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

1. Perry Sez from GameSquad ASL Forums (version 20, 2016-10-17), (pages 2 – 99).


<table>
<thead>
<tr>
<th>Ver.</th>
<th>Date</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2010-02-14</td>
<td>Initial version.</td>
</tr>
<tr>
<td>2</td>
<td>2010-02-14</td>
<td>Added 3 Q&amp;A.</td>
</tr>
<tr>
<td>3</td>
<td>2010-02-22</td>
<td>Added 3 Q&amp;A.</td>
</tr>
<tr>
<td>4</td>
<td>2010-04-26</td>
<td>Added 9 Q&amp;A. Added Index &amp; Obsolete Q&amp;A sections. Changes in rule references and ordering of the Q&amp;A.</td>
</tr>
<tr>
<td>5</td>
<td>2010-07-16</td>
<td>Added 15 Q&amp;A.</td>
</tr>
<tr>
<td>6</td>
<td>2010-11-14</td>
<td>Added 7 Q&amp;A. Added version number on the pages.</td>
</tr>
<tr>
<td>7</td>
<td>2011-03-09</td>
<td>Added 17 Q&amp;A.</td>
</tr>
<tr>
<td>8</td>
<td>2011-08-10</td>
<td>Added 6 Q&amp;A + 51 Q&amp;A from source [1].</td>
</tr>
<tr>
<td>9</td>
<td>2011-12-22</td>
<td>Added 10 Q&amp;A + 85 Q&amp;A from source [2].</td>
</tr>
<tr>
<td>10</td>
<td>2012-06-26</td>
<td>Added 16 Q&amp;A + 3 Q&amp;A from source [3] + 67 Q&amp;A from source [4].</td>
</tr>
<tr>
<td>11</td>
<td>2012-09-27</td>
<td>Added 7 Q&amp;A.</td>
</tr>
<tr>
<td>12</td>
<td>2012-11-28</td>
<td>Added 6 Q&amp;A.</td>
</tr>
<tr>
<td>13</td>
<td>2013-03-18</td>
<td>Added 9 Q&amp;A. Removed 1 Q&amp;A. Moved 6 Q&amp;A to Obsolete section.</td>
</tr>
<tr>
<td>14</td>
<td>2013-09-11</td>
<td>Added 13 Q&amp;A.</td>
</tr>
<tr>
<td>15</td>
<td>2013-12-20</td>
<td>Added 10 Q&amp;A.</td>
</tr>
<tr>
<td>16</td>
<td>2014-05-22</td>
<td>Added 14 Q&amp;A + 1 Q&amp;A from source [3]. Updated 1 Q&amp;A.</td>
</tr>
<tr>
<td>17</td>
<td>2015-02-17</td>
<td>Added 25 Q&amp;A. Moved 1 Q&amp;A to Obsolete section. Discontinued the Index.</td>
</tr>
<tr>
<td>18</td>
<td>2015-05-27</td>
<td>Added 16 Q&amp;A.</td>
</tr>
<tr>
<td>19</td>
<td>2016-02-29</td>
<td>Added 18 Q&amp;A. Added 3 Obsolete Q&amp;A. Moved 17 Q&amp;A to Obsolete section.</td>
</tr>
<tr>
<td>20</td>
<td>2016-10-17</td>
<td>Added 20 Q&amp;A. Added description of Obsolete section.</td>
</tr>
</tbody>
</table>

Sources:*  
[1] Posted on the GameSquad forum in the “ASL Rules & Errata” section.  

* 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” subsection.
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, 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]).

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 & 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 IIII have to setup off board in hexes of the row I, or may they setup in hexrows H and J and merge into IIII 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, 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.

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**
A.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?
A.12.16, 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 A.12.16 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 A.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 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 A.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.

A4.132, 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.

A4.14
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 and infantry OVR on the SMC?
A. No.

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.

A4.32-.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.
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 M8. 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/o 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.

A4.42
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 & D6.5
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.

A4.43, 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.

A4.44
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 & 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.

A4.6, 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 ordnance get FFMO and FFNAM on its To Hit attempt and an additional -2 DRM on its IFT DR?
A. Yes. No FFMO/FFNAM. [4]

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 & 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 ≤ 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).

A6.11, 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}

A6.8

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.

A7.305 & 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 sprayed 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 & 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 its MC (so it remains in good order). Can the HS 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.

A7.531
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 & A7.72**
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.

**A7.7, A10.62, F11.71, & F11.72**
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.

**A7.81 & G1.424**
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 Cowering 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 cowering, right?

A. Correct.

Besides, if a FG formed by Inexperienced units and other units (none being immune to cowering) 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, possible 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.

A. No to both per A8.15 “FFMO DRM cannot apply”.

Ver. 20
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 bL4-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 & 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]
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, 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]

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?

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 & 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 that negating FFM0)?
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 FFM0].
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 firedlane block the LOF and make the placing of a Firedane 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. 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.

**A9.61**
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.

**A9.74**
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.

**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.

A10.21
During a MPH, a player moves units/disable 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


or


or

d) Some other sequence?

A. a)

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 units 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 is 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 & 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 & 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]

A10.53, 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 a 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, 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 Cowering 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}

A10.7
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]

A11.15
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 an 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 & 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 & 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.

**A11.61**
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}

**A11.622**
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]

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 need 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” doe 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 & 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]

A12.14
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.

A12.15
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/ZIP on a board edge hex of an entry area. An entering unit attempts to enter the location containing that concealed/ZIP unit. Is the entering unit eliminated for having momentarily entered and then exited the board?
A. No.

Is the entering unit bounced back to it’s 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 & 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]

A12.153 & 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]
A12.3 & 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.

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 “?”.
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 a 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.

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 & 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 & 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.

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 ≤ 82mm 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.

A15.42 & 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.

A15.432
Squad fires a panzerfaust in Prep fire, takes the backblast causing a MC, a 2DR on the MC calls for HO B 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 & 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]

A19.131
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 [16]/7)?
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 malf'ed?
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 $\leq 4$ (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 then 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 squad and a Green squad are stacked together in a hex. 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 squa 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 ≤ 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 rearsms (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 rearsms, 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]

**A22.2**

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.

**A22.34 & 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]

**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, & 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 an 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.

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, 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
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 & 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 & 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

A24.61
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]

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.

A26.16 & 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.
Chapter B

B.5 & B10.211
Does “alpine hills” block LOS down an continuous slope?
A. No.

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.
B6.42 & 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 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}

B8.4, 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}

B9.3
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 & B9.5
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.

B9.322
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.

B9.323
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 through either hexside (D4.223). May the AFV player never-the-less declare a (non-effective; D3.5) BMG attack, so as to change the AFV VCA to that hexspine?
A. No. [4]
B9.324
If a Dummy unit is discovered by not being able to prevent an enemy unit from claiming WA is the Dummy removed?
A. No.

B9.36
Using the 1st EX illustration on page B9, assume a vehicle in bypass along the O6/O5 hexside: Would a vehicle in P5 with WA be HD to the Bypass vehicle? If the Bypass vehicle were in Bypass in O5 (assuming a bypassable obstacle in O5) along the same hexside, would the vehicle in P5 with WA be HD to the bypassing vehicle?
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. \[1\]

B9.4
May a wall/hedge hexside with an “obvious gap” (but no road depiction) be crossed without paying the extra movement cost? May walls/hedges with “obvious gaps” (whether there is a road or not) be crossed by expending the additional movement cost for a wall/hedge if desired?
A. Yes to both. \[4\]

B9.4 & D7.
During its MPh an Armored Car (AC) becomes ADJACENT to an known enemy infantry unit. The AC announces it will enter the infantry unit’s Location and conduct an Overrun, and announces the MP expenditure for the Overrun combined with the cost of entry into that Location. The hex side crossed by the AC is a Hedge hexside and so the AC must take a Bog Check DR which it fails. As per B9.4, the AC is now Bogged in the hex it attempted to leave. Does the announced Overrun still occur (albeit at half firepower as the AC is now Immobile [D7.11]) even though the AC has not entered the enemy unit’s Location?
A. No. \[2\]

B9.521
A German squad IN a trench in an open ground hex (known as hex A). In an adjacent hex (known as hex B), across a bocage hexside, an American half-squad that does not have WA, (due to lack of WA against other German units in a different hex.) Does LOS exist between the German squad and the American half-squad even though neither of them have WA?
A. Yes.

If no, then is WA ALWAYS required for LOS to exist between UNITS through a bocage hexside?
A. NA.

Does LOS exist from a same level unit 2 hexes away from the location formed by the bocage hexside?
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.

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.

B13.42
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 & 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.

B13.421 & 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.

B1.4211 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 says “However, if the LOS is drawn 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 targetfirer.” Here surely “ground level” should actually say “lower level”?
A. The rule is indeed referring to the “lower level” targetfirer. [2]

Can a unit at a 1/2 Level (on a Hilltop) 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.

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.

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 & 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]

B23.71
Can a rowhouse vertex be bypassed if the black bar depiction touches the vertex?
A. 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 rubbled?
3) What location, if any, is affected (and becomes rubble) if a playable rooftop location in a factory is rubbled 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 rubbled?
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.

B23.742 & O5.2
In Red Barricades are Factory hexes with printed stairwells and no road hexside Vehicular-Sized Entrance hexes?
A. Yes.

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 it 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 rubbed Location is no longer a building Location”. Assume a three-hex building, and that the middle hex of the building is totally rubbed.
1) Is the rubbed 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.”

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?

Ver. 20
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.

B26.51
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 ≤ 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 ≤ 5 or on an Original KIA on the final FP column?
A. An Original 5.

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 an 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 rubbled 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]

B30.34 & 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]

**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]

**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.

C1.51
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 & 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 it’s 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 & 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 & 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 ≤ 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 it’s CMG out from a woods/building/rubble hex? In other words, after taking such a shot, may the tank change it’s 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.)

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 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-ao shell? 1 FP or 2 FP?
A. 1 FP as if APCR. [2]

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 state 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.

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.

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.

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 IFT.

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.

**D2.11 & 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).

**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]

**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 MP (since he ran out of MP)?
A. It must end its MP 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.

D2.4
“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 \( \leq 3 \) 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 J\(^3\) apply instead?
A. Case J (but never J\(^1\), J\(^2\), J\(^3\), or J\(^4\)) 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]

D2.5 & 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 & D3.53
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

Ver. 20
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.

D5.34
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).
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/TC/IFT/CC penalty of D5.341?
A. No. [4]

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 it’s 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 it’s MP allotment? or Have infantry 2 MF already to spend, because the vehicle has expended 6 MP (1/4 of it’s 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 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/armed 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/armed-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 Bogged 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.

D8.3
What should the status be of a Bogged 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 Bogged 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}

D9.31
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 & 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 Gyrostabilizer, 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]

**D14.23**
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 & 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]
E1.4 & 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

E1.43
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.

E1.54
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 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 so do 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 DFFh, 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}

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.

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.

E7.51 & 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-eights-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.

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}
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.

G1.612
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}

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}

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.
Chapter H

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 is 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).

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”.

Ver. 20
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}

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.

O11.606
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 ≥ 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.
Chapter Q

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.
Chapter Z

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]

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 ≥ 20mm. What should we do in terms of this Carrier in the RePh?
A. For purposes of this rule the “Functioning MA” must be ≥ 20mm. Treat the Carrier as if it did not have functioning MA. [2]

Suicide Creek
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 11) 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.
Scenarios

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 MP?, 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 hilllock) 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 hilllock 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.

**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]

**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.
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 rubbled location?
A. (b)

J85 Pitchin’ 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.

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.

**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]
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]

A7.531
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]

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]
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.

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.

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”).

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.

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.

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.

B29.03
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.

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]

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 ≥ 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 ≥ 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 11]

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]
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 $\geq 3$. In setting up it looks like this should be $\leq 3$. 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

IN ALL CASES THE TEXT IN THE CITED SOURCE IS OFFICIAL AND SUPERSEDES THIS DOCUMENT.
ITEMS FROM UNOFFICIAL SOURCES ARE FOR REFERENCE AND INFORMATION ONLY. THEY ARE NOT OFFICIAL UNTIL PUBLISHED IN AN OFFICIAL SOURCE.

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 at sign romanowski period com about any mistakes in this document. (Remove anti-spam conventions before use.)
Contents

Deluxe ASL Modules Scenarios .................................................................................................................. 72
General Scenarios ........................................................................................................................................ 72
Kampfgruppe Peiper Campaign Games ........................................................................................................ 73
Kampfgruppe Peiper Scenarios .................................................................................................................... 73
Operation Veritable ...................................................................................................................................... 73
Operation Veritable Scenarios ..................................................................................................................... 73
Operation: Watchtower .............................................................................................................................. 73
Operation: Watchtower Scenarios .............................................................................................................. 73
Out of the Attic Scenarios .......................................................................................................................... 73
Pegasus Bridge Campaign Games .............................................................................................................. 73
Pegasus Bridge Scenarios .......................................................................................................................... 73
Red Barricades Campaign Games ............................................................................................................. 73
Red Barricades Scenarios .......................................................................................................................... 73
Solitaire ASL Missions ................................................................................................................................ 73
Tactiques Scenarios ..................................................................................................................................... 74

Counter Errata............................................................................................................................................... 75

Miscellaneous Map and Overlay Questions and Errata ........................................................................ 77

Miscellaneous Errata ................................................................................................................................. 79

Third-Party Manufacturers Section

ASL News......................................................................................................................................................... 81
ASL Union of Gamers (ASLUG) .................................................................................................................. 81
At The Point .................................................................................................................................................. 81
Backblast ....................................................................................................................................................... 81
Baraque de Fraiture: The Battle for Parker's Crossroads ........................................................................ 81
Dispatches From The Bunker ...................................................................................................................... 81
Fanatic Enterprises ...................................................................................................................................... 82
Hell On Wheels .......................................................................................................................................... 82
Le Franc-Tireur .......................................................................................................................................... 82
Maple Leaf Route ....................................................................................................................................... 82
Monster Pack 1.1 ......................................................................................................................................... 82
On All Fronts ............................................................................................................................................... 83
Schwerpunkt ............................................................................................................................................... 83
Soldiers of the Negus ................................................................................................................................. 83
Tactiques ....................................................................................................................................................... 84

Tactiques PBDYO ........................................................................................................................................ 84
Tactiques Stalnié Prostori ............................................................................................................................ 84

The Wargamer Scenarios ........................................................................................................................... 84

Critical Hit Products .................................................................................................................................. 87

All American ............................................................................................................................................... 87

All American Scenarios ............................................................................................................................. 87
Night Drop! .................................................................................................................................................. 87

Armored Stand ........................................................................................................................................... 88

Arnhem: The Third Bridge .......................................................................................................................... 88

The Third Bridge CG and Scenarios ........................................................................................................... 89

Busting the Bocage .................................................................................................................................... 89

Carnage at Cassino .................................................................................................................................... 89
# Contents

Critical Hit Magazine Scenarios ................................................................. 89  
Dien Bien Phu .......................................................................................... 91  
Dien Bien Phu Scenarios ........................................................................ 91  
Dzerzhinsky Tractor Works ................................................................. 91  
Euro Pack 2 ......................................................................................... 92  
Euro Pack 3 ......................................................................................... 92  
Euro Pack 5 ......................................................................................... 92  
Gembloux The Feint ............................................................................ 92  
   Gembloux The Feint Scenarios ...................................................... 92  
Genesis 48 Scenarios .......................................................................... 94  
Grain Elevator, The ............................................................................ 94  
Guerra Civil ......................................................................................... 94  
Guerra Civil Scenarios ........................................................................ 94  
Hell’s Bridgehead .............................................................................. 95  
Jatkosota .............................................................................................. 95  
   Jatkosota Scenarios ....................................................................... 95  
Leatherneck ........................................................................................ 95  
   Leatherneck II ............................................................................... 95  
On All Fronts Pak ............................................................................. 95  
Operation Compass/Wavell’s 30,000 .................................................. 96  
Ordeal Before Shuri .......................................................................... 97  
Paddington Bears .............................................................................. 97  
Platoon Leader 1.0 Campaign Games A-H ........................................ 98  
Pointe du Hoc .................................................................................... 98  
   Pointe du Hoc Firefights ............................................................ 98  
Rout Pack I ......................................................................................... 99  
Rout Pack II ....................................................................................... 99  
Rout Pack III ...................................................................................... 99  
Ruweisat Ridge .................................................................................. 99  
   Ruweisat Ridge Scenarios ......................................................... 99  
Scotland the Brave I .......................................................................... 99  
Scotland the Brave II ......................................................................... 99  
Scrougin’ ASL News ......................................................................... 99  
Sunrise Bridge .................................................................................. 99  
Stonne 1940 ...................................................................................... 100  
   Stonne 1940 CGs & Scenarios .................................................... 100  
Those Ragged Bloody Heroes ............................................................ 100  
   Those Ragged Bloody Heroes Scenarios .................................. 101  
Uncommon Valor .............................................................................. 101  
   Uncommon Valor Scenarios ....................................................... 101  
Platoon Leader Rules 1.0 ................................................................. 103  
Platoon Leader Rules 2.0 .................................................................. 105  
Heat of Battle Products ....................................................................... 107  
Berlin: Red Vengeance ....................................................................... 107  
   Berlin: Red Vengeance Scenarios ............................................ 108  
Blood Reef Tarawa ........................................................................... 108  
   Blood Reef Tarawa Scenarios .................................................... 109  
Fortress Cassino .............................................................................. 109  
   Fortress Cassino Scenarios ....................................................... 110  
God Save The King .......................................................................... 110  
   God Save The King Scenarios .................................................. 110  
High Ground .................................................................................... 110  
King of the Hill ................................................................................ 110  
   King of the Hill Scenarios ......................................................... 111  
Onslaught To Orsha CG ................................................................. 111  
Onslaught To Orsha Scenarios ....................................................... 112  
Operation Bagration! Scenarios ....................................................... 112
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. [Compil3]

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, 6.31 then Defender does Steps 6.11, 6.12, 6.21, 6.31 then
or
b) Attacker does Step 6.11, Defender does Step 6.12, 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 6.21, Defender 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 hexagri in direction that will apply to all Wings." [J6]

Incremental IFT (IFT)
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 IFT TABLE The “MOL” entry should be over the pink “4” column instead of over the white “4 1/2” column. [J4]

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]

ASOP, IFT, Index, QRDC

Index & A.8 Is a unit on ground level ADJACENT to a unit on level 2 in an adjacent building hex?
A. No. [Art87; 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. Yes.
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/armed-HT, thus allowing all vehicles to FG their non-ordnance (and non-FI/IFE) weapons with their Passengers.
4) or only those that use the “carrier/armed halftrack” rules?
A. No.

Index “Armed” In line 2 after “(A20.54)”, add "and not possessing a functioning Gun/SW." [J6]


Index “Field Phone” Replace “O6” with “OGG6”. [Mw]

Index “GT” “ST=...(D1.32)” 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 Concealed 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 “AVF” 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]

Version 22, page 1
A.14 The green MMC illustration does not represent an actual unit. [Mw]

A.2.3 If a piece is set up in a half-hex between two allowed boards, does it count against scenariospecified setup limitations on both of those boards?
A. Yes. [An92; An95w; An96; Mw]

A.2.5 Can an Infantry unit Advance onto the board into an enemy-occupied Location? Can an AVF enter the board with an Overrun?
A. Yes. [Letter8]

A.2.5 A British 6-4-8 is in a fortified building location on the board edge (the fortified status is still HIP). Is a infantry unit considered to be elite when in a fortified building location?
A. It is eliminated. [Letter52] [See A2.5 Q&A for letter 91 below. SR]

A.2.5 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 MPH?
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 he will be hosed. Or if the defender is an AVF, 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.

