Arrival dr. Yes, the KH 3.1 drms would apply (see KH 1. Terrain); however, since none of those drms actually apply to this scenario there are no drms which are applicable (note: the +1 dr for CGS taking place in the AM only applies in a “CG” not scenario). [HoB1.4; HoBw]

Scenario KH9 (“Kritz and Fritz”) Do the British setup instructions mean those fortification may not set up HIP, or does it simply mean everything must be on map, the British player may not opt to not setup some of the fortifications (since they are part of the VC)?

A. The latter. [Letter177]

Onslaught To Orsha CG

6.33 Does this mean that a rocket can never achieve a Critical Hit when using ATT?

A. Per 6.32, yes, a CH can be achieved and would be resolved normally per C1.55. The intent of 6.33 is that there is no chance of a ‘Direct Hit’. [OtOe]

7 1) Is a Counter Battery Module the same as a normal OBA module for Retainment purposes?

A. No. A Counter Battery Module is considered *used* if it makes an attack DR, as it would never place a FFE.

2) Does a Counter Battery Module count against each side’s limit of three/four OBA modules?

A. No. [OtOe]

8.2 Entry Area Can the Germans enter on the north edge of the map?

A. Yes. Refer to Entry Area on Pages 6-7. For better clarification, insert “the north edge” between “and” and “on/west” in last sentence of page 6. [OtOe] {Re-worded and corrected. SR}

8.2 Retained Can Aircraft RG be retained and then a bunch brought in at one time?

A. For each side a maximum of 2 RGs may be on the map at one time (i.e. up to a possible 6 total aircraft per side. No additional aircraft may be entered (nor rolled for entry) until all aircraft of one of the RGs have exited/been destroyed. [OtOe]

8.4 1) Are there supposed to be two Sniper counters per side like most CG? We couldn’t find anything in the rules that mentions this?

A. No. Only one Sniper per side.

2) Why?

A. There are a significant amount of OT AFVs, lots of critical crews, and there are many DRs per turn which increase the chance of activating a sniper i.e., during playtesting we determined that one sniper was adequate. [OtOe]

8.4 CG4 This states the Game End is conducted at the end of turn 6, but the map shows turn 5. Which is correct?

A. The map is correct. Game End dr starts at the end of turn 5. [OtOe]

8.4 CG13 Can OBA Modules be Retained and used to exceed that sides daily maximum?

A. They may be Retained to exceed the limit, but the Germans are limited to *using* three and the Russians four total OBA modules per CG Scenario. [OtOe]

8.4 CG13 Does a Russian Barrage generally follow a north-south or an east-west pattern.

A. North-south. [OtOe]

8.611 Change the note to read “**At the completion of the last RePh, any and each remaining German CPP counts as a Victory Point earned by the Russians.**” [OtOe]

8.621 There is a reference to HW RG type but this type does not exist in the RG charts (HW sections are part of the I-type RG). You should use “HW1”, “HW2”, etc. in the RG Charts, right?

A. Yes. HW in 8.621 is meant in this rule to cover all HW section types. [OtOe]

8.622 There is a contradiction between the rule and the example for the additional MMG in a Depleted RG

A. The last line of the example should end “the additional MMG on a dr <= 3.” [OtOe]

8.623 You make reference to HW Platoons but the RG Charts only list RG Sections

A. Section and Platoon are used interchangeably. [OtOe]

8.7 Leader Determination is only for those RG that reference note ‘e’. Add “(EXC: HW Section)” after “For each Infantry RG” at the start of the first sentence. [OtOe] {Reworded. SR}

8.7 Was the intent really to allow a 10-3 and 9-2 for the Russians with a final DR <=1? If the Russians buy max infantry day 1, they have about 30% chance to get 2 or more sets of 10-3/9-2, and 8% chance of 3 or more sets. If more reasonably, they buy max infantry except for the engineers, it’s still 23% chance of 2 or more sets and 5% chance of 3 or more sets.

A. Yes, One strategy for the Russians could be to load up with infantry on the first day. He would get better leadership that could carry through. However, this is a risk as he may loose many troops to Artillery and on board Guns that are not engaged against masses of armor. [OtOe]

8.71 Change these entries in the Russian column of the Leader Table:

DR 8: 9-1, 7-0

DR 10: 8-0, 7-0

DR 11: 7-0, 7-0

[OtOe] {Re-worded. SR}

9.5 Add steps 9.619 Isolated Unit Setup, 9.620 Ammunition Shortage Removal, and 9.621 Non-Isolated Unit Setup between steps 9.2 Wind and Unit Setup and 9.3 Scenario Commencement. [OtOe] {Re-worded. SR}

9.6054 Insert “along” between “,” and “a(n)” in line 6. [OtOe]

9.6095 Change “8.6093” to “9.6093”. [OtOe]

9.6112 Line four of the MMC Battle Hardening Table should be for a DR of 5-6. [OtOe] {Re-worded SR}

9.6113 What do you mean by “that side’s column” in lines 4-5?

A. Ignore it (sides were originally separated by Nationality). [OtOe]

9.6132 Can the Russian Flamethrower tanks recover from an ‘X’ status of a flamethrower?

A. No, but they remain in the game like any other AFV. [OtOe]

Counters 1) There seem to be misprinted Armor Leaders.

A. Yes, there is a misprint. However, there is a greater need for Russian Als in this action and these are provided as a gift so fergitaboutit.

2) One of the 44C Stormoviks has a larger star on the back.

Yes, but you can still see the ‘2’ on the counter. [OtOe]

German Reinforcement Group Chart

1) Is not ‘b’ missing for I7 (e.g., crew for HMG)?

A. No. as both are Cupolas with **Inherent** crew, but we may have to add a “-” (so it reads HMG and MMG Cupola).

2) Change the following RG to read:

G3 2cm FlaKvierling 38

G5 105 ART (leFH 18)

[OtOe]

German Reinforcement Group Chart Do the 42DB and 44FB come with bombs?

A. Yes. [OtOe]

Map Can I see hex R5 from hex M3?

A. No. It is an EmRR, so it acts like a Wall or Hillock, thus blocking LOS. [OtOe]

Multi-Applicable Vehicle Note PT1-4 In

Example 1, change "C6", to "W43", "C7" to "W44", "C8" to "W45" and "D6" to "X43". In Example 2, change "C6", to "H38", "C7" to "H39", "C8" to "H40", "B6" to "G39", and ">= 10" to "<= 10" in line 10. [OtOe]

Russian Reinforcement Group Chart Three entries are issuing the CG Max. This was fixed by a replacement page. All players should have the correct sheet. The affected entries are V2 (CPP 5, Max 2, CG Max 5), V3 (CPP 5, Max 2, CG Max 5), and V7 (CPP 5, Max 2, CG Max 3). [OtOe] {Re-worded. SR}

Russian Reinforcement Group Chart How many Bombardments can be used on a CG Date, i.e., can you save them for future scenarios?
A. The Russians are limited to using two Bombardments per CG Data. [OtOe]

Onslaught To Orsha Scenarios

Historical Perspectives The OtO scenario cards have the same Historical Perspectives. Is this a misprint?

A. No, it is intentional. All the first few scenarios cover different segments of the exact same action or battle. We are just giving the player the opportunity to play different segments of the battle. [OtOe]

Scenario OtO2 ("Bunker Burning") Can the German player place Fortifications in the hexes where by HSR3 the shellholes are placed?

A. Yes, Fortifications can be put in the same hexes as the shell holes. [Misc37]

Operation Bagration Scenarios

Scenario OB11 ("Shootout At Slutsk") The trucks in the turn 3 reinforcements can tow the Guns since their T# of -4 is <= the Guns' M# of 2. There are German MGs in the Russian OoB. There is no HSR, thus captured use applies. [Misc40]

Scenario OB13 ("The Cat's Lair") 1) HSR 4 states "No Fortifications (EXC: Mines) may set up HIP", but the Germans do not have any mines.
A. Correct, delete the Exception.
2) The Russian ZIS-5 truck is listed with 33PP capacity, but should have only 29PP. Is it the wrong truck?

A. The counter clipart is erroneous, it is the ZIS-5 with 29PP as in Chapter H. [OtOe]

Recon ... By Fire!

Scenario RbF I-2 ("Aggravation at Agrigento") The Italian 75mm ART is Cannone da 75/27 (Italian Ordnance Note 9). [HoBw]

Scenario RbF I-5 ("Paper Line") Tactical Objectives should read "...to either 16A6 or 35GG6." The French player receives TWO Motorcycles/sidecars and one motorcycle. [HoBw]

Scenario RbF I-7 ("Into the Cauldron") German OB should include one 2-2-8 Crew. German Reinforcements enter from the north not the south. [HoBw]

Scenario RbF I-8 ("Germeter by Meter") Germans should receive 12 AP Mine Factors not 2. [HoBw]

Tropic Thunder Scenarios

Clarification TT3, TT7, TT9 and TT11 The Armor leader HSR. This is intended to simulate the Armor/Infantry doctrine (and standard practice) of tank officers dismounting and directing the fire of the tanks under their command as a unit. They coordinated with the infantry, providing an effective combined-arms attack.. As a historical note, this was a very effective system, but costly in that armor officers tended to win a lot of medals for bravery, and died young!

1) Must fire from all AFVs be directed at the same target?

A. He may direct the fire at different targets. Since there are no Fire groups with AFVs, he may direct the fire of one them in same location or adjacent AFVs may fire at a different hex.

2) If he [the Armor Leader] is eliminated, is the AFV he started the scenario in subject to the provisions of D5.34 (stun) or D5.341 (Recall)?
A. No, he is the unit leader and not important to the crew function of the AFV.

3) There are two types of infantry SMCs - leader and hero. Which is he [the Armor Leader], and does he have all of that types capabilities?

A. He [the Armor Leader] is a Leader, He may become a hero due to HOB. [HoBw]

Scenario TT5 ("Commandos, Not Supermen") The Japanese 2-3-7 MMC are first class HS. [HoBw]

Scenario TT8 ("In the Heat of the Night") Japanese 3-4-7 MMC are second line, not first as shown on scenario card. [HoBw]

Scenario TT9 ("Frongs in the Pocket") Japanese 3-4-7 MMC are second line, not first as shown on scenario card.

The palm and palm/road hexes are considered shellholes only, with no LOS hinderence, but with an increased movement cost to simulate moving through the debris. [HoBw]

Scenario TT12 ("Signal Hill") HSR 2: Add "All buildings are of wooden construction and are single story only."

HSR 3: Add "Shellholes that scatter off-board are removed from play."

Japanese 347 MMC are second line, not first as shown on scenario card.

There should be 4 Japanese crews instead of 3. [HoBw]

Waffen-SS I: No Quarter, No Glory!

PzIIF Counters These were printed with incorrect MPs (16, instead of 14). Corrected versions are in Waffen-SS II: Führer's Firemen. [WSS2]

Special Ammo Have the Special Ammo Depletion numbers printed on the SS counters been increased due to the last sentence of A25.11?

A. No. To avoid confusion we require players to make note of this change normally as per C8. [WSS2]

Waffen-SS I: No Quarter, No Glory! Scenarios

Scenario WSS1 ("Führerbefehl!") The T-34's used in this scenario should be the T-34 M41 having 17MP and a Front AF of 'circled-11'. [WSS2; HoBw]

Scenario WSS1 ("Führerbefehl!") As per HSR4, can the Russian player setup a RG on-map and enter an RG on Turn one?
A. Yes. [WSS2]

Scenario WSS2 ("Precious Price of Time") The German Balance should read "Exchange one OB given LMG for an HMG". [WSS2; HoBw]

Scenario WSS3 ("Bear Hunt") Is the Partisan OB choice "secret" or is it "known" to the SS player?

A. The selection is "secret". [WSS2; HoBw] {Rephrased on HoBw. SR}

Scenario WSS4 ("The Noble Craft of Warfare") In HSR2 is the dr made for Dummy Minefields secret?
A. Yes. [WSS2]

Scenario WSS6 ("One Eye To The West") The North pointing arrow should face to the left of the page (counter-clock-wise by 90 degrees). Basically, board 45 is the west edge and this is confirmed in the setup/victory determination script. [HoBw]

Waffen-SS II: Führer's Firemen

Counters The 447 and 436 SS counters should have an underlined Range indicating Spraying Fire. [HoBw]

Waffen-SS II: Führer's Firemen Scenarios

Scenario FF7 ("Monastir Gap") The victory conditions can be read one of two ways. If you take the wording literally, the player with the most CVP wins, with the listed road hexes counting as CVP and German Infantry casualties effectively counting double (added to the Allied CVP total, and also negating German-controlled road hexes). A second interpretation would be that the player with the most VP wins, with VPs awarded for controlled road hexes and German Infantry casualties eating into that number. Either way is reasonable. Which is it?

A. The second is the way it was intended, but both work. Basically, the German Victory quest is hurt by suffering CVPs. [HoBw]

Scenario FF9 ("Ghost of Napoleon") HSR2 describes rubble rolls – is Falling Rubble possible?

A. Falling Rubble is NA. Simply put a rubble counter in the hex (which is assumed to be at the ground level, including the "Market Place"). [HoBw]

Scenario FF10 ("Blackjack Is Back") The Play Area should read: "Only hexrows A-P (inclusive) are playable." [HoBw]

Scenario FF11 (“Tough Luck”) Which German group gets which ELR? It looks like the SS get the ‘3’, just making sure. If this is correct, should it be underlined as well?

A. This is explained in the “Setup” line of each OB. The Garrison has a “1” ELR, and the SS have a “3” ELR. The SS ML should be underlined. See page 2 of the WSSII Chapter H page for ELR Replacement and Battle Hardening and Underlined ML. The counters are appropriately underlined. [HoBw]

Scenario FF13 (“Death Ride”) The note under the armored cupola counter in the Russian OB should read “(HSR2)” rather than “(HSR3)”. [HoBw]

Scenario FF14 (“Operation Rosselsprung”) HSR5 lists German Air Support as departing after the German PFPh – typically FBs and Stukas attack in the enemy Movement Phase or friendly Defensive Fire Phase. Are the Stukas allowed to attack in the German Prep or should they be departing after the DFPh of the Partisan turn? A. The Stukas may attack in the *initial PFPh* for this scenario only. [HoBw]

Scenario FF14 (“Operation Rosselsprung”) The Partisan reinforcements should enter from the east edge of board 2 and not the west edge. [HoBw]

Scenario FF14 (“Operation Rosselsprung”)
1) What type of cave is Tiro’s cave?
A. A normal 1+4+6 cave.
2) Should the Russian MMG have a Normal Range of 10?
A. Yes. [Misc39]

Waffen-SS III: Neither Fear Nor Hope

HSR1 Please note the last sentence. [Misc32]

HSR1.1 Are the BAZ crew served?
A. Yes, the US BAZ, being a LATW like the ATR, is considered a crew served weapon for this battlepack and are operated by a 1-2-x crew. [HoBw]

HSR1.3 Why wasn't a CPV of 'I' given to a deployed 1-2-7? Allowing it to keep its ASLRB CPV now gives any Carrier as mentioned a CPV of '7', just like a Tiger I.
A. To prevent having to keep track of crew IDs on a side record and to make these crew/vehicles valuable in the tactical sense. The technical training of crews would have prevented them from being used as “throw away troops” as many ASL players use crews that are without vehicles/-weapons. [HoBw]

HSR1.3 Does the 2-2-8 Carrier Crew need a Leader SMC to Deploy/Recombine?
A. No. [HoBw]

HSR1.3 Can a deployed 1-2-7 operate a Carrier without any penalties by itself?
A. Yes, except it cannot move and fire in the same phase. [HoBw]

HSR1.3 And what is the CCV of a deployed 1-2-7?
A. 4, same as any other crew. [HoBw]

HSR2 Remember that crews without a SW must exit the playing area as per this HSR. [Misc32]

HSR4 Why wouldn't a 4-6-8 be replaced (A19.13) by a 4-6-7 instead of a 4-4-7?

A. The sequence was established by the designers of the first two SS packs. It is continued in “SS-III NFNH!” to maintain the continuity of the SS series. [HoBw]

HSR4 Can both 4-6-8s and 6-5-8s be ultimately replaced by 4-3-6?
A. Yes. [HoBw]

Waffen-SS III: Neither Fear Nor Hope Scenarios

Scenario NFNH1 (“Mlava Stronghold”) HSR3. Do guns, which fire from A-T obstacles, have their CAs restricted as in woods and buildings?
A. Yes, C5.11 applies [EX: mortars]. [HoBw]

Scenario NFNH1 (“Mlava Stronghold”) The light mortars in the Polish OB should be the 46mm Granatnik wz. 36 mortars instead of the one depicted. The Polish setup instructions should read “Two Polish squads (and any SW/SW stacked with them) may set up HIP. MMGs must be set up in Pillboxes. One Pillbox must be set up one each of the three hills of board 9 at > level two.” [HoBw]

Scenario NFNH2 (“The Last Fort”) The light mortars in the Polish OB should be the 46mm Granatnik wz. 36 mortars instead of the one depicted. HSR1 should read “All NFNH SRs are in play.” Add HSR2:
“2. Overlay X16 represents a Fort. This Fort is a Fortified building for units entering from outside of the building. The TEM for fire from outside the building is +5 [EXC: B23.32 is NA]. The Fort can only be entered from hex 41BB4 and into 41BB3. The Fort’s base level is at level 1.” The Polish setup instructions should read “Set up on any whole hex of board 24/41, outside of the Fort.” Polish SRs should read:

“3 Polish squads (and all SW/SMC stacked with them) may set up HIP. The Fort Garrison may never leave the Fort for any reason, if forced to they Surrender instead [EXC: if No Quarter is in effect, they are eliminated instead]. Heat of Battle results of Berserk or Surrender result in Battle Hardening instead. Polish Elite and 1st Line MMC have Assault Fire capability.” [HoBw]

Scenario NFNH3 (“The Hatert Bridge”) Dutch Set-up: After its first fire phase, does the INF or ATR suffer Low Ammo?
Typo! Should read INF Gun instead of AT Gun. [HoBw]

Scenario NFNH3 (“The Hatert Bridge”) Delete “Hills do NOT exist” from HSR1 since it is redundant. HSR2 should read “Place bridge counters in hexes 40Q2-Q3. This is a two-lane, stone bridge. No hills exist, treat as level 0. All other terrain features atop the hills exists normally.”

Dutch SR should read “The Dutch player may set up 1 squad (and any SW/SMC that stacks with it) using HIP. The Dutch INF Gun suffers Low Ammo after the first Fire Phase it is fired and thereafter.”

German SR should read “Convoys may only disband after being fired upon or some part of the Convoy is within 4 hexes of the 40Q2-Q3 bridge.” [HoBw]

Scenario NFNH4 (“Dragoons In Holland”) The tactical objectives should read

“The Germans win by having 30 VP of unbroken/mobile (non-Recalled) friendly units on the south side of the bridge at any time or by extinguishing all Flame counters on the bridge (HSR2). The Germans automatically lose if a Blaze exists on the Bridge.”

HSR2 should read:

“Each hex of the Bridge (30Q2-Q3) is marked with a Flame counter. No spreading fire DR is made for the bridge until turn 6. Beginning in the first AFPh of Turn 6 and every AFPh thereafter the French player makes Spreading Fire DRs for the bridge. The Kindling#/Spread# for the bridge is 12/10 respectively. Flames cannot be extinguished by other than deliberate extinguishing attempts as per B24.72. The bridge is a dirt road that connects to the roads in 40Q1-Q4.”

French setup instructions should read “set up anywhere south of the river and/or within 8 hexes of 40Q2 on the north side of the river.” [HoBw]

Scenario NFNH5 (“Foret de Nieppe”) HSR2 should read

“British Mark VIBs must set up Dug-in (D9.54). Carrier A personnel consist of 2-4-8 HSs and Carrier B personnel consist of 2-2-8 Crews. Carrier personnel may setup outside their vehicles along with any removable armament of its Carrier. If such personnel sets up outside of their vehicle, they must set up within 3 hexes of its parent vehicle. Up to 3 British squad equivalents may set up using HIP along with any SMC/SW stacked with them.” British OBA note should read “British Mortar OBA may be called in by either Radio, but only one Radio may have a SR/FFE onboard at any single time.” [HoBw]

Scenario NFNH6 (“Yugo City”) HSR3 should read “All German units are under a CX counter until the end of the MPH after entering a whole hex of board 45. CX is thereafter used normally. German units are always Lax.” [HoBw]

Scenario NFNH7 (“Siberian Woods”) Russian OB: Should be six (6) ‘?’ in the OB. Change the number of 8-0 SMC from 2 to 1 for the Board 5 OB. [HoBw]

Scenario NFNH7 (“Siberian Woods”) HSR1. I’m a little confused as to the LOS that exists between units adjacent to a raised road hex, but not adjacent to each other. Wouldn’t LOS between units be blocked by the raised road in the hex between them?

