Advanced Squad Leader
Questions and Answers, Clarifications, and Errata

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The source(s) of each item is shown in square brackets ("[", "]"). Notes are enclosed in braces ("{", "}"). Notes flagged with an "SR" are my own clarifications and cross-references. Please email me at scott@romanowski.com about any mistakes in this document.

The errata pages in Doomed Battalions added some rules and re-arranged others. Items that refer to those now use the DB rule numbers, but are flagged with a comment showing the original rule number.

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ASOP

ASOP & A3.1 If, during the RPh, enemy units in the same Location not in Melee (e.g., if both are concealed) wish to recover the same weapon, who goes first?
A. The ATTACKER. [Compil5]

ASOP & C1.81 In a scenario with a pre-game bombardment and a side which enters from offboard on turn 1, does the bombardment occur before or after the offboard setup? Rules section C1.81 states "Bombardment begins after setup (inclusive of units set up offboard) but prior to the start of play." The ASOP shows bombardment occurring during the pre-game sequence, but setup of entering forces occurs at the start of the RPh for turn 1. Which is correct?
The rule is wrong; the ASOP is correct. [Letter199]

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]

Incremental IFT (IIFT)

Should the FP values of any OBA modules be adjusted when using the Incremental IFT (EX: 70+mm -> 75 mm) in existing scenarios or DYO scenarios?
A. No, "70+mm" equals 70mm, etc. [Letter8]

"MOL" is above the 4.5 FP column; it should be above the 4FP column. [Letter136

Index

Index Is a hex Accessible even when the actual unit cannot advance into the hex (i.e., the ground Location is Fortified with Good Order enemy units, the hex is Bamboo and the unit is already CX, etc.)?
A. Yes. [Compil3]

Index & A.8 Is a unit on ground level ADJACENT to a unit on level 2 in an adjacent building hex?
A. No. [An97; Mw]

Index & 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 & 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 "CA" Replace "[Bocage: B9.531]" with "[Bocage: B9.53]". [Letter168]

Index "Field Phone" Replace "O6" with "OCG6". [Mw]

Index "GT" "ST=...(D1.322)" should be "ST=...(D1.32)". [Letter108]

Index "Recon" "P8.022" and "O11.022" should be "P8.622" and "O11.622. [Letter115]

Index "Unarmed" & A22.6 1) The Index says that an Unarmed unit is one p"without inherent FP usable on the IFT unless mounting or possessing a functioning Gun/SW." Now, if a non-prisoner (1)-0-6 recovers a SW, let's say a LMG, that's directly usable on the IFT, is it suddenly considered Armed and functionally as good as any 8-3-8 in the game?
A. It is armed.
2) Or does the definition say that **even with** possessing the functioning SW, the (1)-0-6 **still** cannot use any inherent FP, so it's **still** unarmed?
A. No.
3) MOL are directly usable on the IFT. Does this mess things up, or just reinforce the interpretation that even if a (1)-0-6 has a SW (inherent or not), it's still an Unarmed unit until such time as it Scrounges enough Small Arms to trade in its counter for a Conscript counter of the correct size?
A. Until it can scrounge up some, it has no inherent weapons. [Letter91] {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. [Letter91] {Minor editing. SR}

QRDC

QRDC Close Combat Table The DRM for Gurkha/Japanese vs Infantry should be "-1" not "-2". (This table on the pink divider correctly shows the DRM as "-1".) [Mw]

QRDC & Chapter A Divider Close Combat Tables "AFV" under Sequential CC should "Vehicle". [Letter136]

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)". [Letter161]

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. [Letter200] {Re-worded. SR}

Chapter A Divider On the A12.121 Concealment Loss/Gain Table, in note A, "(A15.42)" should be "(A12.42)". [Letter136]

Chapter A Divider & QRDC Close Combat Tables See prior entry.

A.5 & A7.52 What is the total DRM for a two-Location FG: the first Location contains an 8-1 leader and a squad and has a +2 total Hindrance to the target; the second Location has a CX squad and no Hindrance to the target?
A. +3. [Letter124]

A.8 & Index See prior entry.

A.9 & A7.301 How are differing KIA results resolved vs. multiple units in a Location? For example, if a Location which contains six Good Order HS: A, B, C, D, E and F, is affected by an IFT attack which results, owing to differences in TEM/concealment, in a 1KIA vs. HS A and B, a 2KIA vs. HS C and D, and a 3KIA vs. HS E and F, how do I determine which HS are eliminated and which are broken?
A. Each result applies to each group.
A and B roll for Random Selection for a 1KIA per A7.301.
C and D suffer a 2KIA and are eliminated.
E and F suffer a 3KIA and are eliminated.
[Letter8]

A.15 Since the MPh and DFPh are considered one phase for Defensive Fire purposes, can an AFV fire (e.g.) its CMG as Defensive First Fire and later fire its MA in the DFPh?
A. Yes (and if it changed CA to fire the MG, the appropriate Case A DRM would still apply to its MA shot; D3.51). [An95w; An96; Mw]

A1 Do Partisan 5-2-7s have spraying fire abilities? Do they have advancing fire abilities? What is the BPV of a 5-2-7 partisan squad?
A. Partisan 5-2-7s exist only by SSR. Except as specified by SSR, values and properties of such 5-2-7s would remain unchanged. [Compil3]

A1.11 Is a leader without a functioning SW considered "armed" for all purposes?
A. Yes, unless he is *currently* being held as a prisoner. [An92; An95w; An96; Mw]

A1.123 Are vehicular crews in counter form (e.g., 1-2-7) considered to be elite units?
A. No, but Churchill AVRE crews (Assault Engineers per British Vehicle Note 37) may use DC as if elite. [J1; Mw]

A1.23, A19.132 & Scenario 23 ("Under The Noel Trees") Do the SS units in scenario 23 have an ELR of 4? Are they Replaced by 2nd Line units? (I.e., does OB-given ELR take precedence over this rule even without an SSR?)
A. Yes (A19.132). No, with two broken half-squads. (Yes, unless other squad types are present in the OB along with Combat-Engineers (A25.12)/Partisans (A25.24)/Paratroopers (A25.31 & 25.42), in which case the OB-given ELR applies only to the other squad types.) [Compil3]

A1.4 The green MMC illustration does not represent an actual unit. [Mw]

A2.3 If a piece is set up in a half-hex between two allowed boards, does it count against scenario-specified setup limitations on *both* of those boards?
A. Yes. [An92; An95w; An96; Mw]

A2.5 Can an Infantry unit Advance onto the board into an enemy-occupied Location? Can an AFV enter the board with an Overrun?
A. Yes. Yes. [Letter8]

A2.5 A British 6-4-8 is in a fortified building location on the board edge (the fortified status is still HIP). A '?' German 6-5-8 is located Off-Board next to the above 6-4-8. The German 6-5-8 has numerous board entry options which would assure the units ability to get on board during the German player turn. However, the German player decides to attempt to advance into the (unbeknownst to him) fortified British location and is thus "bounced" back off board which means the unit will end the player turn still off board contrary to the "must" requirements of A2.5. What happens to the German 6-5-8 which did not get on-board this player turn?
A. It is eliminated. [Letter52] {See A2.5 Q&A for letter 92 below. SR}

A2.5 1) Does this rule allow a player to attempt to enter the board on a hex occupied by a concealed enemy unit in the MPh when that hex is the only entry hex allowed for the off board forces? If no, then why would A2.5 allow you to enter in the APh?
A. The attacker may attempt entry via that hex and if bounced out may then Advance in. But if the defender is in a Fortified Building and the attacker tries to Advance in he will be hosed. Or if the defender is an AFV, the attacker could be in trouble. Or the attacker may state that entry is blocked in the MPh and come in next turn.
2) Does this rule allow a player to attempt to enter the board on a hex occupied by a concealed enemy unit in the MPh when that hex is one of many hexes that is specifically listed for entry by the off board forces, e.g. P1, Q1, R1?
A. The attacker may do so.
3) Does this rule allow a player to attempt to enter the board on a hex occupied by a concealed enemy unit in the MPh when that hex is a hex on a board edge that has been identified for entry by the off board forces?
A. Yes. [Letter92] {Minor editing. SR}

A2.5 & A26.221 Are units that fail to enter "eliminated" for purposes of CVP, or VC in general?
A. Both. [Letter86]

A2.5 & O11.4 CG9 If units are setup off map during a Red Barricades CG scenario date but do not enter on that turn, are they unable to enter for the remainder of that CG day?
A. Correct. [Letter129]

A2.8 The rule says that a leader on one level cannot affect the performance of units on another level, but I am not sure what is meant by "performance" since A2.8 is not given as an exception to rules A10.2, A10.21, A10.6, A10.63, A10.71 or A15.41. Thus, if a leader is on one level of a depression hex and there is a MMC on another level of that hex, can the leader: assist the MMC with a MC/TC; cause the MMC to take a LLMC/LLTC; cause the MMC to become berserk; rally the MMC if it breaks IN the Depression and the leader is at Crest level?
A. No to all. [Gen23.2; An95w; An96; Mw]

A2.9 & A6.11 If his side sets up first, may a player check the LOS from his units to "empty" hexes, including for Bore-Sighted/Pre-Registered Hex purposes? What if he sets up second, or setup is simultaneous?
A. LOS may be thusly checked only by a Scenario Defender who sets up first [EXC: the player who sets up first may always check LOS for Bore-Sighted/Pre-Registered Hex purposes]. [Gen26.5; An91; An95w; An96; Mw]

A2.9 A side is given a number of "?" counters to use a dummies, etc. Do they all have to be used?
A. Neither Dummies, nor any other unit/SW/Gun, in an OOB need be used-however any such not used are considered Eliminated for CVP (and all other) purposes. [Letter84]

A2.9, A5.5 & A12.3 1) Do HIP-related initial Deployments count against overall initial deployment limits? Assume an OB of 12 squads, a Nationality that may Deploy, and a HIP allowance of two squads. The player uses A5.5 to Deploy and HIP two squads. Of the remaining 10 squads, may he Deploy none (because his A2.9 Deployment is all used up by the HIP units), one (10%, FRU, of his ten remaining squads setup non-HIP) or two squads (10 pct, FRU, of his base OB of 12 squads)?
A. Zero more (Max 2).
2) Suppose the above OB were "all HIP" per SSR. Would A5.5 allow free Deployment?
A. No.
3) or would A2.9 limits apply?
A. Yes. [Letter66]

A2.9 & B23.93 Can an AFV setup in a Fortified Building/Factory Location? If so, can it ever leave that Location?
A. Yes. [Letter8]

A2.9 & D8.2 Does a vehicle which sets up in a building/woods hex take a Bog Check when it leaves its setup hex to enter Open Ground?
A. No. [Letter8]

A3.1 & ASOP See prior entry.

A3.1 & A4.44 May a Good Order SMC attempt to recover a SW/Gun from a unit eliminated during the RPh, in addition to other RPh activity conducted by the SMC? (EX: Commissar attempts to rally broken conscript HS with ATR and succeeds in eliminating conscript HS; may the Commissar immediately attempt to recover the ATR)?
A. No. [Letter8]

A4.12 & A13.3 May a Cavalry leader provide a MF bonus to Infantry in his Location? May a leader who is a Passenger/Rider?
A. Yes, so long as the provisions of A4.12 are not violated. However, since the leader and Infantry must move as a stack, the leader in the second case would have to be on an AFV using Armored Assault with that Infantry. [An90; An95w; An96; Mw]

A4.12 & A4.7 Does a leader's bonus MF apply in the APh too?
A. Yes. [An93b; An96; Mw]

A4.12 If a stack of units gaining extra MF from a Leader stacked with them loses that Leader in mid-move due to Defensive Fire (or whatever), but some of that Bonus MF has been used already, what happens – must the stack cease movement immediately?
A. Bonus MP are the last used. Yes. [Letter4]

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]

A4.132 If a firer's LOS to a unit paying Road movement costs is blocked at the center dot, can the firer then check LOS to the point where the hexside intersects the road (and vice versa)? If the LOS is hindered? Is this point where the road bisects the hexside?
A. Yes. Yes. No, any point on the hexside where the road crosses it. [An97; Mw]

A4.132 & B3.4 Can moving units on a road get the road bonus if not changing Locations (e.g., place SMOKE, recover weapons, etc.)?
A. Yes. [J1; Mw]

A4.134 & A4.15 Can a Minimum Move be used by a MMC to conduct an INF OVR against an adjacent SMC?
A. Yes. [Gen22.5; An95w; An96; Mw]

A4.134 & A23.3 Can a unit Place a DC if the Location where the DC is placed would require a Minimum Move to enter?
A. No; a Minimum Move would pin the placing unit. [Compil3]

A4.134 & D2.15 Can a unit use Minimum Move if it otherwise could have entered that same Location without using Minimum Move (EX: not using Road Rate; entering a higher level woods hex using full MP allotment instead of 1/2 MP allotment)?
A. Yes. [Compil3]

A4.14, A11.6 & D2.34 (a) Can Infantry enter a Location of which an enemy AFV is in Bypass during the MPh?
A. No, unless they're Berserk on in a Human Wave.
(b) Is a PAATC required to enter such a Location during the APh, even if CC is not to follow?
A. Yes.
(c) Is a PAATC required of units already in such a Location, but not held in Melee, before they can attack the AFV in the CCPh?
A. No.
(d) Could Infantry cross a hexside containing an enemy AFV in bypass during the MPh?
A. Not in the AFV's hex. [Letter8]

A4.15 & A4.134 See prior entry.