A.2.5 & A26.221 Are units that fail to enter “eliminated” for purposes of CVP, or VC in general?
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). [Letter8]

A.2.8 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 MPh with a MMC/T; cause the MMC to take a LLM/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]

A.2.9 & 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 [EX: the player who sets up first may always check LOS for Bore-Sighted/Pre-Registered Hex purposes].
[Gen26.5; An91; An95w; An96; Mw]

A.2.9 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). [Letter8]

A.2.9, 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. No.

A.2.9 & B23.93 Can an AVF setup in a Fortified Building/Facility Location? Is so, can it ever leave that Location?
A. Yes. [Letter8]

A.2.9 & 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]

A.31 & ASOP See prior entry.

A.31 & 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 HT with ATR and succeeds in eliminating conscript HT; 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 woodsm hex using full MF allotment instead of 1/2 MF 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 CCP? 
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)? 
A. 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 MMC by INF OVR and the option to move the MMC to an Accessible Location is chosen, can the MMC 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 If 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 is being attacked by a First Fire counter, what effect is there on its CC attack vs. the MMC? 
A. None. [Compil8] 
A4.152 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 AFVs) or Convoy (including motorcycles and unarmed 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. [Compil5] 
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 3/4 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]
Chapter A

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; An95w; 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 1MF?
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 a) when it does not expend MF, during the MPh?
A. No. Original. [Letter108]

A4.42 & A4.51 Can a SMC and a MMC split the PP cost of one item? If both are CX and the MMC possesses a 4PP SW, does the SMC have to give to the MMC? Or could the SMC instead simply take 1PP and the MMC 3PP, thus both are only 1PP 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. Yes. No. [An95w; An96; Mw]

A4.43, A4.4 & A4.44 See prior entry.

A4.43 Can units who transfer SW perform other actions (e.g., Recombining, Scrounging, etc.) in the same RPh?
A. No. [Gen22.5; An95w; An96; Mw]

A4.43 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; 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, unpinched 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 & A4.44 & A4.33 Can a cavalry SMC recover a SW from a cavalry MMC?
A. No. [J1]

A4.45 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 entity 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 MF 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 contact, 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 invade 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] 

A4.6 A6.1 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]

A4.6 & 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]

A4.6 & 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]
A4.61 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 doesn’t 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; An98; An95w; An96; Mw]

A4.63 If a unit Dashing across a road becomes berserk, does it charge in that same MPh? A. Yes, if the dashing unit can bypass the obstacle while crossing the road. [J1; Mw]

A4.63 & A4.7 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 declaration 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 therein, 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/declared 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-Difficult 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, A12.12 & 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]

A5.12 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. No. 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.][Letters1 & 252]

Version 22, page 6
Chapter A

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 checking LOS? [Letter235]

A6.1 & C3.33 In order for a MTR to fire at a hex, must it (or its Spotted) 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 firer at an elevation >> 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 is not a 'Blind' hex after all." Can this be interpreted (my emphasis added) as: "Locations- in Blind hexes cannot be seen by the firer unless such -Locations- are at an elevation >> 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 & A8.4 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". [34]

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 FFP. [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 TPF) 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, it is 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." [16]

A7.301 & C3.74 If Random Selection due to a CH on multiple units chooses > one of those units, but fewer units that the KIA# for that CH's FF 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]
A. Yes, under the usual conditions (range, etc.).

A7.353 & A8.31 A HS malfunctions its MG in Subsequent First Fire. Is the HS then free to fire Inherent FP as FPF, since the MG is no longer "usable"?

A. Yes. [Compil7]

A7.4 & A9.5.5 If directed by a Leader, does the Leader's DRM affect every location affected by a spraying-fire attack?

A. No. [Letter4]

A7.34 & A9.5 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?" If a HS fails a MOL check during Conditional First Fire/Final Fire, may he again direct the fire of the squad?

A. No – at least one of those hexes/locations must contain a moving enemy unit. [Gen26.5; An91; An95w; An96; Mw]

A7.351 & C13.31 Does C13.31 supercede C7.351? More clearly, with C13.31 & C7.351 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 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 Protective Fire in the same phase?

A. No. It can use its LMG or its inherent FP in Subsequent First Fire; for FPF, 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 FPF, since the MG is no longer "usable"?

A. Yes. [Compil7]

A7.4 If there are both friendly and enemy infantry/unarmored vehicles/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 & A8.8 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. [An97; Mw]

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 >= 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 & 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 & A8.411 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.

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 ordinance 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".

A7.8 & 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 much 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]

A7.2 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]

A7.2 & B23.424 Is a unit with Scrolling 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 & A2.23.1 Is a unit that has been forced back to its off-board hex by a Residual Hit (e.g., via minefield or FFE attacks) attacked?

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/FPP/Final Firing that MG in a different CA?

A. No, only in woods/building/rubble. [Letter80]

A7.82 & A7.85 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) covers, 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 & C3.34 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 units(s)?

A. Yes. No. [Letter14] [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's 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 Does a unit which has itself or a SW as Subsequent First Fire, can it later in any weapon/inherent FP later that turn, barring inherent FP and/or a SW, can it Defensive Fire (i.e., the attack that creates the Fire Lane), but thereafter have no effect on that Fire Lane's DRM affect the MG's original attack (i.e., the attack that creates the Fire Lane). [Letter62]

A8.31 & A7.35 See prior entry.

A. Yes. (This supersedes the prior answer to this question in the '95w and '96 Annuals.) [An97; Mw]

A8.31 & A7.352 See prior entry.

A. Yes. (This supersedes the prior answer to this question in the '95w and '96 Annuals.) [An97; Mw]

A8.31 & A7.353 See prior entry.

A. Yes, since it cannot use Sustained Fire or Continuous Slope.

A8.31 & A7.354 See prior entry.

A. Yes. (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]


A. Only as per E1.71 (Bore-Sighted Fire Lane at night). [Gen26.5; An91]

A8.31 & A8.3.722 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]

A8.32 Is 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]

A8.32 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 ferring 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 which 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]

A9.25 & 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]
A. No. No. [Compil7]

A. Yes. [An95w; An96; Mw]

A weapon?

A. It is first Replaced, then it suffers Casualty Reduction?

A. Only if it is MA. [Compil4]

A. No; see A3.1. [Gen25.6; An95w; An96; Mw]

A. Can a unit marked with a First Fire counter destroy a MG during DPh if there is an adjacent enemy unit? If there is no adjacent enemy unit? A. Yes. No. [J1; Mw]

A. May an inherent crew voluntarily disable the vehicle's MA/MG?

A. Yes. [Compil9]

A. 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]

A. 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 either limber or unlimber. Are QSU Guns exempt from the automatic Random SW Destruction check as outlined above?"

A. Yes, unless they are abandoned. [Letter188]

A. May even one SMC dismantle or assemble a weapon?

A. Yes. [An95w; An96; Mw]

A. May a weapon that has fired and retained ROF be dismantled or assembled?

A. No [EXC: the Russian 82mm mortar after 1941]. [An97]

A. Can a unit which dismantles a SW in PFPh move in the subsequent MPh? Fire in AFPh?

A. No. No. [Compil7]

A. May the Russian .50 cal HMG that came in v2 be fired after a leader routs? A. Yes. 

A. Yes, leadership is -1 for the LLTC. 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 LLTC. 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]

A.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.

A.10.2 & A10.71 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]

A.10.21 In the example of the 8-0 leader, does the 4-6-7 still take a LLMC if it is Battle Hardened or rendered Berserker as a result of the 1MC? A. No, all MC, etc., caused by the attack are resolved before any LLMC/LLTC. [Letter8]

A.10.21 Re the last sentence of this rule: would a unit subject 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]

A.10.3, 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, is it Replaced by a broken 3-4-8 SS HST? 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 (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; Mw]

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 In lines 15-16 delete "to increase the distance between itself and ...... 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 minifield 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. [Compil; 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). [A097; 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 rubbled 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-minifield?
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 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 is no longer adjacent to a KEU at the 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. Yes. 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 is no longer adjacent to a KEU at the time, having routed away from them, and are now forced to take the interdiction.
A. Correct. [Letter259]

A10.53 May an Infantry unit in Open Ground (in 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/AVF manned by those units?
A. Yes to all. The viewing unit's Normal Range, CX status and gun CA are irrelevant to "?" loss/gain. [Gen327.3; 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 OQ 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 routes 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. [A97; 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 & 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 a CC 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 & A5.41 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 & B8.814 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 half-squad, 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 in a building is NA if CX and makes you CY 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 it 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]
A11.41 & B8.4 May a concealed unit that qualifies for Ambush Withdraw into a new 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. [Compil?]
A11.5, A11.61, A11.62 & A11.7 I moved a 7-4-7 squad into CC with a SDKfz 6/2 unarmed 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/MA/GA be used by an unarmed 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 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 DRM (in addition to other applicable DRMs). If it captures the vehicle, it may man it as per A21.22; the captured crew becomes unarmed, and if 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, A14.14 & 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]
A11.622 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 PPPh/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 armored 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]
A11.8 & 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 & A12.12 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]
A12.12, A5.1 & A12.14 See prior entry.
A12.12 & 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. [Compil15]
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 "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 (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 him 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.

Chapter A

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. [Compil12]
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 & 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 MP's? 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 move in 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 TPFB 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-.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 unpinned 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 to only discover that it contains a GO, unpinned armed enemy squad. (Which, BTW, would apply to units broken in bypass as well.) [Letter243] [Revised by SR]

A12.15-.151, B23.922 & D6.5 1) In the above explanation, it is 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 A12.157. A. Only if one of its occupants is revealed. [Compil1]


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 is 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; Ar6; 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." (OL 01.621, 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 unpinned, Good Order enemy squad be considered Accessible despite the fact that the searching unit could not enter it in the AFV? A. Yes. [An97; Mw]

A12.153, A12.23, & 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. [Letter9] 1st 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 HIPping 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 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. Yes. [EXC: Night; E1.16]. [Compil6]

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. [Letter93]
A15.3 A berserk 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 berserker 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 Moral 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 CCP? 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 & A4.24.1 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 MP step, must it at that time drop all excess SW it possesses? A. No. [An92; An95w; An96; Mw]

A15.431 A berserk unit expends 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 & A25.3 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 & 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 Ordinance 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 unit 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 & A15.42 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 MMC 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 MMC created? Must you roll again? Do you choose? 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 Personnel unit in its Location, or the ability of enemy Personnel units to enter its Location freely during the MP6? Also, is elimination of a Disrupted unit surrendering during a phase other than in the RPh allowed, and does this invoke No Quarter? A. Yes. No. Yes. [Letter8]
A19.12 & B30.44 In a MPh, may friendly Infantry enter an enemy Pillbox soley occupied by Disrupted enemy Infantry? Assume no non-Disrupted enemy in the Pillbox hex.
A. No. [Letter14]
A19.13 Is a Finnish 10-4 Replace by a 9-1 or 9-0? Is a Finnish 10-1 Replace 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.
A19.31 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]
A19.13 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]
A19.13 Does "inherent B#" in line 13 of A19.13 mean "printed Bi#"? A. Unless printed on the counter, the "inherent B#" is 12 (C2.28). [Compil3]
A19.13 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]
A19.13 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 X9). [Compil8]
A19.31 In line 10 replace "all Bi#" with "all SW Original Bi#/X#. [EXC DCT]" [J5]
A19.32 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]
A19.3 & 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, armned 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, armned Empire 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 with which 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 RpH, does No Quarter automatically apply to both sides? May the other side still accept a RpH surrender? A. No. Yes. [Compil9]
A20.3 & A19.12 See prior entry.
A20.5 Are captured MMC truly "Unarmed" for all game purposes If a broken MMC 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 unarmd 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 MMC 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 CVF. If that Unarmed HS subsequently eliminates its captor and is Rallied as a Conscript HS, is the captor awarded 1 CVF for having removed a crew from play? If the (now) Ral ated HS (formerly a crew) is subsequently eliminated/captured, is it worth 2 CVF for having once been a crew? Or 1 CVF 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 is subsequently escapes and re-arms, does it re-arm as a 4 or a 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 1CVF since the crew has been changed from a crew to a HS? A. Yes. Yes. No. [Letter255]
A20.5 & A20.53 May Prisoners be abandoned during the MPh? May a broken Guard abandon its Prisoners during the RpH? A. No. No. (Guards may transfer/abandon Prisoners only during RpH/Ph.) [Compil3]
A20.5 Do even wounded MMC prisoners move "at the foot rate ... of their accompanying Guard!" Can wounded MMC prisoners be Portaged as per A17.2? Can Captured leaders increase their Guard's available MF? A. Yes. Yes. No. [Letter4]
A20.5 Does a wounded leader prisoner move at the foot rate of his guards, or just 3 MF? A. The former. [Letter87]
A20.5 & 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]
A20.54 Yes. 

A20.55 & A22.622 Are Exit VP awarded for Prisoners eliminated by an attack by the non-Guarding side? 

A. No. [Compil9] 

A20.56 Can a Captured leader use his leadership DRM to affect another captured unit's Escape NTC? 

A. Yes. [Letter4] 

A20.57 & A11.15 See prior entry. 

A20.58 If an unarmed units attacks in CC and its target survives the attack but a different enemy unit is eliminated in that same CC, can that 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. 

A20.59 If a 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 CCPh, assuming no enemy 

A. No penalties for recapturing your own vehicle, except the A21.13 penalties if appropriate. 

A20.60 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. No. Is a MOL TK attempt negated if the D5.42 is a "6"? 

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. 

A21.3 & A21.5 See prior entry. 

A. No penalties for recapturing your own vehicle, except the A21.13 penalties if appropriate. 

A21.4 & A21.6 It is possible to re-man an Unarmed unit with a Temporary Driver 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. 

A21.5 & A21.6 See prior entry. 

A. No. 

A21.6 & A21.9 Apply too. [An93a; An95w; An96; Mw] 

A21.7 & A21.10 & A22.61 & A21.2 mechanics because said Infantry is not in a CC Location. Yes? 

A. No. [Letter173] 

A22.34 & A22.612 For a FT/MOL attack vs. an armed 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 & A7.351 See prior entry. 

A22.611 & R25.11 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. [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. Yes. [Letter75] 

A23.1 & A23.6 Does a Placed/Thrown 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 

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). 

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. [Compil8]
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]

A23.6 & 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 & A23.3 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? A. Yes, if a unit under that wire or IN that 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 – 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 Set a DC be detonated during the opponent's MPH? If yes, does it leave Residual FP? A. Yes, versus a moving target (A8.1). Yes – 12FF. [An95w; An96; Mw]

A23.7 & A12.152 See prior entry.

A23.7-.72 & A4.44 See prior entry.

A23.7.1 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]

A23.7.1 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 Wire or 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 checks 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) What was meant was “non-moving units in DFE”? A. Correct. [Letter162]

A24.31 In line 4 in EXC replace “non-moving units in MPH” with “non-moving units in First Fire". [I5]

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. [Compil9]
Chapter A

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 Guilty 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 & .063 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.]

A24.61 If an Original SMOKE source is on a level 4 hill 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 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-cw 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 underscored 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 a side's basis of having a LOS only to an enemy concealed stack?
   A. Yes – a concealed/Demmy 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 Threat?
   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]


A25.235 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 6-6-6-6 squad should not have its Morale Level encased in a sphere, 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 If a single hex of a multi-hex building isrubbed, 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 rubbed, and VC require "control" of building 22F4, then is control of the rubble HEX required to control the "building"?
   A. No. [Letter71]

A26.14 & O11.606 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]


A26.212 If a malfunctioned 5/8" ordinance counter is removed due to a "6" repair dir, 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.


A26.23 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. [Arn97; 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 "Track" column after "1/2" add "[BU:l]." [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.

B13.3 & 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 AAS 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., 41AAS) must be clear of the dark brown contour lines. Therefore, LOS from 41V6 to 41DD4 is blocked by the level 1 terrain in 41AAS. [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. [Compil17]

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 PFB 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.01; 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 hedge 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, B6 & 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/hedge bocage? A. Yes. [Tac7]

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]

B9.32–3.21 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 Gravelyard 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 24N1/3 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 24N1. Can the 658 claim opportunity fire. [An93b; An96; Mw]
A. Yes. [Letter78] {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.

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 backlog penalty?
A. Yes, unless it uses the Case C TH DRM or Opportunity Fire. [An93b; An96; Mw]

B9.32I 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/rejected/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)?
* 1 & 5 (and not 6 & 4)?
* 4 & 5 (and not 6 & 1)?
* 4 & 6 (and not 5 & 4)?
* all of the wall hexsides (1, 4, 5 & 6)?
A. Yes to all.

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}

B9.32 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 RPh 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 “‘less 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]

B9.51 Must a ground-level unit behind Bocage have Wall Advantage to see past that Bocage hexside?
A. No; vs. firers who do not have WA, will still receive Wall TEM. 

[Letter277] {Minor editing. SR}

B9.55 Since Bocage is not listed as Concealment Terrain on the Chapter B divider, 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 & 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] {Correct rule number for 2 MF}

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 & BB See prior entry.

B11.41, A4.42 & B8.4 See prior entry.

B13.11 & C5.11 Are Case A TH DRM doubled for a vehicle in a woods-road hex but not on a TIP? 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 hedge in its current VCA (or “rear” VCA if using Reverse movement). [Gen25.2; An91; An95w; An96; Mw]

B13.41 When 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 MP? 
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. [Letter194]

B13.41 & D2.14 If a vehicle blazes 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 hexes 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]

B13.421 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 36C1 to CC3 or vice-versa be hindered by the CC2 orchard, as per the first sentence of B14.2 – as, or 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 sighted down an orchard-road. EX: 23S7 to 23A3 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 hexides (e.g., gH3/gJ3) 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 gulley-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; An93a; 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? 
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, A6.2 & 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 theM3/N2/N3 vertex. Does an enemy unit in M2 that defensive first fires at this vertex have its FP doubled as PFB 
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]

B23.71 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 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]

B23.74i & A8.2 See prior entry.

B23.74i, A23.6 & B23.743 See prior entry.

B23.74i & 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]

B23.74i & 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.O3; An96; Mw]

B23.9 Is the TEM for a fortified factory hex +1/-2/+2/+4 for fire originating within the factory? What is the TEM if the fortified factory also contains debris (O.4/)? 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.


B23.922 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.

B23.921 & 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]

B23.922 & A23.3 See prior entry.

B23.93 & A23.9 See prior entry.

B23.93 & B9.32 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/Rubble 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-mortal ordinance. [An92; An95w; An96; Mw]

B24.11 & B25.13 For Rubble/Rubble 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, B6 & 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. [Compil13]

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; 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 APHs. 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 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 AVF 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 PPH, it attempts Entrenchment. If the attempt succeeds (i.e., if a 15 Foxhole is placed over it and its possessed SW), is that SW still Bore Sighted? Would it retain an Acquisition (on some other hex). In a PFPh, it possesses a Bore Sighted SW with (if a Lt MTR) an Acquisition (had it had one)?  
A. Yes. No, it moves directly to the steeple, and a unit in an extension considered “behind a wall”?

B27.2 May AT mines be traded for AP mines?  
A. Use double the factors originally provided, but set up all mines onboard revealed. [An93a; An95w; An96; Mw]

B27.4, A4.7 & C1.51 See prior entry.