A. No, see hillock [F6.] With TEM/hindrance applied as per B9.22. [HoBw]

Scenario NFNH7 (“Siberian Woods”) HSR2. Do the HIP Russian AFV’s lose HIP status as for guns or for vehicles?

A. As if Guns, since they setup as Guns. [HoBw]

Scenario NFNH9 (“Jackboot Woods”) German OB: Chit #3 has 3 Pz IIIH NOT 7 Pz IIIDs. [HoBw]

Scenario NFNH9 (“Jackboot Woods”) The wall between 10Q5-Q6 does not exist. 10Q7 is treated as a Woods hex only (the building outline is treated as woods).

HSR 3 should read “All German units are equipped with Winter Camouflage. German reinforcement groups enter by drawing one chit per turn in the friendly RPh, starting on turn 3, and must enter the same turn along the west edge [EXC: OBA and Air Support].” [HoBw]

Scenario NFNH10 (“Aces High”) HSR2. Is hex 23Y7, in which some SS units are to setup, exempt from HSR2’s Rubble placement?
A. No, SS units are setup after the rubble placement and therefore can be setup in 23Y7’s rubble. [HoBw]

Scenario NFNH10 (“Aces High”) What about attempt-to gain Motion Status (D2.4)?
A. Yes [HoBw] {This is no longer on HoBw. SR}

Scenario NFNH10 (“Aces High”) Tactical Objective should read “To win the Germans must clear a continuous road from east to west with no Goor Order Russian MMC/Vehicles (with functioning MA) on/adjuncted to the road.” Change “3-3-8” to “3-2-8” in the Russian balance Disregard HSR3

HSR5 should read “German Group 2 is under Ammo Shortage until any German squad from another Group enters hex 23Y7 (Bypass is NA for this purpose.)”

HSR6 should read “Before an on-map German vehicle attempts to expend its first MP during its MP, and whenever it attempts to change its VCA in any other phase, it must first (even before any applicable Stall DR) make an Out-Of-Gas DR [EXC: a Stopped vehicle (un)loading, firing armament/sD/sN, or attempting to place smoke grenades]; if the Final DR is = 12 the vehicle is out of fuel and thus immobilized; mark it with an “Out-Of-Gas” counter. If in Motion, the vehicle immediately Stops without expending any MP. If it is the start of the vehicle’s MP and it has not yet expended any MP, its PRC may immediately Abandon-it/unload (9.6 is NA in this case) if in the Present Player Turn it/they have not engaged in (un)loading, firing armament/sD/sN and/or an attempt to place smoke grenades. If the German player forgets to make an Out-Of-Gas DR, the Russian player can thereafter call for it to be made immediately at any time during that vehicle’s MP as that vehicle expends MPs.” [HoBw]

Scenario NFNH11 (“Surprise, Surprise!”) HSR2. Are the hexes of the Pz 34 M43(r)s recorded during set-up or does the German player place them wherever he chooses?
A. Wherever he chooses, within the terrain limitations of HSR2. [HoBw]

Scenario NFNH11 (“Surprise, Surprise!”) HSR2. Are all four placed onboard at the same time?
A. Yes. [HoBw]

Scenario NFNH11 (“Surprise, Surprise!”) HSR3 should read “Russian 3-2-8 HSs are Assault Engineers. All SMC counters may be left off-board if stacked with a MMC. The MMC ID may be secretly recorded as a side record until the SMC’s Leadership benefits are used in any manner whereupon the SMC must then be placed with the appropriate MMC. The unknown SMC will still suffer any fire results; KIA, K, Morale Check, Pin results of the owning MMC and is thereby also placed on the map. All 1 PP SWs may be kept off-board until used, when it then must be placed with the unit possessing it. Prior to game play all undisclosed SW must be assigned to a SMC/MMC unit with its ID secretly recorded on a side record.” [HoBw]

Scenario NFNH13 (“Snake Ready to Strike”) German OB: Delete 1 of the 2 German MMGs. [HoBw]

Scenario NFNH13 (“Snake Ready to Strike”) HSR3. Can vehicles use them?
Yes, as per B13.421. [HoBw]

Scenario NFNH13 (“Snake Ready to Strike”) Are the BAZ (vehicular) crew-served?
A. No! Infantry crews. [HoBw]

Scenario NFNH13 (“Snake Ready to Strike”) HSR should read “The Trail-break counters in the German OB are set up on Bocage hexsides. They may set up using HIP and are treated as Fortifications for Concealment loss purposes. One German squad equivalent (and any SMC/SW stacked with them) may set up HIP.” [HoBw]

Scenario NFNH14 (“The Bitter End”) German OB: Remove the two 6-5-8 MMC from the on-board OB. Add a 1-2-7 Crew to the German entering OB. [HoBw]

Scenario NFNH14 (“The Bitter End”) Do the Shellholes on the Board 19 road network serve normally as Shellholes in the scenario?
A. No, there can be only one Shellhole on the road and that is the one that the Panther falls into. [HoBw]

Scenario NFNH14 (“The Bitter End”) HSR3. If the Panther is placed IN a Shellhole, is it Hull-Down to fire across all hexsides?
A. Yes [HoBw]

Scenario NFNH14 (“The Bitter End”) 1) HSR3. Is the Panther considered a Dug-In tank?
A. No [HoBw]
2) Does it receive the +1 TEM for a Shellhole?
A. No. [Letter182]

Scenario NFNH14 (“The Bitter End”) The scenario VCs state that Russian AFVs must have functioning MA to count as exited victory points. that leads to the conclusion that the German exited AFVs do not have to functioning MA. Question is if they may have disabled MA? If so, are they recalled and then counted for victory points? Are German AFVs with disabled MAs recalled at all?
A. Yes, German AFVs are recalled and count for victory points. [Letter182]

Scenario NFNH14 (“The Bitter End”) A BAZ and PSK, MTR must be run by a 1-2-x crew or there is a +1 penalty for inexperience use of the weapon.

Both sides path the +1 penalty for DC use by non assault engineers; however, leaders may place DC without penalty.

For exiting vehicle crews (NFNH SR 1.2) and routing (NFNH SR 2.) the German Friendly Board Edge is the west edge of board 40, and the Russian Friendly Board Edge is the east edge of board 19. [Letter182]

Scenario NFNH14 (“The Bitter End”) The German Guns are the 88L AT Guns, German Ordnance Note 12. [Letter184]

Scenario NFNH14 (“The Bitter End”) Germans set up and move first, Russians move second. German setup instructions should read “Set up on board 40/43 east of the Canal.”

German entry instructions should read “Enter turn 1 on any map edge on board 19 with all Infantry as Riders.”

Russian entry instructions should read “Enter as per HSR 4 on any south/east/west edge of board 19 on/between 19A6-A10-GG10-GG6.”

HSR3 should read “Boresighting is NA. German units suffer Ammo Shortage and are Elite. Before an on-map German vehicle attempts to expend its first MP during its MP, and whenever it attempts to change its VCA in any other phase, it must first (even before any applicable Stall DR) make an Out-Of-Gas DR [EXC: a Stopped vehicle (un)loading, firing armament/sD/sN, or attempting to place smoke grenades]; if the Final DR is = 12 the vehicle is out of fuel and thus immobilized; mark it with an “Out-Of-Gas” counter. If in Motion, the vehicle immediately Stops without expending any MP. If it is the start of the vehicle’s MP and it has not yet expended any MP, its PRC may immediately Abandon-it/unload (9.6 is NA in this case) if in the Present Player Turn it/they have not engaged in (un)loading, firing armament/sD/sN and/or an attempt to place smoke grenades. If the German player forgets to make an Out-Of-Gas DR, the Russian player can thereafter call for it to be made immediately at any time during that vehicle’s MP as that vehicle expends MPs. German Infantry may freely Deploy at set up. AFVs with ALs repair their MA on a dr of 2 or less. One 10-2 AL must enter the game in a Pz IVJ. One 10-2 AL must enter the game in a Pz VG. The Pz VG with the 10-2 AL is subject to the following rules: It must move along a road until it enters a whole hex of board 43. In each road hex on board 19, this vehicle must make DR, on a DR of 10-12 this Pz VG is placed on a Shellhole counter, is Immobilized, and is considered Hull Down to all fire for the duration of the scenario.”

The Waves in HSR4 need not be predesignated before the game, the Russian player may enter as many or as few as he pleases as long as he can adhere to the minimum of 9 AFVs per turn. [HoBw]

Kinetic Energy Scenarios

Scenario KE 4 ("Panzers to the Rescue") This scenario takes place in Olshowatka, *Russia*, of course. [MM97; MM99]

Scenario KE 9 ("Aces Over Eights") In Victory Condition #2, insert the word "German" after "VP are awarded to the Germans for all Good Order" and after "non-Recalled non-shocked". [MM97; MM99]

Time On Target Errata

German Ordnance Note 31 (TOT) Is the <over- and under-scored>88 a "*" -type Gun?

A. No. Notice that C2.21 requires that the "*" be a *suffix* to the Gun Caliber Size (i.e., that it *follow* the Gun Caliber Size); in this case, the "*" before the Gun Caliber Size is merely an indication to see the appropriate Ordnance Note about the Gun (as per C2.9). [TOT3; MM99]

German Ordnance Note 31 (TOT) Must the <over- and under-scored>88 abide by all the HEAT/SCW rules when firing at Infantry/Cavalry (i.e., must the Infantry/Cavalry be receiving a wall/building/rubble/pillbox TEM (C8.31))?

A. Yes. [TOT3; MM99]

German Vehicle Note #G1 (German Rare Vehicle Neubaufahrzeug) The MP of this vehicle should be a red '12', instead of a red '9' (Change "MP:9" to "MP:12".) This vehicle should have 'Low' Ground Pressure instead of 'High' (Change "GP:H" to "GP:L"). Unmounted replacement artwork for these three counters can be found in MM99. [MM99]

German Vehicle Note #G14 (German Rare Vehicle Fkl B IV) Add "A Fkl B IV in Inherent Driver Mode whose Controller's AFV has been eliminated/Recalled may be voluntarily Recalled at the beginning of any friendly MPH as per D5.341." at the end of paragraph #G14.71. [MM97]

Time On Target Counter Errata

German Neubaufahrzeug Change the red '9' MP allowance to a red '12'. Change the 'circle' in the upper lefthand corner to a 'square' to denote low ground pressure. [MM99]

German Pz Sfl Diana The back of the counter should bear the note "Rus. 76LL AP/APCR" to reflect the use of the Russian To Kill Numbers; the Russian 76LL APCR Basic To Kill number is 18. [TOT3]

Time On Target Overlay Errata

TOT #2 Overlay The six-hex overlay labeled "*RE4" should instead be labeled "*RE5". [CH Tanks!; TOT3] {This was corrected with a small sticker midway through the first week of sales. SR}

Time On Target Scenarios

Scenario TOT 1 ("Take Ten!") In the Victory Conditions, add "at-start" after ">= seven buildings/". [TOT2; MM99]

Scenario TOT 1 ("Take Ten!") Must the Wire counters that are received be placed in the same hex as the Foxhole that allowed its creation (SSR1)?

A. Yes. [MM99]

Scenario TOT 2 ("First Attack") In the second sentence of the Victory Conditions, add "German" after "One VP is awarded to the Germans for each". [TOT2; MM99]

Scenario TOT 4 ("Stoumont: The Break-In") Do the American 60+mm OBA batteries fire with 8 FP or 4 FP (as per American Ordnance Note 1)?

A. 4 FP, since SSR KGP 16 is specifically in effect (and thus so is American Ordnance Note 1). [TOT2; MM99]

Scenario TOT 4 ("Stoumont: The Break-In")

Do the German 8-3-8/3-3-8 MMC have their broken side morale increased by one for being SS units (as per A25.1/Footnote A31)?

A. Yes. [TOT2; MM99]

Scenario TOT 6 ("Bastard Tanks & Shootin' Fools") Can this scenario end in a tie game (i.e., if neither side Exits enough VP to win, and there are Good Order American units within two hexes of the paved road from LL20 to FF17)?

A. No, either the Germans win or the Americans win; there are no tie games. Notice A26.4 applies to the last sentence in the Victory Conditions. [TOT2; MM99]

Scenario TOT 7 ("Tiger 222") In the second sentence of the Victory Conditions, add "capturing" after "In addition to receiving VP for eliminating". In SSR 3, add ", with each Hidden mined Location counting as one HIP counter for purposes of SSR 2." after "Known/Hidden minefields". [TOT2; CH3.1]

Scenario TOT 7 ("Tiger 222") Since broken units cannot Exit a playing area (unless they are Passengers), and therefore may not be counted for Exit VP purposes, do broken German units north of the river at game end count as VP for the Germans?

A. Yes. All non-eliminated German units north of the river at game end count as VP for the German, whether they are broken, berserk, unarmed, stunned, shocked, or held in melee. The only exception to this would be German units held prisoner by the Americans at game end – who are, for all intents and purposes, considered eliminated anyway. Likewise, all non-eliminated American units [EXC: those held prisoner by the Germans] south of the river at game end count as VP against the German, whether they are broken, berserk, unarmed, stunned, shocked, or held in melee – *including* unpossessed Guns. {See Editor's Note in TOT 2, p. 10. SR} [TOT2; CH3.1]

Scenario TOT 7 ("Tiger 222") Does a German unit entering the playing area from 41Q4 (out of play) to 41R4 have to pay the MF/MP cost for entering higher terrain? What about movement from 41Q2 (out of play) to 41R2?

A. Yes; no. Notice that in the former case, the unit is crossing a Crest Line when entering 41R4, whereas in the latter case, it is not. To ease play, all board 41 terrain that is *not* in play *remains in effect* for purposes of "offboard" movement/entry purposes during this scenario [EXC: Bog Checks during offboard movement are *not* required]. [TOT2; CH3.1]

Scenario TOT 8 ("Nightmare") In the Victory Conditions, add "at-start" after ">= five buildings/". [TOT2; CH3.1]

Scenario TOT 10 ("Winter Wonderland") The American Phone should have a Contact value of 11 instead of 12. [TOT2; CH3.1]

Scenario TOT 10 ("Winter Wonderland") Do the Germans receive Exit VP for Exiting captured American units off the north board edge?

A. No. [TOT2; CH3.1]

Scenario TOT 17 ("Last Stand at Weston") If a Hungarian unit fires the 88AT (Raketenwerfer 43) Gun, are the **black** TH numbers used, or the **red** TH numbers used?

A. A Hungarian crew would use the black TH numbers, whereas a Hungarian non-crew unit would suffer the non-qualified use penalties (A21.13) and therefore use the red TH numbers. [TOT3; MM99]

Scenario TOT 18 ("The Aller Waltz"), TOT 19 ("Liebe Elfriede"), & TOT 26 ("Free-For-All") Notice that in all of these Night scenarios, the SSR defining the Night conditions as Overcast does *not* invoke Overcast Weather (E3.5); see the clarification to E1.11 on page E26⁹⁰. [TOT3; MM99]

Scenario TOT 19 ("Liebe Elfriede") In the German balance, change ">= 18" to ">= 14". [TOT3; MM99]

Scenario TOT 23 ("This Close to the Sharp End") In the first line of SSR 5, add "placement of concealment counters and the start of" after "prior to". At the end of SSR 5, add "Both players may freely inspect any/all enemy stack(s) in order to implement this SSR." [TOT3; MM99]

Scenario TOT 29 ("Tiger Hunt") In the fourth line of SSR 2, add "non-Recalled" after "non-shocked, ". In the fourth line of SSR 4, add "wounds/" after "SMC Creation/". At the end of SSR 4, add "All prisoners are removed from play at the end of each Part (and the Casualty VP for such are awarded accordingly at that time)." [TOT3; MM99]

Scenario TOT 29 ("Tiger Hunt") Can

"Dummy" counters still in play at the end of Part I be held over into the play of Part II (and into play of Part III from Part II)?

A. Yes. Note that SSR 1 says "all German non-eliminated/non-Recalled units" are available for set-up in the next Part [emphasis added]. These surviving "Dummy" counters may be used to make up Dummy stacks or to conceal units in Concealment Terrain during set-up (as per A12.12) – as if they were OB-designated "?". [TOT3; MM99]

Scenario TOT 33 ("Another Tricky Day")

Note that the flooded and frozen *stream* – by virtue of it *not* being a Water Obstacle (B21.1) – is, in essence, an Open Ground hex (check out B20.7). Of course, this rules out *any* possibility of a vehicle falling through the ice while moving across the stream (as would be possible in the case of the frozen *river* and frozen *pond*, both of which *are* Water Obstacle). Some of you may find this considerably eases your dilemma of how to get the vehicles north of the stream without using the bridge (which is most probably Bore Sighted by the AT Guns). [MM97] {This is NA with the change from MM99 below. SR}

Scenario TOT 33 ("Another Tricky Day")

Replace "The stream and all" with "The 40F9-40E9-40E8-40D7-40D6-40C6 stream and bridge (in 40C6) do not exist; treat these hexes as Level 0 Open Ground. All". [MM99] {MM99 mistakenly uses '41' instead of '40'. SR}

Scenario TOT 44 ("... A Dish Best Served Cold ...")

In SSR 5 insert "in each hex" at the end of the second sentence. [Letter13]

The German OB should read "see SSR 5 for minefield placement", not SSR 6. [MM99]

At the end of SSR 5, add "Minefields placed in paved roads must be set-up as Known minefields, and have *no* A-P mine factors." [MM99]

TOT SSR 1.11 An SMC, having pre-designated one MMC to join him in a Bayonet Charge, passes his Bayonet Charge TC but said TC triggers a Sniper attack which pins (or breaks) the MMC; must the SMC continue the Bayonet Charge alone?

A. Yes. *All* pre-designated units must participate in the Bayonet Charge until such time as they are pinned/broken (even if such pinning/breaking occurs before any MF are expended). [TOT2; CH3.1]

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Compilations of ASL questions received at asl_qa@anodyne.com and also re-printed in View From the Trenches ("Compil" abbreviation), dated

- 1) 22 March 1996 (VFTT8)
- 2) 10 April 1996 (VFTT8)
- 3) 27 June 1996 (VFTT9)
- 4) 16 August 1996 (VFTT10)
- 5) 26 November 1996 (VFTT11)
- 6) 11 March 1997 (VFTT13)
- 7) 2 February 1998
- 8) 18 September 1998
- 9) 27 February 1999

Compilation of Q&A that appeared in Tactiques #6 ("Tac6" abbreviation)

Scott Romanowski's PGP public keys:

For PGP version 5.0 and later, ID 0x44B48450, fingerprint 676F 8733 ADB9 0255 0A28 941A 389F 2E7E 44B4 8450, 2048-bit DH key, 1024-bit DSS key, created 6/18/1997.

Advanced Squad Leader First Edition Rulebook Questions and Answers, Clarifications, and Errata

Version 22 ASLRBv1

March 2005

Scott Romanowski

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The source(s) of each item is shown in square brackets (“[“, “]”). Notes are enclosed in braces (“{“, “}”). Notes flagged with an “SR” are my own clarifications and cross-references. Please email me at scott@sign.romanowski.period.com about any mistakes in this document. (Remove anti-spam conventions before use.)

The errata pages in Doomed Battalions added some rules and re-arranged others. Items that refer to those now use the DB rule numbers, but are flagged with a comment showing the original rule number.

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ASOP, B24.7, B24.73, B24.75, B24.76, G2.7 & G9.71 According to B24.73, .75 & 76, G2.7 and G9.71, Clearance of Wire, Set DC, Roadblock, Jungle and Panji may be declared during the DFPh, but these are not listed in the revised ASOP. Are these Clearance attempts allowed during the DFPh?
A. Yes. [Compil3]

ASOP & B24.72 The rule states that Flames can be extinguished in the MPh/DFPh. The Advanced Sequence of Play Chart states that Flames can be extinguished in Phase 2.26A of the PFPh. Can Flames be extinguished during a unit's Movement Phase? Prep Fire Phase?
A. Yes. No, this listing is in error. [Gen25.1; An95w; Mw]

Incremental IFT (IIFT)

The entry for DR "10" on the 16-FP column should be "NMC", not "PTC". [An90; An96; Mw] {Corrected in Classic ASL. SR}

If the IIFT is in effect, is Residual FP equal to literally half the attacking FP (requiring multiple counters to indicate, e.g., a 2 and a 1 to represent 3 Residual FP; or the players may draw up their own counters for the "odd" values), or must the corresponding IFT values be used to determine the Residual FP? (The rule given in the IIFT article in the 89 Annual seems to be mistaken, as it indicates that a 14FP attack would leave a 12FP Residual, or that an 8FP attack would leave an 8FP Residual!)