A4.15 & B30.44 Can a MMC use Infantry Overrun to enter a pillbox occupied solely by an enemy SMC?
A. No. [Gen26.1; An90; An95w]

A4.15 If the enemy SMC is Unarmed, is an NTC still required for the OVR? Would the double MF cost still be applicable?
A. No. No. See A20.54. [Letter4]

A4.15 Does the doubled cost of infantry overrun double the cost of hexside terrain (e.g., wall)? Double the cost of SMOKE?
A. Yes to both; this doubling occurs after all modification. [J1; Mw]

A4.151 If a SMC is being attacked by an INF OVR, can it choose the option of being moved to an Accessible Location if it already has a First Fire counter on it?
A. No, "otherwise incapable of movement." [Gen22.5; An95w; An96; Mw]

A4.151 If a MMC is attacking a SMC by INF OVR and the option to move the SMC to an Accessible Location is chosen, can the SMC be moved into the hex from which the MMC is entering the SMC's location?
A. Yes. [Gen22.5; An95w; An96; Mw]

A4.151 If a MMC enters a Location expending twice the normal MF in order to conduct an Infantry OVR, is Defensive First Fire versus it emanating from some other Location conducted before or after the SMC enters an Accessible Location? Before or after the Infantry CC attack (if any) is resolved?
A. After. Before. [Gen27.1; An91; An95w; An96; Mw]

A4.151 Can a SMC being infantry overrun move if it is on a horse/skis/bicycle? On an unarmed vehicle/motorcycle/wagon?
A. Yes. No. [J1; Mw]

A4.152 If an SMC being overrun is marked with a First Fire counter, what effect is there on its CC attack vs. the MMC?
A. None. [Compil8]

A4.2 If a stack of units are moving together, and a unit in the stack expends MF to place a SMOKE grenade/DC or to Recover a SW, then must the other units in the stack also expend the same MF if they are to continue to move together as a stack?
A. Yes. [Gen22.6; An89; An95w; An96; Mw]

A4.2 When a stack of units is moving together, can the different units in the stack perform different actions in their hex when simultaneously expending one MF (i.e., one unit attempts SMOKE placement, one unit recovers a SW, one unit places a DC on an ADJACENT target)?
A. Yes, but for each MF expenditure, he must designate all actions at the same time. [An97; Mw]

A4.2 May Infantry units not specifically listed in A4.2 move as a stack? May two Cavalry units move as a stack? Two cyclists? Two vehicles?
A. Yes. Yes. Bicyclists may; motorcycle cannot. Only via Platoon Movement (for AFV) or Convoy (including motorcycles and unarmored vehicles). [J1; Mw]

A4.2 & A4.44 A stack of units is moving together. If the units wish to recover SW/Guns simultaneously as the same MF expenditure, may the player first roll for one unit before designating the recovery attempts of other units in the stack?
A. No; for each MF expenditure, he must designate all actions at the same time. [Compil3]

A4.2 & A23.3 May two or more units of a moving stack place DC on different ADJACENT targets as the same MF expenditure?
A. Yes. [Compil3]

A4.2 & A24.1 A stack of units is moving together. If the units wish to place SMOKE simultaneously as the same MF expenditure, may the player first roll for one unit before designating the placement attempts of other units in the stack? May the units attempt to place SMOKE in different Locations as the same MF expenditure?
A. No. Yes. [Compil3]

A4.2, D9.31 & D14.2 May more than one stack of infantry move simultaneously using Armored Assault if several vehicles are using Platoon Movement?
A. Not ordinarily (e.g., only if using Human Wave, Banzai, or Column). [Compil3, Letter163]

A4.3 Can a unit bypass just a hex vertex, e.g., assuming walls are bocage, could a infantry unit in 3U4 bypass in hex T4 along the T4-T3-U4 vertex, and enter T3 at a cost of 3 MF, instead of crossing the T3-U4 hexside for a total cost of 4 MF?
A. No, a unit must bypass along an entire hexside; but in this situation, the unit could bypass along the T3-T4 hexside to the T3-T4-S4 vertex and then enter T3 at a cost of 3 MF. See the A4.31 Example. [Compil8]

A4.3 May an Infantry unit bypass a hexside and then return to its prior hex along that hexside?
A. No; see the A4.31 Example. [Compil8]

A4.3 If several defender units fire at a bypassing unit at different vertices, must each vertex be fired on in order or is the order unimportant?
A. The order is unimportant. [Compil8]

A4.31 Can an Infantry unit that is using Bypass expend MF to place a SMOKE grenade (A24.1) or DC (A23.3) while still in Bypass (as long as it has sufficient MF to leave the hex)?
A. Yes. [Gen22.6 cites A4.33; An89; An95w; An96; Mw]

A4.31 Looking at the example for A4.132, consider a unit in 5G4. That unit moves into H4

using bypass along the H4/H3 hexside. For his next move can the unit:
a) Move into I4 spending 1MF (road movement cost)?
A. No.
b) Move into I4 spending 2MF?
A. Yes.
c) Move into the woods in H4 spending 2MF?
A. Yes.
d) Move into H3 spending 1 MF?
A. No.
Considering the A4.31 example. The unit in D3 enters D4 in bypass along the D4/E4 hexspine.
e) Is the cost to then enter E5 1MF (no cost for E4/E5 wall)?
A. Yes.
f) If the unit in D3 enters D4 and bypasses both the D4/E4 and D4/E5 hexsides, is the cost of movement 1MF (no cost for E4/E5 wall)?
A. Yes.
g) Could the unit then enter E5 (from the D4/E5 hexspine) at a cost of 1MF?
A. Yes. [Letter49] {Removed questions that Perry did not answer definitively because he didn't have the board handy. SR}

A4.32 & D6.5 When Infantry that was stuck in Bypass during its MPh (e.g., pinned, broken, unloaded without sufficient MF, etc.) automatically enters the obstacle after the end of its MPh, may the Defender First Fire at it?
A. No, he must wait until DFPh. [Compil9]

A4.4 & A4.44 If a unit Recovers the SW at the *end* of its MPh (i.e., it expends no MF after gaining possession of the SW), is the portage cost assessed?
A. No. [Gen22.6; An95w; An96; Mw]

A4.4 Is the PP cost for a SW deducted from a unit's IPC begins its MPh with the SW and drops it *after* expending a MF in its hex (such as to place a SMOKE grenade or to Recover a different SW) but *before* moving one hex with it?
A. Yes. [Gen23.2; An89; An95w; An96; Mw]

A4.4, A4.43 & A4.44 A HS carries a DC into a new Location and is eliminated. A squad then expends 1 MF to enter that Location. Can that squad then try to Recover that DC? If so, can it Throw the DC from that Location?
A. Not during that MPh.
Can it Place the DC from that Location?
A. Not during that MPh. [Letter80]

A4.41 May a HMG or MMG fire in AFPh if it has not changed Locations but did enter/exit a fortification, (un)load, (dis)mount, move under wire/panji, or changed Crest status or position in a Rice Paddy?
A. No, it has not remained stationary. [J1; Mw]

A4.42 May two SMC together portage a 3PP weapon?
A. No. One SMC must possess the weapon and, even though the other SMC raises the first's IPC by one, the possessing SMC "may never portage more than two PP." [An96; Mw]

A4.42 & A4.51 Can a SMC and a MMC split the PP cost of one item? If both are CX and the MMC possess a 4PP SW, does the SMC have 0 to give to the MMC? Or could the SMC instead carry 1 PP and the MMC 3 PP, thus both are only 1 PP over their IPC?
A. No. Yes. No. [Compil5]

A4.42, B8.4 & B11.41 May a MMC and a SMC combine their IPC to portage SW into a sewer/-tunnel or while climbing?
A. Yes, but remember climbing units are CX so total IPC is 2 if you combine. [Letter8]

A4.43 If an unbroken unit wishes to do nothing during its MPh except drop a SW, can it do so at the cost of one MF?
A. It could do so at *no* MF cost– but it could then become the (non-moving) target of Defensive First Fire. [Variant in Gen22.6; An89; An96; Mw]

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

A4.431 Can units who transfer SW perform other actions (e.g., Recombining, Scrounging, etc.) in the same RPh?
A. No. [Gen22.5; An95w; An96; Mw]

A4.431 The rule permits SW to be transferred among Riders on the same vehicle while it is in Motion. Can SW really be transferred between Riders of the same motorcycle while it is in Motion?
A. Yes. [Gen22.6; An89; An95w; An96; Mw]

A4.44 Can more than one Infantry unit attempt to Recover the same SW/Gun during a single MPh/-RPh?
A. Yes. [Letter8]

A4.44 How many SW/Guns may be Recovered per phase by a Good Order, unpinned SMC from >= one unit eliminated/surrendering/routing in his Location?
A. One. [An95w; An96; Mw] { An96 has ">", it should be ">=". SR}

A4.44 & A3.1 See prior entry.

A4.44 & A4.2 See prior entry.

A4.44 & A4.4 See prior entry.

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

A4.44 & A4.61 Can Infantry which does not expend all of its MF and moves only one Location attempt to recover a SW while using Assault Movement?
A. Yes. [Letter8]

A4.44 & A10.6 If a SMC attempts to recover a SW from a broken MMC in the RPh, may another leader still attempt to rally that MMC?
A. Yes. [An95w; An96; Mw]

A4.44 & A23.7-.72 May a set DC be recovered?
A. No (although it can be eliminated by Random SW Destruction [A9.7] or by a successful Clearance DR [B24.75]). [Compil4]

A4.44 & A13.33 Can a cavalry SMC recover a SW from a cavalry MMC?
A. No. [J1]

A4.5 May Bicycle Riders (D15.81) and Skiers (E4.3) Double Time?
A. Yes. They are not riding a form of conveyance. [An96; Mw]

A4.5 & A12.141 Is the act of declaring Double Time (as opposed to actually expending MF) in LOS of a Good Order enemy unit a concealment-loss activity?
A. No. [Compil9]

A4.5 & A24.1 If a CX unit rolls a 5 on its SMOKE placement dr, is its MPh over? (In other words, is it an "Original" or a "Final" dr of 6 that ends a unit's MPh?)
A. No. Original. [Letter109]

A4.51 & A11.11 If two stacks are in close combat, and one stack has one CX squad and two non-CX squads, does the other side get the -1 CX CC DRM against the whole stack or only the CX squad?
A. Only the CX squad. [Letter192]

A4.51 & A4.42 See prior entry.

A4.6 The rule states that units in Trenches are not subject to FFNAM. Would units that are attacked as they move from outside the Trench to inside the Trench be considered "units in a Trench"?
A. No. [Gen23.2; An95w; An96; Mw]

A4.6 Is a unit always considered moving for FFNAM/FFMO purposes when expending MF, even without changing Location? Is a unit considered moving for FFNAM/FFMO purposes when it does not expend MF, during the MPh (EX: Dropping a SW)?
A. Yes. No. [Compil3]

A4.6 Do any DRM other than Hindrance/TEM negate FFMO?
A. No. [An97; Mw]

A4.6 Can a concealed squad enter a hex using assault movement, survive DF, then declare double time-dropping ?-to search, place smoke etc., now becoming vulnerable to FFNAM/-FFMO?
A. You cannot assault move and then declare CX. You cannot assault move and search. You may assault move into a hex and then place smoke, losing concealment if in LOS, etc. [Letter57]

A4.61 & A15.43 If a squad Assault Moves, is fired on and becomes Berserk, do they immediately gain (8 minus the normal MF spent to enter the hex they entered using Assault Movement) MF to use in a Charge?
A. Yes. [Compil1]

A4.61 May a unit, which does not change Location at all, use Assault Movement (i.e., to place Smoke, move below/above entrenchment etc.)?
A. Yes. [Compil3]

A4.61 & A4.44 See prior entry.