B27.41 & A10.65 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]

B28.11 In lines 6-7 delete "Known Minefields (28.45-47)*" from the EXC. [J5]

B28.14 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; An98; 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 & A2.33 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. – 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. [Letter155] 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. – 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. [Letter155]

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. [Fac6]

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 has no stairwell icon has a steetle clone icon, must a unit on Level 1 of the steetle hex first move to ground level before moving into the steetle?  
A. No, it moves directly to the steetle, and a unit on ground level moves first to the Level 1 Location and then to the steetle. [Letter85] [Minor editing. SR]
Chapter C

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, C.6.1) 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 MPH stopped in its current Location) spends a start MP at the beginning of its MPHs (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 C8, does a vehicle have to move to a new hexside?

A. Yes. [Compil3]

C.8 & D8.3 If a Bog Removal DR exceeds the MPHs of the vehicle, but the Final colored dr is <5, does the vehicle end the MPHs in Motion? If so, is it then considered a moving target at the end of its MPHs?

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 USR 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. [API]

C1.21 1) How many extra chits 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 chits drawn?

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 - does 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 chits 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 chits 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 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.
C.13 & 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]

C.1, C.1.1, C.1.3 & OBA Flowchart See prior entry.

C.1.32 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 C.1.62 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]

C.1.322 Must a SR be converted if all C.1.333 conditions are met, or can the player decline its conversion after seeing where it would take place? A. Not optional after redesignation. [Compil2]

C.1.332 & C.1.21 See prior entry.

C.1.335 Must an Observer Correct or Cancel a SR if he has a LOS to its Blast Height, but disregarding SMOKE, he cannot see it, but can place? A. No. You must attempt to gain Battery Access.

C.1.336 & C.1.336 See prior entry.

C.1.5-.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/TCs? For becoming CE2? Is this any different if it were an OT AFV? A. No. No. Yes. No, unless receiving airbursts. [Compil6]

C.1.51 & B23.71 See prior entry.

C.1.51, A.47 & B27.4 See prior entry.

C.1.54 & A20 See prior entry.

C.1.57 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]

C.1.57 Does a LOS traced exactly along a hexside of a FFE qualify for the FFE Hindrance? A. Yes. [Letter153] [Minor editing, SR]

C.1.6 May an Observer use a radio during the PPPh and then during the MPPh 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]

C.1.6 & C.1.22 See prior entry.

C.1.63 & C.1.732 What is the Accuracy dr required for a pre-registered Offboard Observer? A. 4 or less. [J1; MW]

C.1.7 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 it is available.

d) For any nationality: need a player only find one game piece (or OBA Availability Chart entry) of proper caliber, date, and deplatable 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 Ordinance Listing * Nationality Ordinance 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]

C.1.7 At the end add “[EXC: IR Missions must be declared prior to the Mission’s first Battery Access draw.” [J5]

C.1.71 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]

C.1.71 & A24.1 See prior entry.

C.1.73 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]

C.1.731 & C.1.21 See prior entry.

C.1.732 & C.1.63 See prior entry.

C.1.81 Since “Bombardment potentially affects all the hexes of an entire mapboard, * must all non-spared hexes have 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]

C.1.81 In lines 1-2 delete “(inclusive of units set up offboard)”, [J5]

C.1.81 & ASOP See prior entry.

C.1.82 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]

C.1.82 If a unit breaks due to Bombardment, does it become DM? A. Yes. [An93b; An96; AP1; MW]

C.1.82 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]

C.1.82 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]

C.1.82 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 C.1.821 or C.1.822, any mutually agreeable order is acceptable. [Compil5]

C.2.1 & Index See prior entry.

C.2.1 Can a full strength squad fire a Gun and also use its inherent firepower in the same fire phase? A. Yes. [Compil6]

Version 22, page 30

Chapter C
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 C modifier (only)? Or both? A. Both. [Letter 1]

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. [Letter 1]

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 Defensive First Fire attack at a vehicle's PRC as it enters from outside the CA, when, even if the fire is by a Motion (i.e. non-Bounding) vehicle firing in a Phase other than the MPh? A. Yes. [Letter 11 & B13.31 See prior entry.

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. [Letter 265]

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 50 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 manned 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 & C9 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 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. [Letter 254]

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.

C3.33 & B13.3 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-Abaze/Rubbled, is the attack's doubled-FP IFT column used to determine if the Original IFT DR is a KIA for Rubber/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). [Letter 8]

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 Bazooka firing WP? A. Sure – see the definition of “SMOKE” in Index. No, because bazookas don't use the C3 TH Table. [Letter 3]

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. [Compil8]

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 APPh? 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-Stoppepd vehicle, does the SW pay To Hit Case C? A. Yes. Yes; rather than using the customary Case C, 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[1]” [Letter 107]
C6.2 If using Area Target Type at an empty hex, would Case K (concealed target) apply?
A. Yes, unless firing SMOKE. [Compil5]

C6.12 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, C8 & D2.13 See prior entry.

C6.4 A Scenario Defender records, as his Bore sighted 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 Vertices. Is this allowed?
A. No. [Letter14]

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]

C6.51 A 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. [Letter18]

C6.4 After the "WP" in line 3 in the EXC, insert "; HD (D4.2)"

C7.11 & C3.7 See prior entry.

C7.11-7.24 Do TK Cases A-D apply to MG targets?
A. A, B, and D do, but not C. [J1; Mw]

C7.31 Do all 20L. ARTs 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]

C8.4 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]

C8.6 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 FPPh/DPPh ...". 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 maneuver 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-ponnoton bridge hex via a road hexside, is there still a +1 Manhandling DRM based on the bridge's TEM? A. No. No. [Gen25.2; 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. Yes. [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 “+x” Y 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 An93w.) [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 & C10.531 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 >> one other Infantry unit in the Gun's Location, are hit by an ordnance/BOA 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. [An93a; An95w; An96; Mw]

C11.51 If the FP of a FG attacking a Gun includes both MOL and Small Arms Fire, could a gunsshield DRM modify the attack? A. Yes, but the FG could opt to decline its Small Arms Fire attack only with the MOL to avoid the gunsshield 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]

C13.3 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 “squads-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 cover 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 CCPF 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 cannot 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]

C13.311 In lines 3-4 replace “squads” with “squads-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 Lt and M20 sc, British Carrier C, and French M5A1 ht) can do this.

2) Suppose a HT carries a CE Passenger in position 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. Ordinance 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.
**OBA Flowchart & Cl.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

Chapter D Divider & D2.5 The ESB DRM

Table is missing the additional +1 for all Chinese vehicles (Chinese Multi-Applicable Vehicle Note A). [Letter5]

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 C.4 should be shown. In the 3rd bullet under "Results" in line 1 replace "CCP" with "RPh". [Mw]

Chapter D Divider & QRDQ 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 & A.7.4 See prior entry.

D.8 & D.5.31 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 & D.5.5 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. D.5.5 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 & D1.32 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 & D3.37 In all AFV with a "tsx2" 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, D1.12 & 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, D1.12 & 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. [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, C8 & 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?
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 "hex/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]

D2.31 Is the hex that a vehicle is Bypassing in its VCA?
A. No. [Compil8]

D2.31 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.
D.3. May a vehicle attempt weapon repair while holding enemy units in Melee? 
A. Yes. (Compil7)

D.3.7. May a vehicle attempt weapon repair while holding enemy units in Melee? 
A. Yes. (Compil7)

D.3.7 & D.1.81 See prior entry.

D.3.7 & D.5.341 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)

D.3.7 & D.5.341 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]

D.3.71 An AFV with a printed B(11) suffers Ammo Shortage and is therefore marked with a Low Ammo counter. Is the 'original B(11)' in D3.71 its printed B(11)? (Making the AFV a B10) 
A. Yes – as opposed to its original B(#). (Yes.) (Compil3)

D.4.2 In line 7 replace "claim a" with "claim an"-in-hex" before "Case Q TH DRM". [J6]

D.4.3 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 CAFP? 
A. Yes. [Gen24.1]

D.4.3 & B20.8 See prior entry.

D.4.3 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)

D.4.3 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)[EXC: vs. a German Vehicle Note G], which one applies vs. a German Vehicle Note G? which one applies vs. a German Vehicle Note G?

D.5.1 FREE FRENCH: Free French Inherent crews are considered British when determining their morale as per D5.1. [F.88b p.F202; An96; Mw]

D.5.1 & A10.8 See prior entry.

D.5.1 & 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]

D.5.31 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. Yes. Since no new MP expended, this shot would be based on prior MP and vs. CE. 

D.5.31 & A.4.2 See prior entry.

D.5.31 & A14.21 See prior entry.

D.5.31 If the turret/upper superstructure of an AFV's rear Target Facing is unarmed 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 unarmed Target facing so that the crew is Vulnerable? 
A. Yes. [Gen24.1]

D.5.31 Is the Inherent Crew of a BU OT AFV which is hit by (non-Air Burst) Indirect Fire Vulcan? 
A. No. [Letter212]

D.5.32 & C3.32 See prior entry.

D.5.33 Can a vehicle use Bounding First Fire in the same MP 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]

D.5.33 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]

D.5.33 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]

D.5.34 & A9.61 See prior entry.

D.5.341 & D3.7 See prior entry.

D.5.342 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 MP in 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]

Chapter D
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 Scenarist Defender? A. Only in certain CG. No. [Compil3]

D5.4 & D5.33 See prior entry.

D5.41 Can a crew that voluntarily abandons its AFV Scrounges 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 scavenging 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 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 MPPh, how many MF is it considered to have expended? Is the unit considered to be using Hazardous Movement only during its MPPh, or during the DPPh as well? A. All remaining. Its MP only. [Compil3]

D5.5, D5.6 & D9.3 Does the AFV TEM DRM apply to units abandoning the AFV due to Crew Survival (D5.6) 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 route? What is the procedure for a broken Passenger that wishes to route 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 routes 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 IA 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 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 component, 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 crew pays no extra MP for (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 MP expenditure. See the D4.53 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 MP 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 it 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 HG, 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 MGs 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.) [Compil13]


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 & D6.5 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 armored 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 PPPh? 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 PPPh? 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]


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. [Compil8]

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, ORDC & 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 & C8 See prior entry.

D8.4 & C8 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 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. [Compil13]

D10.51 Any functioning CMG that may be repositioned as an AAMG may be scrounged, regardless of the vehicle/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, C2.4001 & 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 MPPh. [An96; Mw]

D14.23 If a radioless AFV fails its non-platoon movement NTC, may its Crew then Abandon that AFV in that MPPh? 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]

E1.11 A dr result of "Overcast" on the NVR Table does not itself invoke Overcast weather (E3.5). [p.E26; 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.E26; 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.E26; An96; Mw]

E1.2 & E1.41 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.E26; 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.E26; 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 MP at "A", but moves to "B", does it lose Concealment at "A" (for failure to End its MP 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 at 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 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 KGPS 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?  

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 point it becomes subject to all Straying rules (E1.53–533). [p.E2669; 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.E2669; An96; Mw]  

E1.552 Jitter Fire does not bestow Freedom of Movement. [p.E2669; An96; Mw]

E1.6 The Night LV DRM is never > +1, and can apply irrespective of the range to the target. [p.E2669; 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 toptopmost height is at least a full level higher than the firer. Are both of these situations correct?  
A. No. [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?  
A. Yes, under the usual conditions (e.g., Deluxe, Red Barricades, Japanese, SSR). [Compil7]

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.E2669; 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.E2669; 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.E2669; 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.E2669; 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 MPhs?  
A. No.  
3) Is the ASOP correct in that it allows firing IR only at the beginning of the MPhs or DFPhs, similar to ordnance fire SMOKE?  
A. Yes. [Letter196]

E1.931 At the end add "IR Missions must be declared prior to the Mission's first Battery Access draw."

E1.932 & E1.922 See prior entry.

E1.932 A mortar that malfunctions while attempting to fire a starshell still creates a Gunflash. [p.E2669; 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 the 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) 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 FFSMO 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) aBoth.  
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 Overwatch? 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 Overwatch 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." [35]

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 MP/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]
E.7.42 & E.7.421 The Journal 3 article "Strafer Jones" seems to say that bombs use the Direct Hit/Near Miss mechanism (DR <= half Basic TH’r means Direct Hit and full FP; otherwise DR <= TH’r means Near Miss and half FP) for both Infantry and Vehicle target type. However, E.7.421 seems to say that this mechanism is used only against Vehicle target type, and an Infantry attack would follow E.7.42 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]

E.7.4 & E.7.421 There is a concealed squad and an uncoordinated 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 E.7.421 EX. or
(2) All units are affected if any hit, as per the second sentence of E.7.42 ("If attacking a building hex, the effect is resolved against all targets in LOS with the building hex with the same IFT Effects DR as a single attack vs that hex."); note the "all targets"?
(3) If any are missed, none are attacked, as per the last sentence of E.7.42 ("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]

E.7.22 & E.7.221 See prior entry.

E.7.5 In the antepenultimate sentence in the seventh line from the end after "marked with an AA counter” add "(and AAGM firing at Aerial targets)". [J5]

E.7.5 & D.35.1 See prior entry.

E.7.6 Are Observation Planes subject to Arrival (E.7.2)? A: No, they do not take counter form. [J1; Mw]

E.7.6 In lines 5-6 delete “is subject to malfunction/repair/disability normally and”. [J4]

E.7.6 & E.7.72 See prior entry.

E.8.21, E.8.3, E.9.3 & E.9.43 Neither Glider-Parachute counters nor their contents can cause enemy units to lose concealment. [p.E26; An96; Mw]

E.8.232 & E.9.42 A glider/parachute always lands beneath any wire counter in its hex. [p.E26; An96; Mw]

E.8.24 & E.8.41 Would a Glider that is destroyed by two Damage results also be replaced by an unarmed Truck wreck? A: No. [Compil3]

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 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, 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 interdictor?
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 then 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 assualt moves into Scrub in LOS within 16 unhindered hexes of a GO enemyunit, 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.1.423 & A11 See prior entry.

G.1.4 Must a wounded Japanese leader make a Minimum Move if he lacks the MF's 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]

G.1.612 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 CCHP instead of making a CC attack?  
A. No. [Letter8]

G.1.63 & A12.152 See prior entry.

G.1.632 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 brush is bamboo as per G1.7?  
A. Yes - and may also exit into kunai (since it is treated as brushed). [An93a; An95w; An96; Mw]

G.1.65 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]

G.1.661 May HIP be purchased for Japanese AFV setting up beneath Trench counters? May BGMs be freely removed as per G11.6194 from such AFV?  
A. No, those are CG rules only. [Letter8]

G.2.3, E1.31 & E1.91 See prior entry.

G.3.2 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]

G.3.4 May a Gun set up in a Bamboo hex that does not contain a trailbreak?  
A. Yes. [An96; Mw]

G.3.4 Change B9.351 to B9.35 in the last line.  
[Letter163]

G.4.1 At the end of the rule, add "AFV Riders are allowed in palm tree hexes." [An93a; An95w; An96; Mw]

G.5.5 Does a broken unit have to take a Collapsed Hex 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 CCHP. [Compil6]

G.9.11 Must each of a Panji counter's covered hexes 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]

G.9.13 Are there any restrictions concerning which nationalities may purchase Panji counters?  
A. No, as long as the scenario uses PTO Terrain (G9.1). [Letter8]

G.9.41 & G9.56 Are Prisoners subject to Panji MC?  
A. Yes, except as mentioned in G9.43. [Letter8]
Chapter G

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 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 unarmored 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]


G12.15 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]

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. [Compil14]

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. Yes. [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.
Chapter H

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 PPPh. No. No. [Compil14]

H1.8 Do squads/HS inherent in vehicle purchases count toward LG and SW allotment? A. No (they are not purchased Infantry). [Letter8]

H1.12 A text entry cost). [An89; An95w; An96; Mw] Reverse movement should cost it twice its normal movement. [Letter1] The text should refer to this Gun’s use as “towed AT guns”, not “towed AA guns”. [J1; Mw]

H1.23 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]

H1.39 Common Allied Nations Ordnance Note 35 Okrlikon 20mm The limbered side should have a “B11” not a “B10”. [J1; Mw] Corrected with ABTF countersheet. SR

H1.42 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]

H1.43 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]

H1.44 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]

H1.45 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]

H1.46 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]

H1.47 French Vehicle Note 36 Peugeot 202 Car The French Peugeot 202 counter (both versions, as well as the Chapter H illustration) should not have a Wreck depiction on the back. Corrected. [An93a; An95w; An96; Mw]

H1.48 French 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]

H1.58 Chinese Ordnance Note 5 M 2.4-2 in. Mortar and U.S. Ordnance Note 4 M 2.4-2 in. Mortar When this mortar makes a Critical Hit, is its FP “40” or “88”? A. 48 (i.e., 36 plus heavy payload -1 DRM). [Compil3]

H1.60 Chinese Ordnance Note 5 M 2.4-2 in. Mortar and U.S. Ordnance Note 4 M 2.4-2 in. Mortar When this mortar makes a Critical Hit, is its FP “40” or “88”? A. 48 (i.e., 36 plus heavy payload -1 DRM). [Compil3]

H1.61 Does a Goliath on a road pay MP as a BU or CE AFV? A. B/U. [An97; Mw]

H1.62 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]

H1.63 German Vehicle Rarity Factor Chart The PzKpfw IV is NA in 1941. [J5]

H1.64 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]

H1.65 Japanese Vehicle Note 16 Type 91 1-K/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]

H1.66 LC Note 6 LC(4) The AFs are missing from the counter illustration. The actual counters are correct. [An95w; An96; Mw]

H1.67 LC Rarity Factor Chart The line for U.S. PTO use of the LC(4) should show a RF of 1.5 – not 1.4. [An93a; An95w; An96; Mw]

H1.68 Russian Ordinance 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]

H1.69 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]

H1.70 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]

H1.71 U.S. Ordinance 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". [An93a; An95w; An96; 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 AAMGs 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 TI counter for the rest of the Player Turn." [J6]
0.3. 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]

0.4B & 285.6 See prior entry.

0.1.2 What is the MP cost of entering/leaving a debris hex via a road hexside? A. The Open Ground cost (or road rate if across a road hexside). [Letter8]

0.1.2 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]

0.1.5 May a Trail Break counter be placed in a Debris hex? In a Factory Debris hex? A. Yes. No. [Compil9]

0.2.1 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 hexides, if it would otherwise apply? A. Yes. Yes. [Letter99]

0.5.33 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. [Letter89]

0.5.33 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 O.5.33 also apply. [An93b; An96; Mw]

0.5.33 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]

0.5.33, A12.14 & B23.71 See prior entry.

0.5.33 & B23.9221 See prior entry.

0.5.33 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. [Letter89]

0.5.33i 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]

0.5.4 & C1.3 See prior entry.

0.5.34 Does an interior factory hex that is rubble become a roofless factory with rubble TEM (not debris)? A. It becomes a rubble hex. [Compil7]

0.5.41 In lines 5 after "04" add "j)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]

0.6.1 Can a unit at ground level claim Height Advantage when fired on by units in a RB Cellar? A. No. [Compil9]

0.6.1 & A12.152 See prior entry.

0.6.3 & A24.4 See prior entry.

0.9.1 Since the last sentence of O.9.1 says that the storage tanks are not buildings for any purpose, are they immune to being rubble? A. Yes. [Letter144]

0.10.45 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]

0.11.4 CG5 Is Bore Sighting allowed for MG in RB CG? A. No. [An97; Mw]

0.11.4 SSR CG9 In line 19, add "non-East" before "edge". [An93b; An96; Mw]

0.11.4 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]

0.11.4 CG9 & A2.5 See prior entry.

0.11.4 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]

0.11.4 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]

0.11.4 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]

0.11.6 Is there any way to repair a Breach in a Fortified Building Location during the Refit Phase? A. No. [Letter89]

0.11.601 This describes how to resolve existing meelees 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 it is 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 in 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]

0.11.602 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(b).) 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]

0.11.604 & P8.6042 If the AFV successfully escapes a minefield hex, is a TB counter placed? A. No. [Compil7]

0.11.605 & 011.6066 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]

0.11.605 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 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]

0.11.606 & 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]

0.11.6065 & O11.6062 See prior entry.
A. Simultaneously, per 11.6. [Letter137]

A. It may escape. [Letter146]

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 6 09, is the control and perimeter modified at that time?