A. The EXC should read: "Residual FP uses the highest FP counter that is <= half of the FP used in the attack." [Letter4]

QRDC Delete the "Leadership NA" triangle from the "AFV" and "Unarmored Vehicle" Destruction Tables. [An93b; Mw]

Chapter A Divider The American First Line HS should be a 3-4-6, not a 3-3-6. [Letter9]

A.9 & A14.2 In the Annual '92, the answer to the question on rule A14.2 seems to contradict this rule with respect to Random Selection for concealed units. Does the answer supersede the rulebook?
A. The answer is correct. [Compil2]

A.14 Can a squad with a MG pre-designate an AFV for a specific attack by the MG and use its inherent firepower to attack the AFV, thereby getting the combined firepower of the squad and the MG in the ensuing specific collateral attack on any vulnerable PRC?
A. No, ordnance weapons may not firegroup. [Compil9]

A.14 & A7.4 An AFV in Melee with an enemy squad is destroyed via the Vehicle Target Type. Is the squad unaffected? Even if the AFV is destroyed by a PF?
A. Yes. Yes. [Compil9]

A.14 & D5.31 May PRC that are CE claim TEM DRM instead of CE DRM when subjected to a General Collateral Attack (A.14B)? A Specific Collateral Attack (A.14A)?
A. Yes. No. [J1; Mw]

A1.32 & A10.8 If a Fanatic HS Recombines with a HS that's not fanatic, is the resultant squad Fanatic?
A. No. [Gen22.6; An89; An95w; An96; Mw]

A2.5 Change line 4 to read "hex, but that hex is un-enterable due to being occupied by an enemy unit during the friendly MPh (see 4.14), or is otherwise blocked by". [An95w; An96; Mw]

A2.8 & A4.61 Location as defined in A2.8 and the index states that Entrenchments are NOT considered different Locations within the hex they occupy. Therefore it is clearly clear that a unit starting the MPh above an Entrenchment counter MAY NOT use Assault Movement to enter beneath that same hex Entrenchment since per A4.61 to use Assault Movement, the unit must change Location. Is this correct?
A. No. [Compil1]

A2.9 "Up to 10% ... may be freely Deployed...", is this 10% calculated once for the total OB or to each subsection as it is setup?
A. Once at the start of the game and once upon each subsequent turn of reinforcements. [Compil1]

A2.9 As clarification to the [Compil1] posted Q&A on this rule, calculation of the number of squads allowed to be Deployed at start would be based only on the number setting up at that time (not the entire OB), right?
A. Yes. [Compil2]

A4.12 In line 2, change "its" to "the". [An95w; An96; Mw]

A4.134 Suppose a squad is carrying six PP, leaving it with one MF, and it uses a Minimum Move to move into an adjacent building hex. For Defensive First Fire purposes, is it considered to have spent only one MF in that building hex – or two MF?
A. Two MF. [Gen22.6; An89; An95w; An96; Mw]

A4.3 May a unit bypass a gully-woods hex?
A. No. [An97; Mw]

A4.32 Suppose an Infantry unit using Bypass movement is attacked in the Bypass hex by Defensive First Fire and it survives without being broken or pinned. Could it then expend an additional two MF to enter the building instead of entering another hex?
A. Yes; see A4.3 in the 1987 Errata. [Gen22.5, Gen23.2; An89; An95w]

A4.4 If a unit begins its MPh with a SW in its possession but drops it before expending any MF at all, is the portage cost assessed?
A. No. See A4.43 in the 1987 Errata. [Variant in Gen22.6; An89]

A4.41 How do the U.S. and French 37mm INF SW fire during the AFPh?
A. They may not fire in the AFPh if they moved, and otherwise must add Case B. [An97; Mw]

A4.42 & A4.51 A stack consisting of a SMC and a MMC can combine their IPCs so the MMC can portage 4 or less PP without losing any MF. If both the SMC and MMC double-time (or are CX for any other reason), do they both have their IPC reduced by one, so the MMC can only portage 2 or less PP without losing any MF? For example, a MMC carrying a 5 PP HMG moves with a leader. The MMC has 5 MF (4MF + 2MF leader bonus - 1 MF for extra PP). If both double time, the MMC still has 5 MF (4 MF + 2 MF leader bonus + 2 MF double time - 3 MF for extra PP).
A. Yes. In the example, the leader could choose to NOT use Double Time and gain the whole stack 6 MF. [Letter2]

A4.42 & A4.52 Do a MMC and a SMC which combine their IPC and become CX have a combined IPC of 2 or 3?
A. Two. Both units' IPC are reduced when CX. [Letter5]

A4.43 Can an Infantry unit abandon a SW as it advances during its Advance Phase?
A. Yes; see A4.43 in the 1987 Errata. [Gen23.2; An89; Mw]

A4.44 Can a leader apply his leadership modifier to another unit's Recovery dr?
A. No. See A4.44 in the 1987 Errata. [Gen22.6; An89; Mw]

A4.44 When may a SMC attempt to take possession of a SW/Gun from a broken unit?
A. During RPh and during MPh, a leader may attempt to Recover a SW/Gun from a broken unit. In addition, whenever a unit is eliminated or routs away from a SW/Gun, a SMC stacked with the unit may attempt to claim possession of the weapon at that time. [Compil8]

A4.5 If Infantry enters terrain that requires "ALL" of its MF allotment, may it then declare Double Time to gain an extra MF?
A. No. [An92; An95w; An96; Mw]

A4.51 Are all five of the listed conditions (in the penultimate sentence) for removal of the CX counter (other than "if a unit breaks") only effective "in its next player turn"?
A. Yes. [J1; Mw]

A4.51 & A4.42 See prior entry.

A4.52 & A4.42 See prior entry.

A4.61 Once Assault Movement is declared by a unit/stack, may that same Good Order unit/stack revert to using non-Assault Movement in that same movement phase, in order to allow it use of all that unit/stacks MF capability, to allow it to declare Double Time movement, or to allow it to perform any other activities that it cannot do while using Assault Movement like Searching?
A. No. [EXC: Wire; B26.4] [Compil4]

A4.61 & A2.8 See prior entry.

A4.63 For an infantry unit to make a Dash, must it have enough MF left (after deducting for PP in excess of its IPC) to cover the normal cost of the two-hex movement?
A. Yes. See A4.63 in the 1987 Errata. [Gen23.2; An89; Mw]

A4.63 May a Dashing unit expend an extra MF in the road Location (e.g., to Recover a SW) and still receive Dash benefits if it otherwise qualifies for them?

A. A Dashing unit may expend no MF in the road beyond the minimum required to enter it. [Gen27.1; An91; An95w; An96; Mw]

A4.7 May Infantry advance if they are marked with a CC counter, or if they have no available MF after deducting for PP > their IPC?

A. No to both. [An95w; An96; Mw]

A4.7 & A4.72 Can an Infantry advance one hex during its Aph if its MPh allotment (after deducting for PP in excess of IPC) is zero?

A. No. [Gen23.2; An90; An95w]

A4.71 Should 'hex' in this rule be changed to 'Location' (i.e., if there is an enemy AFV in the ground level Location, can a unit advance into an upper level Location of that hex without taking a PAATC)?

A. Yes. [Compil3]

A4.71 In line 1 change "hex" to "Location". [An97; Mw]

A4.72 & A4.7 See prior entry.

A5.13 Add "During the MPh" after "PENALTIES:", and delete "during First Fire" in line 2. [An93b; An96; Mw]

A5.5 & A16 Can Battlefield Integrity rules be used in a scenario when one side has less than ten squads but more than ten squad-equivalents?

A. Yes. [Gen23.2; An90; An95w; An96; Mw]

A6.4 In line 7 add "full-level" before "height". [An95w; An96; Mw]

A6.42 In line 1, add "full level" after "every". [An93a; An95w; An96; Mw]

A6.7 Is an AFV hindrance cumulative with a terrain hindrance in the same hex?

A. Yes. [Compil9]

A7.21 Is the FP of MG and/or SW ATR doubled (tripled) for PBF (TPBF) attacks?

A. Yes. [An96; Mw]

A7.211, A8.31, A12.151, A13.61, A15.432, A25.231, D7.22, E9.43 & G1.423 Is a CC marker placed immediately after a Non-CC Reaction Fire (or any other TPBF) attack? Is the CC marker removed when only one side occupies the Location?

A. No, not until the armed vehicle (or unit) ends its MPh in the defender's Location (see also A7.211, A8.31, A12.151, A13.61, A15.432, A25.231, E9.43, and G1.423). Yes. [J1; Mw]

A7.211 & D6.61 Can Good Order Infantry attack the crew/passenger(s) of a BU halftrack with TPBF and +2 DRM during the PFPh, MPh, DFPh and AFPh while the halftrack enters its location or is already in its Location?

A. Yes. [Compil4]

A7.211 & D6.61 Can the crew/passenger(s) of a BU halftrack attack with TPBF during the PFPh, MPh, DFPh and AFPh while the halftrack enters the unit's Location or is already in the unit's Location?

A. No; although Passengers could attack a higher level unit whose elevation advantage was > the range. [Compil4]

A7.24 If the attacking unit is firing a SW, is that SW's FP halved?

A. Yes, unless the SW is a FT, DC, or MOL, or is being fired as ordnance. [An93a; An95w; An96; Mw]

A7.301 If a hex containing a HS, a broken squad and an unarmed unit is attacked and the IFT results is 1KIA, suppose Random Selection results in the elimination of the HS. Do the broken squad and unarmed unit suffer Casualty Reduction, just like berserk/heroic units would?

A. Yes. [Gen23.2; An90; An95w; An96]

A7.307 & A8.1 May PRC BU in a CT AFV be fired upon? (Possibly used to cause residual to remain.)

A. Yes. [Compil4]

A7.308 & D4.2 What TEM applies to a HD unarmored vehicle attacked by non-ordnance Direct Fire?

A. No TEM applies; instead, the vehicle will not be Immobilized on a Final DR equal to the * Vehicle line. [Compil3]

A7.7 Suppose an attack by German units causes Russians in the target Location to be Encircled. If German units then advance into the Encircled Location for CC, are they too affected by the Encirclement?

A. Yes; see A7.7 in the 1987 Errata. [Variant in Gen22.5; An89] {Changed in 2ed so the Germans must be in Melee before they are Encircled. SR}

A7.7 Disregard the second A7.7 Q&A in the *Annual '89* Debriefing. (An attack *cannot* cause Encirclement during the MPh). [An93b; An96]

A7.7, A10.531 & A10.532 state that a CX unit cannot Interdict. Is this still true? If it is true, then is an Encircled unit also prohibited from Interdicting.

A. Yes. Yes [Compil3]

A7.831 & A11.4 Can a Leader that is pinned apply his leadership for ambush?

A. No. In the last line of the chart, add "unpinned" in front on "Good Order". [An97; Mw]

A7.9 When a squad fires only a MG and this attack cowers, is the squad also marked with the appropriate Prep Fire or Final Fire counter?

A. Yes. [Compil9]

A8.1 In line 15, change ";8.3-.31" to "(8.3-.31); Intensive Fire (C5.6)". [An93b; An96; Mw]

A8.1 & A7.307 See prior entry.

A8.11 If the Defender declines to use a Defensive First Fire at a unit after it moves into a certain hex and the Attacker subsequently announces that he has finished moving that unit, can the defender then change his mind and use Defensive First Fire (before another unit has physically moved)?

A. Yes. [Gen23.2; An89; An96; Mw]

A8.15 May a Snap Shot be made versus a unit that is exiting the playing area?

A. No. [An90; An95w; An96; Mw]

A8.15 If a unit moves into a building (or other terrain feature) and undergoes (and survives) defensive first fire in that hex (utilizing the TEM of that terrain feature), can it then be fired at by a different unit using a snap shot as they entered that hex and therefore no TEM (or that of the rest of the hex)? Or must snap shots be taken first before any fire at the unit while IN the terrain feature?

A. Yes. No. [J1; Mw]

A8.15 & B27.54 If Infantry is moving from beneath one Trench counter to directly beneath an adjacent one, does Trench TEM apply to any Snap Shot vs. it?

A. Yes. [An93b; An96; Mw] {B27.54 now prohibits Snap Shots. SR}

A8.2 In the next-to-last line, add "and SMOKE/-FFE-Hindrance DRM" after "TEM". [An93b; An96; Mw]

A8.2 If a concealed unit and a non-concealed unit move together as a stack and are attacked (with different FP because of the concealment), is the Residual FP based on the highest FP or the lowest FP used in the attack?

A. The highest. [J1; Mw]

A8.2 & B23.741 Does an attack from outside a Factory vs. a Location of that Factory leave the same Residual FP as an attack of the same type and strength made from within the Factory, considering the different TEM applicable to the attack? Which TEM applies to a Residual FP attack in a non-rooftop Factory Location?

A. Yes. Building TEM applies if the moving unit/stack is entering the Location by crossing a non-building hexside or Bypassing the hex; otherwise Factory TEM applies. [EXC: J2.23] [An95w; An96; Mw]

A8.22 A CE AFV moves and a squad chooses to attack it using Defensive First Fire. According to this rule, the General Collateral Attack leaves no Residual FP – true or false?

A. False. The Small Arms Attack is actually made versus the entire *Location*, and does leave Residual FP. The accompanying General Collateral Attack (vs. the PRC) caused by that attack does not leave Residual FP, see the last sentence of A.14B. [Gen24.6; An89; An95w; An96; Mw]

A8.26 Is Residual FP lowered by one IFT column if the firer is CX or being directed by a +1 leader?

A. Yes. [Gen26.5; An91; An95w; An96; Mw]

A8.26 Does the +1 TH DRM for being BU reduce by one column the residual FP resulting from a hit by a vehicular Gun. Even if the net DRM was negative?

A. Yes. Yes. [Compil7]

A8.3 In line 14 add ", but a minimum of once per hex" between "(FRD" and ")". [An95w; An96; Mw]

A8.31 If a FG of >= two units rolls an Original 2 (or 12) for its PPF attack, does each of those units make a Heat of Battle DR (or suffer a Casualty MC)?

A. No – use Random Selection. [Gen26.5; An91; An95w; An96; Mw]

A8.31, A7.211, A12.151, A13.61, A15.432, A25.231, D7.22, E9.43 & G1.423 See prior entry.

A8.312 Does "immediately" mean before any Residual-FP/minefield/OBA attack vs. that ATTACKER? Before any DEFENDER in another Location fires at that ATTACKER? Before any attack vs. any ATTACKER in another Location in the Impulse?
A. No. Yes. Yes. [An93b; An96; Mw]

A9.21 If a HMG firing from a building hex has established a CA, can the HMG be used that same phase against an enemy Infantry MMC that enters the HMG's Location across a hexside that is not within the HMG's CA?
A. Yes. [Gen24.6; An89]

A9.22 May an individual MG's Defensive First Fire attack leave a Fire Lane if it attacks as part of a FG and/or loses if Multiple ROF and/or Cowers?

A. Yes to all, provided the MG did not malfunction and the Fire Lane declaration was stated as part of the FG's attack declaration. [An91] {A9.22 in the '92 errata page says no Fire Lane is placed if the firing unit cowers. SR}

A9.222 Does an IFT roll have to be made if a BU, CT AFV without Vulnerable PRC moves into a Fire-Lane/Residual-FP hex?
A. No. [Compil6]

A9.223 If a MG has established a Fire Lane, would an enemy unarmored vehicle (with no PRC) entering the MG's Location cause cancellation of that Fire Lane?
A. No; A7.212. [Gen24.6; An89]

A9.223 Must a Fire Lane attack be rolled even when the attack cannot get any result vs. the moving enemy unit (e.g., a BU fully-armored AFV or an attack which receives too many positive DRM)?
A. No. [An97; Mw]

A9.4 In the last line delete "aerial or". [J1; Mw]

A9.5 & C8.4 If Spraying Fire (regardless of its source) or canister used vs. > one Open Ground Location yields a 1KIA result, does the 1KIA apply separately in each such Location?
A. No – use Random Selection once for all targets eligible to receive the 1KIA in those Locations. (Each such target that Random Selection *exempts* from the 1KIA suffers a break result). [An93b; An96; Mw] {[Letter10] points out this is contradicted by the second paragraph of A25.242 EXD, p. A41⁹⁸. SR} {ASLRBv2 still contains wording that implies it applies to both hexes. SR}

A9.71 & C13.2 If a FG containing both a MG and an ATR rolls >= both weapons B#, is Random Selection used to determine which SW that is malfunctioned, i.e. treating an ATR as MG for this rule?
A. Yes. [Compil3]

A9.72 & A9.8 Do dismantled malfunctioned weapons have the same Repair Number as if they were not dismantled?
A. Yes. [An97; Mw]

A10.31 If a berserk/unarmed squad or an already-wounded hero suffers a Casualty MC, is it eliminated?

A. Yes. [Gen25.6; An95w; An96; Mw]

A10.41 After "Units", add "within both the LOS and Normal Range of an armed and unbroken Known – and/or ADJACENT to any unbroken – enemy ground unit". [An93a; An95w; An96; Mw]

A10.41 & B25.4 Can a Hero voluntarily "break" to be able to move during the RtPh (such as to escape a Blaze hex)?

A. No, that would simply result in a Wound which is a form of Reduction. It would not leave it broken and therefore unable to rout. [Gen22.5; An95w; An96] {See B25.4 below. SR}

A10.5 If a broken unit starts its RtPh in Open Ground in the LOS, but beyond the Normal Range, of a Known enemy unit that possesses a functioning SW or Gun, is that broken unit still forced to rout if it is within the Normal Range of that SW/Gun?

A. Yes, provided the unit possessing it is neither broken nor in Melee. For the Gun's Normal Range, see also A10.532. [An93a; An95w; An96; Mw]

A10.51 In line 1 and line 6 add "armed" between "Known" and "enemy"; in line two, replace the comma before "disrupted" with "or" and delete "or unarmed". [An97; Mw]

A10.51 ROUTING: In any scenario, a broken unit forced to rout but unable to reach a woods/-building hex in that RtPh may rout to any terrain hex consistent with A10.51 but is not required to rout to the nearest woods/building hex. [F.1C p.F1⁹²; An96; Mw]

A10.51 If a DM broken unit that must rout *is* within six MF of the nearest woods/building, must it attempt to reach the woods/building in a *single* RtPh?

A. Yes, unless it uses Low Crawl, but it need not take the shortest route (in hexes/MF) to do so. Even if it uses Low Crawl, however, it must still do so *toward* that woods/building (i.e., at no time may it increase the hex range between itself and that woods/building, and must end that RtPh closer to it than it was at the start of the phase). [An92; An95w; An96; Mw]

A10.51 This rule states that a broken unit can continue to rout after it has reached a woods/-building hex if it can directly enter another building/woods hex in its next entered hex. May a broken unit that has reached a building Location rout up to a higher level or down to a lower level of that same building Location, if otherwise allowed?

A. Yes. [Compil3]

A10.51 A routing unit may "ignore a building/-woods hex if that hex is no farther from a Known enemy unit than its present hex." Does this mean that the routing unit may rout through such a hex on its way elsewhere, overriding the requirement that it stop upon reaching a building/woods hex not ADJACENT to an enemy unit?

A. Yes. [Compil8]

A10.531 Must a routing unit not using Low Crawl ignore an entrenchment and instead use the Open Ground cost in order to get a woods/-building hex in one RtPh?

A. No, as long as it is otherwise using the shortest path in MF, it may enter the entrenchment even though during so would prevent it from reaching its rout hex this RtPh. [An97; Mw]

A10.531, A7.7 & A10.532 See prior entry.

A10.532, A7.7 & A10.531 See prior entry.

A10.6 & A10.71 In a recent game my opponent had in a location a broken MMC and a broken leader. He made an unsuccessful MMC self-rally attempt. He then successfully self rallied the leader, and then used the leader to rally the MMC. Is this legal?

A. No. [Compil2]

A10.62 In line 10 add "armed" between "Known" and "enemy", and change "becomes" to "is". [An97; Mw]

A10.62 DESPERATION MORALE: Units also become DM if they start a RtPh in Open Ground in the LOS and Normal Range of a Known enemy unit. [p.K20; An96; Mw]

A10.64 If a squad's Rally DR is an "Original 12", can that DR (given sufficient negative DRM) still rally the surviving HS?

A. No – an Original 12 DR never rallies a unit. [An92; An95w; An96; Mw]

A10.71 & A10.6 See prior entry.

A10.8 & A1.32 See prior entry.

A11.11 What happens if casualty reduction occurs to a leader in CC?

A. It wounds. [Compil9]

A11.12 & B30.6 May a unit IN a pillbox be attacked in CC if it is screened by a friendly unit in the hex outside the pillbox?

A. No. [Compil8]

A11.14 & A18.12 If a MMC both attacks and is attacked in simultaneous CC, and in its own CC attack it rolls an "Original 2" and creates a leader, what effect does that leader have on those two CC attacks?

A. Unless one or both sides Withdraw(s) due to Infiltration (A11.22), both attacks must be resolved using both of the same Original DR and the new leader's Inherent-FP/leadership just as if he had been present all along. Note that if the "2" DR that allowed leader creation was made for > one MMC engaging in a combined attack, Random Selection must be used to determine which MMC that leader will defend with. [An92; An95w; An96; Mw]

A11.2, A11.22 & A19.12 May a Disrupted unit attempt to Withdraw from CC/Melee?