A4.61 & A23.3 Can Assault Movement be used to Place a DC in an ADJACENT Location, if the Placing Infantry does not use all of its MF and only moves one Location, or if the Placing Infantry doesn't use all of its MF and doesn't change Location?
A. Yes. [Letter8]

A4.61 Does assault-moving have any effect on how MF are expended (within the limits of moving no more than one Location)?
A. No, other than prohibiting the use of all MF. [Compil7]

A4.63 & A15.43 Can a berserk unit use a Dash move to enter an enemy occupied hex?
A. Yes – provided it meets all the requirements for both Dash and Berserk movement. [Gen22.6; An89; An95w; An96; Mw]

A4.63 If a unit Dashing across a road becomes berserk, does it charge in that same MPh?
A. Yes, using eight MF (three MF if wounded) minus whatever MF it has already expended. [An91; An96; Mw]

A4.63 & B7.4 May a unit declare a Dash in order to cross a runway (or "boulevard") hex?
A. No. [An93b; An96; Mw]

A4.63 & D9.31 May Infantry use Dash and Armored Assault simultaneously?
A. No. [An95w; An96; Mw]

A4.63 & A8.15 A Dashing unit is attacked as it leaves its starting hex with a Snapshot. Would the FP of this attack be halved or quartered? Would FFMO/FFNAM apply?
A. Quartered. No. [An97; Mw]

A4.63 Can units dash through a hex in which the road ends? Can units dash across a road intersection? (For example, consider hex 20Y2. If Z1 and Y3 were considered non-Open ground Locations for some reason, could a unit dash from X2 to Z1, crossing the Y1-Y2-Y3 road? From Y1 to Y3, crossing the Z1-Y2-X2 road? From X2 to Y1? From Y3 to Z1?)
A. Yes to both, as long as the unit is crossing from one side of the road to the other. (Yes to all.) [Compil8]

A4.63 May a unit attempt to Dash through wire?
A. No. [J1; Mw]

A4.63 If a leader and MMC are dashing and the leader breaks in the road, leaving the MMC without enough MF to complete the dash, is the MMC left in the road? Does it expend its remaining MF in the road? Does it qualify for Dash benefits?
A. Yes. No. No. [Compil8]

A4.63 May dash and bypass be combined in a woods-road hex or building-road hex?
A. Yes, if the dashing unit can bypass the obstacle while crossing the road. [J1; Mw]

A4.63 What are the game mechanics of declaring/executing a dash move, including any D1F declarations versus such a move? In particular:
a) What declarations are required, when, of the moving player?
A. The destination is declared at the start of the move.
b) What destination-choice options are available to the moving player, after entering the road hex, and taking any D1F there, but before attempting destination hex entry?
A. None.
c) After road entry, but before attempted destination hex entry, if an armed enemy unit drops concealment in the intended/declared destination hex (to D1F, say), must the moving unit still attempt entry, if otherwise able?
A. Yes.
d) What are the D1F consequences (Dash benefit?) of D1F from the declared/intended destination Location, when such D1F is made before the moving unit attempts destination entry?
A. Assuming the destination is not Open Ground, the shots as the Dasher enters the road are halved. MF expended attempting (and failing) to enter the destination hex are not halved. [Letter75]

A4.7 Advance cannot occur if you are so encumbered by PP that you have no MF remaining. [p.K16, pointed out in Letter76]

A4.7 Is a unit which conducted a Human Wave (or Banzai Charge) but did not enter an enemy-occupied Location in the MPh required to Advance into an available enemy-occupied Location?
A. No. [Compil9]

A4.7, B27.4 & C1.51 If an Infantry unit enters a Foxhole in an Open Ground hex during the APh, but that Foxhole hex contains an FFE:2 counter, does the Infantry unit get the +4 Foxhole TEM when resolving that FFE attack?
A. No. [Letter80]

A4.7 & A4.12 See prior entry.

A4.7 & B27.1 If an enemy advances into a location containing a 1S foxhole occupied by a friendly squad and the friendly squad is eliminated in the ensuing melee, does the enemy squad automatically get to use the foxhole? (Must it enter the foxhole during a MPh/APh?) May an enemy unit advance directly into an occupied foxhole/trench?
A. Not unless it had entered the foxhole upon entering the hex (the capacity of a foxhole counter is per side [B27.44]). (Yes.) Yes. [Compil4]

A4.72 May a non-CX unit use Advanced vs. Difficult Terrain if the COT exceeds its available non-Double Time MF allotment? What if Advance vs. Difficult Terrain is already required, but there is additional COT (EX: changing elevation or going over a wall into bamboo, or bamboo and SMOKE)?
A. Yes, if it has at least 1 MF remaining after deducting portage costs. Yes, it may advance; read A4.72: "...is >= ... all of a unit's available...". [Letter8]

A4.8 & A12. Is TI status itself considered a "?" loss activity even if LOS is established after the phase in which the TI gaining activity occurs?
A. No. [Compil6]

A5.1 & A14.4 Does Infantry/Cavalry overstacking affect a Sniper Check?
A. No. [Letter8]

A5.1, A12.122 & A12.14 Can overstacked Good Order Infantry gain concealment if in LOS of an unbroken enemy unit greater than 16 hexes away?
A. If in Concealment Terrain, they could roll for concealment if the unbroken enemy unit was not Good Order. [J1; Mw]

A5.11 & A10.51 When determining the closest (in MF) building/woods hex that a broken unit can rout to, is the MF cost for entering an overstacked hex included in the MF calculation?
A. Yes. [Gen23.2; An90; An95w; An96; Mw]

A5.132 Suppose German vehicles have exceeded the vehicular stacking limits in a hex which also contains a Russian T-44. If a Russian weapon other than the T-44 fires on a German target in the hex but misses, does this mean that the Russian T-44 can be hit as a secondary target even though it is not overstacked?
A. Yes. [Gen23.2; An90; An95w; An96; Mw]

A5.132 & 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]

A5.132 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? Can the intended target be hit by an "overstack hit" (in any fire phase)? 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. Yes. The non-target vehicle is hit if only 2 vehicles are in Location. {The answer to the second question seems to be "no".} [Letter4]

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. [Letter130] {Re-worded. SR}

A5.72 & A.5 See prior entry.

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]

A6.4 & A6.21 See prior entry.

A6.7 & E3.1 Are LV hindrances (e.g., night, Mist) cumulative with other hindrances regardless of range? (For example: at range of 2 hexes, one orchard hex between target and firer, EXTRA HEAVY mist and night LV applies, what is the DRM derived from LOS/LV hindrances?) Does the "range" statement in A6.7 refer to the range between target and firer? (Or just to the portion of the LOF that is crossing the "terrain" hindrance?)
A. Yes. (4.) No. (Yes.) [An97; Mw]

A7.1 & A8.1 May a unit use Small Arms (or non-ordnance MG) to DFF on the IFT at a moving BU, CT AFV for the sole purpose of leaving Residual FP (or laying down a Fire Lane)?
A. Yes. [An97; Mw]

A7.2, A8.3, A8.31 & C5.6 If a Gun uses Intensive Fire, is the manning infantry allowed to Subsequent First Fire thereafter?
A. No, although it could FPF. [J1; Mw] {Added A8.3, A8.31 & C5.6. SR}

A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, D7.22, E9.43 & G1.423 Is a CC marker placed immediately after a Non-CC Reaction Fire (or any other TPBF) attack? Is the CC marker removed when only one side occupies the Location?
A. No, not until the armed vehicle (or unit) ends its MPh in the defender's Location (see also A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, E9.43, and G1.423). Yes. [J1; Mw]

A7.212 If a unit's Location is occupied by an enemy unarmored vehicle, 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]

A7.301 & 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 FP and Final IFT DR, must Random Selection be used again among the non-CH units in order to bring the number of CH units up to the KIA's #?
A. No – the number of units chosen by the original Random Selection is the number the CH is resolved against. [An93a; An95w; An96; Mw]

A7.301 & A22.4 How is a K/# result resolved vs. a stack of three Personnel units, two of which possess a FT? What if all three possessed a FT?
A. Each of the FT-bearing units suffers a 1KIA, and the third unit suffers the K/#. Each of them would suffer a 1KIA. (The -1 FT DRM is unique in that for attack resolution purposes it applies in this separate, individual manner to each possessing unit). [An93b; An96; Mw]

A7.301 & A.9 See prior entry.

A7.302 If a SMC is wounded by a K/# result, must he also take the resulting MC?
A. No (e.g., see the A.9 example). [An93b; An96; Mw]

A7.302 & A15.2 Is a wounded hero that suffers Casualty Reduction wounded again or eliminated? One that suffers a Casualty MC?
A. The hero would be eliminated in either case (a wounded hero that wounds again is eliminated). [Compil8]

A7.303, A10.3, A15.42 & A17.1 Is a berserk leader that fails a MC wounded or eliminated? One that suffers casualty reduction? Suffers a Casualty MC?
A. It suffers Casualty Reduction and wounds (and may, therefore, be eliminated). It wounds. It wounds and must add +1 to its Wound Severity dr as if already wounded. [Compil8]

A7.34 & A9.5 If directed by a Leader, does the Leader's DRM affect every location affected by a spraying-fire attack?
A. Yes. [Letter4]

A7.34 & A9.52 May Spraying Fire be used versus two adjacent "empty" hexes/Locations during the enemy MPh (e.g., in order to place Residual FP therein)?
A. No – at least one of those hexes/Locations must contain a moving enemy unit. [Gen26.5; An91; An95w; An96; Mw]

A7.35 & C13.8 Assume a German Squad has not fired its inherent Firepower and it fires a PF and takes the Backblast attack. Assume the squad is casualty reduced and the HS passes it MC (so it remains in good order). Can the HS fire attempt to fire a second SW? (e.g. a second PF).
A. No, the HS is considered to have fired, and is so marked. [Letter79]

A7.351 This rule says a squad "may fire two different types" of SW in the same fire phase. If two SW are fired, do they both have to be marked with an 'A' in the Support Weapons Chart? In other words, may a squad fire a LMG and a FT in the same fire phase?
A. A squad may fire a LMG and FT in the same fire phase. [Letter26] {Minor editing. SR}

A7.353 & A22.611 If a HS fails a MOL check dr during the Defensive First Fire, can it still use its inherent FP for Subsequent First Fire in that same phase?
A. Yes, halved. [Gen22.5; An95w; An96; Mw]

A7.353 & A8.31 If a HS uses a LMG during Defensive First Fire, can it use *both* the LMG and its inherent FP during Subsequent First Fire/Final Protective Fire in the same phase?
A. No. It can use its LMG *or* its inherent FP in Subsequent First Fire; for 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 vehicle/Vulnerable PRC in a Location which are not yet in melee, may friendly units fire into that Location, and does such fire affect units of both sides or only enemy units?
A. Yes, the fire affects only enemy units. [Letter8]

A7.4 Which side resolves an attack into a Melee first?
A. The side that did *not* conduct that attack. [An93b; An96; Mw]

A7.4 & D.8 An AFV in Melee with an enemy squad is destroyed via the Vehicle Target Type. Is the squad unaffected? Even if the AFV is destroyed by a PF?
A. Yes. Yes. [Compil9].

A7.52 & 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-.531 & A10.72 These seem to imply that leader direction and the application of a leader's DRM can be declared independently of each other. Is this true?
A. No; the two are synonymous *in all cases*. However, if leader direction is used for an attack/action to whose DR/dr "Leadership NA" triangle applies, that leader's DRM/drm cannot apply to that DR/dr. [An91; An92; An95w; An96; Mw]

A7.53 A leader directs Defensive First Fire of a squad and a MG and then directs First Fire attacks with the MG's ROF. During Subsequent First Fire, may he again direct the fire of the squad and MG?
A. Yes. [An97; Mw]

A7.53 Is removing weapons from a FG considered the constitution of a new FG? (I.e., if a leader directs a FG consisting of squad A + MG during DFF, can the leader direct squad A without the MG during SFF?)
A. No. (Yes.) [Compil3]

A7.53, A7.531 & A7.9 An 8-1 leader and squad w/ LMG are in a Location; another friendly squad is in an Adjacent Location. Absent Leader Direction, each squad is subject to Cowering. All of these units have LOS to a target. They declare an attack on that target as a firegroup. To prevent Cowering in his Location, may the leader be declared as directing the fire of the squad and LMG in his location (even though he may not apply his DRM to the attack – A7.531)?
A. No.
If not, suppose there were another 8-1 and it were stacked with the other squad, such that both Locations of the FG featured a –1 leader directing the FG attack. A7.531 allows a -1 leadership attack DRM in this case. Because this would be an attack directed by two leaders (as opposed to *a* leader – A7.9, 1st sentence), would the attack be subject to Cowering?
A. No. [Letter69]

A7.531 & A15.24 If a squad is ADJACENT to a friendly hero and those two units fire as a FG, may a Good Order leader stacked with the squad direct the attack?
A. No – because the hero is not in the same Location as the leader. [An93b; An96; Mw]

A7.531, A7.53 & A7.9 See prior entry.

A7.352 & A8.4 1) A HS fires its PSK in the MPh and is marked with a First Fire counter. In the DFPh, may that HS attempt a PF shot vs. an ADJACENT vehicle?
A. No, per the SW Chart, a HS can only fire one SW.
2) Is the answer any different if the HS had fired its Inherent FP in the MPh, instead of the PSK?
A. No. [Letter155]

A7.6, A14.21 & D5.31 Is the CE DRM considered an "in-hex TEM" for sniper alternate target selection purposes?
A. No. [J1; Mw]

A7.7 Can an ordnance hit on the Area Target Type be considered a hit for Encirclement purposes (as opposed to one on the Infantry Target Type)?
A. Yes. [Gen23.2; An89; An95w; An96; Mw]

A7.7 Does the one level drop in morale suffered by encircled Personnel against any attacks also apply for other purposes, e.g. PAATC, Rally, etc.?
A. No. [An96]

A7.7 If a firegroup consists of units within normal range of a target and also units firing at long range, does the attack qualify for encircling fire it the units within normal range do not have the strength by themselves to possibly cause a morale check, but the attack as a whole does?
A. No. [Compil8]

A7.7 Is the cost to encircled units to cross hexside terrain doubled? The cost to enter smoke? If moving uphill, would the cost be quadrupled? If entering abrupt terrain, is the cost of intermediate levels doubled?
A. Yes to all; this doubling occurs after all modification. [Compil8]

A7.7 In line 17 add after "enemy" add "/Melee" then in the next to last line on page A15 after "enemy" add "/Melee".