A. No. [Letter245]

O11.6091 What is SS 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. [Comp09]

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 Cosys count as "purchased" for the purposes of the ELR roll?

A. No. [Letter89]

O11.619 & O11.6205 Do countermix 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:"

A. No; if subtracted, any changes must be reflected in the table of Equipment OSX. [An90; An95w; An96; Mw]

O11.6194 Can a Dug-In AVF setup in Rubble? In Buildings/Factories?

A. Yes. No. [Comp06]

O11.6194b Can the Russian Player receive RG 18 (MOL-P Pltn) as a Reserve RG at no CCP cost? A. No. [Second Edition of Red Barricades]

O11.6194c 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.2). 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). [Comp03]

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 & O11.6199 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. [Comp03]

O11.621 Does a HIP Set DC Fortification purchase come with a DC?

A. No; see footnote 9. [J1; Mw]

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?

A. Yes.

2) Do SMC and infantry crews (that are not running 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 onboarding 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. [Comp03]

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. [Comp08]

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). 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 SSR states that "A unit may use sewer movement to cross from one side of a gully to the other only if it ends its MP 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. [Compil88]

KGP I Lg Map IMPORTANT: Note the existence of Level 8 Crest Line in "St" hexrows TT28-OO31-MM30-JJ31-JJ32-III31-HH31-HH34-HH37-GG38-GG40-HH40-HH47-JI48-JJ54-JJ54-JS56. Also, the Level 3 Crest Line in SM49 runs into hexes M50 and N50, and thence off-map along the south side of unpaved road NS1-O57. [p.P21; An95w; An96] The An96 claims this appeared in the An95w, but I cannot find it. SR

KGP I 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 brown (tan), not red. [An96; Mw]

KGP I St Map

IMPORTANT: Note the existence of Level 8 Crest Line in "St" hexrows TT28-OO31-MM30-JJ31-JJ32-III31-HH31-HH34-HH37-GG38-GG40-HH40-HH47-JI48-JJ54-JJ54-JS56. Also, the Level 3 Crest Line in SM49 runs into hexes M50 and N50, and thence off-map along the south side of unpaved road NS1-O57. [p.P21; An95w; An96] The An96 claims this appeared in the An95w, but I cannot find it. SR

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 aSdkfz 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 if 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. [An96; 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 L3 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 1 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.P17]. 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 Bom bardment Pre-Registered hex? Can the Bombardment Pre-Registered hex be placed any where regardless of LOS?

A. No. Yes. [Compil5]
Chapter Q

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/V17 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 "E3.73". [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 NO 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 returned to "any non-isolated area" even if the other friendly sniper counter?
A. Then place the Sniper there. [Compil9]
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."
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. No. See No. Q9.6058. [J1; Mw]
Q9.4 CG4c Should the British in CG Date Night III receive cloakings even though setting up on board (like the Germans in CG Date Night II)?
A. No. [Compil8]
Q9.4 CG4c Must German SW set up on board 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. 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 CG47 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 CG I 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 CGSSR4 Errata.) [An97; Mw]
Q9.51 CG I For CGI, 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 Encircled, +2 for being Isolated, -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/D, not a Sherman V. [J1; Mw]
Q9.6174 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]
Q9.6174 CPP ENTRY COST TABLE Delete the entry for hex A15 and change hex A8 to A7. [An97; Mw]
Q9.6174 & Q9.62021 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 RePh 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]
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 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 1.2)”. [J2, Mw] [Both mistakenly say “line 4”.]

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 AVFs?
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 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 CGI/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 CGI/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.


R9.605 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 (Implaced) 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]


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 “?” since the whole German OB is Elite (SSR ABTF20)? A. Correct. Printed is 6. Raised by one for being elite. [Letter37]
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]
Chapter T

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 or 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. 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 T8.1 & T15.6141
A. Vehicles and Guns cannot enter T33 from T34. [Letter103]

T6.4 Are there any Passage connect Locations that are 2 hexes apart?
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.

T9.2 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 CG2.3 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 CG2.3 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 at-start auxiliary 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.

T15.6141 & CG1 Is the Max Per Beach doubled for the ‘Elements of 3rd SBF’?
A. No. [Mw; J2]

T15.6141 & T8.1 See prior entry.

Version 22, page 65
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) supersedes 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 more 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 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 Sturmtiger The “THIS TURN/LAST TURN” counters 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 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 “Milch Factory” The Canadian Creeping Barrages are potentially subject to commencing prior to Game Turn 1 per E12.72. [J5]

Z2.5141e 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
Scenario and Campaign Game Q&A and Errata

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 5 ([The Fugitives]) In SSR 1 change "pre-designate" to "secretly record". [An95w; An96; Mw]

Scenario 5 ([The Fugitives]) Re SSRs 1 and 7, which first 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. [Compile]

Scenario 20 ([Taking The Left Tit]) The Victory Conditions should read: “The Americans win if at game end they have Exited >= 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 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. [An90; 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 0PP -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” 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 British 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 40x01 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 other (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 5 3 hexes from hex I6:”. [J2]

Scenario ABTF18 ([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 (B23.22-23.22) buildings on board 12.” There are 11 multi-level buildings on board 12, but there are 10 multi-story buildings. Should the VC 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 the 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, "OGI" should be "OWI". [J4; Mw]

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 be placed on board 2? [No. [Compil7]

Scenario AP2 ("Storm of Steel")
1) How many pillboxes do the Russians get: one, or ten? 
2) Re SSR93, may Russians set up on board #43 in locations where entrenched are NA (such as in buildings)? A. No, they must set up entrenched. [Letter99]

Scenario AP3 ("A Breezless Day")
SSR4 reads "All German 4-7/2-3-7s 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 LGM. 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? In the Republican OB change "SSR1" to "SSR 5" instructions, change "37S9-37S10" to "36S9-36S10". [An97] [Both 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]

Scenario A6 ("The Price Of Impatience")
"12/3 PP" on the Sidecar counter illustration should be "M90 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 a 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 30L. Lahidi – not the 30LL 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 Caretant")
Are the hedges (bocage) along hexides 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 ("Wintergitter")
Does the wall covered by overlay O2G exist? A. No. [Compil3]

Scenario A72 ("Italian Brothers")
The Republican "Balance" should read: "Delete SSR 5." [Gen30.2; An96; 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]

Scenario A79 ("Mike Red")
Changed 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 Lawalubum")
Add three 50mm Mortars to the Japanese OB. [Gen30.2; An96] In the American setup instructions, change "37S9-7S510*" 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]

Scenario A88 ("Surprise Encounter")
Are the South African reinforcement rules overriden? [No. [Compil3]

Scenario A89 ("African Elephant")
Are the South African reinforcement rules overriden? [No. [Compil3]

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 ACTs are worth 3 DVP each. [An96; Mw] The DVP are also missing from the Italian Guns/AEVs. 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: dG 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 sized.” [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 A105 (“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 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 VIIs. (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]

Scenario Deluxe A112 (“Line In The Sand”) The inherent HS of each SPW 250/8SM or SPW 251/8SM 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 EVP” with “14 EVP”; British Table A, Draw #5, replace “4x StuSt II” with “4x StuSt I”; German Table A, Draw #1, replace “20 DVP” with “24 DVP.” [J6]

Mini-CG “Broadway to Prokhorovka” The Passenger of any SPW 250/8SM or SPW 251/8SM is a 3-4-8. In table 2, “Russian Rep1 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 Guerrillas”) 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 Guerrillas”) 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. Barthlemy 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 include 110 in the definition of the alternate hexagram? A. Probably. You can set up in I10 but not in 11.1. [Letter51]

Scenario J19 (“Morzenhausen Zoo”) If I set up 5/8” dummies using the OB-given “7” 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”) SSR1, 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 (“Trenten 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: H4-4]” with “[EXC: H4-44]”. [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 “33G6B”. [J4; Mw]

Scenario J56 (“A Burnt Out Case”) The AMD 35 “loses HIP?” status as it if 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 says the gun can’t set up 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 rubbed Locations? A. (b). [Letter121]
Scenario 68 ("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' Blues") SSR2 does not require the German player to set up in buildings. [Letter234] [Re-worded. SR]
Scenario J77 ("Moses' Blues") The Germans on board 23 get 6 "?". [J5]
Scenario J81 ("Twisted Knickers") Replace the 3 onboard Stuart HIs with 3 Stuart Is (5 DVP each). [J6]
Scenario JM2 ("Bloody Omaha") In MSR 6.31, replace the three instances of "pillbox" (but not "pilbox") 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 ISSR2 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 ISSR4; 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 & TK 15.6414 See prior entry.

---

CG II In CG II the Japanese get 31 CAP 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 Black Beach Two, change "13^5 CAPP" to "13^5 CAPP". Are either the French SA-L mle 35 25LL AT Gun or the S35 tank treated as captured by the British forces?

---

Blood Reef: Tarawa Scenarios

Scenario BRT2 ("China Girl") In the U.S. AFR 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 setup perimeter "P23-M22-F23-K25-N26-N30-P31-P23" change "F23" to "K23". In SSR2 add "Ignore the T15.6412 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. [An96; Mw; J6]
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. [An96; An96; Mw]
Scenario B ("The Tractor Works") A7.72 supersedes SSR 2. [An96; An96; Mw]
Scenario C ("The Streets of Stalingrad") A7.72 supersedes SSR 3. The date, of course, should read "1942". [Gen25.1; An93; An96; Mw]
Scenario D ("The Hedgehog of Piesk") A7.72 supersedes SSR 3. [An96; 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; An93; 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 hostile, ". [An93b; An96; Mw]

---

Version 22, page 72
Scenario T13 ("Commando Raid at Dieppe")
The German units in 4R1 should set up in SR1.
[An95h; 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 SSSR 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 CGL with the following exceptions:”, Are the “Initial Scenario” purchase restrictions for US Rgs 4, 5, 6, 7, 9, 10, 11, 12 and B4 and B1 (page P17) that apply to CGI also in effect for this CG?
A. Those restrictions do not apply. [Letter106]

Operation: Watchtower
Map The first edition map had poorly-distinguishable colors for the different elevations in hex K7, MM10 and O017. [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]

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]

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 I SSR I-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]

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]

Version 22, page 73
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?]
Counter Errata

**ABTF SCW Counters** All of the SCW counters in ABTF are incorrect. On the TH table in the back, where they 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 climb easier. Therefore, a Churchill tank [EXC while the Bridgelayer 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 (D8.20) 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 MGs 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 Panterwagen M.36** The DB 2nd Ed. counter should have a 2P Rear BMG. [Letter61]. [Corrected in J2 countersheet. SR]

**Dutch Vehicle Note 27 Panterwagen M.38** The DB 2nd Ed. counter should have a 2P 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" "?" 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 Ornance 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 in KGP II** 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 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.

**German Vehicle Note 6 PzKpfw 35T** The German PzKpfw 35T tanks should have "F" – not "G" – in their 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]

**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 AVF 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 16cm. [Letter117] [I have not personally verified this. SR]

**Italian Ordnance Note 11 Canonne da 75/32** These counters were mis-printed in v2. The front is like the German 7.5cm leFK 16cm 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 1-K 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 Ordonance". The Motion counters in the various other modules are correct. [An89; An96; Mw] [Add "TH: 2x<downarrow>arrow<-d" 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 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] [I have their BPV should be 6 but this has to be wrong. SR]

**U.S. Vehicle Note 31 M4 MC Halftrack, Note 32 M4A1 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 15/3PP" and "M=7 15/3PP" 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]
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]

* "Lesson Two" should be placed above the Jungle art on page 57 column 3. [Letter19]

ASLRv2 Cosmetic Errors

A2.71 “West of Alamein” is not italicized
A13.32 the “EXC...” is not italicized

The “EXC” 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 “O4-P3” shouldn't this be “O4-P3”?
B25.14 -- 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 "j") after "9 MP"? shouldn't it be just "j)?"
D9.54 has "scroungeable"; D10.1 has "scroungable"

Spacing seems off in two of the tables: see Bog Table page D18 and check the "<" < 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 “halfrack” 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.”

Page H20 #83 “…III/IV...” should be “…III/IV...”?
Page H25 #8 “foreseen” should be “foreseen”?
Page J2 uses throughout “Cordinators” shouldn't this be “Coordinators”?

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]

U.S. M3A1 Scout Car AFV Data Card The movement-type symbol should be for track-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 "Toue de Ruay" 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 "1-1/2-1".

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
[all Letter6]

Scenario BDf 8 ("Cold Reception") (1) The artwork for the US M4A3s shows 13 MP instead of the correct amount of 15.
(2) The US 2nd Battalion should read "... west map edge north of hexagon U." [Misc2]

Scenario BDf 9 ("Across the Aine and Into Freineux") (1) The artwork for the US M4A3s 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 BD001 ("Bracsche Encounter") 1) In the French Guard Detachment setup change "Adjacent" to "adjacent".
2) Add to SS23 "Contrary to A12.12 the 4 OB designated? may set up in a foxhole."
3) In SS22 the "steel" span bridge should be a stone bridge. [Corrected in subsequent printings. SR] [DftB2]

Scenario BD002 ("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. [DftB5] [Worded as a suggestion for a variant, not errata. SR]

Scenario BD004 ("Devil's Play") Change the British light mortar in the British OB and the balance from 50 to 51mm. The German AC is a PWS233, not a 222. [These were fixed with small labels. SR] [DftB3]

Scenario BD005 ("The Marketplace at Wormhoudt") 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. [DftB5] [Worded as a suggestion for a variant, not errata. SR]

Scenario BD006 ("In the Best Traditions of the Cavalry Service") In SSR1 the steepie is in o38AA5, not 12U5. [DftB4]

Scenario BD009 ("Smashing The Semoventi") Normal rules for orchard and grain apply in the Tunisia scenarios using non-desert boards. [Misc35]

Scenario BD010 ("Dropping Like Flies") In SSR2, line 6, hex O22X7 should read o22X7, and in line 8, "(EX.)" should read "(ESC.)." [DftB7]

Scenario BD011 ("First Clash in Tunisia") The German Balance should refer to SSR5, not SSR4. [DftB7]

Scenario BD013 ("The Men From Zadig") The German Rz55R (f) tanks use red To Hit &s and have Radios. [Misc19]

Scenario BD021 ("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)." [DftB12]

Scenario BD020 ("3rd RTR in the Rain") The German units are from Aufklarung Abteilung 90 & Panzer Regiment 4, both from the 10th Panzer division. [DftB11]

Scenario BD022 ("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 fire return. [Letter73]

Scenario BD023 ("Recon Blitz at Sarnowka") The VC could be better worded if the last sentence read "He loses immediately upon losing => 50 CVPs." [DftB13]

Scenario BD031 ("The Third Column") Normal rules for orchard and grain apply in the Tunisia scenarios using non-desert boards. [Misc35]

Scenario BD032 ("Deep Strike") Normal rules for orchard and grain apply in the Tunisia scenarios using non-desert boards. [Misc35]

Scenario BD041 ("The Killing Ground") The American SAN is 4. [DftB19]

Scenario BD-Maus ("The Mighty Maus") It is over 6, not 9 on board 10, the Nashorn should be a PzKw III/IV, not JgPz III/IV, and the JS-III and JS-IIIM should technically be IS-III and IS-IIIM, respectively. [DftB10]

Scenario BD-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]
Third Party Manufacturers

Fanatic Enterprises

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]

Scenario FE11 ("A Victory For Early Polish Armor") Use French FT-17 for the additional required Polish tanks. [FanEnt]

Scenario FE23 ("The Border Forts") The Border Forts: Prisoners are worth 0 DVP. [FanEnt]

Scenario FE6 ("Caivalry Charge at Mussinoo") Regardless of the picture on the scenario card, neither side gets winter cammoflage

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 IIAC 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]

Scenario FE9 ("Blackforce Counterattack") Add "...from infantry..." after FP in the Victory Conditions. [FanEnt]

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 MP plus hazardous movement. Is this what was intended by SSR 2? A. Yes, a Fordable Hex. [FanEnt]

Scenario FE11 ("Italian Winter") Boresightign is NA. The T-34 747(r) is the German designation for the captured T-34 in German service. [FanEnt]

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]

Scenario FE12 ("Once More Into the Breach") In Russian Setup Change 4F to 4FF. [FanEnt]

Scenario FE12 ("Once More Into the Breach") SSR 1 says, "No Orchard/Palm is used in this Scenario." SSR 9: "deside" should be spelled "decide." SSR 10: Resolve the Rocket attacks as a one Phase Rocket OBA, i.e. roll for extent of error and use a 6-hex blast area. [Shouldn't that be a 7-hex area? SR] [all CH Tanks]!

Scenario FE1006 ("The Meat Grinder (Hill 382") * The Board Configuration is correct, use Boards 25 and 29. * The Japanese OB says set up on boards 27 and 28. It should be 25 and 29. * The US OB should read "Enter on the south edge of board 29", not 27. * SSR #2: EC are Moderate not mild. There is no wind at start. * SSR #8: No Orchard/Palm is used in this Scenario. * SSR #9: "deside" should be spelled "decide". * SSR #10: Resolve the Rocket attacks as a one Phase Rocket OBA, i.e. roll for extent of error and use a 6-hex blast area. [Shouldn't that be a 7-hex area? SR] [all CH Tanks]!

Scenario FE1008 ("Saananda Front") * Introduction: Begin a new sentence after the word "available". Food, water, etc. * SSR #1: "equivalents" should be spelled "equivalence". * SSR #4: "hindrance" should be spelled "hindrance". [all CH Tanks]!