A. No. [An92; An95w; An96; Mw]

A11.2 & A20.22 If during the CCPh one side attempts to capture an enemy squad and the DR results in a Casualty Reduction instead, then is a HS captured? If CC is simultaneous and the return attack eliminates the side that captures the enemy squad during the phase it is captured, is the surviving "captured" squad still replaced with an armed conscript/green unit?

A. Yes. No, it remains unchanged. [Compil8]

A11.22, A11.2 & A19.12 See prior entry.

A11.31 & C13.7 Can a player make his ATMM availability dr before deciding the order of his CC attacks versus a vehicle?

A. No. [Gen26.1; An90; An95w; An96; Mw]

A11.4 In the last line of the chart, add "unpinned" in front of "Good Order". [An97]

A11.4 AMBUSH: ... whenever a hidden unit is placed onboard as per A11.19, an Ambush can occur. [G.4 p.G1; An96; Mw]

A11.4 & A7.831 See prior entry.

A11.4, A12.122, A12.154 & A16.2 Can a player decline the use of a poor leadership modifier in an Ambush dr if the leader is not alone?

A. No; neither may he decline its use for Concealment (A12.122), Search Casualties (if concealed; A12.154), nor an Integrity Check (A16.2). [An97; Mw] {Original just cited A11.4, I added the cross references. SR}

A11.41 If a force qualifies for an Ambush, can part of the force decline CC (by Ambush Withdrawal), while part of the force attacks the enemy units in CC?

A. Yes. [Gen22.5; An95w; An96; Mw]

A11.41 Can't Ambush Withdrawal be made to another Location within the CC hex that is Accessible?

A. Yes. [An90; An95w; An96; Mw]

A11.41 & A11.8 May Infantry using Street Fighting CC withdraw?

A. Only if they actually Ambush (A11.4) the vehicle in the CCPh. (Although they qualify for all the other benefits of Ambush, unless they actually Ambush the enemy, Infantry Street Fighting in a road hex must return to the building hex from where they came and Infantry Street Fighting a vehicle in Bypass remain in the Bypassed obstacle. Likewise, no Ambush benefit accrues to Street Fighting Infantry who are Ambushed.) [An97; Mw]

A11.41, A11.8 & D7.211 says "CC Reaction Fire may use Street Fighting (A11.8 – including its automatic Ambush) vs. an ADJACENT vehicle if the units involved meet all the requirements for both." A11.8 says that infantry using Street Fighting "...qualify automatically for Ambush benefits..." and that Street Fighting can be used against vehicles using VBM. A11.41 says "A force which has qualified for Ambush has the option to decline CC altogether, prior to CC resolution, by immediate withdrawal into an Accessible hex (unless pinned)." Does this mean, if a vehicle uses vehicular bypass movement in a location occupied by unpinned enemy infantry not marked by any fire counter, that such infantry may withdraw to an Accessible location as its CC Reaction Fire and thus somewhat avoid "VBM freeze"?

A. No. See the A11.41 Q&A in the '97 Annual. [Compil9]

A11.5 In line 13 delete "If ... (D8.11)". [An95w; An96; Mw]

A11.5, A11.61, A11.62 & A11.71 I moved a 7-4-7 squad into CC with a SdKfz 6/2 unarmored AA halftrack. It has a 20mm AA gun that is IFE capable with 4FP.

(a) What modifiers are applicable? -3 vs. unarmored vehicle?

A. Yes

(b) -1 for vehicle without functioning MG? Does IFE void this DRM?

A. Yes. Not 20mm IFE.

(c) Can IFE be used in CC?

A. If less than 20mm.

(d) A11.7 says an AFV holds Infantry units in Melee. Does an armed but unarmored vehicle do the same?

A. Armed but unarmored vehicles can hold Infantry in Melee.

(e) Can IFE/MG/MA be used by an unarmored vehicle against enemy infantry in its hex who are held in melee?

A. Yes. [Compil9]

A11.62 & D3.7 If an AFV in CC rolls an Original 12 DR for its MG attack, does that MG malfunction?

A. Yes, and use Random Selection if more than 1 MG is involved. In line 8 of D3.7 add "/CC" after "IFT". [An96; Mw]

A11.622 May a unit being attacked by a Nahverteidigungswaffe claim a TEM?

A. No. [An93b; An96; Mw]

A11.8 & A11.41 See prior entry.

A11.8, A11.41 & D7.211 See prior entry.

A11.8 & D7.211 May Street Fighting CC Reaction Fire be used by a unit marked with a First Fire counter?

A. No. In lines 12-13 delete "or Subsequent First Fire". [An97; Mw]

A12.11 May a concealed stack comprising a "?", MMG and MMC split into two concealed stacks, one containing the MMG and the other the MMC?

A. No – an unpossessed SW cannot gain/retain a Concealment counter. [An93a; An95w; An96; Mw]

A12.11 May a Dummy stack comprising three "?" be split into two stacks of two "?" each? If yes, what happens when they recombine into one stack?

A. Yes. One stack loses one of its "?". [An93a; An95w; An96; Mw]

A12.11 & A12.2 If a scenario OB gives a side a number of "?" counters, can the player choose 5/8-inch "?" counters even if the OB pictures only a 1/2-inch "?" counter?

A. Yes. [Gen25.2; An90; An95w; An96; Mw]

A12.12 When one side begins with all its forces offboard, the opponent may conceal all his onboard units. In this situation, may he place a "?" on an already-concealed units (including a Dummy stack)?

A. No. [An90; An95w; An96; Mw]

A12.12-.121, A12.2, B13.31 & B14.6 Is a vehicle that sets up in a woods-road (or orchard-road) hex considered to be in Concealment Terrain?

A. Yes, for the purposes of placing OB-designated "?" (A12.12) and of using SSR-allowed HIP – but thereafter it is considered to be on the road (B13.31) and thus in Open Ground to a clear LOS traced to it along the road. [An95w; An96; Mw]

A12.121 & B13.31 Is a vehicle on a woods-road hex but not on a TB counter considered in concealment terrain if the LOS from the viewing unit does not cross any woods depiction within the hex?

A. Only at setup; see the Q&A on A12.12-.121, A12.2, B13.31 & B14.6 in the '96 Annual. [Compil9]

A12.122, A11.4, A12.154 & A16.2 See prior entry.

A12.14 If a concealed unit uses non-Assault Movement in Open Ground in the LOS of a Good Order enemy ground unit within 16 hexes, but that LOS is drawn through a LOS hindrance, is the moving unit's "?" lost?

A. Yes. In the next-to-last sentence of A12.14, change "prevents" to "does not prevent". [An93a; An95w; Mw]

A12.14 (a) If a Concealed stack containing dummy counters is attacked resulting in at least a PTC while no Good Order enemy unit has LOS to it, are the dummy counters automatically eliminated?

A. No.

(b) If No, does each such dummy counter take PTC/MC with a morale of 7, and if so, what is the result if they fail the PTC/MC?

A. The dummy owner declares how many DRs more than one he will make; Morale 7 is used; a failed MC or Pin result for any dummy reveals all dummies in that stack.

(c) If No to a), how does a K/KIA result affect a dummy counter?

A. The stack is eliminated. [Compil3]

A12.14 & C1.82 If a Concealed stack containing dummy counters is attacked by Bombardment on the IFT with a result of a PTC or greater, are the dummy counters eliminated?

A. A K/KIA eliminates the stack; otherwise the dummy owner declares how many DRs more than one he will make, using Morale 7; failure of a MC by any dummy reveals all dummies in that stack. [An97; Mw]

A12.15 "... is subject to Snap Shots ... when being returned to its previously occupied Location ...", is this true even if that Location is Offboard?

A. No. [Compil1]

A12.15, B23.922 & B28.41 If an Infantry unit is forced back from a Location containing a concealed enemy unit/a Fortified Building Location containing a Good Order enemy squad-equivalent, is it attacked by an A-P minefield in the Location which would have attacked it had it been able to enter the Location?

A. No. This is stated in A12.15. [Letter5]

A12.151, A7.211, A8.31, A13.61, A15.432, A25.231, D7.22, E9.43 & G1.423 See prior entry.

A12.151 & B23.922 If a unit/stack is forced by Detection to return to the hex it was attempting to exit, but cannot end its MPH in this hex (e.g., because it had Bypasses a Fortified building therein that contains a hidden/concealed enemy squad), what happens to it?

A. It is considered to be in Bypass (on the *last* hexside it Bypassed along) in the hex it is returned to, and is there subject to Defensive-First/Residual-Fire/mines, etc. (if any) in the normal manner – after which Detection applies again, forcing it back yet another hex. [An95w; An96; Mw]

A12.152 Does Searching reveal a hidden Set DC? A. Yes; see O11.621 Note 9. [Compil9]

A12.153 Are units attempting to Mop Up a building required to be within two hexes of any completely rubble hexes of the building? Of any Blaze hexes of the building?

A. No. No. [Gen22.5, which mistakenly cites A12.53; An96; Mw]

A12.153 Does Mopping Up cause enemy units in Rubble Locations of the building to lose their Concealment, or to surrender if broken?

A. No; see A12.153 of the 1987 Errata. [Gen22.5, mistakenly cites A12.53; An89]

A12.153 & A26.11 When a side successfully secures a Building by Mopping Up, does it immediately gain Control of all hexes of that Building? Of all Locations in that Building? Of the Building?

A. Yes. Yes. Yes. In line 13 of A12.153 add "all its hexes/Locations Controlled, " after "secured, ". [An97; Mw] {See also A26.11 in DB errata pages. SR}

A12.154 If more than one Searched Location contains anything that can cause Search casualties, is one Search Casualty dr made for *each* such Location?

A. No; only one such dr can be made per Search dr. [An92; An95w; An96; Mw]

A12.154, A11.4, A12.122 & A16.2 See prior entry.

A12.2 If a Location containing a concealed AFV in LOS of a Good Order enemy ground unit is subjected to a non-ordnance attack that results in at least a PTC on the IFT, does the AFV lose its "?"?

A. Only if the attack is OBA, and/or if the AFV is CE. [Gen26.5; An95w; An96; Mw]

A12.2 How does an armored vehicle in concealment terrain lose "?" by being fired on by a MMC using Inherent FP?

A. It doesn't; a BU CT AFV is unaffected by Small Arms fire, including "?" loss. A PTC or better vs. vulnerable PRC or dummies causes "?"-loss if in LOS. [Compil4]

A12.2 Do 5/8" dummies lose concealment as if they were Infantry or as if they were a vehicle?

A. Except when moving, 5/8" dummies are treated the same as 1/2" dummies (i.e., Infantry) for concealment loss purposes. [An97; Mw]

A12.2 & A12.11 See prior entry.

A12.2, A12.12-.121, B13.31 & B14.6 See prior entry.

A12.33 & B9.21 Since LOS is reciprocal, B9.21 seems to imply that a hidden entrenchment directly behind a wall/hedge cannot be seen across that wall/hedge by a non-adjacent, same-level unit. Is this correct?

A. No – the required LOS to the entrenchment's Location is all that is necessary to reveal it. [An93b; An96; Mw]

A13.3 & B28.61(EX) What is the correct COT for Cavalry entering a woods trailbreak?

A. 3 MF. In A13.3, line 5, change "1-1/2 MF" to "3 MF". [An96; Mw]

A13.31 May Infantry mount a Horse counter that has already moved during that MPH?

A. No. [Gen26.1; An91; An95w; An96; Mw]

A13.511 If a horse counter carrying a squad is Reduced by an attack which does not affect the squad, owing to favorable dice rolls, must the entire squad bail out, or may it immediately deploy, with one HS remaining mounted while the other HS bails out?

A. The latter. [Letter5]

A13.61, A7.211, A8.31, A12.151, A15.432, A25.231, D7.22, E9.43 & G1.423 See prior entry.

A13.7 May broken infantry "lead" horses during the RPh?

A. No. [An95w; An96; Mw]

A14.1 For SAN purposes, which Player makes MC/TC/Entrenchment DR for prisoners?

A. No Player is considered to control the prisoners, and no Sniper Activation will occur. [An96; Mw]

A14.2 If some/all of the possible targets of a sniper attack in a Location are concealed, how does the sniper player determine its target(s)?

A. First, if the eligible possible targets include both concealed *and* unconcealed units, treat the concealed stack as *one* possible target (regardless of how many units it actually contains) for Random Selection purposes. Then, *if* (or *whenever*) a concealed stack is chosen as the sniper's target, the sniper player's opponent must declare the number (only) of eligible possible targets the stack contains. If it contains none (i.e., is a Dummy stack), it is automatically eliminated (14.3). If it contains one, that unit is attacked. If it contains two or more, the sniper player rolls for Random Selection accordingly. [An92; An95w; An96; Mw]

A14.2 How does the initial setup for sniper counters work if one or both sides forces do not setup on the playing board?

A. If no enemy unit is on board, the Sniper may be placed anywhere. [Compil8]

A14.2 & A.9 See prior entry.

A14.21 If two building hexes/Location of the same wooden or stone construction type are equidistant possible sniper targets but, unknown to the sniper player, one of them is Fortified, can/must the opponent declare that Fortified status to increase its TEM?

A. He may do so. [An92; An95w; An96; Mw]

A14.22 & A15.42 Since berserk units can't be pinned or broken, are they still eligible targets for Sniper attacks?

A. Yes. They will ignore pin results, but if broken they will suffer Casualty Reduction instead. [Gen25.6; An91; An95w; An96; Mw]

A14.22-.3 Is a broken DM MMC a valid Sniper target? What effect does a sniper dr 1 have on it? A sniper dr 2?

A. Yes. Casualty Reduction. None. [Compil6]

A15.1 & A19.12 These two rules seem to disagree as to whether crews disrupt due to Heat of Battle. Which is correct?

A. A15.1 is correct, crews are not subject to Heat of Battle. In A19.12 delete "Crews and". [An96; Mw]

A15.2 In line 7 add "Minimum Move (A4.134)," before "Wounds". [J1; Mw]

A15.2 This rule says a hero *never* goes berserk. Rule A15.41 says that when a leader goes berserk he must attempt to change *any* friendly units in his Location to berserk status; and A25.223 says that if a Commissar goes berserk, *all* friendly Infantry in the same Location automatically becomes berserk. Can any type of leader who goes berserk cause a hero to become berserk?

A. No. Nor can they cause any other unit (including inherent and Temporary crew) that is immune to Heat of Battle to go berserk. [Gen25.6; An91; An95w; An96; Mw]

A15.2 If a broken leader becomes Heroic, does he automatically rally too?

A. Yes – a Hero can never be broken. [An95w; An96; Mw]

A15.2, A20.54 & B20.7 If a hero or an unarmed MMC enters a Frigid Water Obstacle without a bridge, would this cause it to suffer Casualty Reduction since such units never break?

A. Yes. [Gen25.6; An95w; An96; Mw] {Added reference to B20.7. SR}

A15.22 & A17.2 Does the A15.22 penalty (being Pinned if wounded during its MPH after having expended > 3 MF) apply to non-Heroic SMC?

A. Yes. [An96; Mw]

A15.24 Can the -1 Heroic DRM be used to modify a FT/DC attack?

A. No. [An92; An95w; An96; Mw]

A15.42 Regarding the last sentence of this rule, may a Good Order leader direct the IFT attack of a berserk unit? Even if the latter is part of a same-Location FG containing a Good order unit?

A. No to both. [An92; An95w; An96; Mw]

A15.42 May a Good Order leader apply his leadership drm to an Ambush dr in conjunction with a berserk unit? Even if another Good Order friendly unit is part of that Ambush attempt?

A. No to both. [An92; An95w; An96; Mw]

A15.42 May a Good Order leader apply his leadership DRM to a CC attack made in conjunction with a berserk unit? Even if another Good Order friendly unit participates in that attack?

A. No to both. [An92; An95w; An96; Mw]

A15.42 What happens to when a Berserk unit that is not a squad fails a morale check?

A. It undergoes Casualty Reduction. In line 2, change "squad" to "unit". [An96; Mw]

A15.42 & A14.22 See prior entry.

A15.43 If a berserk wounded leader and a friendly berserk MMC begin their MPH in the same Location, must they move together as a combined stack even though the wounded leader has only 3 MF?

A. No. [Gen22.5; An95w; An96; Mw]

A15.431 & A23.6 These two rules contradict each other regarding whether a berserk unit can Throw a DC. Is this in fact allowed?

A. Yes. In line 6 of A23.6 add "(or berserk)" after "Order". [An92; An95w; Mw]

A15.432, A7.211, A8.31, A12.151, A13.61, A25.234, D7.22, E9.43 & G1.423 See prior entry.

A15.46 Would a same-Location ordnance attack by a berserker that eliminates all Known enemy units qualify that berserk unit to return to normal? Would such a same-Location FT attack?

A. No. Yes, if on the IFT. [Compil6]

A15.5 & A20.3 If a player's units are under the protection of the No Quarter rule and one of his units receives a Surrender result from a Heat of Battle DR while ADJACENT to a Known enemy unit, does it just become disrupted instead of surrendering?

A. No, it becomes berserk. [Gen22.5]

A15.5 If a unit is subject to No Quarter (and therefore will not surrender via the RtPh method), what happens if it rolls a Heat of Battle Surrender result?

A. It becomes berserk. [Gen26.5; An91; An95w; An96; Mw]

A16 & A5.5 See prior entry.

A16.2, A11.4, A12.122 & A12.154 See prior entry.

A17.2 Even though a wounded SMC "has no IPC", may he portage a SW?

A. Yes, subtracting that SW's PP value from his three-MF allotment. (In A17.2, change "no IPC" to "an IPC of zero"). However, a wounded SMC may not carry > 2 PP (A4.42), nor may he portage any SW while he is being "carried" by a MMC. [An93b; Mw]

A18.12 & A11.14 See prior entry.

A19.11 Add ", Commissars, Heroes, Unarmed and already-" after "-types". [An93a; An95w; An96; Mw]

A19.12 Delete "Crews and". [An96]

A19.12, A11.2 & A11.22 See prior entry.

A19.12 & A15.1 See prior entry.

A19.13 What happens when a Fanatic HS with underscored morale undergoes ELR replacement?

A. It suffers no penalty. [Compil7]

A20.21 If during its RtPh a broken Infantry unit is ADJACENT to a Known, Good Order and armed enemy Infantry/Cavalry but for any reason is unable to rout away from it, does the broken unit surrender or is it eliminated for Failure to Rout? Assume that No Quarter is *not* in effect.

A. It surrenders. [An93a; An95w; An96; Mw]

A20.21 When a stack of units must surrender during the RtPh, do they do so simultaneously or one at a time?

A. Simultaneously, and they must be accepted or rejected as a stack. [An93b; An96; Mw]

A20.21 "Any broken Infantry unit during its RtPh that is both ADJACENT to Known Good Order, armed enemy Infantry/Cavalry and unable to rout away from it without being subject to Interdiction or resorting to Low Crawl, will rout to that enemy unit as its prisoner instead." Now, the example on page A21 (the rout path example in the city) is in contradiction to A20.21 since the unit in I4 is ADJACENT to the enemy in J4, but it states that it may use Low Crawl or even rout normally through I3 with Interdiction. Question: Is the example in A10.5 correct only if No Quarter is in effect.

A. Yes; the example assumes No Quarter is in effect for this unit. [Compil3]

A20.21 If the only possible guarding unit is too small to guard all of a surrendering stack (e.g., 2 broken squads surrendering to a SMC), what happens to the "excess" surrendering units?

A. Once *all* surrendering units in the Location have been accepted, the guarding player decides which units (within his means) he will guard. The remaining unarmed units are under the control of the opposing player. See A20.5. [J1; Mw]

A20.22 & A11.2 See prior entry.

A20.3 & A15.5 See prior entry.

A20.5 If a Guard forces a prisoner to attempt Entrenchment or to clear rubble/Flame/roadblock, is the Guard automatically considered to be TI? Is the Guard automatically to be using Hazardous Movement if it is forcing the prisoner to attempt to clear rubble/roadblock? Does the Guard have to expend MF to force a prisoner to attempt rubble clearance?

A. Yes. Yes. Yes. [Gen22.5; An95w; An96; Mw]

A20.5 If a crew is captured, an unarmed HS counter is substituted for it. However, doing so makes it impossible to tell whether the unit is worth one or two VP. Should an unarmed HS counter's ID be noted on a side record if it represents a crew?

A. Yes. [An92; An95w; An96; Mw]

A20.51 Since overstacking never applies to prisoners, may they occupy the same 1S foxhole that a guarding squad occupies?

A. Yes. [Compil2]

A20.53 & E4 If prisoners are being guarded by a unit on skis (A20.53, E4), and they move, do they do so, paying different MF costs, or do the prisoners "grow skis" and move just like their guards, including the 2MF bonus for skiing downhill?