A7.7 & A20 Do Prisoners share the Encircled status of their Guard, or can one be Encircled by enemy fire without the other being encircled?
A. No; yes. [Letter91] {Minor editing. SR}

A7.7, B8, & B11.4 May a unit climb out of encirclement, or use a sewer or tunnel to exit encirclement?
A. Yes to all (despite such movement requiring all of a unit's MF) and may even use the APh normally to enter a new Location, whereupon it would become Pinned and CX (as if having completed a Minimum Move--A4.134). [J1; Mw] {Added B8 & B11.4. SR}

A7.72 If all the stairwells of a multi-story building have been rubbled, are units on the upper level(s) of that building Encircled?
A. Yes – except for units immune to "upper-level" Encirclement. [An93b; An96; Mw]

A7.72 & B23.424 Is a unit with Scaling ability immune to "upper-level" Encirclement?
A. Yes, provided the unit is in Good Order and would not have to Scale to/past a Location containing a Blaze or unbroken, armed, unconcealed enemy unit. [An93b; An96; Mw]

A7.8 Can a broken unit ever become pinned by any cause other than Interdiction or a Collapsed Hut PTC [G5.5] (e.g., via minefield or FFE attacks)?
A. No, and even during Interdiction the condition only lasts until the end of the RtPh. (This supersedes the prior Q&A in the '96 Annual.) [An97; Mw]

A7.8 & A7.82 If the Inherent crew of a vehicle is pinned in the act of movement, must the vehicle immediately stop moving? Or may it continue movement, although perhaps BU?
A. No. Yes. [Compil6]

A7.81 This says Pinned Infantry may not "change a weapon's CA (9.21; C5.1-.12)". The cited rules references, though, could be read to suggest that only fixed CAs (CAs in woods/bldg/rubble) may not be changed by Pinned Infantry. Is this true? Or may a Pinned Gun crew in Open Ground change the Gun's CA as part of its shot? May it change the CA normally at the end of a Fire Phase (C3.22)?
A. Once the Infantry manning a Gun (or a Fixed CA weapon per A9.21) is Pinned, then they may not change the CA of that Gun/weapon until they are no longer pinned. [Letter80]

A7.81 If a pinned squad in Open Ground fires a MG, does it need to mark the MG's CA to prevent it from SFF/FPF/Final Firing that MG in a different CA?
A. No, only in woods/building/rubble. [Letter80]

A7.82 & A7.8 See prior entry.

A7.831 & A11.4 Can a Leader that is pinned apply his leadership for other purposes than fire direction, e.g., :
1) ... clearance?
A. No, pinned units cannot clear.
2) ... ?-growth?
A. Yes; pin is removed prior to ?-growth. [Compil3]

A7.9 If a squad firing a MG only (not its inherent FP) cowers, are both the squad and the MG marked with the Prep Fire or Final Fire counter?
A. Yes. [Compil7]

A7.9, A7.53, A7.531 See prior entry.

A8.1, A24.31, C3.33 & C3.4 If ordnance Defensive First Fires WP at a Location that contains moving and non-moving units both friendly and enemy, which of them can be affected by a hit?
A. Only those that are both moving and hit, but regardless of whether they are friendly or enemy. [An91; An95w; An96; Mw]

A8.1 & A7.1 See prior entry.

A8.1, A10.7 & A25.221 Can a non-moving leader use its leadership DRM to assist moving unit(s) with a MC/PTC caused by Defensive First Fire? Does a non-moving Comissar increase the ML of moving unit(s)?
A. No. Yes. [Letter117] {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]

{B27.54 now prohibits Snap Shots. SR}**A8.15 & A4.63** See prior entry.

A8.15 & A12.15 May a Snap Shot be made vs. a unit that has been forced back to its off-board hex by the mechanism of A12.15?
A. No. [An97; Mw]

A8.2 Would firing at an empty hex in order to acquire it leave Residual FP?
A. No; you cannot fire at an empty hex to gain acquisition during the MPh. [Compil5]

A8.2 Is the Residual FP left by a Critical Hit based on the normal, not the doubled, FP? Does an Area Target Type attack leave residual FP based on half of the halved FP attack?
A. No, it is based on doubled FP. Yes, it is based on halved FP. [J1; Mw]

A8.2 If a unit is attacked by residual FP as it enters a Location, could it be attacked again by the same residual FP if it spends additional MF (e.g., placing a DC, attempting to place smoke) in the Location?
A. Only if it becomes more vulnerable; see A8.22. [Compil7]

A8.2 Does a DC that attacks in Defensive First Fire (i.e., Thrown) leave Residual FP? One exploded by a moving DC Hero?
A. Yes. No. [Compil9]

A8.2 Is the amount of Residual FP placed due to an attack halved again if the attack is halved for Area Fire (e.g., the target is concealed/dashing/-etc.)?
A. Yes. [Compil9]

A8.2, B23.31 & D2.38 Does a unit/its-vulnerable-PRC bypassing a building Location containing a residual fire counter receive building TEM?
A. Yes [EXC: Deluxe (J2.23)]. [J1; Mw]

A8.22 A CE AFV moves and a squad chooses to attack it using Defensive First Fire. According to this rule, the General Collateral Attack leaves no Residual FP – true or false?
A. False. The Small Arms Attack is actually made versus the entire *Location*, and does leave Residual FP. The accompanying General Collateral Attack (vs. the PRC) caused by that attack does not leave Residual FP, see the last sentence of D.8B. [Gen24.6; An89; An95w; An96; Mw]

A8.22 Does the statement "A unit can be attacked by Residual FP only once per location" mean that a unit which, for example, places a smoke grenade, recovers a DC, and places it in an adjacent hex, all in a Location containing existing Residual FP, is only attacked once by the Residual FP? Also the second bullet, "Residual FP does not attack ... is completed...," seems to contradict A23.3's requirement of survival of Defensive First Fire for placement of DC since existing Residual FP is always the first Defensive First Fire Attack allowed against a moving unit in its current Location.
A. Yes. I don't think so. Obviously, if the placer enters the Residual FP Location and is broken or pinned by it, he can't place the DC. If he is not thusly affected, the Residual FP does not attack again due to his subsequent MF expenditure to place the DC (unless he is subject to more-negative/less-positive DRM when he expends it). [Letter8]

A8.26 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. [Letter174]

A8.3, A7.2, A8.31 & C5.6 See prior entry.

A8.3 & A8.4 If a SW is not capable of Subsequent First Fire (EX: ordnance SW), can it fire vs. an adjacent/same-hex unit as Final Fire during the DFPh if marked with First Fire?
A. No. [Compil5]

A8.3 & A9.21 If a MG's restricted CA prevents it from participating in its squad's SFF attack, must its use be forfeited as per A8.3?
A. Yes. (This supersedes the prior answer to this question in the '95w and '96 Annuals.) [An97; Mw]

A8.3 & D9.31 While Armored Assaulting, an AFV spends three MP to enter a hex but the Infantry spends only one. Having First Fired once, may an enemy unit fire again at the same moving stack?
A. Yes, but the second shot could only affect the AFV. [J1; Mw]

A8.31 If a unit fires as Subsequent First Fire its inherent FP and/or a SW, can it Defensive Fire any weapon/inherent FP later that turn, barring FPF?
A. No. [Compil5]

A8.31, A7.2, A8.3 & C5.6 See prior entry.

A8.31 & A7.353 See prior entry.

A8.31 & A15.1 Does an Original FPF DR of 2 cause the firing units to make a Heat of Battle DR? If so, do the firing units each make a Heat of Battle DR, or is one Heat of Battle DR made for all units engaging in FPF, or is Heat of Battle done by Random Selection? Can a FG consisting of six HS and a leader which rolls an Original FPF DR of 2 produce six heroes and a heroic leader?
A. By Random Selection; note that Random Selection would also apply if the Original FPF DR were a 12. Yes, plus six Battle Hardened HS – if they're <u>really</u> lucky! [Letter8]

A8.31 & E1.76 Must a captured MG be fired when the possessing infantry uses FPF at night, triggering an automatic sniper attack?
A. Yes. [Letter8]

A8.31, A7.211, A12.151, A13.61, A15.432, A25.234, D7.22, E9.43 & G1.423 See prior entry.

A8.31 & A7.353 See prior entry.

A8.312 Does "immediately" mean before DEFENDER in another Location fires at that ATTACKER? Before any attack vs. any ATTACKER in another Location in the Impulse?
A. Yes. Yes. [An93b; An96; Mw]

A8.312 If a Human Wave ATTACKING unit ends its MPh in the same Location as a Good Order DEFENDER, must the ATTACKER use TPBF against that DEFENDING unit? What if the DEFENDER is Broken?
A. No; but he cannot fire outside of that Location. (The same holds true if the DEFENDER is broken.) [Compil4]

A8.4 & A7.352 See prior entry.

A8.4 & A8.3 See prior entry.

A8.41 & C13.2 May an ATR, without a printed ROF, already marked with a First Fire counter use Final Fire during the DFPh to fire at an adjacent or same hex AFV? On the IFT? If so, is there any penalty besides Area Fire or Case K? Or, does the second sentence of A8.41 apply even though it's listed under the heading "Multiple ROF"?
A. No, since it cannot use Sustained Fire or Intensive Fire. A8.41 applies. [Letter172]

A9.21 & A8.3 See prior entry.

A9.22 & A9.222 How exactly do SMOKE/grain/-brush/marsh Hindrances affect Fire Lanes?
A. Their DRM affect the MG's *original* attack (i.e., the attack that creates the Fire Lane), but thereafter have no effect on that Fire Lane's attacks (other than to cancel FFMO; A9.22) and thus cannot be claimed as "non-target-hex DRM" (A9.222). [Gen26.5; An91]

A9.22 May a Fire Lane be placed along (an Alternate) Hex Grain that at the time of placement contains no moving enemy units?
A. Only as per E1.71 (Bore-Sighted Fire Lane at night). [Gen26.5; An91; An96; Mw]

A9.22 If a MG declares, as part of its attack declaration, that it will create a Fire Lane, does the attack use the MG's Fire-Lane Residual FP?
A. No; the attack that *creates* a Fire Lane uses the FP it would normally apply to a regular Defensive First Fire attack vs. that target, and only after that attack is resolved can the Fire Lane come into effect. [An91]

A9.22 Is the intention to place a Fire Lane declared before or after placing the MG's First Fire attack?
A. It must be stated as part of the MG's attack declaration. The player cannot await the outcome of the attack before deciding whether or not to declare a Fire Lane. [An91]

A9.22 May a MG counter suffering from Ammunition Shortage create a Fire Lane?
A. No, since A9.22 states that it must be in Good Order to do so (see the definition of "Good Order" in the index). [An90; An95w; An96; Mw]

A9.22 May an individual MG's Defensive First Fire attack leave a Fire Lane if it attacks as part of a FG and/or loses if Multiple ROF?
A. Yes to all, provided the MG did not malfunction and the Fire Lane declaration was stated as part of the FG's attack declaration. [An91]

A9.22 May a MG firing as ordnance (e.g., TH vs. an AFV) also declare a fire lane?
A. Yes. [An97; Mw]

A9.22 & Index See prior entry.

A9.221 Can a MG set up an Alternate-Hex-Grain Fire Lane along a *Continuous Slope*?
A. Yes. [Gen24.6; An89; An95w]

A9.222 & A9.22 See prior entry.

A9.222 May a leader stacked with a MG use his leadership DRM to affect that MG's Fire Lane attacks? If the unit possessing the MG is CX, does the CX DRM apply to its Fire Lane attacks?
A. These DRM apply only to the MG's *original* attack (i.e., the attack that *creates* the Fire Lane). [Gen26.5; An91]

A9.222 & D9.5 May an Armored Cupola armed with a MG lay a Firelane?
A. Yes. But Dug-In Tanks may not lay a Fire Lane. [Letter62]

A9.223 If a unit fires a MG to create a firelane and then uses its Inherent FP as SFF later, does this cancel the firelane?
A. A squad can fire its inherent FP as First Fire after previously firing only a MG to lay down a firelane. A HS that has laid down a firelane (or a squad that has both laid down a firelane and used its inherent FP as First Fire) cannot use SFF unless in a TPBF situation (which cancels the firelane). [An97; Mw]

A9.223 Must a MG cancel its Fire Lane when an "unbroken" vehicle (A12.1) enters its Location (even if in bypass)?
A. Yes, unless it is a BU CT AFV, in which case the MG/its-manning-infantry *may* cancel the Fire Lane to attack the AFV. [J1; Mw]

{ASLRBv2 still contains wording that implies it applies to both hexes. SR}

A9.5 & A7.34 See prior entry.

A9.5 & A7.52 See prior entry.

A9.52 & A7.34 See prior entry.