Scenario FE1009 ("The Manit River Bridge") * Flip Board 7 so the map's number "77" faces south not norther. * SSR #1: Heavy Rain and Mud Rules are in effect at start. The River's current is heavy but it is not Flooded. * SSR #2: Big GOOF! Enemy MMC make it harder to blow a bridge when they control the bridge hex. The modifier should be +1 not -1. * SSR #4: A single lane road exists on 7Q1, 36Q6, 36P5, 34Q6, 34P5, 34Q1. [all CH Tanks]!
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"). [CHw]

Scenarios

Scenario SP17 ("Cross of Lorraine") The American sets up first. The German balance should read "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 Company 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 positions 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 ("Toad'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 half squads 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 German 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 a 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 overlay 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] [Rephrased. SR]

Scenario SP79 ("The Misu Trap") The personnel may ride in on the T-70s except their being tankettes. [Misc30]

Scenario SP90 ("Die Gurkha Die!") The Gurkhas can set up in all three locations, not just one. [Misc27]

Scenario SP98 ("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]

Solders 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]
Scenario TAC4 (“I Remember”) The last line of the Aftermath should read: “and the motto, ‘I Remember’.” [CFw]

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]

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]

Scenario TAC25 (“Nella Nebbia – In The Fog”) The German set up area should read “set up within 5 hexes of 15AA6”. [CFw]

Scenario TAC31 (“By Saint Georges!”) 1) The Germans should move first. 2) The scenario balances should read “(including 5 infantry VP).” [CFw]

Scenario TAC32 (“Counterstroke In Connaught”) 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 PzIIIIF in the German OB is correct, but redundant. [CFw]

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]

Scenario TAC35 (“In Spite Of All Opposition”) As no elevation is specified for the German Offboard Observer, it is assumed that placement at level 0. [CFw]

Scenario TAC37 (“Cheats! 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 (F7).” 2) The German reinforcements should be designated as “3rd platoon of 3rd Battalion, 12th PznAgergneradier Regiment.” [CFw]

Scenario TAC38 (“Whos Mohammed!”) The following last line of SSR 4: “7. The B1-bis must enter using Platoon movement.” should be deleted. [CFw]

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]

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]

Scenario TAC50 (“Task Force Smith”) The scenario card should read “Americans set up first” and “North Koreans move first”. [CFw]

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]

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]

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]

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]

Scenario TAC66 (“The Last Attack”) Underneath the board placement should read “Only hexes numbered >=5 are playable on board 6”. [CFw]

Scenario TAC74 (“Red Flag”) Underneath the board placement should read “Only hexes numbered >=5 are playable on board 6”. [CFw]

Tactics PBDYO

Rules On page 5, reverse the order of the booby trap levels. [CFw]

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]

PBDYO TAC4 – THE TECHNICAL COLLEGE
1) SSR1 - replace 23O8 with 20O8. 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]

Tactics Stalnié Prostori

The titles of the on-map setup extra costs charts on page SP7 are reversed. Switch “3 northernmost maps” and “3 southernmost maps.” [CFw]

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]

The Wargamer Scenarios

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]

Scenario WG2 (“Assault on the Teipole 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 FFFG 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. Roli normally for direction and extend of error.” for “The blast zone effects... option may not be used.” [Letter63]

Scenario WG2.1 ("Objective Hill") Battlefield Integrity BPV values are German: x and Russian: y. [Letter63]

Scenario WG2.1 ("Sway on Singling") Battlefield Integrity BPV values are German: x and Russian: y. [Letter63]

Scenario WG2.2 ("One lone Farmhouse") Battlefield Integrity BPV values are German: x and Russian: y. [Letter63]

Scenario WG2.8 ("On the border") Battlefield Integrity BPV values are German: x and Russian: y. [Letter63]

Scenario WG2.8 ("The Los Lobos Prison Break") Battlefield Integrity BPV values are German: 172 and Russian: 98. In SSR 3, change “squad” to “squads.” In SSR 4, change “stone building” to “stone building locations.” [Letter63]

Scenario WG4.1 ("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 TTD 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 playa may roll for the arrival of three additional StugIIIb’s, provided that the German 8-1 armor loader 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 StugGs will arrive. They may enter anywhere along the east edge of board 2.” Russian OB: add the following indentification of the force consisting of 447 (x2), 8-0, LMG, GA-8, BA-1 (x2): “Elements of a RECON UNIT (ELR:2) enter Turn 1 along the west edge.” [Letter63]

Third Party Manufacturers
Scenario WG5 ("Setback on the road to Mtenisk") 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 "3-8 LMG (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 out distanced the rest of the 6th Army. General Hube positioned his divisions into a hedgehog defense to wait for the lag ging 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]
Kellam’s Bridge booklet | Change “B6/B7” in column 3, paragraph 1 to “B7/B6”. [AAN1; CHw]

Kellam’s Bridge booklet | On the back page, first paragraph “Introduction”, delete from “Similarly, the hedge hexides …” to the end of the paragraph “… and the hex grid.”. [AAN1.2; CHw]

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 B.1.14 is quite explicit. [CHw]

Kellam’s Bridge booklet | The Designer’s notes for “To The Manor Drawn” says “units suffering… wording of B.5 might lead you to make this conclusion”. It should refer to SW, not units. [CHw]

Kellam’s Bridge booklet | Ammunition Shortage are not Good Order”; it “… and the hex grid.”. [AAN1.2; CHw]

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 B.1.14 is quite explicit. [CHw]

Kellam’s Bridge booklet | Ammunition Shortage are not Good Order”; it “… and the hex grid.”. [AAN1.2; CHw]

Kellam’s Bridge booklet | The Designer’s notes for “To The Manor Drawn” says “units suffering… wording of B.5 might lead you to make this conclusion”. It should refer to SW, not units. [CHw]

Kellam’s Bridge booklet | The terrain between CC8 and CC9 is a Cliff. [page 1, column 3 of booklet; AAN1; CHw]

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]

Kellam’s Bridge map | Hex T6 et al. These are foxholes. Artistic license makes them look like shellholes. [CHw]

Kellam’s Bridge map | Hex M9. 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 oddly-shaped grainfields, and crest lines that tend to follow the shape of hexagons! [CHw]

Shanley’s Hill | Un-numbered half hexes are not playable. [CHw]

Timmes’ Orchard booklet | On the back page, change “TO1.8” by the picture of the Gray Castle to “TO2”. [AAN1; CHw]

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]

Timmes’ Orchard map | Is hexside D20/D21 a rowhouse hexside? A. Yes. See TO1.5.2 [CHw]

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 prevent it, except to those units that can’t cross walls normally. A. Your interpretation is what was intended. [CHw]

Critical Hit Products

All American Scenarios

Scenario AA10 (“The Milling Crowd”) | Change the American balance to “Add one MMG to one of American turn 1 reinforcement groups”. [AAN1.2; CHw]

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]

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]

Scenario AA11 ("Absent Friends!") | Does either side start the scenario with control of the VP hexes? A. No. [CHw]

Scenario AA12 ("Westward Ho!") | Change the U25 American-entrance/German-exit hex to V25. [CHw; AAN1.2]

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]

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]

Scenario AA16 ("The Siege") | SSR 4 is confusing; are the at-start 5-4-6 squads not 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 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. [ELR down. [CHw]

Scenario AA18 ("A Bridge So Far...") | The Timme’s Orchard map should be placed on top and any new terrain supersedes any underneath such hexes for the play of AA18 only. In the newsletter, CH grants the customer permission to color-photocopy only the portion that overlaps for ease of play. SR1 [AAN1; CHw]

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]

Scenario AA20 ("You’ve Killed Us!") | In SSR3 insert “time” between “the first” and “the American”. [CHw]

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]

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 these be two in the OB? A. The card is right; the words “delete one LMG” were chosen to be as explicit as possible. [CHw]

Scenario AA22 ("A Long Way To Berlin") | The German reinforcements enter on turn 1 between “GG35 and “LL35”. Surely that should be GG35? A. Sorry, the half hexes were not intended to be numbered. Change to GG36. Please note that un-numbered half hexes are *NOT* playable! [CHw]

Scenario AA24 ("Fire Brigade to Filiolet") | SSR 3: May the Americans expend MF for any purpose? A. Yes. [CHw]

Solitaire Mission 1 ("The Gathering") | The AC# should read “Enemy AC# 2/Friendly AC#”. [AAN1.2; CHw]

Night Drop!

American RG Can you confirm the CP cost of para unit 15 relative to glider unit I2? A. Yes, they are meant to be different. [CHw]

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]

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]

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]

German Setup Is the German set up perimeter correct or should AA12 read A12? A. A12. [CHw]

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]

Redeployment Use Redeployment Option A [CHw]
Objectives

Japanese RG Table

Ignore the images for American RG Table

Setup

should refer to RG O3, not G3. [CHw]

A. In both cases infantry could, but a vehicle

* From I10 to K10 along the J9/J10 hexside?

* Can a unit move from L5 to M7 by Bypassing

hexside? For example:

unit Bypass the obstacle that does NOT cross the

building that the stray part belongs to. But may a

blocked. [CHw]

to N5 but L4 to N4 is clearly intentionally

common sense - of course you can fire from N3

rule of thumb on all of these LOS questions is

A. No. [CHw]

* Between M4 and O4?

* Is there LOS from P19 to R19?

A. The unit would have to enter X6 or use

depiction/black-bar, such as:

A. Due to the depiction, they would have to enter

O7 for 1 MP.

A. The example is correct. It helps to think of

X6/Y6/Y7.


B.1 SYMBOLOGY: For aesthetic purposes,

"B.1 and the first sentence of the B.1 Example:

...On the Arnhem map..." With

unusual Building terrains on the Arnhem map

4. Hexside is dark, EX: J18-K18 ASL maps

completely empty – that's the effect for units

has LOS to K9 – if it helps, picture L9 as

hexside to block LOS. More important is M9

there cannot see EE10 because the depiction of

cross the CC4/CC5 hexside. Look at GG10; a unit

That means that a unit in BB4 can see BB3, AA3,

the windows themselves are over the hexside.

3. A portion of the building covers a hexside, EX:

AA1, EE7, C3 or D6 OR the

center dot. [CHw]

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, G or D6 OR the

detailed examples of

no doubt that the latter are woods hexes. With

hexes are dominated by one specific terrain type

and are governed by the rules for that specific type

and are not by Building

on/after 18 AM...”

SR apply to all firefights on/after 18 AM...”.

critical hit products

American CG Card note 'n'

Graebner force (Unit C) sets up and is used

Entry turn but not where the KG is to enter.

A - Vehicle expenditures in the example: 0MP -

on MP 5?

what facing will it have on the 4th MP in LOS?

starts shooting, where will the vehicle be and

the vehicle has spent >3 MP in LOS before it

what will the vehicle be doing on the 4th MP in

・Turn left (2MP in LOS); 6 - F6; 4 - E6; 3 - D6; 2 - Turn left; 1 - C6; 0 - B6.

On MP 5?

what facing will it have on the 4th MP in LOS?

starts shooting, where will the vehicle be and

the vehicle has spent >3 MP in LOS before it

what will the vehicle be doing on the 4th MP in

what will the vehicle be doing on the 4th MP in

What is the order of set up?

A. As Dual Attack, do this to determine

who sets up first and who moves first. [CHw]
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 'Y' 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) A. "The crest line between land locations and the dock? [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]

Pilbox and Bridge For pilbox "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 pilbox. 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 pilbox's position above and to the side of the road. [Misc11]

Pilbox and Bridge Do the 'overhanging' parts of the Arnhem bridge [EX: U20] influence LOS?). A. No. [Misc11]

Pilbox and Bridge Can a unit in the pilbox create a Firelane? A. Yes, but any such firelane must start in hex T18 and may involve no other hexes except T3-T17. [Misc11]

ELR The 658 and 548 units are SS and get Elite ammo 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 A11? Is there LOF/LOS between these units? A. No. No. A unit in Z10 cannot see A9, A10, A11 (because of the High Wall vertex) or A12. He can see Z11 and Y12 over the normal wall. (More quoted discussion: "The wall between Z10 and A11 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."
A. 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]

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 the higher ELR, usually 4 or 5. Everyone else (usually 4-4-7s) 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 pilbox in T19 [NRH] but the A:TTB rule section covering the pilbox describes a vertex location, not T19. A. There is certainly only one pilbox. It should more correctly be referred to as the 'T18 pilbox. [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 Germans 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 FP, 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. [Misc11]

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]

Scenario TB4 ("The Green Hell") The Campaign Game German OB on the OB card are in conflict. The former indicates the Germans can receive up to four 8-0 in the initial firefight, while the card indicates three. A. As per my answer above, terrain slopes down. [Letter100]

Scenario TB5 ("Carnage at Cassino") The Critical Hit Products are used to determine CVPs. You can download a new scenario card in PDF format. [CHw]

Campaign Game PLSR The German OB rules and the German OB on the OB card are in conflict. The former indicates the Germans 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 Does this mean that the players do not use the PL rules? If so, then at the end of a FP, how does each side determine their respective CTHCs and MLRs? [CHw]

Scenario CH 3 ("The Green Hell") ABB 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 ("Steutzpunkt 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]
Critical Hit Products

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 43Y1:6. [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: Poryni, 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 Poryni. 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 88th Infantry divisions. The Soviets responded in kind, feeding in more artillery, mortars and howitzers. In Poryni 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 Bleding 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 Madosouns") 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-OBM 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 ("Trovel Farm") The printer substituted the German LGMG graphics for the British LGMG graphics. Use the appropriate British LGMG. [CHw]

Scenario CH 75 ("The Big Cat’s Den") The printer substituted the German LGMG graphics for the British LGMG graphics. Use the appropriate British LGMG. [CHw]

Scenario CH 77 ("Drop Zone A") The printer substituted the German LGMG graphics for the British LGMG graphics. Use the appropriate British LGMG. [CHw]

Scenario CH 78 ("The Outskirts of Lemberg") The printer substituted the German MMG and LGMG graphics for the Polish MMG and LGMG graphics. Use the appropriate Allied Minor MMG and LGMG. [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 LGMGs 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 Sherman Fireflies. Increase the number of Sherman V(a) from 1.5 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 395S10 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 reinforecment 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 6-4-8’s 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 5-3-8s Green. [CHw]

Scenario CH 140 (“Sisu at Summa”) The Finnish 6-4-8’s are 1st Line and the 5-3-8s Green. [CHw]

Scenario PB-CH[F] (“Bedlam Bridge”) 1) What happens if the British player totally rubbles 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 VP's 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”) SR2 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; DIB15]

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 to adjoining hexes is intended. [Misc31; DIB15]

Dien Bien Phu Scenarios

DBP1 (“Bruno’s Flak Attack”) There should be ten PAVN 448s. [Misc31; DIB15] [Minor editing. SR]

DBP2 (“Where the Buffalo Roam”) This states that A-S are playable hexrows; it should read A-P. [Misc38]

Critical Hit Products

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 1 21 ("The Shortest Way") In the Critical Hit version there should be only one German 8-1 leader, not nine. [CHw]

Scenario Euro Pack 1 48 ("For One More Hour") Add SSR 7 "The French may not Bore sight.

In the Critical Hit version, the French Infantry-/ATG group, 5th Mixture Escadron, sets up on Board 41, east of row N (not inclusive). [CHw]

Scenario Euro Pack 1 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 1 55 ("Roadblock at Stoumont") In the U.S. OB replace the two "M4A1 (73) W" Sherman's with "M4A1 (76) W". [Letters]

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 1 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]
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
2) If they ELR do they Disrupt? A. Yes, see C12 of the Jerusalem Campaign Special Rules.
3) Are the 4-3-6s (I2) Haganah or HIM? (Or are they exceeded. See GEN1.154
A. Irgun 4-2-7 become two broken HS when ELR exceeded. See GEN1.154
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]

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. (CHw) 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 ID64. 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, M8 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' nonomenclature 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, M24 75mm French Gun The listing shows the vehicle as being Very Small Target, counter shows it Small Target, US
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 always CE.” [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 5/8s 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, s1g1 H SPA This has the B# in Italics – probably supposed to be BOLD for Low Ammo status.

A. Yes. [Chw]

Critical Hit Products

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 if 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]

Vehicle/Ordnance counters (not Allied). [Misc26]

Russian OB it lists, "A2: NKVD Militia Pltn. X 4". "A2" is the Medium Tank Pltn; an NKVD Pltn. Is 13. 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]

Charts in the Nationalist-CTV-vehicle rarity factor chart add “the same rows of "camión blindado n°1" and "camión blindado n°2"” 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/Equipment counters (15 Axis). NATIONALIST units use Axis Minor SW-/Vehicle/Ordnance counters (not Allied). [Misc26]

Rulebook Add “L.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 “L.23 In scenarios later to the rendition of Santoña (26-08-37.) the units of the Euzkadi’s Army have they 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".

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 Legion, they will use the black to hit numbers. [Letter157]

Rulebook 3.611 When it is specified that the units are of the Condor Legion, they will use the black to hit numbers. [Letter157]

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]
Critical Hit Products

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 ("Brihuenga Disaster") Change Scenario Rule 2 to read, "...on Board SCW 2 are wooded." [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 ("Nel Sisimo Italiani di Garibaldis") 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 Nationals need to Control three of the Six Hills at Game End without losing > 25 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-17, and Pz B. Use the counters provided. [CHw]

Scenario GC7 ("Resist or Die") 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]

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 L10. 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 Ocoktobr is actually Kliuchi.

Overlay Oc104-
1) May the 3"
Deck Gun place more than one Smoke counter in a Fire Phase, as if it were a mortar?
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 4002-N1 rather than 4001-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]

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]
Critical Hit Products

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 Convoy, LOS is considered to continue offboard. Any scenario using Convoy Rules may have any Convoy of > 10 vehicles split into small Convoy 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 CH113 ("Graziani's Advance") In the Italian OB, "1st Motorised Blackshirt/Libyan regiment" should be instead be "1 CCNN '23 Marzo' Zona Caminie Nere". [Letter67]
Scenario CH114 ("Surprise at Nibeiwa") 1) SSR4 refers to the concealment of 8 Italian units. There is no OB given for 8 dummy. 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 "2/1 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 Steadily 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 30G15. 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 "2/3 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, "2/2nd Battalion" should be "2/2th 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 Caristi". [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 Mechilli") 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 Squadron. 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.)
   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 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]

Ordal 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 PB (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 Sorgbhum, 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 east edge, not the west 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; FFP 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 [CHW:2.34]." Intensity Levels determine the maximum number of T 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** NG 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 Paradrop is only allowed during the Initial Scenario and entry via Glider (4) German troops may only enter by Glider and a 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. [CHw]

**PLD Easter at Tobruk SSR** A BAR Gunner = 7-6-7 Ranger Squad. [CHw]

**PLE 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]

**PLF Arakan 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 I5 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 Parapod 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: 5; 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) Regarding Note "v" the following: German gliders may carry a 5/8" counter. Each glider may carry the following: its normal PP capacity OR one SdKfz 2 + 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 a: Clarification about Finnish LMG, use Allied Minor or Jatkoska counters.