A. Foot rate. [Letter17]

A20.54 If a Guard and its prisoner both undergo a MC, what are the possible outcomes of Pin results?

A. A prisoner is not subject to pinning directly. However, if its Guard pins, then the prisoner automatically becomes pinned too. A non-prisoner, unarmed unit *is* subject to pinning in the normal manner. [Gen25.2; An90; An95w; An96; Mw]

A20.54 & A26.222 Are Exit VP awarded for Prisoners eliminated by an attack by the non-Guarding side?

A. No. [Compil9] {Original pages: A26.21. SR}

A20.54, A15.2 & B20.7 See prior entry.

A20.55 May Prisoners attack without a NTC once a Melee exists within its hex but not its Location?

A. No. In line 4 change "hex" to "Location". [An97; Mw]

A20.551 & A20.552 Suppose a 1945 German squad is captured, escapes, and then becomes rearmed. Does this unit also become rearmed with its Inherent SW (PF and ATMM)?

A. Yes. [Compil6]

A20.552 & A20.551 See prior entry.

A21. CAPTURED EQUIPMENT: (See F.9 p.F2⁹² for U.S./British/Free-French applications/-exemptions.) [An96; Mw]

A22.61, C13.31 & C13.7 May a berserk unit check for and make attacks with MOL, PF and ATMM?

A. Yes. Add "(or berserk)" after "Order" in line 3 of A22.61, line 1 of C13.31, and line 4 of C13.7. [An96; Mw]

A22.611 In line 11, delete "in PPF, or" and in lines 12-13 change "both ... or" to "neither Subsequent First Fire nor PPF, nor in both Defensive First Fire and later in". [An93a; An95w; An96; Mw]

A23.1 When a DC detonates in a hex, does it attack its *hex* or its *Location*?

A. Its Location. [An92; An95w; An96; Mw]

A23.3 If a placed DC is detonated, does the TEM of a wall hexside in the target Location affect the attack?

A. No. [Gen22.5; An95w; An96; Mw]

A23.4 -.6 If I throw a DC and roll a 7 in my opponent's hex and 12 in my hex (or vice versa) does the malfunction impact both hexes?

A. Only the first DR can cause malfunction, in which case no second DR is made; if made, the second DR is resolved even if an Original 12. [Compil6]

A23.6 May a DC be Thrown from an upper building level to the in-LOS, ground level Location of an adjacent hex? Can either/both Effects DR for a Thrown DC cause its malfunction?

A. Yes. No – only the first such DR. [An93b; An96]

A23.6 & A15.431 In line 6 of A23.6 add "(or berserk)" after "Order". [An92; An95w; Mw]

A23.7 Is the Malfunction DRM of a Set DC attack DR affected by enemy Infantry in a Location above/below that of the DC?

A. No. Change the last "hex" of A23.7 to "Location". [An92; An95w; Mw]

A23.71 Does a SET DC which results in a Final KIA Rubble the entire building hex, or does it only rubble its Location (and all Locations above it)?

A. Location (and all Locations above it). [Compil3]

A24.2 Is the LOS between ground-level and 1st-level building Location in a hex containing a +3 Smoke counter restricted by A24.2 so that only a +4 Smoke DRM applies?

A. No. Change all occurrences of "Smoke hex" in A24.2 to "Smoke Location". [An93a; An95w; An96; Mw]

A24.31 In line 7 add ", CE DRM," between "ship" and "and". [J1; Mw]

A24.31 & C3.71 Would any TEM as defined above then apply as a positive number to the NMC required as per A24.31 in case of a CH WP hit? (e.g., NMC with +1 DRM for indirect placed, airburst WP CH in dense jungle?)

A. Yes. [This supersedes the prior reply in our compilation of May 6, 1996 {{Compil2}}, and is in accordance with the new "Brass says" on page K29 of Chapter K Day 7 being released in Pegasus Bridge.] [Compil6]

A24.4 Does "Level 2" (as printed on the counter) Smoke placed at Level 0 rise (i.e., up to but excluding) Level 2, or through Level 2 (i.e., up to but excluding Level 3)?

A. Up to but excluding Level 2. [An93a; An95w; An96; Mw]

A24.4 Since Smoke placed at Level 0 rises up to but not through Level 2, would a LOS traced from Level 2 to < Level 2 be affected by Smoke placed at Level 0 in that Level 2 unit's hex? If yes, would that unit also suffer the extra +1 Hindrance for viewing out of SMOKE (A24.8)?

A. Yes. No. [An93b; An96; Mw]

A24.6 & E3.734 Is Smoke from a burning-wreck/terrain-blaze in effect during Mud?

A. Yes; in line 1 of E3.734, add "Mud" before "Deep Snow". [Compil9] {Erroneously refers to E7.34. SR}

A24.61 The strengths of the gray smoke counters should be +2 and +1. [Letter6] {On both original and DB pages. SR}

A25.222 Are crews and units with underscored morale immune to Replacement upon failure of a Commissar-directed rally attempt?

A. The crew would be eliminated. A squad with underlined morale would become two HS (and if one of those HS failed subsequently to rally it would be eliminated). [Letter5]

A25.231, A7.211, A8.31, A12.151, A13.61, A15.432, D7.22, E9.43 & G1.423 See prior entry. {Original pages. SR}

A25.5 FREE FRENCH: (See F.8-F.9). [An96]

A25.52 & C1.211 FREE FRENCH: Free French OBA (including Accuracy and Draw Pile) is always treated as if British (EXC: DYO purchases; F.8D). [F.8 p.F2⁹²; An96]

A26.14 & B23.71 Is each hex of a Rowhouse also considered a separate building for Control Purposes?

A. No. [An96] {Corrected in DB errata pages; original pages: A26.12. SR}

A26.14 & O11.6066 The lower example on page O13 shows a German Control marker in the ground level Location of the building in hex G43, but wouldn't the Russian player gain control of the entire Building by having the sole occupying unbroken unit in the building, as per A26.12?

A. Ordinarily yes – but if a German MMC occupied and Controlled that Location during step O11.6031 but was eliminated in step O11.6041, Control would remain German. [Letter5] {Original pages: A26.12. SR}

A26.212 If a malfunctioned 5/8" ordnance counter is removed due to a "6" repair dr, is it considered eliminated for Casualty VP purposes?

A. Yes. [Compil4] {Original pages: A26.21. SR}

A26.222 & A20.54 See prior entry. {Original pages: A26.21. SR}

A26.23 Do prisoners/captured vehicles apply to Exit VPs? Also, it seems that it makes sense to avoid attempts to repair malfunctioned vehicular MA in scenarios with Exit Victory Conditions because a vehicle with malfunctioned MA is worth more Exit VPs than a Recalled vehicle with disabled MA. This appears somewhat unrealistic. A. Yes, unless stated otherwise in the Victory Conditions. {No answer was given to the second half. SR} [Letter5] {Original pages: A26.3. SR}

Chapter B Terrain Chart In the Notes section for 'Shellholes' delete "unless BU". [Mw]

B.6 Are the terrain types listed here intended to be the only types of inherent terrain, or should the ETO, Desert and PTO Terrain Charts be considered definitive?

A. Charts. [Letter4]

B1.3 Does "any applicable positive DRM" really void FFMO?

A. No. Delete "which ... hex" in this rule. [An92; An95w; Mw]

B2.4 & B19. GULLIES & SHELLHOLES: Shellholes occur only IN a depression – not at its Crest level. The MF cost to enter a gully-shellhole location is as per B19.4. [O.3A p.O1; An96; Mw]

B3.4 If a MMC enters a shellhole hex through a road hexside, can it retain the extra MF for crossing only road hexsides if it enters the shellhole hex by expending 2MF (in order to gain the shellhole's terrain benefits)? By expending only 1MF?

A. No. Yes. Note too that the extra MF is also negated if the unit enters SMOKE/Deep-Snow/-woods as it moves on the road. [Gen25.1; An89; An95w; An96; Mw]

B3.4 & B24.121 ROAD NEGATING TERRAIN:

Infantry may not claim the extra-MF road bonus during a MP in which they expend extra MF to derive protection of shellholes/woods – nor may they claim it if they choose the non-Open Ground cover of an orchard in preference to the Open Ground of a road. A road covered by rubble/-debris is treated as non-existent [EXC: for Street Fighting (A11.8) purposes; if Cleared (B24.71)]. Therefore, Dash (A4.63), road bonus (B3.4) and the 1/2-MP road rate are not allowed in a road hex covered by rubble or debris except via TB. [O.1 p.O1; An96; Mw]

B3.42 & D2.14 Which in correct, B3.42 that says a vehicle pays double for vehicles/wrecks when crossing a road hexside, or D2.14 that says they pay double when using Road rate?

A. In the last sentence of B3.42, change "even if not claiming" to "while using". [An96; Mw]

B6.33 & B6.45 Is an underwater pontoon bridge's +2 TEM (for purposes of bridge destruction) in addition to its having a +1 TEM for being a pontoon bridge – a cumulative +3 TEM?

A. No, +2 cumulative. [Gen25.1; An89; An95w; An96; Mw]

B6.45 & B6.33 See prior entry.

B8.4 Can a dummy enter the sewer despite not being Good Order?

A. Yes. In line 1 change "Good Order" to "unbroken, non-berserk". [An97; Mw] {2ed says "Good Order Infantry (or dummy stack)". SR}

B8.41 The rule states that a unit in a Sewer hex *must* move during its MP. But what if the unit is completely surrounded and thus unable to move, is it eliminated?

A. Yes. [Gen22.5; An89; An95w; An96; Mw]

B8.41 Can units emerge from a sewer hex into a manhole Location that contains enemy units?

A. Yes (PAATC may be needed vs. Known AFV). [Compil8]

B8.42 Does the drm for enemy units in "adjacent sewer hex". Does this mean "adjacent sewer Location" or "adjacent Manhole Location"?

A. The units must be IN an adjacent sewer Location. In the last line of the chart, change "hex" to "Location". [An97; Mw]

B8.44 & B23.922 SEWERS AND FORTIFIED BUILDINGS: A unit may not exit a sewer to enter a Fortified Building Location if it could not enter that Location from outside the sewer. A sewer Location may never be Overstacked. [O.2 p.O1; An96; Mw]

B8.6 If a SSR lists >= one Fortified building Location *by hex coordinate* (as opposed to merely specifying the capability of Fortifying >= one building Location), may that Location's Fortified status be traded for a tunnel?

A. No. [An93a; An95w; An96; Mw]

B8.61 & B23.922 TUNNELS & FORTIFIED BUILDINGS: Only a unit of the side that constructed the tunnel may use that tunnel to enter a Fortified Building Location and may do so even if that Location is enemy-occupied. [O.2A p.O1; An96; Mw]

B9.2 In line 6 after "hex" add "[EXC: A wall/-hedge hexside sharing a vertex where all three hexsides are wall/hedge hexsides (EX: 6G3-G4-H2) is a Half-Level Obstacle to/from the viewing/target hex formed by that hexside/-hexspine unless the viewing/target unit occupies the hex that has two hexsides in common with the vertex. (EX: A unit in 6H2 has a LOS to a non-entrenched unit in G4, but not to F5. A non-entrenched unit in 6G4 has a LOS to a unit in I1.)" [An95w; An96; Mw] {Different wording in 2ed. SR}

B9.21 In lines 6-7 delete "(and ... 9.32)"; in line 7 change "one" to "a half.". [An95w; An96; Mw]

B9.21 & A12.33 See prior entry.

B9.31 & B9.32 If a unit claims the in-hex TEM as per B9.31 in his opponents PFPh when no enemy unit is adjacent, can that same unit then claim Wall Advantage in his opponents MPh if an enemy unit moves ADJACENT?
A. No. [An97; Mw]

B9.31 & B9.32 A unit in a ground-level building location (that also has a wall hexside over which it has wall advantage) claims the building TEM vs. incoming fire. Can this unit choose to use the wall TEM vs. other shots later in that same Player Turn? Would the unit have to wait till the next Player Turn before being able to once again choose the wall TEM (assuming that no enemy Infantry has moved ADJACENT). Would this mean that choosing the wall TEM is synonymous with claiming WA?
A. No. Yes. No; a unit not choosing in-hex TEM (e.g. one in Open Ground) would still receive wall TEM vs. a non-adjacent firer despite not having WA. [An97; Mw]

B9.31 & B9.521 Can an in-hex TEM of zero (e.g., Open Ground, Brush, etc.) be claimed as "applicable TEM to use against incoming fire" instead of hexside TEM?
A. No. [An96; Mw]

B9.32 When may a unit choose in-hex TEM rather than hedge/wall/bocage TEM?
A. When an attack is declared against it as per B9.31, or when an enemy unit becomes ADJACENT as per B9.32. [Tac6]

B9.32 May a unit on a bridge claim Wall Advantage?
A. No. [An93a; An95w; An96; Mw]

B9.32 Must there be an adjacent enemy unit to allow Wall Advantage? Can a unit that is not claiming in-hex TEM (e.g., one in Open Ground) voluntarily forfeit Wall Advantage when an enemy unit becomes/is ADJACENT?
A. No. Only if it chooses a non-zero in-hex TEM (B9.31). [An97; Mw]

B9.32 If a Player Turn starts with two adjacent Good order units of opposing sides sharing a wall/hedge hexside, but none of the units are marked with Wall Advantage, who gets to declare Wall Advantage first?
A. At setup, the side setting up first does; thereafter, the ATTACKER does. [An97; Mw]

B9.32 & B9.31 See prior entry.

B9.35 HILLSIDE WALLS & HEDGES: (See F10.-10.3 pp.F11-F12). [An96; Mw]

B9.4 If a halftrack or armored car bogs due to crossing a hedge, is it left in the hex it was exiting or the one it was entering?
A. In the hex it was exiting. [An95w; An96; Mw]

B9.521 & B9.31 See prior entry.

B9.522 Is this rule still true if an adjacent enemy unit has Wall Advantage on the bocage hexside?
A. No (oops). [Letter1]

B9.531 Are MPh and DFPh counted as one phase for the last sentence of this rule?
A. Yes. [Tac6]

B9.541 In line 4, change "in crossing" to "[EXC: Start MP] to cross". [An93b; An96; Mw]

B13.31, A12.12-121, A12.2 & B14.6 See prior entry.

B13.31 & A12.121 See prior entry.

B13.31, C3.71, & G2.2 What is the DRM for resolution of a CH by OBA or indirect fire on an unarmored unit in a woods hex? Similarly, what is the DRM of a CH vs. an unarmored unit in a dense jungle hex?
A. In a woods hex, a -1 DRM applies. In Dense Jungle, the DRM is -2 for direct fire, -1 for Indirect Fire. In lines 2 & 3 of the C3.71 example change "-3 DRM" to "-2 DRM" and delete "-1 [reversed TEM] +". [An97; Mw]

B13.421 If a fully-tracked AFV sets up in woods, may it place a TB? If the answer is "No", then if it exits the hex without changing its VCA, must it undergo a Bog DR for "exiting the woods without using a TB?"
A. No to both questions. [Gen25.2; An91; An95w; An96; Mw]

B13.4212 & B13.43 May Infantry/Cavalry enter woods by using an existing TB in that hex?
A. Yes. The cost for Infantry to do so is 1-1/2 MF, while that for Cavalry is 3 MF. [Gen26.5; An91; An95w; An96; Mw]

B13.43 & B13.4212 See prior entry.

B13.6 Is a path depiction in an otherwise Open Ground portion of a hex considered Woods or Open Ground?
A. The path depiction within the woods contour is woods; outside the woods contour in otherwise Open Ground portions of the hex it is Open Ground [EXC: inherent terrain, e.g., Dense Jungle and Bamboo]. [J1; Mw]

B14 & P2.3 How are Orchards treated with respect to slopes? (I.e. a firing unit occupies a location defined as one and three-quarters higher [a level higher and in a location Up-Slope to the target] than the target. There are several out-of-season Orchard hexes along the LOS at the lower base level. Does each Orchard hex hinder the LOS? Does only one Orchard hex hinder the LOS and then only if that Orchard hex is adjacent to the lower-level target? Or does every Orchard hex that would have created a blind hex in the target hex [had the Orchard been a one-level obstacle] add a hindrance? Or what?)
A. Only one Orchard hex, and only if adjacent to the lower-level target. In B14.2, line 7, change "hex two or more" to "Location > one level". [Compil2] {Should change "hex two or more Levels". SR}

B14.2 In line 7 change "hex two or more Levels" to "Location > one level". [An95w; An96; Mw]

B14.6, A12.12-121, A12.2 & B13.31 See prior entry.

B19. & B2.4 See prior entry.

B19. & B24.2 GULLIES & RUBBLE: A combination gully-rubble hex is a LOS obstacle at both its Crest and Depression levels [EXC: rubble bridge; B6.331]. A unit IN such a hex must expend *four* MF to enter Crest status in that hex (B20.91). A Crest unit in such a hex always receives rubble TEM – not entrenchment benefits. All other Crest rules apply unchanged. [O.3 p.O1; An93a; An96; Mw] {This is O.3 after it has been corrected by the O.3 question below. SR}

B20.7, A15.2 & A20.54 See prior entry.

B21.41 Is fording only considered Hazardous Movement during Defensive First Fire, or is fording infantry always subject to the Hazardous Movement DRM? Is Fording considered a Concealment-loss activity only during the MPh, or at all times?
A. Always, in both cases. [Letter5]

B21.41 In line 4 add "for as long as the unit is in that hex" after "Movement". [An95w; An96; Mw]

B21.6 Is a frozen Water Obstacle treated as Open Ground *land*? If it is, may Fortifications be placed in it?
A. Yes. Yes, except for entrenchments, pillboxes and *hidden* mines. [An93a; An95w; An96; Mw]

B23.71 If an Infantry unit moves directly from one Rowhouse hex to another Rowhouse hex (at ground level), would it be attacked by any mines present at ground level of either hex?
A. Yes, unless moving through a Breach. See B23.711 in the 1987 Errata. [Variant in Gen22.5 mistakenly cites B23.7; An89; An95w; An96]

B23.71 & A26.14 See prior entry.

B23.74 & B23.86 If a rooftop can never be rubble, is there any way an Interior Factory Location can be rubble by Indirect Fire or by any attack made from a height \geq that of the roof?
A. For any such (including Aerial Fire) HE attack versus *any* playable rooftop, check for rubble as if the rooftop Location were a non-rooftop building Location. If rubble occurs, the building level directly beneath that rooftop Location is considered rubble (check for falling rubble also). Note that OBA can cause rubble only during the PFPh/DFPh (C1.51). [An92; An95w; An96; Mw]

B23.741 FACTORY TEM/HINDRANCE: Normal building TEM (usually +3) applies to Indirect Fire vs. a non-Rooftop Factory Location (unless Roofless; O5.45). The extra +1 TEM for a Fortified Factory Location does not apply vs. *Indirect* Fire. For Sniper Target Selection (A14.21) a unit in a stone Factory is considered to have a +3 TEM (+2 if wooden). Factory Hindrance is a half-level LOS Hindrance. See also O5.41. [O.4A p.O1; An96; Mw]

B23.741 Is Factory rubble considered part of the same building it was created from for purposes of applying the last sentence of this rule (so that a target in a Factory Location, fired on by a unit in a same-Factory rubble Location, is treated as if fired on from inside that Factory)?

A. Yes, a rubble Factory hex is considered part of that building for this purpose. [Compil2]

B23.741 & A8.2 See prior entry.

B23.742 FACTORY MOVEMENT: A vehicle that changes its VCA in *any* Factory Location is subject to Bog. A vehicle that becomes Immobile in a Vehicular-Sized Entrance (O5.2; B23.742) does not negate Entrance benefits. Any unit may use the Open Ground entrance benefits of a Vehicular-Sized Entrance – but only when entering it from *outside* that Factory and not if that Entrance is Roofless (see O5.42). Such use of OG entrance benefits does not negate that hex's factory TEM. [O.4 p.O1; An96; Mw]

B23.742 & B23.8 FACTORY ROOFTOP ACCESS POINTS: Aside from Scaling (B23.424), a Factory Rooftop can be reached from ground level only via a non-rubbled, non-roofless (O5.4) Factory Rooftop Access Point; i.e., a printed stairwell or a Location of the factory that contains a *road hexside*. A Factory that contains neither of these Rooftop Access points must have at least one such Point designated by SSR if its Rooftop is to be usable. The ground and Rooftop levels of a Factory Rooftop hex are ADJACENT (see entry for "Squad K" in the EX at the top of page O4); intermediate vertical levels do not exist [EXC: for MF-expenditure, LOF, and Residual-FP purposes; see O.4C]. Infantry expend two MF (for a 1-1/2-level Factory) or three MF (for a 2-1/2-level Factory) to ascend to the Rooftop or vice-versa. [O.4B p.O1, see O.4C p.O1 for ATTACK EFFECTS; An96; Mw]

B23.8 ATTACK EFFECTS: Infantry changing levels via a Factory Rooftop Access Point may be attacked at ground level (if descending) and/or Rooftop level (if ascending) in the normal manner. However, they may also be attacked at the first-level (and/or second-level if a 2-1/2-level Factory) "quasi-Location" of that hex by a unit that has LOS to that quasi-Location. Such a quasi-Location is not considered Open Ground, but such an attack vs. it receives no TEM [EXC: non-Fortified building TEM applies if firing from outside the Factory] and neither Factory nor debris Hindrance DRM. The target is assumed to expend one MF per level changed; if pinned or broken while at that quasi-Location it reverts to the level it was attempting to *leave* (and may be attacked by any Residual FP counter on the appropriate level as it re-enters it). The Residual FP left by an attack vs. such a quasi-Location remains at that level (place the Residual FP counter on the appropriate Level counter) to attack each unit subsequently entering that level in that hex during the same MPH.