A9.61 May vehicular MG fire as ordnance vs. AFV?
A. Only if it is MA. [Compil4]

A9.61 & D5.34 Are Guns (including vehicular MA) of 12.7 Caliber size treated as MG for TK purposes (D5.34)? Are .50 caliber SW MG?
A. No. Yes. [J1; Mw]

A9.72 & D10.5 Can a MMC attempt to Repair a SW and Scrounge a vehicle in the same RPh?
A. No; see A3.1. [Gen25.6; An95w; An96; Mw]

A9.73 Can a unit marked with a First Fire counter destroy a MG during DFPh if there is an adjacent enemy unit? If there is no adjacent enemy unit?
A. Yes. No. [J1; Mw]

A9.73 May an inherent crew voluntarily disable the vehicle's MA/MG?
A. Yes. [Compil9]

A9.74 Does Random SW/Gun destruction apply to weapons possessed by broken HS/Crews which are eliminated by Casualty Reduction but are not randomly selected for elimination by a KIA result?
A. No. [Letter8]

A9.74 This appears to have changed from v1 to v2. It now reads: "An overrunning, fully-tracked, AFV which ends its MPh in a target Location may check for Random SW Destruction of unlimbered, NM, and RFNM Guns and abandoned weapons even if the OVR did not result in a KIA..." It seems, from reading the relevant passages on limbered/unlimbered Guns (C10.2-.26), that QSU Guns may neither be limbered nor unlimbered. Are QSU Guns exempt from the automatic Random SW Destruction check as outlined above?
A. Yes, unless they are abandoned. [Letter195]

A9.8 May even one SMC dismantle or assemble a weapon?
A. Yes. [An95w; An96; Mw]

A9.8 May a weapon that has fired and retained ROF be dismantled or assembled?
A. No [EXC: the Russian 82mm mortar after 1941]. [An97]

A9.8 Can a unit which dismantles a SW in PFPh move in the subsequent MPh? Fire in AFPh?
A. No. No. [Compil7]

A9.8 May the Russian .50 cal HMG that came in Red Barricades be dismantled?
A. Yes. [Compil9]

A10.2 If an attack results in a 1MC and this causes the elimination of a leader, do the other units in the target Location take the 1MC before taking the required LLMC?
A. Of course. [Gen22.5; An95w; An96; Mw]

A10.2 Suppose an attack the causes a leader to break also causes his morale/leadership modifier to be lowered by one due to ELR replacement (A19.13). For purposes of determining which other Personnel units must take the LLTC and what DRM (based on the negative leadership modifier being reversed) to the LLTC will be, is the leader's "current" morale level and leadership modifier considered to be those he had *before* being Replaced/wounded?
A. No. [Gen25.6; An95w; An96; Mw]

A10.2 If a formerly unwounded leader is eliminated by a fatal wound, is the resulting LLMC based on his unwounded or wounded values?
A. Unwounded. [Letter8]

A10.21 In the example of the 8-0 leader, does the 4-6-7 still take a LLMC if it is Battle Hardened or rendered Berserk as a result of the 1MC?
A. No, all MC, etc., caused by the attack are resolved before any LLMC/LLTC. [Letter8]

A10.21 Re the last sentence of this rule: would a unit subjected to a LLMC/LLTC still have its Morale Level raised (A25.221) by an unbroken Commissar (or Japanese leader) currently in its Location?
A. Yes. [An93a; An95w; An96; Mw]

A10.3, A7.303, A15.42 & A17.1 See prior entry.

A10.31 & A19.13 If an unbroken 4-6-7 squad suffers a Casualty MC that also exceeds its ELR, does it undergo Replacement before or after Casualty Reduction?
A. It is first Replaced, then it suffers Casualty Reduction, then it becomes Broken. [Gen25.6; An95w; An96; Mw] {Added A19.13 cross-reference. SR}

A10.31 & A19.13 If an unbroken 6-5-8 SS squad (with its normal 5 ELR) suffers a Casualty MC that also exceeds its ELR, is it Replaced by a broken 3-4-8 SS HS?
A. Yes. [Gen25.6; An95w; An96; Mw]

A10.41 Is being ADJACENT to a Concealed ENEMY unit sufficient to permit Voluntary Break?
A. Yes. [Letter26]

A10.41 The last sentence of A10.41 states that "(but only if breaking will not cause their immediate reduction or elim ination). Does this apply only to berserkers and other units unable to become broken, or also to units that would be eliminated due to "failure to rout"? If yes to the last statement, what is then the meaning of "immediate". May a unit, that can rout to another Location before being eliminated for "failure to rout", voluntarily break?
A. It also applies to units that would currently (i.e., based on current KEU) be subject (at **any** point in that RtPh) to Failure to Rout. [Letter95] {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. [Letter190]

A10.5 Assume two broken enemy units are ADJACENT at the beginning of the RtPh. If the ATTACKER routs, must the DEFENDER rout even though it's no longer ADJACENT to an enemy unit?
A. No. [Gen25.6; An95w; An96]

A10.5 May/must a broken unit rout out of a Location containing a Berserk/Human Wave enemy unit which entered the Location during the preceding MPh?
A. It must try to rout. [Letter8]

A10.5 May a Minimum Move be made during the RtPh?
A. No – Low Crawl must be used. [An95w; An96; Mw]

A10.5 Is a leader always an armed unit? An AFV without functioning weapons? A stunned/-shocked/UK AFV? An abandoned AFV?
A. Yes (unless recently escaped and still unarmed), although without Normal Range. Yes. Yes (although without functioning MG armament – A11.51). No. [An97; Mw]

A10.5 & A11.16 A broken unit is locked in Melee while an unbroken and armed Known enemy unit is ADJACENT to it or in its Location. Is it eliminated for Failure to Rout during the RtPh? Does it survive until the CCPh where it must attempt withdrawal?
A. No. Yes. [Compil3]

A10.5 & A19.12 A broken ATTACKER MMC is Disrupted and ADJACENT to a broken enemy MMC. Both MMC are DM. In the ATTACKER RtPh, is the disrupted MMC forced to rout? If not, is it eliminated for Failure to Rout?
A. No. No; broken units do not cause other units to be eliminated for Failure to Rout. [Compil4]

A10.5 During the RtPh, may a broken unit remain in the same Open Ground minefield hex while in Normal Range and LOS of a Known enemy unit?
A. No. [Compil6]

A10.5 & C7.42 Is a shocked AFV an "unbroken and armed" unit that will force ADJACENT broken enemy units to rout away? A BU OT vehicle with only an AAMG?
A. Yes to both, if manned. [Compil7; J1; Mw]

A10.5 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. [Letter110]

A10.51 Is Overstacking or SMOKE considered in calculating the range (in MF) to the nearest building/woods hex?
A. Sure. [Letter8]

A10.51 A broken unit starts to rout toward the nearest building/woods hex, but during its rout the building/woods hex is not farther from a Known enemy unit than its present hex. Can the broken unit now choose to ignore the building/-woods? Or must it continue to rout toward that target?
A. It must continue (assuming it is otherwise able to). [An97; Mw]

A10.51 Do friendly DM units prevent rout if they are adjacent to an enemy unit attempting to rout if the only rout path is via hexes adjacent to friendly DM units?
A. Yes. [Compil9]

A10.51 & A5.11 See prior entry.

A10.51 & A10.61 Are the rubble Locations of a *partially* 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-minefield?
A. No, it may ignore such a hex. [Compil8]

A10.51 & B26 For purposes (only) of determining the shortest route in MF, assume wire will cost 1MF. [Letter53]

A10.53 & A20.21 Assume that No Quarter is not in effect. A broken unit is ADJACENT to a Known, Good Order, armed enemy Infantry/-Cavalry. The only possible rout path is to an adjacent Open Ground hex which is in the (unhindered) LOS of a possible Interdictor. If this Interdictor is out of LOS of the broken unit's Location (before it starts the rout) and thus not Known, will the broken unit still surrender as per A20.21?
A. Yes. [Compil3]

A10.531 Does an Infantry unit lose its "?" if is Assault-moves/advances into Open Ground (into a hex devoid of TEM and SMOKE, with no intervening Hindrance and no Height Advantage) in the LOS and within 16 hexes of a Good Order enemy ground unit, even if beyond the normal range of all such enemy units? Even if all those enemy units are CX? Even if out of the CA of all Guns/AFV manned by those units?
A. Yes to all. The viewing unit's Normal Range, CX status and gun CA are irrelevant to "?" loss/-gain. [Gen27.3; An95w; An96; Mw]

A10.531 May an Infantry unit in Open Ground (in a hex devoid of TEM and SMOKE, with no intervening Hindrance and no Height Advantage) three hexes away from a 6-2-8 declare a Dash across an ADJACENT road to another such Open Ground hex since, per A10.531, those two hexes would be considered non-Open Ground due to their being beyond the 6-2-8's Normal Range?
A. No. The 6-2-8's Normal Range is irrelevant to the determination of whether or not those hexes are Open Ground. [Gen27.3; An95w; An96; Mw]

A10.531 Since LV hindrances do not negate Interdiction (E3.1), what would be an example of a "weather effect" that would negate Interdiction?
A. Fog (E3.31), Heavy Dust (F11.73), or Very Heavy Mist (KGP SSR 3). [Compil7]

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 RtPh. [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 RtPh?
A. Yes. [An96; Mw]

A10.532 May an Encircled unit Interdict?
A. No. [An97; Mw]

A10.532 May an AFV suffering from the +1 stun modifier interdict?
A. No. [Compil7]

A10.6 & 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]

A10.7, A8.1 & A25.221 See prior entry.

A10.71 May a leader who is rallied by another leader then attempt to rally others in that same RPh?
A. Yes. [An95w; An96; Mw]

A10.72 & 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 & D5.1 Does Fanaticism affect Inherent crews?
A. No. [Letter8]

A11 & G1.423 Is a CC counter or a Melee counter removed immediately when only one side remains in the Location? When no units remain in the Location?
A. Yes. Yes. [Compil3]

A11.11 & A4.51 See prior entry.

A11.14 If two SMC combine their inherent FP (without a MMC) in CC, do they automatically defend together as a single stack? Or can their opponents single out one of them for an individual CC attack?
A. They defend together as a single stack. [Gen22.5; An95w; An96; Mw]

A11.14 If >= two SMC attack/Withdraw together, must they defend together?
A. Yes. [An95w; An96; Mw]

A11.14 What is the FP of a Pinned SMC attacking in CC? (In other words, may a unit with only 1/2 FP attack?)
A. 1/2. (Yes.) [Compil4]

A11.141 May a leader direct the CC attack of >= one other SMC only?
A. Yes. [An95w; An96; Mw]

A11.141 Are units locked in MELEE/under a CC Counter considered 'in CC' and subject to LLMC/LLTC immunity (A11.141) for fire coming from outside their location during any fire phase?
A. No, they are not immune. [Letter156]

A11.141 & A10.72 See prior entry.

A11.15 & B8.41 If you have a concealed unit in the same building Location with an enemy unit (not in CC), can the concealed unit enter the sewer in that hex without suffering Defensive Fire (since it expends no MF)?
A. Yes. [Gen25.6; An90; An95w; An96; Mw]

A11.15 If a concealed unit in a Melee Location loses its "?", is it immediately in Melee?
A. Yes, after resolving all effects of the action that caused it to lose its "?". [An92; An95w; An96; Mw]

A11.15 If two units are in melee and during a prep fire phase one of the units is eliminated by prep fire is the melee counter immediately removed? If the remaining unit is of the same side whose prep fire phase it is may that unit then prep fire normally?
A. Yes. Yes. [Compil6]

A11.16 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]

A11.22 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 sewer Location?
A. No, because withdrawal occurs during the CCPh, while sewer movement occurs only during the MPh (which means that the sewer Location is not Accessible as defined in the Index). [Gen25.6, An90 (both mistakenly cite A11.81); An95w; An96; Mw]

A11.41 Can a unit which has qualified for ambush and has eliminated its opponent in CC withdraw into an adjacent, accessible hex and participate in another CC/melee which has not yet been resolved?
A. No, it would be eliminated by withdrawing into an enemy occupied Location; see A11.21. [Compil7]

A11.5, A11.61, A11.62 & A11.7 I moved a 7-4-7 squad into CC with a SdKfz 6/2 unarmored AA halftrack. It has a 20mm AA gun that is IFE capable with 4FP.
(a) What modifiers are applicable? -3 vs. unarmored vehicle?
A. Yes
(b)Can IFE/MG/MA be used by an unarmored vehicle against enemy infantry in its hex who are held in melee?
A. Yes. [Compil9]

A11.5 If a CCV 5 squad and SMC combine for a Close Combat Reaction Fire and *both* are marked with a First Fire Counter, is the CCV 4 (reduced by one for each First Fire Counter) or 5 (reduced just by one for all First Fire Counters)?
A. 5 since you are not adding the CCVs together but rather increasing the CCV by one if a SMC is participating. [Letter55]

A11.51 Is a Shocked or Stunned AFV considered a vehicle without manned functioning MG armament for receiving the -1 CC DRM?
A. Yes to both. [Compil3]

A11.51 Does a partially armored vehicle suffer the -3 CC DRM for being unarmored?
A. No, just the -2 CC DRM for being OT or partially armored (A11.61). [Compil9]

A11.52 How does Infantry capture an *armed* and manned, unarmored vehicle?
A. Assuming the vehicle is Stopped, the attacking unit applies a +1 Capture Attempt DRM to its CC DR (in addition to other applicable DRM). If it captures the vehicle, it may man it as per A21.22; the captured crew becomes unarmed, and a prisoner if the captor side can Guard it. (If that vehicle is not manned, it may be captured as per the second sentence of A11.52). [Gen25.2; An90; An95w; An96; Mw]

A11.52 EX In line 5 of the 4th paragraph of the Close Combat Comprehensive Example, change "woods" to "building". [Letter136]

A11.6, A4.14 & D2.34 See prior entry.

A11.61, A11.5, A11.62 & A11.7 See prior entry.

A11.62 May a vehicle with turreted 12.7 MA (e.g., U.S. M16 MGMC Halftrack) or one with a turreted 15mm MA (e.g., British Mk VIC) use it in CC? One with turreted 20L MA with IFE?
A. Yes, use its IFE FP as if it were CMG FP. No. [J1; Mw]

A11.62, A11.5, A11.61 & A11.7 See prior entry.

A11.622 Do Armor Leader or Stun DRM apply to a sN attack? Do any other DRM apply to a sN attack?
A. No to all. [Letter8]

A11.7 Is a Melee considered to exist following an inconclusive CC between Infantry and an AFV in Motion, for purposes of subsequent Ambush, Withdrawal, fire into the Location, etc. If an AFV in motion is Immobilized in a subsequent Player Turn after inconclusive CC with Infantry, while still in the same Location as the Infantry, does it immediately hold the Infantry in Melee?
A. No. No. [Letter8]

A11.7 & D3.5 May an AFV fire all manned functioning MG FP at enemy Infantry in the same Location during the PFPh/DFPh, regardless of CA, without Case A penalties? Would Case A penalties apply to an AFV's MG Defensive Fire vs. Berserk/Human Wave infantry entering its Location during the MPh as per C5.51?
A. Yes. Yes. [Letter8]

A11.7 Does a shocked/UK AFV hold opposing Infantry in Melee? A Stunned one?
A. Yes, if manned. Yes. [J1; Mw]

A11.7 Does an armed but unarmored vehicle hold opposing Infantry in Melee? Is it held in Melee? Is an Immobile vehicle held in Melee? Are its Passengers/Riders?
A. Yes. No. No. No. [J1; Mw]

A11.7, A11.5, A11.61 & A11.62 See prior entry.