*Note a: - change "Determine Leaders (SMC) as per 3.12-121." to "Determine Leaders (SMC) as per 2.36-2.361." [CHw]

*Note r: - change "In Commonwealth area (SSR C4)" to "In Commonwealth area (SSR C3)" in the Initial Allied OOB. [CHw]

*Note r: - change "In Commonwealth area (SSR C4)" to "In Commonwealth area (SSR C3)" in the Initial Allied OOB. [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 <= 10 hexes from hex KX13 [EX: 0013, G55 and H54] to add G55 and H44 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]
Critical Hit Products

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 (["Brandenburg 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 #9 ("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'; change MkIII’’s to MkIIIH’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 portes in the notes column. Do they come with their own transport at 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 G1 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 "II +1", not "II". [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 CG8? Or are they subject to the PL 3.461 dr as recalled vehicle?
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. Ignor. 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 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 "Track". [CHw]

Ruweisat Ridge Scenarios

Firefight Almein #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 Almein #5 ("Rommeles 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 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 Crags may be used for HIP placement and are considered Concealment Terrain for Dummy placement. However Crags 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 "Kemmants 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 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 hexides, these exist between: F21 - G21 to G22 - G23 (5 hexsides); F32 - G32 to G30 - G31 (5 hexsides); J32 - K32 to J34 - J35 (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 Pennel 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 J4 "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]
There are two new CG cards and a play aid in CH Magazine vol. 6#2. [CHw]

There are two new CG cards and a play aid in CH the French get 8 officer upgrades in the RePH! [CH6.2]

Objectives found on the CG Card. [CHw; CH6.2]

Assault terms but on the Initial Firefight VCs are not based on the Dual Attack or Side INITIAL Firefight since (as stated in CGSR 41). A. There is no ATTACKER/DEFENDER in the get decided? [CHw; CH6.2]

Some RGs may utilize area D for a price, any purchased RGs may utilize area D0-P7 for a price, any running from D0 to P7. Although additionally this reduction? [CHw; CH6.2]

Is this table used for officer [CH6.2]

Change “15AMa” to “15AMb”. [CHw; CH6.2]

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]

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-J6-K7-L7-M8-N8-O9-P9
- Level 5: A3-B3-C4-D4-E5-F5-G5-H5-J6-K7-L6-M7-N7-O7
- Level 4: A2-B2-C3-D3-E4-F4-G4-H4-I5-J5-K6-L6-M6-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 this case is ground level. The steeple has a one 1/2 squad-equiv. stacking limit. 2) What level 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]

Delete the “*·”, this SR is in effect for all TRBH scenarios and CG. [CHw; CH6.2]

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 this case is ground level. The steeple has a one 1/2 squad-equiv. stacking limit. 2) What level 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]

Delete the “*·”, this SR is in effect for all TRBH scenarios and CG. [CHw; CH6.2]

Yes. [CHw; CH6.2]

The LV lasts five turns, not three. CGSR 34 is correct. [CHw; CH6.2]

A. 1:3. [CHw; CH6.2]

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]

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)

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 in is 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 countermix Platoon?) [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]

Is the 't' note a reference to the Patrol Rules note t reads “Roll for the Tank Type dr per unit or per

French leaders received at 1:4 squads or 1:3? A. 1:3. [CHw; CH6.2]

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 this case is ground level. The steeple has a one 1/2 squad-equiv. stacking limit. 2) What level 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]

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]
**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 GA 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 playables).". [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 1 (“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]
PLI.1.2 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]

PLI.1.2 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]

PLI.1.5 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]

PLI.6.057 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]

PLI.6.060 It should read "each MMC may portage <= 5PP, each SMC <= 2 PP". [CH4; CH3.1; CHw]

PLI.6.068 If overstaked, must all units in the overstaked hex attempt escape, or only enough units to eliminate the overstaking?
A. No, only enough units to eliminate the overstaking. [CH4; CH3.1; CHw]

PLI.6.6194 & PLI.6.6194 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]

PLI.6.6111 & PLI.6.6202 Do the HS that accompany MMG/HMG/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]

PLI.6.6113 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 LGP 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]

PLI.6.6114 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]

PLI.6.6114 The first 1.6114 should actually be numbered 1.6113. [CH4; CH3.1; CHw]

PLI.6.6132 The lowest entry under the drm listings should read "+1 if only non-qualified use possible (A21.137)". [CH4; CH3.1; CHw]

PLI.6.6133 Should this rule be updated to the equivalent rule in KGP II? *P.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]

PLI.6.6134 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]

PLI.6.6194 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 setup on-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]

PLI.6.6194 & PLI.6.607 See prior entry.

PLI.6.6194(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 landed?
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]

PLI.6.6194(b) Would units set up on the map this way (in reserve) also suffer the +2 CPP penalty of 6.1694(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]

PLI.6.6195 & Campaign Game PLC ("Decision at Sa'at") 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 6.1695 rule is a default rule that can always be over-ridden by the CDS OB Chart. [CH3.1; CHw]

PLI.6.6195 Scenario Max: Are the following Pltns considered Infantry Pltns?
A. Reference the following list of CG, RG ID and answer:
PLA ("Hills of the Arakan") II Japanese Assault Engineers: YES; II British Commando Troop: YES
PLD ("Easter at Tobruk") I2 Australian Weapons Platoon: YES; I3 Australien MG Platoon: YES; I4 German Engineer Platoon: YES
PLE ("Frozen Hell") I3 Finnish Engineer Platoon: YES; I5 Russian MG Platoon: YES; II Finnish Sissi Platoon: YES.
In other words are Elite/Specialized Pltns considered "inf" Pltns in 6.1695?
A. As can be seen above, all "inf" codes are considered Infantry. This is true across all PL CG now and in the future. [CH3.1; CHw]

PLI.6.6196 This states that RG given in the initial OB do not count towards this total, while 6.1697 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]

PLI.6.6202 & PLI.6.6111 see prior entry.

PLI.6.621 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]

PLI.6.621 Purchasing Fortifications: When purchasing HIP for a CG scenario, the notes say that no more than 10% if 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. 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]

PL1.624 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]
2.14.2-1.141 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.
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.
6) Defender in friendly MLR. 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]

2.14.2-1.141 Which Redemption DR/dr are secret?
A. None. [PL2US; CHw]
2.14.2-1.141 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 dm. 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 T 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! Wow - 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 cloak 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 online 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 may 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, “stunt” 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/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?
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"

3.461 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 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]

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]

Version 22, page 106
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.cgi.usf.edu/home/pett/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/roof top 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)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 a "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 Locations 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 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 and Eddie Zeman resolved it. SR]  

19 BRV RePh8.607 What happens to a set DC which ends a CGS but has not been fired/ exploded? A: If the DC 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 RePh8.6071 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 OPP 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]
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.) [HoB1.5; 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 replaced 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 pilbox/fortified location.” [HoB1.5; HoBw]

CG20 Are Russian AFVs’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 3 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 Molkie 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? 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-1m 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 VP 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 or 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 PPPh. [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 d1-1]” refer to in 3.0? A. It applies when determining where the AFV will bog. [HoBw]

6.0 OPT are hindrances to LOS. [HoBw]

11.4 The AF for 8” Guns is 4 for front/side and * for the rear aspect. Their target size is normal. [HoBw]
Heat of Battle Products

**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]

**Guns** AA guns may set up in trenches. [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 CG.** [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 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: (SAN3).” [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 (1 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 88s assault engineers? How about the british 648 engineers?**
A: Usually the 88s are AEs, but sometimes the British are Gurkas so watch the unit designation on the charts. [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: (SAN3).” [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 (1 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 88s assault engineers? How about the british 648 engineers?**
A: Usually the 88s are AEs, but sometimes the British are Gurkas so watch the unit designation on the charts. [HoBw]
3) How about at Night? Are both sides considered one the Defender. [HoBw]

SSR CG11 A weapon can be dm prior to Block Hopping, but need not set up dm because of this. The "x" for "x TEM in FC road Loc" should be "x for TEM in FC road Loc", i.e., benefiting the Hl6z. [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 "(Clariication: 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.

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 1009" to "building 0108". [HoB1.2; HoBw]

Z11.616 Change "x per 12 CVP" to "x 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 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 setup 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 recieve a -1 DRM in H-1+ CC"? A. No it doesn’t replace but rather is added to it. [Letter31]
Heat of Battle Products

8.621 Foxholes should be FFP Cost: 1/2/3[3], 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 "G7)." [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]

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 (or rolled for entry) until all aircraft of one of the RGs have exited/been destroyed. [OrOe]

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. [OrOe]

8.4 CG4 This states the Game End is conducted at the end of turn 5, but the map shows turn 5. Which is correct?
A. The map is correct. Game End dr starts at the end of turn 5. [OrOe]

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. [OrOe]

8.4 CG13 Does a Russian Barrage generally follow a north-south or an east-west pattern.
A. North-south. [OrOe]

6.611 Change the note to read “At the completion of the last RePh, any and each remaining German CCP counts as a Victory Point earned by the Russians.” [OrOe]

6.621 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. [OrOe]

6.622 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.” [OrOe]

6.623 You make reference to HW Platoons but the RG Charts only list RG Sections
A. Section and Platoon are used interchangeably. [OrOe]

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. [OrOe] [Re-worded. 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 lose many troops to Artillery and on board Guns that are not engaged against masses of armor. [OrOe]

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

[OrOe] [Re-worded. SR]

9.6054 Insert “along” between “,” and “at” in line 6. [OrOe]

9.6095 Change “8.6093” to “9.6093”. [OrOe]

9.112 Line four of the MMC Battle Hardening Table should be for a DR of 5-6. [OrOe] [Re-worded SR]

9.113 What do you mean by “that side’s column” in lines 4-5?
A. Ignore it (sides were originally separated by Nationality). [OrOe]

9.1132 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. [OrOe]

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 forgetaboutit.
2) One of the 44C Stormoviks has a larger star on the back.
Yes, but you can still see the ‘2’ on the counter. [OrOe]

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:
GI 2cm FlaKvierling 38
G5 105 ART (leFH 18)
[OrOe]

German Reinforcement Group Chart
Do the 42DB and 44FB come with bombs?
A. Yes. [OrOe]

Map Can I see hex R5 from hex M3?
A. No. It is an EmIR, so it acts like a Wall or Hillock, thus blocking LOS. [OrOe]
**Heat of Battle Products**

**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 “29” to “<= 10” in line 10. [OrOe]

**Russian Reinforcement Group Chart** Three entries are issing 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 3), and V7 (CPP 5, Max 2, CG Max 3). [OrOe]

**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. [OrOe]

---

**Onslaught To Orsha Scenarios**

**Historical Perspectives** The OT0 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. [OrOe]

**Scenario OT02 (“Bunker Burning”)** Can the German player place Fortifications in the hexes where by HSRS 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 HSRS, thus captured use applies. [Misc40]

**Scenario OB13 (“The Cat’s Lair”)** 1) HSRS 4 states “No Fortifications (EXC: Mines) may be placed in the hexes.” There are no HSRS, thus captured use applies. [Misc40]

---

**Recon … By Fire!**

**Waffen-SS I: No Quarter, No Glory! Scenarios**

**Scenario WSS1 (“Fuhrerbefehl!”) **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 (“Fuhrerbefehl!”) **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]

---

**Waffen-SS II: Führer’s Firemen Scenarios**

**Counter** The 447 and 436 SS counters should have an underlined Range indicating Spraying Fire. [HoBw]

---

**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]

---

**Waffen-SS II: Führer’s Firemen Scenarios**

**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]
Scenario FF11 (“Tough Luck”) Which German group gets which ELR? It looks like the SS gets 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 Underlining of 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 Risselsprung”) HSR5 lists German Air Support as departing after the German PFP – typically FBs and Stukas attack in the enemy Movement Phase or friendly Defensive Fire Phase. Are the Stukas allowed to attack the German Prep or should they be departing after the DFPh of the Partisan turn? A. The Stukas may attack in the initial PFPPh for this scenario only. [HoBw]

Scenario FF14 (“Operation Risselsprung”) The Partisan reinforcements should enter from the east edge of board 2 and not the west edge. [HoBw]

Scenario FF14 (“Operation Risselsprung”) 1) What type of cave is Tiro’s cave? A. A normal 1+4+6 cave. 2) Should the Russian MG have a Normal Range of 1-2-7? A. No. [HoBw]

Scenario FF15 (“Operation Risselsprung”) “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 the roads in 40Q1-Q4.” [HoBw]

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 NFNHS (“Foret de Nieppe”) HSR2 should read “British Mark VIBs must be set up Dun-G (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 set up outside of their vehicle, they must set up within 3 hexes of its parent vehicle. Up to 3 British squad equivalents may be 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 NFNHS (“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 NFNHS (“Siberian Woods”) Russian OB: Should be six (6) “7” in the OB. Change the number of 8-0 SMC from 2 to 1 for the Board 5 OB. [HoBw]

Scenario NFNHS (“Siberian Woods”) HSR1. I’m a little confused as to the LOS that exists between units adjacent to 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 NFNHS (“Siberian Woods”) HSR2. Do the HP Russian AFV’s lose HP status as for guns or for vehicles? A. As if Guns, since they setup as Guns. [HoBw]

Scenario NFNHS (“Jackboot Woods”) German OB: Chit #3 has 3 Pz IIIH NOT 7 Pz IIIIs. [HoBw]
Heat of Battle Products

Scenario NFNH9 (“Jackboot Woods”) The wall between 10Q5-Q6 does not exists, 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 terrain along the west edge” [EXC: OBA and Air Support].” [HoBw]

Scenario NFNH10 (“Aces High”) Scenario NFNH11 (“Surprise, Surprise!”) 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 Phantom should read “To win the Germans must clearly a continuous road from east to west with no Goor Order Russian MMC/Vehicles (with functioning MA) on/adjacent 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 MPh, and whenever it attempts to change its VCA in any other phase, it must first (even if applicable to a volunteer) 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. [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 23X7’s road hexides. They may set up using HIP and are treated as Fortifications for Concealment loss purposes. One German squad equivalent (and any MMC/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 hexides? A. Yes [HoBw]

Scenario NFNH14 (“The Bitter End”) HSR3. Is the Panther considered a Dug-In tank? A. No [HoBw]

Scenario NFNH14 (“The Bitter End”) 1) Does it receive the +1 TEM for a Shellhole? A. No. [Letter182]

Scenario NFNH14 (“The Bitter End”) 2) Is the Panther considered a Dug-In tank? 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 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 88LL 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.”

Russian entry instructions should read “Enter turn 1 on any map edge on board 19 with all Infantry as Riders.”

Russian 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 MPh, and whenever it attempts to change its VCA in any other phase, it must first (even if applicable to a volunteer) 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 MPh 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 if/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 MPh as that vehicle expends MP's. [HoBw]
Kinetic Energy Scenarios

Scenario KE 4 ("Panzers to the Rescue") This scenario takes place in Olschowka, Russia, of course. [MM97; MM99]

Scenario KE 9 ("Aces Over Eighty") In Victory Condition #2, invert 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 FkI B IV) Add:"a FkI 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 SF Diana The back of the counter should bear the note "Rus. 76.LL AP/APCR" to reflect the use of the Russian To Kill Numbers; the Russian 76.LL 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 "**RES". [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; [MM97]

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 60mm 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 is American Ordnance Note 1). [TOT2; MM99]

Scenario TOT 4 ("Stoumont: The Break-In") Do the German 8-3/8-3/8-3 MMC have their broken side moral 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, ad "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 4I04 (out of play) to 4I14 have to pay he MF/MP cost for entering higher terrain? What about movement from 4I02 (out of play) to 4I2? A. Yes; no. Notice that in the former case, the unit is crossing a Crest Line when entering 4I14, whereas in the latter case, it is not. To ease play, all board 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". [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 ("Lieber 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 E26. [TOT3; MM99]

Scenario TOT 19 ("Lieber 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")
"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]
Sources

Official Sources

**Action Pack 1** ("AP1" abbreviation)
ASL Annual ("An" abbreviation)

**ASL Journal** ("J" abbreviation)
#1, #2, #4, #5, #6

**ASL Rules.**
Chapter E Clarifications, 1990 errata.
Chapter O Clarifications.
Chapter H errata embedded in the Notes.

**Backblast.**
#2

**Critical Hit** ("CH" abbreviation)
#3, #4, volume 3 #1 (3.1), *Tanks!* Special Edition (*Tanks!*), volume 6 #2
Jatkosota Errata
Errata on Critical Hit's Web page (www.criticalhit.com) (CHw) as of 25 October 2003 (ver. 1.3)
CH 4.1 counter sheet
All American News #1 (AAN1), #1.2 (AAN1.2)
Platoon Leader 2.0 Q&A/Errata sheet, October 1997; then revised by the Platoon Leader 2.01 Update Sheet, posted to the ASLML, 18 December 1997 (PL2US)

**Dispatches from the Bunker** ("DftB" abbreviation)
#2, #3, #4, #5, #10, #11, #12, #13, #15, #19

**Fanatic Enterprises** ("FanEnt" abbreviation) web page (http://fanaticenterprises.tripod.com/fanpack/index.html) as of 26 October 2003

**Heat of Battle**
Newsletter, Volume 1, numbers 2, 3, 4 and 5 (HoB1.2-1.5)

**Kinetic Energy Productions**
March Madness ‘97 Scenario Pack (MM97)
March Madness ‘99 Scenario Pack (MM99)
Time On Target (TOT), issues #2, #3

**Miscellaneous Official Sources.** ("Misc" abbreviation)
1) Counter, Divider and rules inspection prompted by letters from Ted Kim to ASLML, 19 & 21 August 96, and 8 October 96
2) Postcards, Front Line Productions, January 1997 and 2 June 1997
3) Postings, Eddie Zeman (HOB) to the ASL Mailing Line, October through December 1997
4) Posting, Eddie Zeman (HOB) to the ASLML, 15 October 1998
5) Postings, Kurt Martin (CH) to the ASLML, 29 October 1998
6) Postings, Kurt Martin (CH) to ASLML, December 1998
7) Postings, Chas Smith to ASLML, 9 February 1999
8) Posting, W.R Stevens (War Oboe) to ASLML, April 1999
9) Posting, Ian Daglish (CH) to ASLML, 28 April 1999
10) Posting, Chas Smith to ASLML, 11 August 1999
11) Postings, Kurt Martin (CH) to the ASLML, 18 August 1999
12) Rules inspection prompted by letters from Bill Kohler and Steve McBee to ASLML, 15 October 1999
13) Evan Sherry (SP) to Scott Romanowski, 22 October 1999
14) Rules (p. H132) and counter inspection prompted by letter from Charlie Hamilton (October 1999), postings from Perry Cocke and Jim Dauphinais to ASLML (November-December 1999)
15) Counter inspection prompted by letter from Curt Schilling to ASLML, 11 November 1999
16) Counter inspection prompted by posting from Rusty Wittek to ASLML, 19 November 1999
17) Posting, W.R Stevens (War Oboe) to ASLML, 27 December 1999
18) Counter inspection prompted by posting from Steve Linton to ASLML, 4 February 2000
19) Posting, Carl Nogueira (scenario designer) to BAASL Mailing List, 8 March 2000
20) Rules and counter inspection prompted by email from Jon Cole, 19 July 2000
21) Derek Dunn to Michael Faulkner and responses, 19 July 2000
22) Kurt Martin (CH) to the ASLML, 22 August 2000
23) Eddie Zeman (HOB) to the ASLML, 21 September 2000
24) Vic Provost to the BAASL Mailing List, 15 and 17 October 2000
25) Scenario card inspection prompted by letter from Bruce Probst, 29 January 2001
26) David Lamb (CH) to grognard.com 17 October 2001
27) Mike Faulkner (SP) to the ASLML, 15 October 2001
28) Kurt Martin (CH) to the grognard.com, 22 October 2001
29) Evan Sherry (SP) to the ASLML, 22 October 2001
30) Brian Williams to the Richie Crowe, posted to YASL Mailing List, 6 February 2002
31) Carl Nogueira (designer) to YASL Mailing List, 2, 10 and 15 July 2002
32) Steven Swann (HOB) to ASL Mailing List, 30 July 2002
33) Scott Romanowski to Mike Faulkner (designer) and reply, posted to ASLML 9 August 2002
34) Evan Sherry (SP) to ASLML 10 August 2002
35) Tom Morin (designer) to YASL Mailing List 12 August 2002

Version 22, page 117
Sources

36) Kiri Naiman to Mike Faulkner (designer) and reply, forwarded to Scott Romanowski 28 August 2002
37) Jim Torkelson to Steve Dethlefsen (HoB) and reply, posted to YASL Mailing List, 20 November 2002
38) Carl Nogueira (designer) to YASL Mailing List, 15 December 2002
39) Oliver Giancola to Steve Dethlefsen (HoB) and reply, posted to ASLML, 3 January 2003
40) Chas Smith (designer) to ASLML, 1 March 2003

Multi-Man Publishing
Official Q&A compilation on their web site, www.advancedsquadleader.com (Mw) as of.

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, Numbers 1, 2, and 3
Volume 30, Number 5

Schwerpunkt. ("SP" abbreviation)
Schwerpunkt homepage (http://members.aol.com/evansherry/myhomepage/errata.htm), as of 5 October 2002

Tactiques
Tactiques scenario errata on Costal Fortress' web site, as of 2 September 2001 ("CFw" abbreviation). That link is now broken, but I found a copy at http://asl.histoflg.com/fanzines/tactiques/TACErrata.pdf on 26 October 2003 (Version 3.0).