A unit at rooftop level in a Factory Rooftop Access Point being attacked by a same-hex ground-level unit receives the Height Advantage +1 TEM (B23.81), while the ground-level unit receives *Factory* TEM (and no additional TEM for a Fortified Building Location) if attacked by that Rooftop unit. Both units may use PBF (since they are ADJACENT; A7.21). [O.4C p.O1; Mw]

B23.8 & B23.742 See prior entry.

B23.82 ROOFTOPS: A Rooftop Location is Concealment Terrain only for setup purposes. Once the first RPh has been completed B23.82 comes into effect. A Rooftop Location is not considered a building Location for rout and Victory Condition purposes. A Gun may never be Emplaced (C11.2) on a Rooftop. [O.5 p.O1; An96; Mw]

B23.86 & B23.74 See prior entry.

B23.86, B24.11 & B25.13 Can a Direct Fire Infantry Target Type Original HE KIA vs. a Rooftop Location create Rubble or a Flame in any Location of the target hex?

A. No. [Letter5]

B23.922 Are adjacent, unpinned, Good Order opposing squads inside and outside a Fortified building Location considered ADJACENT?

A. Yes, despite the fact that the outside unit could not normally advance into that building Location. [An93a; An95w; An96; Mw]

B23.922, A12.15 & B28.41 See prior entry.

B23.922 & A12.151 See prior entry.

B23.922 & B8.61 See prior entry.

B23.9221 What is the MF cost to Place (A23.3) a DC against a Fortified Building? Does it differ if that building Location cannot be entered by the placing unit?

A. The normal two MF for building entry. No. [Gen25.2; An91; An95w; An96; Mw]

B24.11 If an HE FFE/Area Target Type attack against a multi-level building creates rubble, how is it determined which affected level(s) are rubble?

A. Random Selection. [Letter5]

B24.11 See also C8.31 "Can HEAT cause rubble?" Q&A. {SR}

B24.11, B23.86 & B25.13 See prior entry.

B24.121 & B3.4 See prior entry.

B24.2 If Rubble is in a hex with a wall or hedge hexside, is the wall/hedge movement cost still applicable?

A. Yes. [Gen25.1; An89; An95w; An96; Mw]

B24.2 If a building with \geq one wall/hedge hexside is rubble, do those wall/hedges still exist?

A. Yes. [An95w; An96; Mw]

B24.2 & B19. See prior entry.

B24.4 RUBBLE & SEWERS: Entrance/exit of a sewer through a rubble Manhole Location is allowed if the Manhole is in a road hex that can be crossed (not just entered) along the road via a full TB. [O.6 p.O1; Mw]

B24.7 May a lone SMC make an attempt to clear Flame, Wire, Minefield or DC?

A. No. [Compil3]

B24.7, ASOP, B24.73, B24.75, B24.76, G2.7 & G9.71 See prior entry.

B24.73, ASOP, B24.7, B24.75, B24.76, G2.7 & G9.71 See prior entry.

B24.75, ASOP, B24.7, B24.73, B24.76, G2.7 & G9.71 See prior entry.

B24.76, ASOP, B24.7, B24.73, B24.75, G2.7 & G9.71 See prior entry.

B25.13, B23.86 & B24.11 See prior entry.

B25.15 Can more than one Flame ever exist per Location?

A. Yes (see B24.72 and the B25.7 example). [An92; An95w; An96; Mw]

B25.2 If Heavy Winds are in effect, does a Burning Wreck remain a LOS Hindrance?

A. Yes – since the smoke "has no effect" (B25.6), it cannot replace the Wreck Hindrance DRM. [An93b; An96; Mw]

B25.4 Why must a berserk/heroic unit die in a Blaze if it is unable to exit the Location prior to the RtPh?

A. If caught in a Blaze during the RtPh, a unit that cannot break voluntarily (A10.41) may be moved at that time by its owner into an Accessible Location just as if it were Withdrawing from Melee (A11.2-21). A berserk unit may be moved thusly even though it is not normally allowed to Withdraw from Melee, but any unit that is pinned or actually in Melee may not (even if berserk). Since this occurs in the RtPh, such units *are* vulnerable to Interdiction (as well as minefield/OBA attack) and ATTACKER units must still be moved first. [An90; An95w; An96; Mw]

B25.651 If there is no wind, are Gust effects limited to allowing a Wreck Blaze to spread in its own hex and to SMOKE elimination/dispersal? A. No; Wind Direction must be determined. [Compil2]

B27. ENTRENCHMENTS: A trench (including an A-T Ditch) may not occupy the same Location as a foxhole. [O.8 p.O1; An96; Mw]

B27.11 If a squad makes a successful Entrenching Attempt during its PFPh, can a leader who applied his leadership modifier to the attempt DR be immediately placed under the squad's Foxhole counter in that PFPh?

A. Yes. [Gen26.1; An90; An95w; An96; Mw]

B27.13 & C6.43 A Scenario Defender MMC possesses a Bore Sighted SW with (if a Lt MTR) an Acquisition (on some other hex). In a PFPh, it attempts Entrenchment. If the attempt succeeds (i.e., if a 1S Foxhole is placed over it and its possessed SW), is that SW still Bore Sighted? Would it retain an Acquisition (had it had one)? If the attempt fails (i.e., a Labor counter is placed on it and its possessed SW), is the weapon still Bore Sighted? Would it retain an Acquisition (had it had one)?

A. Yes to all. [Letter13]

B27.51 TRENCH: Infantry beneath a Trench or Sangar counter may move/rout/advance/-withdraw-from-CC directly to any Accessible, non-Crest-status *lower elevation* Location without first having to exit above that trench/-Sangar (and vice versa). (See F8.6 p.F11 for further information). [An96; Mw]

B27.54 Does a unit using non-assault movement in a trench lose concealment?

A. No. [Compil9]

B27.54 & A8.15 See prior entry.

B27.54, B28.41, F8.6 & RB SSR RB6 If a trench hex contains mines, does movement to/from an adjacent trench without first exiting the trench ignore the mines?

A. Yes. [An93b; An96; Mw]

B28 MINEFIELDS: (see F.7-F.7C pp.F1⁹²-F2⁹² and F.7B '93b). [An96; Mw]

B28.1 Delete "and type". [J1; Mw]

B28.3 Does in hex TEM of a minefield hex apply to attack made by that minefield?

A. No. [Compil9]

B28.41, A12.15 & B23.922 See prior entry.

B28.41, B27.54, F8.6 & RB SSR RB6 See prior entry.

B28.53 When A-T mines in a paved road Location are cleared by Infantry expending an additional MF, are they cleared at the end of the unit's MPh or at the end of *the* MPh.

A. At the end of the MPh. [An97; Mw]

B28.61(EX) & A13.3 See prior entry.

B28.9 Does normally immune Infantry (e.g., broken, pinned, heroic, etc.) still take PTC when Booby Traps are in effect?

A. Yes. [Compil9]

B30.2 May a pillbox occupant use PPF against a moving enemy unit in an adjacent ground-level Location within the pillbox's CA even though those two units are not ADJACENT?

A. Yes – and the attack would be considered PBF (as would an attack from that adjacent Location versus the pillbox occupant). In addition, if that enemy unit starts the RtPh broken in the same hex, it would also be subject to DM and forced to rout (assuming the pillbox occupant is Known, armed and unbroken). [An93a; An95w; An96; Mw]

B30.3, B30.35 & C6.8 Since CA/NCA modifiers do not apply to certain AP shots vs. a pillbox, would the other terrain in the hex then apply for TH purposes on the Infantry Target Type?

A. No. [Compil2]

B30.35, B30.3 & C6.8 See prior entry.

B30.6 Is a Pillbox Location ADJACENT to the adjacent ground level Location in its CA? Can a unit advance out of a pillbox to an adjacent hex or vice versa?

A. They are considered ADJACENT for firing/-DC-placement purposes only. No [EXC: Bunkers]. [An97; Mw]

B30.6 & J2.31 May *Hand-to-hand* CC be declared (or conducted) by/versus a pillbox occupant?

A. No – not even by a berserk unit. [An90; An95w]

B30.7 Does "2"/HIP in a Pillbox halve FP or add Case K To Hit DRM if the Pillbox is Hidden?

A. No; note though that a pillbox/its-contents may ordinarily be affected by direct fire only if the pillbox is predesignated as a target Location (B30.34). [Compil3]

B30.91 A side Controls an empty pillbox and occupies the hex outside. If an enemy MMC enters the pillbox via a tunnel, does Control of the hex change?

A. No. In line 2 change "Control" to "gain Control of". [An97; Mw]

Chapter C Divider Delete the "Leadership NA" triangle from the "AFV" and "Unarmored Vehicle" Destruction Tables. [An93b; An96; Mw]

C.4 How is ordnance penalized when firing from terrain in which Area Fire applies (e.g., a LATW firing from marsh or shallow stream)?

A. TH Case K applies. Such use would be cumulative with any application of Case K for firing at a target that is not Known to the firer. [An92; An95w; An96; Mw]

C1.2 & C9.3 Does Guarding prisoners affect a unit's ability to act as a mortar Spotter or use a radio/field phone?

A. A Guard cannot perform these functions if his US# is < the total US# as his prisoners. [Gen25.2; An89; An95w; An96; AP1; Mw]

C1.21 & C1.211 Battery Access must be regained before Correcting a FFE if that AR is to be placed in a hex devoid of Known enemy units in the projected seven-hex Blast Area, or before resolving a FFE versus a non-moving target if the Observer has no Known enemy unit in LOS in the normal seven-hex Blast Area. In applying either of these situations, if the FFE is from a Rocket OBA or Harassing Fire would its 19-hex Blast Area be checked for Known enemy units (before requiring Battery Access to be regained) instead of just a 7-hex Blast Area?

A. No. [Gen24.2]

C1.211 & A25.52 See prior entry.

C1.211 & C1.21 See prior entry.

C1.22 & C1.6 When is the absence of Radio Contact considered "voluntary"?

A. Failing to roll when the Observer has no LOS to the SR's/FFE's Blast Height (C1.22) or when loss of Contact was due to voluntary rout (C1.6). [AP1; Mw]

C1.33 & C1.4 After maintaining Radio Contact, may an Observer leave a SR in place as his OBA action for that phase?

A. Yes, if the Observer has a LOS to its Blast Height. [AP1; Mw]

C1.4 When correcting a red SR/FFE, the Extent of Error is limited to a maximum of one hex for every multiple of three hexes *between* the SR/-FFE and the AR counter. In the EX that follows this rule, a four-hex Correction is shown to have a maximum Extent of Error of two hexes. But in a four-hex Correction, the number of hexes *between* the SR and AR counters is three, which gives a maximum Extent of Error of only one hex. Is the Maximum Extent of Error in fact limited to one hex for every three hexes [FRU] of *range from* the SR/FFE *to* the AR counter (as indicated in the EX)?

A. Yes. [Gen24.2] {Corrected in 89 errata. SR}

C1.4 In line 8 change "if" to "[EXC: unless". In line 9 change "; ... equals" to ", the Extent of Error is limited to a maximum of". In the last line add "]" after ")]". In line 1 of the example, add "voluntarily" after "being". [An93a; An95w; An96; Mw]

C1.4 & C1.33 See prior entry.

C1.5 A unit must enter a FFE hex before it can be attacked; however, certain Locations in a FFE hex provide immunity to Indirect Fire – Sewer Locations, Interior Building Hex Locations that are below the highest level of that Building hex, and (for Indirect Fire from certain directions) Climbing Locations at Level 1 or higher. If a unit in a FFE hex is immune to Indirect Fire because it's in one of these types of locations, is the unit "entering a FFE" if it moves/routs/advances to a Location in its hex that does not provide immunity to Indirect Fire?

A. Yes. [Gen24.2]

C1.5 If a berserk unit is in the Blast Area of a friendly FFE, is its Morale Level lowered by one (A15.42)?

A. No. [Gen24.2; An89]

C1.51 If a unit Withdraws from Melee during a CCPh into a FFE hex, is it attacked by the FFE?

A. Yes. [Gen24.2; An89; An95w]

C1.54 Do units in a friendly Bombardment suffer a drop in morale level?

A. Yes. In line 5 add "or Bombardment" after "HE/WP FFE". [An97; Mw]

C1.55 In line 13, add "Use OBA's Original IFT DR vs. an AFV to determine the hit location (C3.9) of that OBA attack." before "TEM". [An93b; An96; Mw]

C1.7 Is the type of Fire Mission announced when a SR is pre-designated for Conversion to an FFE:1 per C1.332, or only when the FFE:1 actually appears on board?

A. Besides when an FFE:1 is actually placed, the type of Fire Mission must also be announced each time a SR is pre-designated for conversion to an FFE:1, even if it does not actually convert. [AP1; Mw]

C1.731 & C1.732 If one chooses to place a SR in a Pre-Registered hex instead of a FFE:1, does C1.732 still apply to the accuracy of the SR?
A. Yes. [AP1; Mw]

C1.82 & A12.14 See prior entry.

C1.822 If a building is rubble during a Bombardment, do you check for falling rubble?
A. Yes. [Gen24.2] {Corrected in 89 errata. SR}

C1.823 If a 3 or 4 is rolled on this subsequent dr in a Location where both Shellhole and Flame could potentially exist, does the Shellhole take precedence (since a Shellhole would, in effect, eliminate the burnable terrain)?
A. Both are placed (Shellholes do not eliminate the terrain). [Compil2]

C1.9 May a rocket OBA module be assigned a Pre-Registered hex, in order to halve its Extent-of-Error dr?
A. Yes. [An93b; An96; AP1; Mw]

C2.24 & C8.4 Do Guns firing Canister still have their normal ROF?
A. Yes. [An97; Mw]

C3.33 May a non-mortar fire on the Area Target Type after it has fired on the Infantry or Vehicle Target Type and retained ROF? Or is this illegal since use of the Area target Type consumes all of that Gun's ROF?
A. No. Yes. [Compil3]

C3.7 "MG To Kill attacks have no CH possibility ..." Are Fighter-Bombers, Stukas, and .50-cal. HMG (12.7mm) included as "MG" under this rule? Are 15mm weapons?
A. Yes. No. [Variant in Gen24.2; An89]

C3.71 Does "normally" entitled to in this rule mean any TEM that would normally apply to the shot obtaining the CH? Is the C3.71 example correct (applying airburst and woods TEM)?
A. Yes (i.e., -1 airburst in woods, not +1 woods TEM, for Indirect Fire). No; in lines 2 & 3 of the example change "-3 DRM" to "-2 DRM" and delete "-1[reversed TEM] +". [This supersedes the prior reply in our compilation of May 6, 1996, and is in accordance with the new "Brass says" on page K29 of Chapter K Day 7 being released in Pegasus Bridge.] [Compil6; Mw]

C3.71 In lines 2 & 3 of the example change "-3 DRM" to "-2 DRM" and delete "-1 [reversed TEM] +". [An97]

C3.71, B13.3 & G2.2 See prior entry.

C3.8 May a Gun that, as per a pertinent Vehicle-/Ordnance Note, is allowed to make >= two TK DR per hit also able to achieve Multiple Hits?
A. No, regardless of whether or not its TH DR was made versus an armored target. [An93a; An95w; An96; Mw]

C3.8 Delete "all ... and" in lines 9-10, and delete the comma at the end of line 10. [An95w; An96; Mw]

C4.1 Does the Barrel Length TH# Modifier apply to SW ordnance?
A. Yes. [An97; Mw]

C4.1-3 Do these rules also apply to MTR and INF type SW?
A. Yes – and to 20mm ATR as well. [An95w; An96; Mw]

C4.2 Does the Small Caliber TH# Modifier apply to SW ordnance?
A. Yes. [An97; Mw]

C4.4 Change "A Gun firing" to "Ordnance using the C3 To Hit Table to fire". [An95w; An96; Mw]

C5.1 & C5.6 Intensive Fire shots do not have to pay Case A unless they change CA again. [Letter14]

C5.11 & D3.51 If an AFV in a rubble/building/woods hex fires a Gun as *Bounding First Fire* and that Gun retains its Multiple ROF, then I believe (as an EXC to C5.11) that the Gun would not have its CA fixed for further Bounding Fire in the same phase (i.e., the AFV could expend MP to change the Gun's CA in the same hex and fire it again from the new CA). Am I correct?
A. Yes. [Gen24.2; An95w; An96; Mw]

C5.2 The rule contains the remark "(unless in Bypass)". Does this mean that a vehicle in Bypass is not subject to the Case B TH DRM?
A. No, delete the phrase "unless in Bypass". [Gen24.2; An95w; Mw]

C5.35 MOTION FIRER: No Gun Counter – regardless of nationality – may use Motion Fire while being carried *en portée*. [p.H127, French Ordnance Note P; An96; Mw]

C5.6 & C5.1 See prior entry.

C6.1-6.11 Change "A Gun" to "Ordnance", and "a gun" to "ordnance". [An93a; An95w; An96; Mw]

C6.16 The "D22.2" cross reference should be "D2.1". [Misc1]

C6.17 Suppose an AFV expends three MP to enter a hex which is in the LOS of a Gun that has a Multiple ROF. Can the Gun choose to try to make three Defensive First Fire attacks versus the AFV (assuming Multiple ROF is retained), by using case J² each time (i.e., by breaking down the 3 MP expenditure into three 1-MP expenditures)?
A. Yes. [Gen24.2] {This question appeared in a 1987 General, see example in 1989 errata. SR}

C6.17 In line 5 add "(FRD, but a minimum of once per hex)" after "Location". [An95w; An96; Mw]

C6.3 In line 1 add "non-ATR" before "LATW". [J1; Mw]

C6.3 Assume an ATR is attempting a Deliberate Immobilization attempt at two hex range. Does the -1 Point Blank TH modifier apply?
A. Yes, see errata to C6.3 in issue #1 of the Journal. [Compil9]

C6.43 Does a Bore-Sighted weapon that enters or exits an entrenchment retain its Bore-Sighting if it otherwise remains in the same Location?

A. No – nor could it if it changed Crest status, became dm and/or was loaded/hooked/packed onto some form of conveyance in its Location. [An92; An95w; An96; Mw]

C6.43 & B27.13 See prior entry.

C6.52 Can a 5/8" acquisition be converted to a 1/2" acquisition and used on the Infantry Target Type in that hex?

A. Yes, provided a non-Mortar is firing at a Known unit. [Compil9]

C6.8, B30.3 & B30.35 See prior entry.

C7.31 The 57* AP Basic TK# is "8". The 120* AP Basic TK# is "13". The 150* AP Basic TK# is "17". The 120L AP Basic TK# is "27". The 140L AP Basic TK# is "32". The Italian ATR listed on the AP TK Table (with TK#6) is for the 20L ATR; the other Italian ATR (ex-Polish, 1PP) has a TK# of 5. [p.H83; p.H92; p.H96; p.H97; An96; Mw]

C7.32 On the APCR/APDS To Kill Table, what is the Basic TK number for a *Russian 76LL*?
A. 18. [Gen24.2; An91; An95w; An96; Mw]

C7.33 57mm HEAT has a Basic TK# of "11". 65mm HEAT has a Basic TK# of "11". 70mm HEAT has a Basic TK# of "12". 100mm HEAT has a Basic TK# of "14". [p.H43; p.H86; p.H96; An96; Mw]

C7.346 In lines 3 and 6 of the DC Position DRM, add "hull" after "through". [An93b; An96; Mw]

C8.2 How is C8.2 "elite" status determined for the purpose of higher ordnance Depletion Numbers?

A. An armed-vehicle/weapon in a printed scenario is considered "elite" for this purpose only if the historical formation to which it belongs is either SS or Russian Guards; otherwise it must be specified as "elite" by SSR. For a DYO scenario it is considered "elite" only if the Majority Squad Type of its side's total OB is Elite. Note that such an armed-vehicle/weapon would have *all* of its Depletion Numbers – not just those for APCR/APDS – raised by one. Note too that such "elite" status would apply to any applicable armed-vehicle/weapon with >= one Depletable ammo type (i.e., not just to AFVs). [An92; An95w; An96; Mw]

C8.31 Suppose the LOS from a weapon to a target hex crosses a wall hexside of the target hex (as it enters the hex) but the Infantry units in the target hex derive no wall TEM for an attack because of elevation effects (B9.33) or because the units lack Wall Advantage (B9.32). In such cases, are the Infantry units considered "behind a wall", permitting the weapon to attack them with HEAT?