A12. & A4.8 See prior entry.

A12. Why do concealment counters have "7 morale" printed on them.
A. For PAATC (A12.41) and Bombardments (C1.82). [Compil8]

A12.11 If a concealed stack is already in an Open Ground hex, and an enemy unit moves within 16 hexes of it and gets LOS, is that stack automatically revealed if it is a Dummy stack?
A. No. A "?" can exist in Open Ground in LOS of enemy units provided they perform no concealment-loss activity. [An90; An95w; An96; Mw]

A12.11 Can a 5/8" Dummy stack claim Emplaced Gun TEM or AFV immunity to Infantry fire? Can HD or turret markers be placed in a 5/8" Dummy stack?
A. Yes for Emplaced Gun TEM, no to immunity. No. [Letter8]

A12.11 Does the SW possessed by a unit always share the HIP/Concealed status of the possessor [EXC: E1.2]?
A. Yes. [Compil3]

A12.11 , A10.51& A20.21 See prior entry.

A12.11 & B28.41 May dummies enter/exit friendly hidden minefields without revealing either themselves or the minefield?
A. No. [An97; Mw]

A12.12 If a player's OB contains a number of "?", may he place >= one of them *beneath* a Personnel/vehicle unit during his setup?
A. No. [An93b; An96; Mw]

A12.12 In the Annual '93b, the Q&A on this rule states that an OB-given "?" may not be setup beneath a vehicle. This effectively prohibits the simulation of concealed Infantry in the same hex as a vehicle. Was this the intent of the answer?
A. Probably not. [Compil2]

A12.12 Must units in non-concealment terrain roll for "?" gain when setting up, or is such "?" gained automatically?
A. Automatic if out of all enemy LOS. [Letter4]

A12.12 Must Dummy stacks consist entirely of OB-given "?" counters? May a non-OB-given "?" counter be placed on top of a Dummy stack by virtue of setting up out of LOS?
A. Yes. No. [Compil5]

A12.12 & A12.122 If an Infantry unit possessing a Gun/Horse counter makes a Concealment dr, which US# – the Infantry's or the Gun/Horse's – applies as a drm?
A. The Gun/Horse's. However, if the Infantry is Stealthy or Lax, that drm would apply as well. [An90; An95w; An96; Mw]

A12.121 According to the Concealment Loss/-Gain Table, an Emplaced Gun loses its Concealment automatically if it fires at zero range in LOS of a Good Order enemy unit; according to rules A12.41 and A12.34 however, the Emplaced Gun would lose its Concealment (even if firing at zero range versus an OVR) only if the colored dr of the Original TH DR is >= 5. Which is correct?
A. The Concealment Loss/Gain Table. [Gen25.6; An95w]

A12.121 Is a unit with height advantage vs. all enemy units in LOS considered to be in OG for "?" loss purposes?
A. No. [Letter4]

A12.122, A5.1 & A12.14 See prior entry.

A12.122 & A12.12 See prior entry.

A12.14 Can a Sniper attack cause loss of concealment to *all* units in its target Location or just to the unit(s) actually attacked therein?
A. To the unit(s) actually attacked, and to any that *break* due to a LLMC caused by that sniper attack. [Gen25.6; An95w; An96; Mw]

A12.14 This rule says that a player may remove any concealment from a friendly unit(s) *at any time*. In this context, would it be legal for him to reveal a hidden unit in order to "draw off" a sniper attack that otherwise would have occurred vs. some other unit?
A. No. A unit may not be voluntarily revealed in the time between when a Target Hex DR (A14.2) is made and the Sniper counter is relocated. [An91; An95w; An96; Mw]

A12.14 If a unit forfeits its "?" momentarily to force Concealment loss on a moving enemy unit, does it also need to show what SW, if any, that it possesses?
A. No; see A12.16. [Letter185]

A12.14 & B23.71 For the purposes of "?" loss, is a concealed unit moving/advancing from one rowhouse hex to another via "rowhouse bypass" (B23.71) considered to be in Open Ground at the vertex?
A. Yes, via a clear LOS to that vertex. [An95w; An96; Mw]

A12.14 Do all types of MC cause loss of "?" if within 16 hexes in LOS of a Good Order enemy ground unit? If not, which types of MC do?
A. Yes. [Compil5]

A12.14 Do Task Checks cause loss of "?" if within 16 hexes in LOS of a Good Order enemy ground unit?
A. Yes, except for PAATC and the NTC to detonate a Set DC. [An97; Mw]

A12.14 Would a unit lose concealment by Advancing into an Open Ground foxhole within 16 hexes of a Good Order enemy ground unit? What if it had Height Advantage over all enemy units?
A. Yes. No; the foxhole would no longer be in "Open Ground." [Compil5]

A12.14, A12.141 & D9.31 Does a concealed unit using Assault Movement to Recover a SW or Place a DC loses concealment for these activities? Does a concealed unit combining Assault Movement with Armored Assault to enter an Open Ground hex lose concealment?
A. Yes, per Concealment Table Case C, assuming the enemy satisfies the conditions for case C. No. [Letter8]

A12.14, B23.711 & O5.33 Does LOS exist across a black bar hexside for the purpose of determining Concealment loss from the DC attack which Breaches the hexside?
A. Yes. [Letter8]

A12.14 Does wall TEM prevent loss of Concealment for an Infantry unit assault-moving or Advancing in otherwise open ground?
A. Yes, as long as the LOS crosses the wall; see A10.531. [Compil7]

A12.14, A5.1 & A12.122 See prior entry.

A12.14 To what extent must that enemy unit must forfeit its "?" momentarily (to prove that it is not a Dummy)"? Enough to fully identify the unit, or only enough to prove that it is not a Dummy?
A. Totally, as in not partially. [Letter54]

A12.14 This rule reads in part "The owning player can voluntarily remove any concealment at any time during his or his opponent's Player Turn [EXC: …]". Can a player voluntarily remove concealment in the time between a claim for a free LOS check and the making of that check, so as to prevent the stringing of that LOS?
A. Yes. [Letter100]

A12.141 Is dropping a SW or taking a NTC to detonate a Set DC a concealment-loss activity? Is Placing a DC (or attempting to place SMOKE grenades) a "?"-loss activity even if the unit is using Assault Movement?
A. No. Yes. [An95w; An96; Mw]

A12.141 Is a Clearance attempt a continuous concealment loss activity until it is rolled for?
A. Yes. [An97; Mw]

A12.141 This rule states that applying a leadership modifier to anything other than a PAATC causes loss of concealment. A concealed -0 DRM leader and an unconcealed MMC occupy a location which is fired upon resulting in a MC for the MMC and having no effect on the leader. Does the leader lose concealment for having applied a leadership modifier?
A. No. [Compil2]

A12.141 Are LLTC/LLMC considered actions for case C concealment loss purposes? Is triggering Mopping-Up casualties?
A. Yes. No. [An97; Mw]

A12.141 & B24.8 Is Labor status itself considered a "?" loss activity? Must the unit actually attempt the activity for which it gained Labor status in order to lose "?"?
A. No. Yes. [Compil6]

A12.141, A12.14 & D9.31 See prior entry.

A12.141 & D2.401 Is making a Motion attempt dr a concealment loss action if the vehicle fails? If it passes but fails its subsequent stall/-Mechanical Reliability DR?
A. No. No. [Compil7]

A12.141 & A4.5 See prior entry.

A12.141 & E1.31 It is night and there are no Illuminated Locations. A concealed unit Assault Moves in Open Ground within the NVR of a Good Order enemy unit. It then places smoke grenades in its own hex. The act of Assault Moving itself does not cause concealment loss; however, would A12.141 apply to night actions (Case C on the table)? Would it also apply to Cloaked units?
A. Yes to both. [Letter24]

A12.15 & A15.431 Suppose an Infantry unit attempts to enter a Location containing a hidden enemy unit and is therefore returned to the previously occupied hex, but then goes berserk during the Defensive First Fire. Can it then charge back into the previously hidden unit's hex during that MPh?
A. Yes. As long as the unit is subjected to Defensive First Fire has not ended its MPh, so it can become berserk in the hex it was returned to and consequently continue movement with any remaining MF. [Gen25.6; An91; An95w; An96; Mw]

A12.15 In a night scenario, would zero NVR affect detection?
A. Only in that whenever the moving ATTACKER's NVR is zero (regardless of the concealed DEFENDER's NVR), that ATTACKER unit/stack would *not* be returned to its just-exited Location – thus making it vulnerable to TPBF from that DEFENDER unit/-stack. If attacked by the DEFENDER in the latter's Location, that ATTACKER unit/stack cannot leave that Location in the current MPh (mark the units with a CC counter). [An93b; An96; Mw]

A12.15 This rule reads in part "Random Selection is used to determine which of multiple concealed units must lose their concealment…". 1) Can a player voluntarily remove concealment in the time between the occurrence of a Detection event and the making of this RS DR, so as to prevent the making of that RS DR?
A. No.
2) Would any remaining Concealed unit(s) still be subject to Detection/RS?
A. Yes. [Letter100]

A12.15 1) This states that the non-Dummy ATTACKER unit is revealed only "momentarily". Is this momentary revealing done *solely* for verification purposes, as in A12.14? Does the ATTACKER reveal a single unit of his choice, or units determined by Random Selection (as in the sentence near the end of A12.15 regarding Random Selection)?
A. Attacker's choice.
2) If the ATTACKER momentarily reveals one or more real units, and the DEFENDER then reveals one or more real units resulting in a bounce, does the ATTACKER's concealment loss become permanent even if he was Assault Moving into, and returned to, concealment terrain?
A. Not unless some other "?" loss action occurs. [Letter146]

A12.15 1) A squad moves from a trench to a connected location. A concealed enemy unit in that location forces them back and defensive first fires at them. Is that shot at +0 TEM or at +2 TEM?
A. +2
2) Does the kind of connected location (e.g. other trench, RB cellar, pillbox) matter?
A. The moving unit gets the TEM of the Location it does not leave. [Letter176]

A12.15 & A8.15 See prior entry.

A12.15 & A12.2 Must a 5/8" dummy stack take a PAATC when an "unbroken" enemy vehicle enters its Location? Must a Concealed vehicle?
A. Yes. No, the vehicle would retain its Concealment. [Compil9]

A12.15, A12.2 & D2.6 May an AFV end its MPh in the Location of a concealed enemy AFV which it cannot harm, merely because the enemy AFV is not Known?
A. No; if the friendly AFV does not have enough MP to exit the Location, the enemy player should announce that the AFV cannot enter. [Compil9]

A12.15 & E1.16 For the purposes of E1.16, is the unit considered to have entered the fortification's Location if it was forced back by the mechanics of A12.15?
A. Only if one of its occupants is revealed. [Compil1]

A12.151, A7.211, A8.31, A13.61, A15.432, A25.234, D7.22, E9.43 & G1.423 See prior entry.

A12.152 May a unit *in* an A-P minefield Location conduct a Search?
A. Yes, but the presence of the minefield allows the DEFENDER to make a Casualty dr (A12.154). [Gen25.2; An95w; An96; Mw]

A12.152 Can a unit Search 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; An96; Mw]

A12.152 May a hex be searched if it contains Known enemy units?
A. Yes. [Compil1]

A12.152 Does Searching reveal anything other than units, Minefields or Fortified Building Locations?
A. It reveals all Fortifications. [Compil3] {Part covered by Q&A in J1. SR}

A12.152 & A23.7 Is a hidden Set DC revealed by Searching or by any other means (except detonation)?
A. "Searching will reveal, and Random Support Weapon Destruction will eliminate, a hidden Set DC." (O11.621, footnote 9) [Compil3]

A12.152 & G1.63 Must the opponent of the Japanese declare if he will attempt to search Concealment Terrain that is not building, rubble, woods-building, or woods-rubble or caves BEFORE the search dr is made, thus committing the opponent of the Japanese player to the +2 search drm BEFORE the search dr is rolled?
A. No. [Compil4]

A12.152 Can Searching reveal the contents of Locations that are not Accessible?
A. Yes, as long as one Location in the hex is Accessible. [J1; Mw]

A12.153 Would a Fortified Building Location containing an unpinned, Good Order enemy squad be considered Accessible despite the fact that the searching unit could not enter it in the APh?
A. Yes. [An97; Mw]

A12.153, A12.33, & B23.911 Are Fortified Locations revealed when a player Mops Up a building? Are mines?
A. Only if he gains control of the building, and only those Location he did not previously Control. No. [Compil7]

A12.154 If a leader applies his leadership factor to a Search, is he vulnerable to the effects of a Search Casualty should the Search reveal a Concealed unit?
A. Yes. [Gen25.6; An95w; An96; Mw]

A12.154 SEARCH CASUALTIES drm TABLE: are these drm also applicable to DEFENDING units that were Known prior to the Search?
A. Yes. [Compil1]

A12.16 This rule reads in part "If a stack is not concealed after play begins (2.9), the opposing player may inspect its contents – unless the stack is out of the LOS of all of his Good Order ground units…" If in dispute as to whether there exists an LOS allowing Right of Inspection, do the players resolve the issue via a free LOS check? If so, may a player voluntarily allow an Inspection, so as to prevent the stringing of a LOS?
A. Yes. [Letter100] {I assume 'yes' to both questions. SR}

A12.2 If a concealed vehicle becomes abandoned, may it retain (or later regain) concealment?
A. It may retain its "?" (if otherwise allowed to), but once unconcealed cannot regain a "?" while abandoned. [An95w; An96; Mw]

A12.2 & A12.15 See prior entry.