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) Perry Cocke (MMP) to Scott Romanowski, 18 August 1996
6) Scott Brady to Scott Romanowski, 27 October 1996
7) Warren Smith to the ASLML, 5 April 1997
8) Kiri Naiman to Avalon Hill, 1990-1993
9) Letters, Perry Cocke (MMP) to the ASLML, August and October 1997
10) Sam Belcher to the ASLML, 15 October 1997
11) Jim Torkelson to the ASLML, 16 October 1997
12) Letters, Ed Zeman (HOB) to the ASLML, December 1997
13) Mike Reed (KE) to the ASLML, 3 March 1998 and scenario card inspection prompted by that mail
14) Perry Cocke (MMP) to the ASLML, 22 & 26 October 1998
15) Burnham Fox to ASLML, 11 November 1998
16) William Kohler to ASLML, 17 November 1998
17) Perry Cocke (MMP) to ASLML, 21 December 1998
18) Dan Dolan to ASLML, 29 December 1998
19) Ken Katz to ASLML, 19 February 1999
20) Bruce Probst to ASLML, 21 February 1999
21) Perry Cocke to ASLML, 16 April 1999
22) Perry Cocke to Scott Romanowski, 26 April 1999, pointing out various typos
23) Daniel Zucker to ASLML, 1 May 1999, and counter and chart inspection prompted by that mail
24) Tom Weniger to Perry Cocke, 3 May 1999
25) Bill Kohler to Scott Romanowski and rules inspection that prompted, 14 June 1999
26) Bill Kohler to MMP and response, 14 June 1999
27) Wayne Hadady to ASLML, 17 June 1999
28) Perry Cocke to ASLML, 17 June 1999
29) Bob Walden to Eddie Zeman and response, 21-23 June 1999
30) Ron Mosher to Critical Hit and response, 10 July 1999
31) Joakim Raud to Eddie Zeman and response, 13 September 1999
32) Perry Cocke to ASLML, 23 November 1999
33) Doug DeMoss to ASLML, 23 November 1999
34) Perry Cocke to ASLML, 24 November 1999
35) Pete Shelling to ASLML, 29 November 1999
36) Russ Banten to ASLML, 18 December 1999
37) Martin Moser to Russ Banten and response, posted to the ASLML, 25 December 1999
38) Chris Olden to Perry Cocke and response, posted to ASLML, 25 December 1999
39) Russ Banten to ASLML, 6 January 2000
40) Wynn Pohnicky Perry Cocke, posted to ASLML, 6 January 2000
41) Perry Cocke to ASLML, 10 January 2000
42) Jakob Norgaard to Perry Cocke and response, 10 January 2000
43) Russ Banten to ASLML, 13 January 2000
44) Steve Svare to ASLML, 26 January 2000
45) Curt Schilling and Perry Cocke to ASLML, February 2000
46) Chas Smith to ASLML, 1 March 2000
47) Tate Rogers to Perry Cocke and response, posted to ASLML, 2 March 2000
48) Wayne Hadady to Perry Cocke and response, posted to ASLML, 3 March 2000
49) Robert Smith to Perry Cocke and response, posted to ASLML, 14 March 2000
50) Wayne Hadady to Perry Cocke and responses, posted to ASLML, April 2000
51) Dave Reenstra to Perry Cocke and response, posted to ASLML, 20 April 2000
52) Tate Rogers to Perry Cocke and response, posted to ASLML, 26 April 2000
53) Perry Cocke to ASLML, 14 June 2000
54) Wayne Hadady to Perry Cocke and responses, posted to ASLML, 22 June 2000
55) Perry Cocke to ASLML, 31 July 2000
56) Perry Cocke to Jeff Sewall, forwarded to the ASLML, 11 August 2000
57) Perry Cocke to Richier Crowe, forwarded to the BAA SL Mailing List, 13 August 2000
58) Perry Cocke to Peter Manger, forwarded to the ASLML, 15 August 2000
59) Postings, Perry Cocke to the ASLML, 16 August 2000
60) Peter Manger, quoting Perry Cocke, to the ASLML, 22 August 2000
61) Perry Cocke to the ASLML, 28 September 2000
62) Perry Cocke to the ASLML, 4 October 2000
63) Excerpts from “The Wargamer” vol. 2 # 14 and #15, posted by Paul Kenny to the ASLML, 16 October 2000
64) Curt Schilling to the ASLML, 20 October 2000
65) Paul Kenny to the ASLML, 20 October 2000
66) Wayne Hadady to Perry Cocke and reply, posted to the ASLML, 20 October 2000
67) Neil Andrews to the ASLML, 9 November 2000. Unit designations are from his own research, Q&A are from his letter to CH & reply
68) Jonathan Cole to Perry Cocke and reply, posted to the ASLML, 5 December 2000
69) Wayne Hadady to Perry Cocke and reply, posted to the ASLML, 19 December 2000
70) Wynn Polnicky to Perry Cocke and reply, posted to the ASLML, 24 December 2000
71) Perry Cocke to the ASLML, 7 January 2001
72) Joe Leoce to Jakob Norgaard, copy forwarded to SR, 8 January 2001
73) Vic Provost and Ralph McDonald to the Yankee ASLML, 9 January 2001
74) Jim McLeod to the ASLML, 11 January 2001
75) Wayne Hadady to Perry Cocke and reply, posted to the ASLML, 28 January 2001
76) Bruce Probst to Scott Romanowski, 29 January 2001
77) Bill Kohler to Perry Cocke and reply, posted to ASLML 12-13 February 2001
78) Wayne Hadady to Perry Cocke and reply, posted to ASLML 22 February 2001
79) Sam Belcher to Perry Cocke and reply, posted to ASLML 25 February 2001
80) Bill Kohler to Perry Cocke and reply, posted to ASLML 12 March 2001
81) Richie Crowe to Perry Cocke and reply, 15 March 2001
82) Daniel Zucker to Xavier Vitry and reply, posted to the ASLML 18 March 2001
83) Bruce Probst to Perry Cocke and reply, posted to the ASLML 28 March 2001
84) Steve McBee to Perry Cocke and reply, posted to the ASLML 1 April 2001
85) Fish Flowers to Perry Cocke and reply, posted to the ASLML 6 April 2001
86) Bruce Probst to Perry Cocke and reply, posted to the ASLML 7 April 2001
87) Private email from Perry Cocke, 15 April 2001
88) Bruce Probst to Perry Cocke and reply, posted to the ASLML 18 April 2001
89) Paul Bibler to Perry Cocke and reply, posted to ASLML 4 May 2001
90) Tom Repetti to Perry Cocke and reply, copied to SR 11 & 14 May 2001
91) Perry Cocke to the ASLML 8 & 11 May 2001
92) Wayne Hadady to Perry Cocke and reply, posted to ASLML 22 May 2001
93) Perry Cocke to ASLML 23 & 26 June 2001. Clarified in private email from Scott Romanowski to Perry Cocke and reply, 10 August 2001
94) Janusz Maxe to Perry Cocke and reply, posted to ASLML 3 July 2001
95) Bruce Probst to Perry Cocke and reply, posted to the ASLML 4 July 2001
96) Wayne Hadady to Perry Cocke and reply, posted to the ASLML, 3 July 2001
97) Wayne Hadady to Perry Cocke and reply, posted to ASLML 10 July 2001
98) Perry Cocke to ASLML 25 July 2001
99) Wayne Hadady to Perry Cocke and reply, posted to ASLML 29 July & 3 August 2001
100) Daniel Zucker to Ray Tapio and reply, posted to ASLML 5 August 2001
101) Seth Fancher to Perry Cocke and reply, posted to ASLML 10 August 2001
102) Jeff Sewall to Perry Cocke and reply, posted by Chas Argent to ASLML 10 August 2001
103) Jon Halfin to Perry Cocke and reply, posted to ASLML 10 August 2001
104) Seth Fancher to Perry Cocke and reply, posted to YASL ML 5 September 2001
105) Gary Torrennga and Scott Romanowski to Perry Cocke and reply, 7 September 2001
106) Chas Argent to Perry Cocke and reply, posted to ASLML 15 September 2001
107) Rom Mosher to ASLML 15 September 2001
108) Bill Kohler to Perry Cocke and reply, forwarded to Scott Romanowski 12 October 2001
109) Wayne Hadady to Perry Cocke and reply, posted to ASLML 18 October 2001
110) Tom Repetti to Perry Cocke and reply, posted to ASLML 19 October 2001
111) Neil Andrews to Perry Cocke and reply, posted to ASLML 24 October 2001
112) Wayne Hadady to Perry Cocke and reply, posted to ASLML 28 October 2001
113) Rom Mosher to ASLML 28 October 2001
114) Bill Kohler to Perry Cocke and reply, posted to ASLML 10 November 2001
115) Wayne Hadady to Perry Cocke and reply, posted to ASLML mid-November 2001
116) Scott Romanowski to Critical Hit and reply 13 November 2001
117) James Maffei and Robert Holmstrom to ASLML 17 November 2001
118) Steve Linton to ASLML 18 November 2001
119) Perry Cocke to ASLML 20 November 2001
120) Alain Chabot and Wayne Hadady to Perry Cocke and replies, posted to ASLML 28 November 2001
121) Bill Kohler to Perry Cocke and reply, posted to ASLML 29 November 2001
122) Scott Romanowski to Evan Sherry and reply, posted to ASLML 9 December 2001
123) BV 2nd Edition counter inspection by Steve McBeet and Chuck Tewksbury, results sent in private email to Scott Romanowski, 11-12 December 2001
124) Wayne Hadady to Perry Cocke and reply, posted to ASLML 16 December 2001
125) Steve McBeet to Perry Cocke and reply, posted to ASLML 29 December 2001
126) Perry Cocke to ASLML 30 December 2001
127) Wayne Hadady to Perry Cocke and reply, posted to ASLML 31 December 2001
128) Jonathan Cole to Perry Cocke and reply, posted to ASLML 1 January 2002
129) Scott Romanowski to Perry Cocke and reply, posted to ASLML 4 January 2002
130) Wayne Hadady to Perry Cocke and reply, posted to ASLML 5 January 2002
131) Scott Romanowski to Perry Cocke and reply 6 January 2002
132) Private email from Bill Kohler and rules/charts/counter inspection it prompted 7 January 2002
133) Bill Kohler to ASLML, and inspection it prompted, 8 January 2002
134) Mike Rodgers to Perry Cocke and reply, posted to ASLML 22 January 2002
135) Jeff Barber to Perry Cocke and reply, posted to ASLML 23 January 2002
136) Wayne Hadady to Perry Cocke and reply, posted to ASLML 23 January 2002
137) Steve McBeet to Perry Cocke and reply, posted to ASLML 24 January 2002
138) Fred Ingram to Perry Cocke and reply, posted to ASLML 27 January 2002
139) M. Kerman to Perry Cocke and reply, posted to ASLML 30 January 2002
140) Jeff Barber to Perry Cocke and reply, posted to ASLML 1 February 2002
141) John Brock to Perry Cocke and reply, posted to ASLML 3 February 2002
142) Johnathan Cole to Perry Cocke and reply, forwarded to Scott Romanowski 4 February 2002
143) Wayne Hadady to Perry Cocke and reply, posted to ASLML 5 February 2002
144) Steve McBeet to Perry Cocke and reply, posted to ASLML 5 February 2002
145) Jonathan Cole to Perry Cocke and reply, posted to ASLML 6 February 2002
146) Øydis Pedersen to Perry Cocke and reply, posted to ASLML 7 February 2002
147) Jonathan Cole to Perry Cocke and reply, forwarded to Scott Romanowski 7 February 2002
148) Jeff Sewall to Perry Cocke and reply, posted to ASLML 7 February 2002
149) Dave Perham to Perry Cocke and reply, posted to ASLML 8 February 2002
150) Bill Kohler to Perry Cocke and reply, posted to ASLML 10 February 2002
151) Andrew Millar to Perry Cocke and reply, posted to ASLML 10 February 2002
152) Marc Lammers to ASLML and inspection it prompted 10 February 2002
153) James Seafin & Alain Chabot to Perry Cocke and reply, posted to ASLML 16 February 2002
154) Scott Romanowski to Perry Cocke and reply, 19 February 2002
155) Richie Crowe to Perry Cocke and reply, posted to ASLML 12 March 2002
156) Kent Hanson, posted to ASLML by Curt Schilling 15 March 2002
157) Paul Kenny to ASLML 28 March 2002
158) Tom Repetti to Perry Cocke and reply, posted to ASLML 1 April 2002
159) Perry Cocke to ASLML 20 April 2002
160) Scott Stewart to Perry Cocke and reply, posted to ASLML 21 April 2002
161) Richard Weiley to Brian Youse and reply, posted to ASLML 23 April 2002
162) Oliver Giancola to Perry Cocke and replies, posted to ASLML 29 April 2002
163) Ron Mosher to ASLML 30 April 2002
164) Eric Heney to MMP and reply, posted to ASLML 2 May 2002
165) Perry Cocke to ASLML 9 May 2002
166) Jeff Barber to Perry Cocke and reply, posted to ASLML 15 May 2002
167) Wayne Hadady to Perry Cocke and reply, posted to ASLML 15 May 2002
168) Perry Cocke to ASLML 18 May 2002
169) Perry Cocke to ASLML 29 May 2002
170) Eric Brunner to Perry Cocke and reply, posted to ASLML 30 May 2002
171) MMP to ASLML 3 June 2002
172) Wayne Hadady to Perry Cocke and reply, posted to ASLML 5 June 2002
173) Øydis Wik Mace to Perry Cocke and reply, posted to ASLML 7 June 2002
174) Alan Bills to Perry Cocke and reply, posted to ASLML 9 June 2002
175) Tom Weniger to Perry Cocke and reply, posted to ASLML 1 July 2002
176) mountainview@westelcom.com to Perry Cocke and reply, posted to ASLML 12 July 2002
177) Matt Romey to ASLML 13 July 2002
178) Mike Seningen to Perry Cocke and reply, forwarded to Scott Romanowski 15 July 2002
179) Wayne Hadady to Perry Cocke and reply, forwarded to Scott Romanowski 15 July 2002
180) Scott Romanowski to Perry Cocke and reply, 30 July 2002
181) Sean Deller to Perry Cocke and reply, posted to ASLML 10 August 2002
182) Jakob Nørgaardto Burnell Hegdaahl reply, forwarded to Scott Romanowski 20 August 2002
183) Peter Rogneholtto Perry Cocke and reply, posted to ASLML 23 August 2002
184) Jakob Nørgaardto Burnell Hegdaahl reply, forwarded to Scott Romanowski 25 August 2002
185) Mark Calhoun to Perry Cocke and reply, posted to ASLML 28 August 2002
186) Mark Calhoun to Perry Cocke and reply, posted to ASLML 30 August 2002
187) Richie Crowe to Perry Cocke and reply, forwarded to Scott Romanowski 1 September 2002

Version 22, page 120
Sources

260) Bruce Bakken to Perry Cocke and reply, posted to ASLML 17 July 2003
261) Perry Cocke to ASLML 22 July 2003
262) Scott Jackson to Perry Cocke and reply, posted to ASLML 23 July 2003
263) Oliver Giancola to Perry Cocke and reply, posted to ASLML 23 July 2003
264) John Provan to Perry Cocke and reply, posted to ASLML 6 August 2003
265) Bruce Probst to Perry Cocke and reply, posted to ASLML 11 August 2003
266) Sam Belcher to Perry Cocke and reply, posted to ASLML 14 August 2003
267) Christopher Fleury to Perry Cocke and reply, posted to ASLML 22 August 2003
268) Perry Cocke to ASLML 23 August 2003
269) Tom Weniger to Perry Cocke and reply, posted to ASLML 31 August 2003
270) Bruce Probst to Perry Cocke and reply, posted to ASLML 1 September 2003
271) Bruce Probst to Perry Cocke and reply, posted to ASLML 2 September 2003
272) Steve McBee to Perry Cocke and reply, posted to ASLML 10 September 2003
273) Scott Romanowski to Perry Cocke and reply, posted to ASLML 13 September 2003
274) Bruce Probst to Perry Cocke and reply, posted to ASLML 13 September 2003
275) Perry Cocke to ASLML 13 September 2003
276) Bruce Probst to Perry Cocke and reply, posted to ASLML 15 September 2003
277) Tate Rogers to Perry Cocke and reply, posted to ASLML 15 September 2003
278) Neil Andrews to Scott Romanowski, and the counter and rules inspection it prompted 25 September 2003

Compilation 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.
IN ALL CASES THE TEXT IN THE CITED SOURCE IS OFFICIAL AND SUPERSEDES THIS DOCUMENT.

ITEMS FROM UNOFFICIAL SOURCES ARE FOR REFERENCE AND INFORMATION ONLY. THEY ARE NOT OFFICIAL UNTIL PUBLISHED IN AN OFFICIAL SOURCE.

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 at 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.
ASL Rules First Edition Errata and Q&A ................................................................. 1
Advanced Sequence of Play (ASOP) ........................................................................... 1
Incremental IFT (IIFT) ................................................................................................. 1
QRDC .............................................................................................................................. 1
Chapter A ......................................................................................................................... 1
  Chapter A Divider ........................................................................................................... 1
Chapter B ........................................................................................................................... 7
  Chapter B Terrain Chart ................................................................................................. 7
Chapter C ........................................................................................................................... 10
  Chapter C Divider ......................................................................................................... 10
  OBA Firepower Chart ................................................................................................. 12
  OBA Flowchart ............................................................................................................. 12
Chapter D ........................................................................................................................... 12
Chapter E ........................................................................................................................... 13
Chapter F ........................................................................................................................... 15
Chapter G ........................................................................................................................... 15
  Chapter G Divider ........................................................................................................... 15
Chapter H ........................................................................................................................... 15
  Ordnance and Vehicle Notes ....................................................................................... 15
Chapter J ........................................................................................................................... 16
Chapter O ........................................................................................................................... 16
  RB SSR ........................................................................................................................... 16
First Edition Scenario and Campaign Game Q&A and Errata ........................................ 16
  ASL Modules Scenarios ............................................................................................... 16
  First Edition Counter Errata ....................................................................................... 16
  Miscellaneous First Edition Map Errata .................................................................... 16
  Mapboard 45 ................................................................................................................ 16
  Miscellaneous First Edition Errata ............................................................................. 16
Appendix
Sources .............................................................................................................................. 17
  Official Sources .......................................................................................................... 17
  Unofficial Sources ...................................................................................................... 17
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 MPF (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 MPF 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 of 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 MPF 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 SMC and a MMC 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 routed 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 range. [Compil4]

A7.21 & A7.42 A & A7.7 See prior entry. A5.13 Add "During the MPhs" after "PENALTIES."

A5.6 & 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".

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 PF/B (TPFB) attacks? A. Yes. [An96; Mw]

A7.21, A8.31, A12.151, A13.61, A15.432, A25.321, D7.22, E9.43 & G1.423 Is a CC marker placed immediately after a Non-CC Receivables Fire (or any other TPFB) attack? Is the CC marker removed only when one side occupies the Location? A. No, until the armed vehicle (or unit) ends its MPh in the defender's Location's see also A7.21, A8.31, A12.151, A13.61, A15.432, A25.321, E9.43, and G1.423. Yes. [J1; Mw]

A7.21 & D6.61 Can Good Order Infantry attack the crew/passenger(s) of a BU halftrack with TPBF during the PFPPh, MFPh, DFPh and AFPPh while the halftrack enters its Location or is already in its Location? A. Yes. [Compil4]

A7.21 & D6.61 Can the crew/passenger(s) of a BU halftrack attack with TPBF during the PFPPh, MFPh, DFPh and AFPPh 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 Can a Crew passenger(s) of a BU halftrack attack with TPBF during the PFPPh, MFPh, DFPh and AFPPh while the halftrack enters its Location or is already in its Location? A. No to both. [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 PRG 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. [Compil13]

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. No, see A7.7 in the 1987 Errata. [Variant in Gen22.5; An89] In the next-to-last line, add "and SMOKE/-FPE-Hindrance DRM" after "TEM". [An93b; An96; Mw]


A8.1 In line 15, change "8.3-31" to "8.3-31". [An93b; An96; Mw]

A8.1 & A7.307 See prior entry.