A. No. In C8.31, change the wording to "receiving a wall/building/rubble/pillbox TEM". [Gen24.2; An95w; An96; Mw]

C8.31 Can HEAT potentially cause rubble regardless of its Caliber Size?

A. Yes, even if fired by a SCW (i.e., the 70+ mm restriction of B24.11 does not apply to HEAT). [An92; An95w; An96; Mw] {See also B24.11. SR}

C8.31 & C13.24 May an ATR use the Infantry Target Type to attack Infantry using AP HE equivalent? Could it thus achieve a CH?
A. Only if it is a 20L (i.e., 20 mm) ATR. [An93a; An95w; An96; Mw]

C8.4 Canister fire is modified (DRM) for TEM, LOS Hindrances, and CA changes. Are these the only DRM that apply to Canister fire? Other than the three cases of AREA Fire specifically mentioned for Canister (Vehicle moving then firing, Infantry moving to then manning gun, and fire at the occupants of a cave), are there any other cases of applying AREA Fire to Canister?
A. If firing at an unknown (i.e. concealed or hidden) target. [Letter3]

C8.4 Does a Canister attack require a LOS to the vertex aiming point? Is LOS to each Location determined independently? Are Hindrance DRM based on LOS to the target vertex or to each affected Location?
A. No. Yes. Each Location. [An97; Mw]

C8.4 & C2.24 See prior entry.

C8.4 & E1.101 If the NVR is < 3, does Canister fire attack/leave Residual FP in Locations which are out of the firer's LOS solely because they are beyond NVR?
A. Yes. [Letter5]

C8.6 In line 2, change "ordnance/OBA ... (prior)" to "ordnance during (but prior)". In line 3, delete "of". In the last line, add "1.71 and" after "See". [An93b; An96; Mw]

C8.9 & D3.71 If a Gun with a circled B# attempting to fire Special Ammunition makes a TH DR that is > that ammo type's Depletion # and >= that B#, is the shot (as per C8.9) assumed to not have occurred, or (as per D3.71) is a Low Ammo counter placed on the Gun?
A. The shot is assumed to have occurred, and a Low Ammo counter is placed; i.e., such a shot counts for both Malfuction and Low Ammo purposes. [An93a; An95w; An96; Mw]

C9.5 EX Clarification: a 76MTR firing at 18 hex range has a Basic TH# of 8 which becomes a Modified TH# of 7 because of the "*" Gun. [Letter3, modified by Letter8]

C10.41 A trailer, regardless of type/towing-vehicle, never leaves a wreck when it is destroyed. [p.H59, British Vehicle Note 38; An96; Mw]

C11.6 In the Gun Destruction Table, where the "MG/IFE ..." column and the "= Final K" line intersect, change "Random SW Dest" to "NA". [An95w; An96; Mw]

C13.24 & C8.31 See prior entry.

C13.3 This rule states that PF use the C3 To Hit Table. As per recent unofficial Q&A/errata, Case L applies to any LATW that does not use its own separate TH table. Therefore, does this mean that Case L applies to PF To Hit attempts?
A. No, the "separate TH table" errata was not adopted; the errata in issue #1 of The Journal reads: C6.3 In line 1 add "non-ATR" before "LATW". [Compil9]

C13.31 This says that "As a one-shot weapon, a PF may not directly affect more than one MMC when fired at an infantry/cavalry target (8.31) unless the Random Selection DR indicates several units are affected.". Comment: SMC has been omitted here. If one MMC (with an MMG) and one SMC in a building is fired on with a PF:
a) Are all units (the MMC and the SMC) affected without Random Selection?
A. No, RS applies.
b) Are all (both) units subject to Random Selection?
A. Yes.

c) If more than one MMC is present together with one SMC shall the SMC be stacked with one MMC (as in CC) prior to Random selection?
A. No. [Letter12]

C13.31, A22.61 & C13.7 See prior entry. Add "(or berserk)" after "Order" in line 1. [An96]

C13.6 & C13.8 Given the last sentence of C13.6, does C13.8 apply to a PIAT?
A. No. [An93b; An96; Mw]

C13.7 & A11.31 See prior entry.

C13.7, A22.61 & C13.31 See prior entry. Add "(or berserk)" after "Order" in line 4. [An96]

C13.8 May a pinned unit use the Case C³ TH DRM in order to avoid the backblast attack?
A. No. [An93b; An96; Mw]

OBA Firepower Chart

The entries on the 60mm+ Gun Caliber Size row apply only to OBA obtained by trading in three U.S. 60mm mortars per U.S. Ordnance Note 1. Both Italians and the Vichy French have conventional 60mm+ OBA that has 8 FP in HE Concentration, 16 FP for a Critical Hit, 2 FP for Harassing Fire, and 6 FP for a Barrage. [An97; Mw]

OBA Flowchart in Action Pack #1

- 1) The Radio Contact box should have a "Leadership NA" triangle in the upper right-hand corner. [An97; Mw]
- 2) In the Contact and Access portion, the black circle pointer to the FFE:2 section should read "Go to FFE:C" instead of "Go to FFE:2". [An97; Mw]
- 3) A square in the IR section that says "Place IR either in target hex or along Observer's LOS" should be a polygon instead and should also allow for the option 3 six-hex method of placement. [An97]
- 4) The last oval in the Rockets section should be orange instead of green. [An97]
- 5) In the Contact and Access section, footnote b applies to the red "No Access" oval. [An97; Mw]
- 6) The Accuracy dr box (under the FFE:2 section) should indicate that Hindrance drm are NA when the AR is in a Pre-Reg hex. [An97; Mw]

D1.63 & D1.64 Both rules contain the statement "A Superior Turret AF is calculated by increasing the hull AF to the next higher AF value ..." and "An inferior turret's AF is calculated by decreasing the hull AF to the next lower value ..." In both of these sentences, isn't the word "hull" a misprint for "turret"?
A. No, the turret AF is increased or decreased in relation to the hull AF. [Gen24.1]

D2.1 Since a vehicle is not prohibited from expending more MP to enter a hex than the minimum required, it may, as it enters a new hex, declare a higher-than-necessary MP expenditure in order not to create Vehicle Dust. [F11.74 p.F14; An96; Mw]

D2.12 When expending a Start MP, is it necessary to declare if it for Reverse movement?
A. Yes (i.e., forward movement is assumed unless Reverse is declared at that time). [An93b; An96; Mw]

D2.14 & B3.42 See prior entry.

D2.321 Do the Case A penalties and the extra +1 DRM for firing out of the side CA while in Bypass apply only to TH attempts and/or only to MA?

A. No, they apply to all non-CC attacks by all turreted weapons at a non-Acquired target [EXC: CMG attacks vs. same target in same target facing as last fired on]. [J1; Mw]

D2.321 If a vehicular weapon fires IFE or Canister vs. the same Target in the same Target facing as last fired on, does it still have to pay Case A for these shots from the Bypass side-CA?
A. No. In line 11 add "/IFE/Canister" after "CMG" in line 11. [An97; Mw]

D2.33 If a vehicle using VBM expends one MP to change its VCA in order to Bypass along a connecting hexside of its CAF, would a Defensive First Fire attack initiated by that MP expenditure be resolved at that CAF, and versus the same Target Facing that the AFV presented before the VCA change was made?
A. Yes. Add "A VBM vehicle making a VCA change cannot voluntarily end its MPH in that position: it must move to the next CAF or reverse into the new hex to its rear. If Defensive First Fired upon or Immobilized before it can complete its move, it is considered to be at the same CAF and Target Facing last occupied before the VCA change." [Gen24.1; An95w; Mw]

D2.401 May a Motion Attempt dr be made at the end of the opponent's MPH using the MF/MP expenditure of any qualifying enemy unit?
A. Yes. [An95w; An96; Mw] {This is N/A with the ASLRBv2 wording of D2.401. SR}

D2.401 What happens to the TCA when the VCA is changed after a successful Motion attempt?
A. The TCA may be adjusted to any desired hexspine. In lines 13 and 16 add "/TCA" after "VCA". [An97; Mw]

D2.42 Do the firing consequences of being in Motion also apply to a vehicle that is Non-Stopped?
A. Yes. In the first line of D2.42 change "Motion vehicle" to "Motion/Non-Stopped vehicle". [An96; Mw]

D2.51 If a vehicle with red MPs wishes to make a Motion attempt (D2.401), must it also make a Mechanical Reliability DR?

A. Yes. For Mechanical-Reliability/Stall purposes, treat the vehicle as if it were expending a Start MP [EXC: if it Stalls, it simply fails to go into Motion – no ensuing Delay-MP DR is made]. [An93b; An96; Mw]

D2.6 In the last line, after "5" add "(using a non-Depletable ammo type available to the vehicle). A vehicle thus barred from remaining in an AFV's hex may not attempt ESB in that hex". [An93b; An96; Mw]

D3.5 May a vehicle use vehicular MG fire to check LOS if its MA is incapable of firing for any reason at that time? May a vehicular MG fire at a target which that vehicular MG cannot in any way effect, damage, or destroy, (other than for the purposes of checking LOS)? If the LOS is open after such a vehicular MG LOS check, must the MA of the vehicle that made that LOS check immediately fire at that same target?
A. Yes. Yes. No. [Compil4]

D3.51 May a vehicle which Bounding First Fires at other than a Known enemy unit change its VCA/TCA to fire again by expending the appropriate MP?
A. Yes, if otherwise capable of firing. [Compil9]

D3.51 & C5.11 See prior entry.

D3.54 May a non-MA MG fire at a fully-armored AFV without Vulnerable PRC without making a TH/TK attempt (EX: firing a BMG to change VCA, or to test LOS)?
A. Yes. [Compil6]

D3.7 & A11.62 If an AFV in CC rolls an Original 12 DR for its MG attack, does that MG malfunction?
A. Yes, and use Random Selection if more than 1 MG is involved. In line 8 of D3.7 add "/CC" after "IFT". [An96; Mw]

D3.71 If a Gun with a circled B# fires using IFE with an attack DR of > that B#, is a Low Ammo counter placed on that Gun?
A. Yes. [An93b; An96; Mw]

D3.71 & C8.9 See prior entry.

D4.2 & A7.308 See prior entry.

D4.223 Is this rule really correct?
A. No. It should read "BMG and bow-mounted Secondary Armament cannot be used ...". [Gen24.1] {Corrected and re-worded in 89 errata. SR}

D4.3-D4.31 If a tank is crossing a bocage hexside, and the DEFENDER wishes to attempt an Underbelly Hit, does he have to wait until the tank passes its Bog DR before he can fire?
A. Yes. [Gen24.1]

D5.31 & A.14 See prior entry.

D5.341 Can a Recalled vehicle attempt ESB?
A. No. [Gen25.2 mistakenly cites D.5341; An90; An95w]

D5.341 & D6.1 What happens to the unaffected Passengers of a Recalled ht? Can they Bail Out, or must they go with the ht off board? What about broken/pinned Riders of a recalled AFV?
A. The vehicle may halt (or remain stationary) long enough to unload them automatically – but must do so as soon as possible after the Recall occurs. [Gen24.1]

D6.1 Add "[EXC: Desperation attacks by SCW/-RCL as per C13.8-.81]" to the end of the last sentence. [An93b; An96; Mw]

D6.1 & D5.341 See prior entry.

D6.2 What happens to a SW that was possessed by a Rider that is eliminated (KIA, K/, CR)?
A. The SW is eliminated. [Letter17]

D6.21 Must a Rider Bail Out if its AFV moves through bocage via a Breach?
A. No. [An93b; An96; Mw]

D6.5 May you only unload infantry in Bypass if they have sufficient remaining MF to enter the obstacle?
A. No. [Gen24.1; An90; An95w; An96; Mw]

D6.61 & A7.211 See prior entry.

D6.64 May a halftrack- or carrier-mounted FT/-IFE FP be part of a FG?
A. No. After "vehicular mounted non-ordnance weapon(s)" add "[EXC: FT; IFE]". [An92; An95w]; Mw

D6.65 May an Infantry leader direct (that is, apply its leadership DRM) to a FG composed of Infantry and a halftrack in the same Location? Assume the units and weapons used could FG normally.
A. Yes. [Letter17]

D7.21 Is the DEFENDER marked with a CC counter even if the vehicle is eliminated by the CC Reaction Fire?
A. No. [Compil3]

D7.211, A11.41 & A11.8 See prior entry.

D7.211 & A11.8 See prior entry.

D7.22, A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, E9.43 & G1.423 See prior entry. {Original pages: A25.231. SR}

D7.221 Delete "MOL TK, " in line 7. [An93b; An96; Mw]

D9.3 In line 6 after "J" add "(a Stopped AFV (or Wreck) which has moved/was in Motion during the current Player Turn's MPH provides a +1 TEM during all phases following the AFPh)". [An95w; An96; Mw]

D9.3 Since a Stopped AFV which had been a Moving Target earlier that Turn provides a +1 TEM following the AFPh, would it also present a +1 Hindrance as if it hadn't moved?
A. Yes. [An96; Mw]

D9.51 Delete "/IFT" in line 4. [An93a; An95w; An96; Mw]

D10.1 May a non-burning wreck be attacked – e.g., in an attempt to set it Ablaze?
A. Yes [EXC: if it is a Burnt-Out Wreck], and by either side. For attack and resolution purposes, treat the wreck as if it were still the original vehicle [EXC: for CC purposes it does not necessitate PAATC, cannot be Ambushed, and is considered CE, Immobile, Abandoned, and with no usable MG]. When first placing a Wreck counter, be sure to retain the VCA of the original vehicle (but, for simplicity, assume its TCA to be the same as its VCA). [An93b; An96; Mw]

D10.5 In line 15, delete "from a wreck". [An93a; An95w; An96; Mw]

D10.5 When a wreck/abandoned vehicle that has more than one type of scroungeable weapons is successfully scrounged, are the scrounged weapon(s) selected randomly, or can the scrounger choose which weapon(s) that are scrounged?
A. The weapon(s) are selected randomly. [An97; Mw]

D13.32 May a sM be fired from inside a building or from within dense jungle?
A. No. [An95w; An96; Mw]

D14.21 What is the procedure when more than one AFV in a platoon is subject to Bog, but with different Bog DRM?
A. Make one DR, then determine, based on the applicable DRM, which AFV would Bog, and then use Random Selection among the affected AFV, [Compil3; An97; Mw]

D14.23 Can a radioless AFV that fails the D14.23 NTC still spend MP for "non-movement" purposes, e.g., Bounding First Fire, sD usage, etc? Can Passengers/Riders unload from it if it has >= 1/4 of its MP allotment left?
A. No. Yes. [Compil3]

D14.23 Must radioless AFV enter in Platoon?
A. Yes; only *on-board* radioless AFV may use non-platoon movement. [J1; Mw]

D16.11 & G13.42 May a DD Tank lower its skirts while in a Shallow Ocean hex?
A. Yes, during any friendly MPH in which it is not in a Water Obstacle; it is Wading while in Shallow Ocean regardless of the status of its screens. [Compil6]

E.5 An Aerial Range of "zero" is unchanged by doubling it. Read "PBF/TPBF is NA" as "PBF/-TPBF (including TH Cases E and L) is NA". [p.E26⁹⁰; Mw]

E.5 Is the range to/from an Aerial target doubled for purposes other than an attack (i.e., NVR, etc.)?
A. Yes. [Compil6]

E1.101 & C8.4 See prior entry.

E1.13 Where an ATTACKER'S NVR is 0, can his Good Order Infantry, in their MPH, enter a non-Illuminated/non-Gunflash location containing a non-concealed enemy MMC (since the enemy unit is not Known and there is no violation of A4.14)?
A. No, as the enemy would be known upon entry; but the attacker could attempt to enter per A12.15. [Compil2]

E1.2 SMC/SW whose setup Locations are recorded are otherwise treated as having used HIP, even though they are not restricted to being set up in Concealment Terrain. [p.E26⁹⁰; An96; Mw]

E1.21 Making a Freedom-of-Movement dr is not a concealment-loss activity. A No Move counter cannot be removed due to being fired on by a friendly unit/FFE; however, a unit marked with a No Move counter may make a free LOS check to determine if it can see a Known enemy unit. [p.E26⁹⁰; An96; Mw]

E1.21 Change "its MPH" in line 13 to "the MPH". [An95w; An96; Mw]

E1.51 Bocage is *not* considered Concealment Terrain for purposes of this rule. [p.E26⁹⁰; An96; Mw]

E1.53 If an offboard unit enters the mapboard, and none of the E1.531 exceptions apply, does it immediately roll for Straying or may it continue to move in the MPH without any chance of Straying?

A. It rolls for Straying now that it is on board. [Letter17]

E1.53 A Straying unit/stack also becomes TI if the next Location it must enter is part of a HE/-WP FFE Blast Area and/or it contains an ADJACENT Known minefield (F.7C), or if it would be subject to a Known minefield attack for exiting its present Location. [p.E26⁹⁰; An96; Mw]

E1.531 A unit/stack that wishes to move within/-ADJACENT-to connecting trenches/bunkers or *along* a TB is exempt from making a Movement DR in the same manner as if on/ADJACENT-to a road, path, etc. A unit/stack entering from offboard in the MPH need not make a Movement DR until it actually enters the board, at which time it becomes subject to all Straying rules (E1.53-.533). If the first AFV to move in a radioless AFV platoon Strays, the remainder of the platoon simply follows it using normal Platoon Movement. [p.E26⁹⁰; An96; Mw]

E1.54 A DM broken unit/stack wishing to rout at night may do so *only* by using Low Crawl [EXC: an Inherent crew abandoning its vehicle; see E1.54]. If marked with a No Move counter it may still Low Crawl (if otherwise able to), but must take its No Move counter with it. A unit/stack routing (i.e., using Low Crawl) at night *may* do so ADJACENT to a Known enemy unit (provided it is not moving closer to that unit). [p.E26⁹⁰; An96; Mw]

E1.54 Is routing allowed at night during the RtPh other than exiting vehicles and Low Crawl?
A. No. [Letter5]

E1.63 Are Good Order Inexperienced MMC Lax at night if stacked with a Good Order leader?
A. No, unless designated Lax by SSR. [Compil9]

E1.7 The Night LV DRM is never > +1, and can apply irrespective of the range to the target. If the target is behind a bocage hexside whose TEM it can claim, then the Night LV DRM does not apply. [p.E26⁹⁰; An96; Mw]

E1.71 Does a MG laying a Bore-Sighted Fire Lane at the start of the enemy MPH need to make a DR to check for malfunction/cowering/sniper activation?
A. No. [J1; Mw]

E1.8 A concealed unit that creates a Gunflash retains its "?" if it is beyond the NVR of all Good Order enemy ground units (and is not treated as being within NVR; E1.101). A Prep/First/Final Fire counter placed solely due to Spotting (C9.3), or due to the use of a radio/phone (C1.6) or an Ammo Vehicle's B# benefit (E10.21), is *not* considered a Gunflash. [p.E26⁹⁰; An96; Mw]

E1.8 Does assembling or dismantling a weapon create a gunflash?
A. No. [J1; Mw]

E1.91 The resolution of an *enemy* FFE also permits the firing of starshells/IR. The "friendly unit" mentioned in the first two conditions *must* fire (or Spot/Observe for the firing of) that initial starshell/IR; e.g., the fact that that "friendly unit" meets one of those conditions does *not* allow some *other* friendly unit (who does not meet either of those conditions) to fire the initial starshell/IR. [p.E26⁹⁰; An96; Mw]

E1.931 An onboard mortar that fails its usage dr for firing an IR is treated as not yet having fired. Since OBA fires an IR in the same fashion as a SR, its FFE:1/2/C status is kept track of only for Battery Access purposes. [p.E26⁹⁰; An96; Mw]

E1.932 When a 5/8" mortar fires an Illuminating Round, must the IR's initial placement hex be in the mortar's CA? May the mortar's CA be adjusted freely to allow placement in a hex outside its CA?
A. No, it need not. No, it may not. [An97; Mw]

E2.1 Are Personnel subject to Interrogation when they *surrender* (as opposed to captured)?
A. Yes. [An92; An95w; An96; Mw]

E3.1 Should "Fog" be deleted from the list of LV Hindrances (since it acts like Smoke)?
A. No. [Compil9]

E3.1 & E3.311 Does Fog negate FFMO (like a LOS Hindrance such as Smoke – E3.311) or does it not negate FFMO (like a LV hindrance – E3.1)?
A. Fog negates FFMO like Smoke. [J1; Mw]

E3.311 & E3.1 See prior entry.