A12.2 & A12.33 What do you do when a concealed stack that may be a dummy stack moves into LOS of your HIP 5/8" counter/-Fortification?
A. One way to handle this is for the defender, before the stack gets into LOS of anything, to ask if the stack is Good Order yet. Another is for the defender to wait until the stack is in LOS of something before asking this question. [Compil3]

A12.2, D2.6 & A12. 15 See prior entry.

A12.3 If a SSR gives you HIP capability for X amount of squads/squad-equivalents, and stuff stacked/setup/possessed by them, regardless of the early scenarios wording that ability has not changed. You can only HIP SMC/SW that are with/possessed by the HIP'ing squad/half-squad in their Location. [Letter64]

A12.3 & O11.6194c What type of result of an OBA/Area Target Type/IFT attack vs. a Location containing a HIP/concealed Dug-In AFV is necessary to cause loss of HIP/concealment to the AFV?
A. A result that could affect it, i.e. Immobilization/Shock/KIA, or a PTC or better result if it is CE. [Letter8]

A12.33 Does a Hidden Fortifications containing hidden units lose HIP if the Location containing the Hidden Fortification is subjected to an attack which would cause loss of concealment to the units if they were not protected by the Hidden Fortification's TEM, but has no effect because of the Hidden Fortification's TEM? What about a Pillbox which is subjected to such Canister fire from its NCA (B30.113)?
A. Per A12.33, once you claim TEM, the HIP status is lost from any type of Fortification. Yes, you would be claiming its protection and it would lose HIP. [Letter8]

A12.33 Is a Hidden foxhole in Concealment terrain containing HIP infantry revealed when a Good Order enemy unit within 16 hexes gains a LOS to its location, or may it remain hidden until the infantry is revealed?
A. It is revealed. [Letter8]

A12.33 & A12.34 May a Scenario Defender make pre-game LOS checks following all setup to determine which Locations the Scenario Attacker must enter with Good Order units to force loss of HIP to Fortifications/Guns, rather than waiting until an ensuing MPh to make those secret LOS checks?
A. No. [Letter8]

A12.33 An OB-provided Foxhole is placed HIP in a woods hex out of LOS the opponent's units. During the MPh, one of those Good Order units moves into the LOS within 16 hexes of the hex containing that Foxhole. Is the Foxhole revealed as soon as the LOS is established?
A. Yes [EXC: Night; E1.16]. [Compil6]

A12.33 & A12.2 See prior entry.

A12.33, A12.153 & B23.911 See prior entry.

A12.34 During setup, if a player places a unit with LOS to an Emplaced, HIP enemy Gun not in Concealment Terrain, when is the Gun placed onboard under a concealment counter? Can HIP be lost during set-up, or not until all forces have finished their setup?
A. At the start of the first RPh. After setup. [An97; Mw]

A12.34 & A12.33 See prior entry.

A12.34 If an Emplaced Gun sets up HIP, may the manning crew/HS also sets up HIP? May the manning crew/HS of a HIP Emplaced Gun possess non-inherent support weapons?
A. Yes. No. [J1; Mw]

A12.41 If all concealed units in a Location entered by an enemy vehicle are exempt from PAATC must such a PAATC be taken? Do exempt units stacked with units which fail such a PAATC also lose concealment?
A. Yes. Yes. [Letter8] {I'm not sure the first "Yes" makes sense. SR}

A13. & D6.64 May Cavalry riders form Fire Groups?
A. Yes. [J1; Mw]

A13.3 & A4.12 See prior entry.

A13.33 & A4.44 See prior entry.

A13.36 1) May Cavalry declare Gallop in Bypass or Woods?
A. Yes.
2) If Yes to (1), may Cavalry use the extra MFs thereby generated to Dismount in that hex?
A. Not while in Bypass. You cannot spend MF while Galloping in Bypass; you can Gallop out of Bypass but that's it. You can Gallop while already IN woods to dismount there. [Letter94] {Edited for clarity. SR}

A13.61, A7.211, A8.31, A12.151, A15.432, A25.234, D7.22, E9.43 & G1.423 See prior entry.

A14.1 If the resolution of an attack results in Sniper attacks for both sides and the first side's Sniper attack kills or pins the second side's Sniper, is the second side's Sniper attack forfeit?
A. No, as per A14.1, the Sniper attack still occurs. The SAN was indeed rolled. [Letter8]

A14.1 If a SAN is rolled on a TH DR and the subsequent IFT DR, is the sniper activated twice?
A. Yes. [Compil7]

A14.1 Is it the responsibility of both players to watch for and announce SAN DRs made by either player?
A. Yes, despite the impossibility of enforcement. [Compil9]

A14.2 The last line should end "with three exceptions:". [Letter 157] {A14.23 was obviously added as a clarification. SR}

A14.21, A7.6 & D5.31 See prior entry.

A14.21 If an attacking Sniper counter chooses between >=2 Alternate Target hexes based on the Location with the lowest TEM, must it choose that Locat ion with the lowest TEM? If there is only one alternate target hex to choose from, must the Location in that hex with the lowest TEM be chosen?
A. Yes. No. [Compil7]

A14.3 If an unbroken Leader is wounded by a Sniper attack, does he suffer any other consequences from that wound (aside from the normal Wound effects), e.g., does the Sniper attack pin or break him (assuming that he is susceptible to such effects)?
A. No. [Letter4]

A14.3 What is the effect of a Sniper attack dr of 2 vs. an already broken MMC?
A. It becomes DM. [Tac6]

A14.4 If Random Selection for a Sniper attack (A14.2) chooses multiple units in a Location, is a Sniper Check possible *before* Sniper dr have been made versus *all* of those units?
A. No; all Sniper dr versus that Location must be made (and fully resolved, including LLMC/-LLTC, Heat of Battle, etc.) before a Sniper Check is allowed. [An92; An95w]

A14.4 & A5.1 See prior entry.

A15.1 & A8.31 See prior entry.

A15.1 & A19.3 Does the +1 HOB DRM for Inexperienced apply to a Green squad if it is in the same Location as an unbroken leader?
A. No. [Letter150]

A15.2 & A17.11 If an already wounded Hero *fails a MC*, is he eliminated or only wounded again?
A. He is eliminated. [Gen25.2; An91; An95w; An96; Mw]

A15.2 May a Hero rout with broken troops?
A. Only if it is also a leader. [Gen25.6; An91; An95w; An96; Mw]

A15.2 If a pinned unit creates (or becomes) a Hero, is that Hero pinned?
A. No. [An92; An95w; An96; Mw]

A15.2 & A7.302 See prior entry.

A15.21 & A18.2 If a hero/leader is created from a Fanatic unit, is that SMC Fanatic too?
A. Yes. Note, however, that a Heat of Battle DR that results in both Battle Hardening of, *and* the creation of a hero from, a non-Fanatic MMC does *not* create a Fanatic hero (because the hero was not created from a Fanatic unit; rather the Fanaticism and Hero Creation occurred simultaneously). [An95w; An96; Mw]

A15.22 This rule was incorporated in A17.2. {SR}

A15.23 Does a hero using a SW that normally requires two men to operate fire it at full FP (aside from PBF, Long Range, etc.)? If yes, could he instead opt to fire it using Area Fire and the -1 Heroic DRM but *not* the extra +1 DRM?
A. Yes. No. [An95w; An96; Mw]

A15.24 & A7.531 See prior entry.

A15.3 Is there any way a German 5-4-8 squad can be created through Battle Hardening?
A. No. [Letter8]

A15.3 According to this rule, a Finnish First-Line 6-4-8 that Battle Hardens becomes neither an 8-3-8 nor Fanatic – so what (if anything) happens to it?
A. It does become Fanatic. [An93a; An95w; An96]

A15.3 Does a Russian 4-2-6 Battle Harden to a 4-4-7 or a 5-2-7? Does a Russian 2-2-7 HS Battle Harden to a 2-4-8 or to a 3-2-8?
A. To a 5-2-7 (since the 2-2-6 HS of a 4-2-6 Battle Hardens to the 2-2-7 HS of the 5-2-7). To a 3-2-8. [An93b; An96]

A15.3 Is a Finnish/Japanese 9-0 leader that Battle Hardens exchanged for a 10-0 or a 9-1? Is a Finnish/Japanese 9-1 leader that Battle Hardens exchanged for a 10-0 or 10-1?
A. 9-1. 10-0. [An97; Mw]

A15.3 Does a unit which becomes Fanatic through Battle Hardening also rally as well?
A. Yes. [Compil5]

A15.4, A11.18 & E1.53 See prior entry.

A15.4, G16.4, G18.62 & J2.31 Does non-Ambushed Berserk Infantry always use Hand-to-Hand CC vs. Infantry/Cavalry, or only if Japanese, Dare Death, or in Red Barricades, or Playing Deluxe ASL?
A. Only if Japanese, Dare Death, or in Red Barricades, or if playing Deluxe ASL. [Letter8]

A15.41 A 9-2, 8-1 and 4-6-7 are in the same Location, and the 8-1 becomes berserk. What happens to the other units?
A. The 9-2 *must* take his NTC next, using the berserk leader's -1 DRM (but not his own -2 DRM; A10.7). If the 9-2 becomes berserk, the squad then takes its NTC using his -2 DRM. If he does not become berserk, the squad still takes its NTC but is subject to the DRM of the 8-1 only. [Gen25.2; An95w; An96; Mw]

A15.41 Can an already-Berserk leader attempt to rally broken units with no leadership DRM, or are all leadership capabilities forfeited?
A. He can try to rally them. [Letter8]

A15.41 Would a leader who becomes berserk attempt to change other friendly units in its Location to berserk status only if it had gone berserk as a result of a fire attack?
A. No, a leader who involuntarily becomes berserk always attempts this. [Compil9]

A15.42 & A17.3 Rule A15.42 states that a berserk unit's Morale Level is *never* lowered for any cause; A17.3 says that a wounded SMC has his Morale Level lowered by one. Does a berserk, wounded leader have a Morale of 10 or 9?
A. 10. [Gen25.6; An95w; An96; Mw]

A15.42 Does a berserk unit suffer anything more than a casualty reduction if a full berserk squad rolls a 6, 6 on a morale check?
A. Yes, a berserk squad undergoes CR twice. [Compil2]

A15.42, A7.303, A10.3 & A17.1 See prior entry.

A15.43 Must/may a Berserk unit enter an enemy-occupied entrenchment, if it has sufficient MF and the stacking limit is not exceeded, or may/must it stop when it enters the enemy unit's hex, if that will allow it to engage in CC should both units be present during the CCPh?
A. It's the berserk unit's option. [Letter8]

A15.43 & A4.63 See prior entry.

A15.43 & A4.61 See prior entry.

A15.43 & A24.1 May a Berserk unit attempt to place Smoke Grenades?
A. The shortest route in MF precludes attempting smoke grenades along the way. Once there, I don't see a good case for prohibiting them, but I am open to such an argument. [Letter171] {Re-worded. SR}

A15.431 If a berserk unit is already in Melee at the start of a friendly MPh, must it at that time drop all excess SW it possesses?
A. No. [An92; An95w; An96; Mw]

A15.431 May a berserk unit expend MF to place SMOKE?
A. No. [Compil7]

A15.431 A Berserk unit starts its MPh with no Known enemy unit in LOS and charges the last known position of an enemy unit. During the charge, it comes into LOS of a known enemy unit. Does it now alter its course to charge the new known enemy unit even if farther away than the position it was originally charging?
A. Yes. [Compil9]

A15.431 & A12.15 See prior entry.

A15.431 & A23.3 If a unit goes Berserk as a result of First Fire for the MF it uses to Place a DC, is the DC Placed successfully?
A. Yes. [J1; Mw]

A15.431 & D9.31 A DC838, FT838, 9-1 stacked with a PzVG begin their move by Armor Assaulting along a road. After spending 4MFs and 6MPs, they are DFFed upon and the result is the following: a 149 is generated and the rest of the Infantry goes berserk. The target is chosen and the rest of the move is done. A few questions arise: 1) Since they are moving in a stack, can they continue the Armour 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 Armour Assault?
A. Yes. [Letter181]

A15.432, A7.211, A8.31, A12.151, A13.61, A25.234, D7.22, E9.43 & G1.423 See prior entry.

A15.432 & A11.4 See prior entry.

A15.432 May a berserk MMC conduct an Infantry OVR (A4.15)?
A. Yes, and A4.152 applies automatically. That is, the MMC is subject to neither the NTC nor the increased MF expenditure normally required for an Infantry OVR, and the SMC does not have the option to enter another Location. If it eliminates the SMC, the MMC returns to normal (A15.46) and may continue its MPh if otherwise able and allowed to do so. [An90; An95w; An96; Mw]

A15.46 Would a same-Location ordnance attack by a berserker that eliminates all Known enemy units qualify that berserk unit to return to normal?
A. No. [Compil6]

A15.46 A berserker has two enemy units in CC. In one turn the berserker kills one enemy unit, the other enemy unit survives and the melee continues. The following CC phase the berserker rolls a 12 and the remaining enemy unit withdraws. Does the berserker return to normal?
A. No. [Letter196]

A15.5 & A25.222 If a MMC being rallied by a Commissar rolls an Original 2 followed by a Heat of Battle Surrender result, is it Replaced as though it had failed the rally attempt?
A. No, just "re"-broken. Actually, it never rallied to "rebreak" – and failing a MC when already broken cannot cause Replacement. [Letter8]

A16.11 If using Battlefield Integrity (A16), does a dismounted crew counter from a vehicle which has been abandoned or eliminated count as reinforcements? Does it count against the owner's casualty tally if it is eliminated?
A. No. Yes. [Compil8]

A16.2 Does the DRM for "Unopposed Armor or Air Support" apply if the AFV/aircraft in question is under Recall?
A. No. [An95w; An96; Mw]

A17.1, A7.303, A10.3 & A15.42 See prior entry.