A8.11 If the Attacker 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; An90; 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/-FPE-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 TEM 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. 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: J2.25]

A8.22 A CE AFV moves and a squad chooses to attack it using Defensive First Fire. According to this rule, the General Collaborative 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 Collaborative 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 6+1 leader? A. Yes. [Gen26.5; An91; An95w; An96; Mw]

A8.26 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. [Compil7]

A8.31 If a FG of => two units rolls an Original 2 (or 12) for its FPF 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]
A. No. [An97; 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. 

[A91] 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 – use Random Selection once for all Sources. (Each such target that Random applies separately in each such Location?)

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 Range, see also A10.532. [An93a; An95w; An96; Mw]

If a squad's Rally DR is an "Original 12", can that DR (given sufficient negative DR4M) still rally the surviving HS?

A. No – an Original 12 DR never rallies a unit. [An92; An95w; An96; 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.F.1]

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 unarmored". [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.F.1]

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 RPh?

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 RPh 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 route 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]

A10.53 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 RPh 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 DR4M) 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 casually 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 Swithdraws 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 2nd 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 CCPhp 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]

A11.31 & 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 on "Good Order".  [An97]

A11.4 AMBUSHER: ... 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, A12.12, 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 a poor leadership modifier in an Ambush dr if the leader is not alone.  [An90; An95w; An96; Mw]

A11.4.1 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]

A11.4.1 Can't Ambush Withdrawal be made to another Location within the CC hex that is Accessible?  
A. Yes.  [An90; An95w; An96; Mw]

A11.4.1 & 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 remainder. Likewise, no Ambush benefit accrues to Street Fighting Infantry who are Ambushed.  [An97; Mw]

A11.4.1, 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 froce"?  
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 & A11.7 I moved a 7-4-7 squad into CC with aSdkfz 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 DR?  
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/FG/MA be used by an unarmored vehicle against infantry in hexes in which he are held in melee?  
A. Yes.  [Compil9]

A11.6 & 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]

A11.62 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 & A12.1 May a Dummy stack comprising three "?" counters, 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 & 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 forced back from a 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 & 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 Bypassed 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 rubbleed hexes of the building? Of any Blaze hexes of the building? A. No. No. [Gen22.5, which mistakenly cites A12.53; An89]


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]


A12.2 If a Location containing a concealed AFV in LOS of a Good Order enemy ground unit is subjected to a non-ordinance 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.


A12.33 & 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 "1/2 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]


A13.7 May broken infantry “lead” horses during the RTPh? 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 If 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 & 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. 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 A25.225 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; An95w; An96; Mw]

A15.2 If a broken leader becomes Heroic, does he actually 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]

A15.43 & A14.22 See prior entry.

A15.43 If a berserked wounded leader and a friendly berserk MMC begin their MP
time 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 berserker 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]


A15.46 Would a same-Location ordnance attack by a berserker that eliminates all known enemy units qualify that berserker 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]

A16.5 & A5.5 See prior entry.


A17.2 Even though a wounded MMC "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 “no IPC of zero”). However, a wounded MMC 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 & 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 line 14 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 surrendering unit is too small to guard all of a surrendering stack (e.g., 2 broken squares 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 A20.25. [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 T1? 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, 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 reemerged. Does this unit also become reemerged with its Inherent SW (PF and ATMM)? A. Yes. [Compil6]

A20.552 & A20.551 See prior entry.

A21. CAPTURED EQUIPMENT: (See F 9 p.F2 for U.S./British/Free-French applications exceptions.) [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]

A22.61 In line 11, delete "in FFP, or" and in lines 12-13 change "both ... or" to "neither Subsequent First Fire nor FFP, 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 Rattle the entire building hex, or does it only rattle 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}]. Is in accordance with the new “Brass says” on page 292 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 2? If yes, would that unit also suffer the extra +1 Hindrance for viewing out of SMOKE (A24.8)? A. Yes. No. [An93b; An96; Mw]


A24.61 The strengths of the gray smoke counters should be +2 and +1. [Letter6]. [On both original and DB pages. SR]

A25.22 Are crews and units with underscored moraleimmune to Replacement upon failure of a Commissar-directed rally attempt? A. The crew would be eliminated. A squad with underscored morale would become two HS (and if one of those HS failed subsequently to rally it would be eliminated). [Letter5]


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.F25; 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 A26.2? 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]


A26.23 Do prisoners/captured vehicles apply to Exit VP’s? 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 VP’s 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 FMMO? A. No. Delete “which … hex” in this rule. [An92; An95w; An96; 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 hexides 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 that the extra MF is also negated if the unit enters SMOKE/Deep-Snow/-woods as it moves on the road. [Gen25.1; An98; An95w; An96; Mw]

B3.4 & B24.121 ROAD NEGATING TERRAIN: Infantry may not claim the extra-MF road bonus during a MPH 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 & B2.14 Which in correct, B3.42 that says a vehicle pays double for vehicles/wracks when crossing a road hexside, or B2.14 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; An98; 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 MPH. But what if the unit is completely surrounded and thus unable to move, is it eliminated? A. Yes. [Gen22.5; An98; 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 Overstaked. [O.2 p.O1; An96; Mw]

B8.61 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 one of a unit’s 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 hexes are wall/hedge hexes (EXC: 6G3-G4- H2) is a Half-Level Hex."

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]


B9.522 Is this rule still true if an adjacent enemy unit has Wall Advantage on the bocage hexside? A. No (ops). [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 "to [EXC: Start MP] to cross". [An93b; An96; MW]


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, -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", and 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]

B13.422 & 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: intrinsic terrain, e.g., Dense Jungle and Bamboo, [Jl; MW]

B15 & 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]. 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 adjacent to the lower-level target. In B14.2, line 7, change "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: rugged bridge; B6.33]. A unit IN such a hex must expend 40 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. Always, unless moving through a Breach. See B23.71 in the 1987 Errata. [Variant in Gen22.5 mistakenly cites B23.7; An91; An95w; An96; MW]


B23.74 & B23.86 If a rooftop can never be rubbled, is there any way an Interior Factory Location can be rubbled by Indirect Fire or by any attack made from a height > that of the roof? A. For any such (including Aerial Fire) HE attack versus any playable rooftop check for rubble as for the rooftop Location were a non-rooftop building Location. If rubble occurs, the building level directly beneath that rooftop Location is considered rubbled (check for failing rubble also). Note that OBA can cause rubble only during the FPPh/DFPh (C1.51). [An91; An95w; An96; MW]

B23.74 & B23.86 If a rooftop can never be rubbled, is there any way an Interior Factory Location can be rubbled by Indirect Fire vs. a non-Roofop 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]

Version 22, page 8
B23.741 In 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-Facotry rubble Location, is treated as if
fired on from inside that Factory)?
A. Yes, a rubbled 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
FM—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-Level" of that hex by a unit that
has LOS to that quasi-Level. Such a quasi-Level 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-Level 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-Level
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.
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
rubled?
A. Random Selection. [Letter5]

B24.11 Se 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 >= one wall/hedge
hexside is rubbled, 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 sewrer through a rubbled 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. [Compil5]

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 RPh?
A. If caught in a Blaze during the RPh, 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
RPh, 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. ENTRACEMENTS: 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 Entrenchment Attempt during its PPht, can a leader who applied his leadership modifier to the attempt DR be immediately placed under the squad’s foxhole counter in that PPht? 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 PPht, it attempts Entrenchment. If the attempt succeeds (i.e., if a 1S Foxhole is placed over it and its possessed SW), is the weapon 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/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 RBf 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.F12-F20 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, B27.54, F8.6 & RB SSR RBf See prior entry.

B28.53 When A-T mines in a paved road Location are cleared by Infantry expanding 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 FPF 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 RPht 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 & C.6.8 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 & C.6.8 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 “???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 redesignated 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 & C.9.3 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; Mw]

C1.22 & C.16 When is the absence of Radio Contact considered "voluntary"? A. Failing to roll when the Observer has no LOS to the SR/-FFE's Blast Height (C.22) or when loss of Contact was due to voluntary rout (C.16). [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. [API; 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, 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. In the Maximum Extent of Error is 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 "it" 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/routes/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; 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]
C.1.7 Is the type of Fire Mission announced when a SR is predesignated for Conversion to an FFE:1 per C1.322? or only when the FFE:1 actually appears on order? A. Besides when an FFE:1 is actually placed, the type of Fire Mission must also be announced each time a SR is predesignated for conversion to an FFE:1, even if it does not actually convert. [AP1; Mw]

C.1.71 & C.1.72 If one chooses to place a SR in a Pre-Registered hex instead of a FFE:1, does C1.72 still apply to the accuracy of the SR? A. Yes. [AP1; Mw]

C.1.82 & C.12.14 See prior entry.

C.1.822 If a building is rubble during a Bombardment, do you check for falling rubble? A. Yes. [Gen24.2] [Corrected in 89 errata. SR]

C.1.823 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]

C.1.9 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]

C.2.24 & C.8.4 Do Guns firing Camister still have their normal ROF? A. Yes. [An97; Mw]

C.3.33 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. [Compil3]

C.3.7 "MG To Kill attacks have no CH possibility ..." Are Fighter-Bombers, Stukas, and .50-cal. HMG (12.7mm) included as "MG" under this rule? A. 15mm weapons? A. Yes. No. [Variant in Gen24.2; An89]

C.3.71 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]

C.3.71 In lines 2 & 3 of the example change "3 DRM" to "2 DRM" and delete "+1[reversed TEM] +". [An97]

C.3.71, B13.3 & G.2.2 See prior entry.

C.3.8 May a Gun that, as per a pertinent Vehicle-/Ordnance Note, is allowed to make two TK DR per hit also achieve Multiple Hits? A. No, regardless of whether or not its TH DR was made versus an armored target. [An93a; An95w; An96; Mw]

C.3.8 Delete "all ... and" in lines 9-10, and delete the comma at the end of line 10. [An95w; An96; Mw]

C.4.1 Does the Barrel Length TH# Modifier apply to SW ordnance? A. Yes. [An97; Mw]

C.4.1-3 Do these rules also apply to MTR and INF type SW? A. Yes – and to 20mm ATR as well. [An95w; An96; Mw]

C.4.2 Does the Small Caliber TH# Modifier apply to SW ordnance? A. Yes. [An97; Mw]

C.4.4 Change "a Gun firing to "Ordnance using the C3 To Hit Table to fire." [An95w; An96; Mw]

C.5.1 & C.5.6 Intensive Fire shots do not have to pay Case A unless they change CA again. [Letter14]

C.5.11 & D.3.51 If an AFV in a rubble/building-/woods fire fires a Gun as Bounding First Fire and that Gun retains its Multiple ROF, then I believe (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]

C.5.2 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]

C.5.35 MOTION FIRER: No Gun Counter – regardless of nationality – may use Motion Fire while being carried en portee. [p.H127, French Ordnance Note P; An96; Mw]

C.5.6 & C.5.1 See prior entry.

C.6.1-6.11 Change "A Gun" to "Ordnance", and "a gun" to "ordnance". [An93a; An95w; An96; Mw]

C.6.16 The "D22.2" cross reference should be "D2.1". [Misc1]

C.6.17 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 F 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]

C.6.17 In line 5 add "(ERD, but a minimum of once per hex)" after "Location". [An95w; An96; Mw]

C.6.3 In line 1 add "non-ART" before "LATW". [J1; Mw]

C.6.3 Assume an ART 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]

C.6.43 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/booked/packed onto some form of conveyance in its Location. [An92; An95w; An96; Mw]

C.6.43 & B27.13 See prior entry.

C.6.52 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]

C.6.8, B30.3 & B30.35 See prior entry.

C.7.31 The 57* AP Basic TK# is "8". The 120* AP Basic TK# is "113". The 150* AP Basic TK# is "17". The 120L AP Basic TK# is "27". The Italian ATR listed on the AP TK Table (with TK#6) is for the 20L ATR; the other Italian ATR (ex-Polish, 1IP) has a TK# of 5. [p.H83; p.192; p.H96; p.H97; An96; Mw]

C.7.32 On the APC/APDS To Kill Table, what is the Basic TK number for a Russian 76LL? A. 18. [Gen24.2; An91; An95w; An96; Mw]

C.7.33 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]

C.7.346 In lines 3 and 6 of the DC Position DRM, add "b/ll" after "through". [An93b; An96; Mw]

C.8.2 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. Now too that such "elite" status would apply to any applicable armed-vehicle/weapon with >= one Deploteable ammo type (i.e., not just to AFV's). [An92; An95w; An96; Mw]

C.8.31 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/pillowbox TEM". [Gen24.2; An95w; An96; Mw]

C.8.31 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 C? 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 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]
C8.4.2 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. [Ar97; Mw]
C8.4 & C2.24 See prior entry.
C8.4 & E1.10 If the NVR is < 3, does Canister fire attack/leave Residual FP in Locations which are out of the fire'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 >= than 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 Malfunction and Low Ammo purposes. [An93a; An95w; An96; Mw]
C8.9 & C3.28.31 If an attacker with ATR# into Motion – no ensuing Delay-MP DR is made [EXC: if it Stalls, it simply fails to go any further] attempting to fire 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.159, British Vehicle Note 38; An96; Mw]
C11.6 In the Gun Destruction Table, where the "MG/IFE..." column and the "..Final K" column 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: 6.3 In line 1 add "non-ATR" before "LATW". [Comp89]
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: MMC 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]
C13.8 May a pinned unit use the Case C TH DRM in order to avoid the blackout 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 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. [Ar97; 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 arc 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. [Fl1.74 p.114; 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.
D2.31 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]
D2.31 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 spends one MP to change its VCA in order to Bypass along a connecting hedge of its CAFP, would a Defensive First Fire attack initiated by that MP expenditure be resolved at that CAFP, 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 MP in that position: it must move to the next CAFP 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 CAFP 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 MP using the MF/MP expenditure of any qualifying enemy unit? A. Yes. [An95w; An96; Mw] [This is N/A with the ASLRv2 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 "7TCA" 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 affect, 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. [Compil14]
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
THIT 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
malfuction? 
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 Bt fires using IFE
with an attack DR of > that Bt, 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 boacoage
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 IFE? 
A. No. [Gen25.2 mistakenly cites D.5341; An90;
An95w]
D5.341 & D6.1 What happens to the unaffected
Passengers of a Recalled hit? Can they Bail Out,
or must they go with the ht off board? What about
Passengers of a Recalled ht? Can they Bail Out,
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 boacoage 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 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,
A. Yes. [Compil6]
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's Turn's MPb 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
necissitate 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
NCT 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 MPb in which it is not
in a Water Obstacle; it is Wading while in
Shallow Ocean regardless of the status of its
screens. [Compilb]
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.E26; Mw]
E.5 Is the range too/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 MPb, 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.E26; 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/EFE; 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.E26; 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.E26]; 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.E26]; 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.E26]; 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.E26]; An96; Mw]

E1.54 Is routing allowed at night during the RPh 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.E26]; An96; Mw]

E1.71 Does a MG laying a Bored-Sighted Fire Lane at the start of the enemy MPH need to make a DR to check for malfunction/covering/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/Prep/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.E26]; An96; Mw]

E1.8 Does assembling or dismanting 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.E26]; 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.E26]; An96; Mw]

E1.932 A 5/8” mortar fires an Illuminating Round, 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]

E3.311 & E3.31 See prior entry.

E3.36 Unless not in play (e.g., as per G.1), unpaded roads still exist for Movement/Straying DR purposes (E1.53-531). [p.E26]; An96; Mw]

E3.6 During mud, do unpaded 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 & E3.73 Mud/Deep-Snow TEM is always cumulative with other applicable TEM/- Hindrance DRM. [p.E26]; An96; Mw]

E3.65 The presence of Height-Advantage/ entrenchedments does not alter the effects of Mud in Open Ground. [p.E26]; 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.E26]; An95w; An96; Mw]

E3.734 In line 1 of E3.734, add “Mud” before “Deep Snow”. [Compil9] [Erroneously refers to E7.34 SR]

E4.24.6 See prior entry.

E4.3 Weather is also always “Clear” for units in a building/viewing-firing-a non-Bypassing target in their own Location. [p.E26]; An96; Mw]

E4.20.53 See prior entry.

E5.121 If there are two MMC on a three boat team, what must be made until the Air Support arrives. [p.E26]; An96; Mw]

E7.2 This dr is made in the RPh Step 1.11A, and must be made until the Air Support arrives. [p.E26]; 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.E26]; 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. [Compil9]

E7.4 Aircraft cannot Interdict routing units. [p.E26]; An96; Mw]

E7.41 When aircraft MG attack a CE AFV, is the TIR 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.E26]; An96; different wording in An90 & An95w; Mw]

E7.43 The principles of D5.33 still apply to changes of BUCE status made as per this rule. [p.E26]; An96; Mw]

E7.5 AA fire is not subject to leader direction (“Leadership NA” triangle). [p.E26]; An96; Mw]

E7.51 Is Light AA fire subject to Covering? 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.E26]; An96; Mw]

E8.3 How is CC versus a glider and its Passengers conducted? A. As if it were an unarmed 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 Dip occurs after all ground units have completed their MPH. [p.E26]; 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.E26; An96, Mw]


E10.1-11 In some cases the pertinent Chapter H Vehicle Note will specify the exact Ammo Vehicle to be used [p.E26; An96, Mw]

E11.21 Bog too can cause a Gap. [p.E26; An96, Mw]

E11.251 Read “it” at the beginning of condition #1 as “it’s-PRC”. Chapter E Clarifications; Mw

E11.52 A Column may use neither Human Wave nor Dash movement. [p.E26; An96, Mw]

E11.53 A sniper attack vs. a Column unit causes that Column to Disband. [p.E26; 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]


G2.2, B13.31 & C3.71 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 counter A (and the illustration in the Note) should show the gun caliber as overscored (as shown in the listing and counters). [J1; Mw] {Corrected with ABTF countersheet. SR}

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 Ordnance 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 75M19S The counters, the illustration in the Note, and the Listing should not show the gun caliber as overscored, since its AP-5 (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 175 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 AF The text should refer to British Ordnance Note 21, not 41. [J1; Mw]

Common Allied Nations Ordnance Note 36 VCL Utility (b) Counter and listing should show that vehicle is fully-tracked, not wheeled. [J1; Mw]

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/ID 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 hit 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 KG1 countersheets. [An89; p.H66 (British Vehicle Note H); An96, Mw]

German Vehicle Note 65 SPW 251/10 The German SPW 251/10 hit should have "ATR,PSK(10)" on the back of the counter; see German Vehicle Note 65. [An89; An95w; An96, Mw]

German Vehicle Note 67.1 SPW S307(f) 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 1MT restrictions apply in the normal manner [EC: 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 cm Flak LK8 The MA of the 2cm Flak LK8 truck should be "20L" - not "20". Corrected in KG1. [An89; An95w; An96, Mw]

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 A. "The colored dr of" between "from" and "its" in the last line. [p.H66 (British Vehicle Note 84); An96; Mw]

German Vehicle Note A. Correct. (i.e., the VCA) A. No. (or 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 e Multi-Applicable Note e 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) & Ejp(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 CS9 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 TK6", [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 A. "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.

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.

German Vehicle Note 93 Goiath The counter should have three white starts 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 LAG-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 countermix. [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 "T-4". [An96]

The U.S 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]

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)
ASL Journal #1 ("J1" abbreviation)
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.