E3.6 Unless not in play (e.g., as per G.1), unpaved roads still exist for Movement/Straying DR purposes (E1.53-.531). [p.E26⁹⁰; An96]

E3.6 During mud, do unpaved roads still exist for Dash purposes?
A. Yes – and for immunity-to-Straying, Street Fighting, and LOS purposes (E1.531) as well. [An95w; An96; Mw]

E3.62 & E3.731 Mud/Deep-Snow TEM is always cumulative with other applicable TEM/-Hindrance DRM. [p.E26⁹⁰; An96; Mw]

E3.65 The presence of Height-Advantage/-entrenchments does not alter the effects of Mud in Open Ground. [p.E26⁹⁰; An96; Mw]

E3.731 & E3.62 See prior entry.

E3.732 Note that a minefield's attack strength is also modified as per B28.3 or B28.51. [p.E26⁹⁰; An96; Mw]

E3.734 In line 1 of E3.734, add "Mud" before "Deep Snow". [Compil9] {Erroneously refers to E7.34. SR}

E3.734 & A24.6 See prior entry.

E3.8 Weather is also always "Clear" for units in a building viewing/firing-at a non-Bypassing target in their own Location. [p.E26⁹⁰; An96; Mw]

E4 & A20.53 See prior entry.

E5.121 If there are two MMC on a three boat small raft when it is reduced, a HS (or crew) is eliminated from the Passengers, how is the eliminated Passenger chosen?
A. Randomly. [J1; Mw]

E7.2 This dr is made in the RPh Step 1.11A, and *must* be made until the Air Support arrives. [p.E26⁹⁰; An96; Mw]

E7.31 Recall will occur at the end of the DFPh if the Original 12 Sighting TC DR was made during that phase. [p.E26⁹⁰; An96; Mw]

E7.32 Since a Final Sighting TC DR >= 12 cannot be a successful TC, should this instead read Original Sighting TC DR of 12?
A. No. [Compil5]

E7.4 Aircraft cannot Interdict routing units. [p.E26⁹⁰; An96; Mw]

E7.41 When aircraft MG attack a CE AFV, is the TH DR used to attack the Vulnerable PRC on the IFT?
A. Yes, and the PRC do not suffer a Collateral Attack. [Compil9]

E7.421 A bomb attack vs. an AFV results in a Near Miss (thus halving the Basic TK#) is also halved on the IFT for the Specific Collateral Attack vs. the AFV's Vulnerable PRC. [p.E26⁹⁰; An96; different wording in An90 & An95w; Mw]

E7.43 The principles of D5.33 still apply to changes of BU/CE status made as per this rule. [p.E26⁹⁰; An96; Mw]

E7.5 AA fire is not subject to leader direction ("Leadership NA" triangle). [p.E26⁹⁰; An96; Mw]

E7.51 Is Light AA fire subject to Cowering? May it be directed by a leader?
A. Yes; i.e., A7.9 applies unchanged. Yes, but no leader DRM can apply ("Leadership NA" triangle). [An91; An95w; An96; Mw]

E7.61 Is a Sighting TC allowed vs. a Location which might contain a HIP enemy unit, or only a Location which is known to contain HIP enemy units?

A. Yes, you can make Sighting TC vs. a Location which might contain a HIP enemy unit, note C1.6. [Letter5]

E7.61 If no Known enemy unit is in/adjacent to the hex that contains the AR of an Observation Plane, what DRM apply to its Sighting TC? In this situation, must an extra black chit be drawn for battery access?

A. DRM apply as if attempting to sight a hidden unit (regarding concealed units, note also the second sentence of C1.6). Yes. [An91; An95w; An96; Mw]

E8.11 German gliders become available for DYO use in 5/40; U.S. and British gliders in 7/43. [p.E26⁹⁰; An96; Mw]

E8.3 How is CC versus a glider and its Passengers conducted?
A. As if it were an unarmored vehicle. [An97; Mw]

E8.41 & E9.33 Can glider/parachute Personnel suffer ELR Replacement?
A. Yes (if multiple parachute Personnel fail a MC by > their ELR, use Random Selection to find the one(s) that must be Replaced). [An95w; An96; Mw] {Reference to E9.33 added. SR}

E9.2 Drift occurs after all ground units have completed their MPH. [p.E26⁹⁰; An96; Mw]

E9.33 & E8.41 See prior entry.

E9.7 A 5-4-8 squad in its pre-armed 2-2-8 state has no Assault/Spraying Fire or smoke grenade capabilities. [p.E26⁹⁰; An96; Mw]

E9.43, A7.211, A8.31, A12.151, A13.61, A15.432, A25.231, D7.22 & G1.423 See prior entry.

E10.1-11 In some cases the pertinent Chapter H Vehicle Note will specify the exact Ammo Vehicle to be used [p.E26⁹⁰; An96; Mw]

E11.21 Bog too can cause a Gap. [p.E26⁹⁰; An96; Mw]

E11.251 Read "it" at the beginning of condition #1 as "it/its-PRC". [Chapter E Clarifications; Mw]

E11.52 A Column may use neither Human Wave nor Dash movement. [p.E26⁹⁰; An96; Mw]

E11.53 A sniper attack vs. a Column unit causes that Column to Disband. [p.E26⁹⁰; An96; Mw]

F8.6, B27.54, B28.41 & RB SSR RB6 See prior entry.

National Capabilities Chart The Reduced strength Japanese conscript squad is mistakenly shown as 1-2-6, while the counters and G1 illustration show them as 2-2-6. [Misc2]

G1.423, A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, D7.22 & E9.43 See prior entry. {Original pages: A25.231. SR}

G2.2, B13.31 & C3.71 See prior entry.

G2.7, ASOP, B24.7, B24.73, B24.75, B24.76 & G9.71 See prior entry.

G9.71, ASOP, B24.7, B24.73, B24.75, B24.76 & G2.7 See prior entry.

G13.42 & D16.11 See prior entry.

H1.5 What are the designations for Smoke capability for the German, Russian and Finnish OBA Availability Charts on page H5 (these seem to have been added for other nationalities available since the release of Yanks)? A. Pending. [Compil2]

Belgian Ordnance Note 7 M76A The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Belgian Ordnance Note 10 C75 TR Counters A-C (and the illustration in the Note) should show the gun caliber as overscored (as shown in the Listing and counter D). [J1; Mw] {Corrected with ABTF countersheet. SR}

Belgian Ordnance Note 11 C75 GP The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Belgian Ordnance Note 13 C120 M31 Counter A (and the illustration in the Note) should show the gun caliber as overscored (as shown in the Listing and counters B & C). [J1; Mw] {Corrected with ABTF countersheet. SR}

Belgian Vehicle Note 15 T-13 Type II(b) Counters (and the illustration in the Note) should indicate that vehicle is radioless (as shown in Listing). [J1; Mw] {Corrected with ABTF countersheet. SR}

Common Allied Nations Ordnance Note 30 75M 19S The counters, the illustration in the Note, and the Listing should not show the gun caliber as overscored, since its AP5 (Limited Stowage – C8.5) is not date dependant. [J1; Mw] {Corrected with ABTF countersheet. SR}

Common Allied Nations Ordnance Note 32 120mm wz.09/31 The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Common Allied Nations Ordnance Note 33 155mm Model 17S Counter A (and the Note illustration) should show the gun caliber as being overscored (as shown on Counters B & C and the Listing). [J1; Mw] {Corrected with ABTF countersheet. SR}

Common Allied Nations Ordnance Note 36 40mm Bofors AA The text should refer to British Ordnance Note 21, not 41. [J1; Mw]

Common Allied Nations Vehicle Note 36 VCL Utility (b) Counter and listing should show that vehicle is fully-tracked, not wheeled. [J1; Mw] {Corrected with ABTF countersheet. SR}

Dutch Vehicle Note 30 Jeep(a) The cross reference to Low Ground Pressure should be D1.41, not D1.51. [J1; Mw]

German Vehicle Note 45 Marder I The German *Marder I* TD should have "(f)" in its name on the counter, for ESB purposes (D2.5). Corrected in PB. [An89; An95w; An96; Mw]

German Vehicle Note 59 SPW 250/7 & SPW 251/2 The *SPW 250/7*, and *SPW 251/2* ht start each scenario manned by an Inherent Infantry (i.e. 2-2-8) crew and should have "InfCrew" on the counter. When such a crew exits it vehicle its ID should be recorded since it differs from a normal Infantry crew by having vehicular-crew capabilities. Corrected with *The General* 28.6 and KGP 1 countersheets. [An89; p.H66 (British Vehicle Note H); An96; Mw]

German Vehicle Note 65 SPW 251/10 The German *SPW 251/10* ht should have "ATR:PSK^{S3}" on the back of the counter; see German Vehicle Note 65. [An89; An95w; An96; Mw]

German Vehicle Note 67.1 SPW S307(f) 1) May the MG armament on the S307(f) be used offensively in CC?

A. No.

2) Does the CMG have only the CA of the MA (i.e., the VCA)

A. Correct.

3) Does this counter require errata: "(add "CMG: VCA only")" on the back?

A. Require? No.

4) If it had this remark on the back, this question would not come up, which would be an improvement.

A. But without the remark, it still is restricted to the VCA and still can't attack in CC. [Letter16]

German Vehicle Note 69 PSW 221 The *PSW 221* SC should have "BU FP NA" on the counter; All IMT restrictions apply in the normal manner [EXC: the crew must be CE to fire the CMG]. Corrected with *The General* 28.6 countersheet. [An89; p.H66 (British vehicle note O); An96; Mw] [Letter15]

German Vehicle Note 92 2cm FlaK LKW The MA of the German 2cm FlaK LKW truck should be "20L" – not "20". Corrected in KGPI. [An89; An95w; An96]

German Vehicle Note 93 Goliath At the end of the next-to-last paragraph, add "A Goliath detonated by Defensive First Fire does *not* leave Residual FP." [An93a; An95w; An96; Mw]

German Vehicle Note 93 Goliath In the second paragraph, line 22, delete "(including the Nationality DRM)". [An97; Mw]

German Vehicle Note L Add "the colored dr of" between "from" and "its" in the last line. [p.H66 (British Vehicle Note 84); An96; Mw]

German Vehicle Note O After "it", add "can fire only while the AFV is BU, ". At the end of the Note add "(or one whose elevation advantage is > the AAMG's range to it). Otherwise it is treated as a normal AAMG." [An93a; An95w; An96; Mw]

German Vehicle Note c Multi-Applicable Note c does not apply to the 38H 735 (Note 101) or the 35-S 739 (Note 102). [An97; Mw] {They are Note 9.2 and Note 9.3 in v2. SR}

German Vehicle Note f Multi-Applicable Note f (shown as a superscript) does apply to the 35-S 739. [An97; Mw]

Polish Ordnance Note 4 75mm wz.02/26 The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Polish Vehicle Note 2 Vickers Edw(b) & Ejw(b) The VCA of the vehicle in the diagram should be facing the squad (rotate the vehicle 120 degrees CCW). [J1; Mw]

Polish Vehicle Note 13 Horse-Drawn "Taczanka" The CS# is not printed on the counter, but according to the vehicle listing it is '3'. [Letter18]

Russian Vehicle Note 19 M4/76(a) At the end of the first paragraph, add " and U.S. AP/APCR TK#s." [An93a; An95w; An96; Mw]

Russian Vehicle Note 20 T-44 The counter illustration should show the T-44 as being a small (+1) target. The actual counters are correct. [An93a; An95w; An96; Mw]

Russian Vehicle Note 40 BA-64B The Russian *BA-64B* AC should have "BU FP NA" on the counter; see Russian Vehicle Note 40 and British Vehicle Note O. [An89; An95w; An96; Mw]

Russian Vehicle Note L Add "the colored dr of" between "from" and "its" in the last line. [p.H66 (British Vehicle Note 84); An96; Mw]

Yugoslavian Ordnance Note 21 80mm M28 and M33 The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Yugoslavian Ordnance Note 22 100mm

M14/19 The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Yugoslavian Vehicle Note 20 M3A1(a) & M3A3(a) The counters (and Note illustration) for the brown Yugoslavian M3A3 tank should have superior turret armor for the side/rear armor (as indicated in the Listing), not for the front armor. [J1; Mw] {Corrected with ABTF countersheet. SR}

J2.31 & B30.6 See prior entry.

RB SSR RB6, B27.54, B28.41 & F8.6 See prior entry.

First Edition ASL Modules Scenarios

Scenario 86 ("Fighting Back") The contact number shown on the scenario card for the Polish radio should be 7, as is shown on the actual radio counter. [J1; Mw]

Scenario 89 ("Rescue Attempt") In SSR 2, replace overlays RR3 & RR4 with RR11 & RR12 (the 6-hex EIRR overlays). (Consider overlapping a hex of the two GLRR overlays (RR1 & RR2) which will keep all of overlay RR1 on board.) [J1; Mw]

First Edition ASL Counter Errata

Belgian Ordnance Note 10 C75 TR See entry under Chapter H.

Belgian Ordnance Note 13 C120 See entry under Chapter H.

Belgian Vehicle Note 15 T-13 Type II(b) See entry under Chapter H.

Common Allied Nations Ordnance Note 30 75M 19S See entry under Chapter H.

Common Allied Nations Ordnance Note 31 C105 L 13S Counter F should have "M5" instead of "M6". [J1; Mw] {Corrected with ABTF countersheet. SR}

Common Allied Nations Ordnance Note 33 155mm Model 17S See entry under Chapter H.

Common Allied Nations Vehicle Note 36 VCL Utility (b) See entry under Chapter H.

Dutch Vehicle Note 27 Pantserwagen M.38 Counter B should show the MA as "37L", not "37". [J1; Mw] {Corrected with ABTF countersheet. SR} The corrected counter in ABTF should have "2^{R2}/2" for MGs. [Mw]

German Ordnance Notes 17 & 18 RCL Guns All German RCL Gun counters should have a thin white circle on the front of the counter to indicate that they have a 360-degree mount (C2.3). Corrected with *The General* 28.6 countersheet. [An89; German Ordnance Notes 17 and 18; An96; Mw]

German Vehicle Note 6 PzKpfw 35t The German *PzKpfw 35t* tanks should have "t" – not "(t)" – in its name on the counter and the Chapter H illustration, since it does not receive the zero ESB DRM for being Czech-built (D2.5). [An89; German Vehicle Note 6; An95w; An96; Mw] {An96 mistakenly references note 7. SR} [Letter15]

German Vehicle Note 45 Marder I See entry under Chapter H. Corrected in PB.

German Vehicle Note 59 SPW 250/7 See entry under Chapter H. Corrected with *The General* 28.6 countersheet.

German Vehicle Note 59 SPW 251/2 See entry under Chapter H. Corrected with KGP I countersheet.

German Vehicle Note 65 SPW 251/10 See entry under Chapter H.

German Vehicle Note 69 PSW 221 See entry under Chapter H. Corrected with *The General* 28.6 countersheet. [Letter15]

German Vehicle Note 92 2cm FlaK LKW See entry under Chapter H.

German Vehicle Note 93 Goliath The counter should have three white stars on the Limbered side. [German Vehicle Note 93]

Russian Vehicle Note 28 IS-2m The Russian *IS-2m* tank with ID "F" should have a white dot behind its BMG factor. [An89; Russian Vehicle Note 28; An96; Mw]

Russian Vehicle Note 40 BA-64B See entry under Chapter H.

Russian Vehicle Note 45 IAG-10-AA Counter C should have one red star, like counters A and B and the Chapter H illustration. [Letter11]

SMOKE All 1/2" SMOKE counters should have *green* printing on a white background, since they are removed at the end of each MPh. This was corrected with the *Croix de Guerre* counter mix. [An89; Mw]

U.S. M4 18-Ton High-Speed Tractor (footnote P27) The U.S. M4 18-Ton High Speed Tractor in KGP II should have a towing value of "T-4" not "T4". [An96]

The US M4 18-Ton High Speed Tractor provided in KGPII should have a 4FP AAMG using the 12.7mm To Kill number with a "2" ROF per U.S. Multi-Applicable Vehicle Note O. Revised counters for this and other counters from KGPII are included in *Doomed Battalions*. [J1; Mw] The six replacement counters provided in DB should show "*AAMG" for its MA, with "2" ROF box. [J1]

It is unarmored, so the KGP counter also erred in portraying it as OT. [Letter7] {Corrected with ABTF countersheet. SR}

Yugoslavian Vehicle note 20 M3A3(a) See entry under Chapter H.

Miscellaneous First Edition Errata

AP To Kill Table {SR}

Italian 5pp ATR 20L: The Basic TK# is 6
Italian 1pp ATR (ex-Polish): The Basic TK# is 5
Japanese 57*: The Basic TK# is 8
Japanese 120*: The Basic TK# is 13
Japanese 120L: The Basic TK# is 27
Japanese 140L: The Basic TK# is 32
Japanese 150*: The Basic TK# is 17
[Italian Ordnance Note 3, ditto, Japanese Vehicle Note 7, Japanese Ordnance Note 16, Japanese Ordnance Note 24, Japanese Ordnance Note 17, and Japanese Ordnance Note 18, respectively]

APCR/APDS To Kill Table

Russian 76LL: The Basic TK# is 18. [Gen24.2; An91; An95w]

HEAT To Kill Table {SR}

American M18 Recoilless Rifle: 57mm HEAT has a Basic TK# of 11.
Italian: 65mm HEAT has a Basic TK# of 11
Italian: 100mm HEAT has a Basic TK# of 14.
[U.S. Ordnance Note 10, Italian Ordnance Note H, and ditto, respectively]

Miscellaneous First Edition Map Errata

Mapboard 45

Mapboard 45 Hex N8 should have a regular center dot in it, not a large dot. [J1; Mw]

Sources

Official Sources

Action Pack 1, ("AP1" abbreviation)

ASL Annual, ("An" abbreviation)

1989, 1990, 1991, 1992, 1993a, 1993b, 1995w (Winter), 1996, 1997

ASL Journal #1 ("J1" abbreviation)

#1

ASL Rules,

Chapter E Clarifications, 1990 errata.

Chapter O Clarifications.

Chapter H errata embedded in the Notes.

Miscellaneous Official Sources, ("Misc" abbreviation)

1) Rules inspection prompted by letters from Bill Kohler and Steve McBee to the ASLML, 15 October 1999

2) Rules and counter inspection prompted by email from Jon Cole, 19 July 2000

The General, ("Gen" abbreviation)

Volume 22, Numbers 5 and 6

Volume 23, Number 2

Volume 24, Numbers 1, 2 and 6

Volume 25, Numbers 1, 2 and 6

Volume 26, Numbers 1 and 5

Volume 27, Number 1

Unofficial Sources

Letters,

1) Bruce Probst to AH & reply, 20 June 1989

2) Scott Romanowski to AH & reply, 1 December 1994

3) Phil Driscoll to Bob McNamara & reply

4) Bruce Probst to AH & Bob McNamara, & replies, 12 September 1995

5) Kiri Naiman to Avalon Hill, 1990-1993

6) William Kohler to ASLML, 17 November 1998

7) Perry Cocke to ASLML, 16 April 1999

8) Perry Cocke to Scott Romanowski, 26 April 1999, pointing out various typos

9) Daniel Zucker to ASLML, 1 May 1999, and counter and chart inspection prompted by that mail

10) Bill Kohler to Scott Romanowski and rules inspection that prompted, 14 June 1999

11) Wayne Hadady to ASLML, 17 June 1999

12) Jakob Nørgaard to Perry Cocke and response, 10 January 2000

13) Wayne Hadady to Perry Cocke and responses, posted to ASLML, April 2000

14) Perry Cocke to ASLML, 14 June 2000

15) BV 2nd Edition counter inspection by Steve McBee and Chuck Tewksbury, results sent in private email to Scott Romanowski, 11-12 December 2001

16) Wayne Hadady to Perry Cocke and reply, posted to ASLML 5 January 2002

17) Scott Romanowski to Perry Cocke and reply 6 January 2002

18) Scott Jackson to ASLML and the counter and rules inspection if prompted, 31 January 2003

Compilations of ASL questions received at asl_qa@anodyne.com and also re-printed in View From the Trenches ("Compil" abbreviation), dated

1) 22 March 1996 (VFTT8)

2) 10 April 1996 (VFTT8)

3) 27 June 1996 (VFTT9)

4) 16 August 1996 (VFTT10)

5) 26 November 1996 (VFTT11)

6) 11 March 1997 (VFTT13)

7) 2 February 1998

8) 18 September 1998

9) 27 February 1999

Compilation of Q&A that appeared in Tactiques #6 ("Tac6" abbreviation)

Scott Romanowski's PGP public keys:

For PGP version 5.0 and later, ID 0x44B48450, fingerprint 676F 8733 ADB9 0255 0A28 941A 389F 2E7E 44B4 8450, 2048-bit DH key, 1024-bit DSS key, created 6/18/1997.