A17.11 & A15.2 See prior entry.

A17.2 & A15.22 See prior entry.

A17.3 & A15.42 See prior entry.

A18.11 If a broken leader is in the same hex as a broken MMC without self-rally capability, with no Good Order leader in the hex, may the owning player attempt to self-rally the leader and then attempt to self-rally the MMC if the leader fails to self-rally, or must the first MMC self-rally Field Promotion attempt precede all SMC self-rally attempts?
A. The player may attempt to self-rally the leader first. [Letter8]

A18.12 If several MMC in CC roll a natural 2, I understand field promotion goes by random selection of the units for the drm and the MMC is the new leader attached, but, ¨what if a tie? ¨Are several SMC created? ¨Must you roll again? ¨do you chose?
A. Only one leader is created, based on the MMC with the highest BPV (A18.2). [Compil9]

A18.2 & A15.21 See prior entry.

A18.2 If a broken MMC Self-Rallies by rolling an Original 2, is its broken or unbroken morale used to determine the Leader Creation drm?
A. Broken. [Compil3]

A19.12-.13 If a Finnish 8-0 leader suffers Replacement, is it replaced by a German 7-0?
A. No; it becomes disrupted. [Gen25.2; An89; An95w; An96; Mw]

A19.12 If a Disrupted Infantry unit is in/-ADJACENT-to both enemy Infantry/Cavalry *and* an enemy vehicle, does it still surrender? Can a Disrupted unit surrender while in Melee?
A. Yes, unless in Melee. No. [An92; An95w; An96; Mw]

A19.12 & A10.5 See prior entry.

A19.12 & A20.21 Must a Disrupted unit surrender to an ADJACENT but non-Known enemy? To an ADJACENT Good Order enemy unit in a Known Minefield or FFE? Is a surrendering unit attacked by FFE/mines in either its Location or its captor's?
A. No. Yes. No. [An97; Mw]

A19.12 & A20.3 Does No Quarter affect the surrender of a Disrupted unit to a Good Order enemy Personnel unit in its Location, or the ability of enemy Personnel units to enter its Location freely during the MPh? Also, is elimination of a Disrupted unit surrendering during a phase other than in the RtPh allowed, and does this invoke No Quarter?
A. Yes. No. Yes. Yes. [Letter8]

A19.12 & B30.44 In a MPh, may friendly Infantry enter an enemy Pillbox soley occupied by Disrupted enemy Infantry? Assume no non-Disprupted enemy in the Pillbox hex.
A. No. [Letter117]

A19.13 Is a Finnish 10-0 Replaced by a 9-1 or 9-0? Is a Finnish 10-1 Replaced by a 10-0 or 9-1?
A. 9-1. 10-0. [An97; Mw] {Mw also asked about Japanese leaders but Japanese leaders aren't Replaced, G1.41. SR}

A19.13 & A25.61 Is an Italian 2-4-7 HS Replaced by a 1-3-7 or a 1-3-6?
A. By a 1-3-6. [An93b; An96]

A19.13 & A10.31 See prior entry.

A19.131 What happens to a squad with underlined morale and a 5 ELR if it rolls an "Original 12" IFT DR while afflicted by Ammunition Shortage?
A. It is Replaced by its two unbroken HS. [An92; An95w; An96; Mw]

A19.131 If a lone MMC on a side suffering from Ammunition Shortage attacks with only a non-captured SW and rolls an Original 12 IFT DR, does the MMC itself suffer Replacement?
A. No – only the SW is affected (i.e., eliminated). [An93b; An96; Mw]

A19.131 Does "inherent B#" in line 13 of A19.131 mean "printed B#"?
A. Unless printed on the counter, the "inherent B#" is 12 (C2.28). [Compil3]

A19.131 Is a HS with underlined morale that rolls an Original 12 on an inherent FP IFT DR during ammunition shortage broken and disrupted?
A. Merely broken. [Compil6]

A19.131 Does Low Ammo apply to AFV MG?
A. No (unless MA), but Ammunition Shortage would (e.g., B# would be decreased by one, with original B# becoming X#). [Compil8]

A19.132 In the fourth line change "4-3-6" to "4-4-7". [Mw] {Minor editing. SR]

A19.132 This rule says it requires a SSR to assign an ELR < 5 to units with an underscored ML. In this case, I think the ELR 4 would only apply to leaders.
A. An OB can assign an ELR less than 5 to units with underscored morale, but a squad will still break into half-squads when it ELRs unless an SSR says otherwise. I would assume the OB SSR applies to everyone. [Letter175]

A19.132, A1.23 & Scenario 23 ("Under The Noel Trees") See prior entry.

A19.3 & A15.1 See prior entry.

A20 & A7.7 See prior entry.

A20 & C1.54 If a unit guarding Prisoners enters a FFE that is a *friendly* FFE for the prisoners (e.g. an American unit guarding German prisoners enters a German FFE) is the Prisoners' Morale Level lowered per C1.54?
A. Yes. [Letter91] {Re-worded. SR}

A20.21 If a broken unit is ADJACENT to a Known, Good Order, armed infantry unit and has a legal rout path which would not be subject to interdiction, may it instead ignore that rout path and take interdiction (or use Low Crawl) if otherwise allowed by the rout rules?
A. Yes. [An97; Mw]

A20.21 1) are Broken units in Melee now subject to possible Surrender?
A. No.
2) Wouldn't it be clearer to insert "[EXC: those in Melee]" after "broken Infantry unit"?
A. Perhaps. [Letter167]

A20.21, A10.51 & A12.11 See prior entry.

A20.21 & A10.53 See prior entry.

A20.21 Assume that No Quarter is not in effect and that a broken unit is ADJACENT to a Known, Good Order, armed enemy Infantry/-Cavalry, with a Building hex 3 hexes away which is its only possible rout target. If the broken unit would have to suffer Interdiction in the second hex it enters, can it still rout? Or is it captured even though it would no longer be ADJACENT to the enemy unit where it would suffer Interdiction?
A. No. Yes. [Compil3]

A20.21 & A19.12 See prior entry.

A20.21, A25.11 & A25.24 Will SS units surrender to Partisans (Russian or otherwise)? Do Partisans have a choice to *accept* surrender from enemy units?
A. Yes, unless No Quarter is in effect for that side. Yes, unless No Quarter is in effect. [Letter88]

A20.22 & J2.31 Can a capture attempt be made during Hand-to-Hand CC?
A. Yes. [Compil7]

A20.22 Can capture attempts in CC be made if No Quarter is in effect?
A. Yes. [Compil7]

A20.3 If No Quarter is in effect and a broken unit *must* rout but cannot, may the opponent opt to accept it in surrender?
A. No – it is eliminated for Failure to Rout. [An95w; An96; Mw]

A20.3 When No Quarter is invoked by one side by refusing Surrender in the RtPh, does No Quarter automatically apply to both sides? May the other side still accept a RtPh surrender?
A. No. Yes. [Compil9]

A20.3 & A19.12 See prior entry.

A20.5 Are captured SMC truly "Unarmed" for all game purposes If a broken SMC is Captured, is it Rallied in the process? (Unarmed units don't break.)
A. Yes. Yes. [Letter4] {Edited to removed Q&A the contradicted A20.551. SR}

A20.5 When the rule says that the Guard may "Deploy into HS automatically at any time" does "at any time" include immediately, i.e., in the phase of capture, or any subsequent phase of any turn? If yes, can such deployment be declared before the effects of any combat results against the Guard are determined? Does "automatically" mean no TC is required?
A. Yes, Yes. No. Yes. [Letter4]

A20.5 Are unarmed MMC Inexperienced (e.g., SW usage, MF, etc.)?
A. No. [Compil9]

A20.5 Say a HS and a 9-1 leader are taken prisoner by a squad. If the stack takes fire and the prisoners have to take a MC, does the SMC take a seperate MC? Does he modify the prisoner's MC? Is he represented by a seperate 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. [Letter111]

A20.5 & A20.53 May Prisoners be abandoned during the MPh? May a broken Guard abandon its Prisoners during the RtPh?
A. No. No. (Guards may transfer/abandon Prisoners only during RPh/APh.) [Compil3]

A20.53 Do even wounded SMC prisoners move "at the foot rate ... of their accompanying Guard"? Can wounded SMC prisoners be Portaged as per A17.2? Can Captured leaders increase their Guard's available MF?
A. Yes. Yes. No. [Letter4]

A20.53 Does a wounded leader prisoner move at the foot rate of his guards, or just 3 MF?
A. The former. [Letter87]

A20.53 & A20.5 See prior entry.

A20.54 Can/must a Captured leader use his leadership DRM to affect another captured unit's TC/MC if attacked?
A. Yes. [Letter4]

A20.54 May an unarmed vehicle (e.g., a Jeep with only the inherent driver) enter a Known enemy occupied hex?
A. Yes, (and may even conduct an Overrun attack). [An97; Mw]

A20.54 & A26.222 Are Exit VP awarded for Prisoners eliminated by an attack by the non-Guarding side?
A. No. [Compil9]

A20.55 Can/must a Captured leader use his leadership DRM to affect another captured unit's Escape NTC?
A. Yes. [Letter4]

A20.551 If an unarmed units attacks in CC and its target survives the attack but a different enemy unit is eliminated in that same CC (by another attacker), is the unarmed unit immediately rearmed?
A. Yes, provided no other enemy unit is in that Location. [Variant in Gen22.5; An89; An95w; An96; Mw]

A20.551 A German 468 guarding a 106 prisoner advances into CC with a Russian 426. The 468 is eliminated and no other enemy units exist in the same location. The 106 was not an attacker in the CC (as per the first sentence of A20.551) nor did the 468 surrender (as per the second sentence). Can the 106 rearm as per the parenthetical in A20.551, "(or by any other means if no other enemy unit is currently in the same location)"?
A. Yes. [Letter139]

A20.551 The rule suggests an Unarmed unit must have made a CC attack to be rearmed. An Unarmed friendly unit makes no CC attack during the CCPh. However, an enemy unit of equal or greater size is eliminated or captured by CC, in that Location. Assuming no enemy remain in that Location after all CC/Withdrawals, may that non-attacking Unarmed unit rearm as a consequence of the elimination/capture which occurred in its Location?
A. If there is currently no other enemy unit in the same Location, the Unarmed friendly unit is rearmed.. [Letter75]

A20.551 The rule If an Unarmed squad kills its HS guard in CC and is otherwise eligible to rearm, may it automatically deploy into an Unarmed HS and an armed green/conscript HS?
A. Yes. [Letter75]

A20.551 & A20.552 Should line 4 have "MMC" inserted between "unarmed" and "unit", and similarly for line 7 of A20.552? Otherwise unarmed SMC could turn into MMC!
A. The context makes this clear; you seem to know what is meant. [Compil9]

A20.55 & J2.31 If Hand to Hand combat (J2.31) is available by SSR, can a prisoner declare HtH combat immediately after passing a NTC and attacking its guards in CC? Can it declare HtH in any other subsequent CC after it has escaped?
A. Yes, if a non-ambushed ATTACKER. [Letter139]

A21.2 & D5.42 1). Friendly Infantry in the same Location as an Abanoned enemy vehicle are not in a CC Location if no other enemy units are present (because an Abandoned vehicle is not a Unit because it is incapable of movement (Index)). So said Friendly Infantry may not Capture the AFV using A21.2 mechanics because said Infantry is not in a CC Location. Yes?
A. No. Read the sentence right before that. An Abandoned enemy AFV may be automatically captured at the end of the CCPh, regardless of being in a "CC Location" or not.
2). May a Friendly AFV be Crewed this way?
A. No, unless actually in CC.
3). If so, is the Crew a Temporary Crew subject to A21.22 penalties (whether or not this was automatic or after CC)? Or, for that matter, A21.11 and A21.12 penalties?
A. No penalties for recapturing your own vehicle, except the A21.13 penalties if apprpriate.
4). D5.42 makes no statement with regard to the prior ownership of an Abandoned vehicle that becomes re-Crewed. May Friendly Infantry use the D5.42 mechanics to Crew Abandoned enemy vehicles (when no other KEU are in that Location)?
A. Yes, though they could have also used A21.2 in the preceeding CCPh, assuming no enemy Personnel were in that Location.
5). If yes, and if they do, are they exempt from the A21.22 Temporary Crew penalties with regard to their subsequent use of that vehicle?
A. No.
6). The penalties of A21.11-.13 would still apply, yes?
A. Yes. [Letter117]

A21.2 & A11.4 See prior entry.

A21.21 & P8.6141a Is it possible to re-man an unarmed vehicle with a Temporary Driver in the RePh?
A. No. [Compil5]

A22 Is a MOL TK attempt affected by cowering?
A. No. [Letter198]

A22.34 1) A FT is fired vs a location containing enemy infantry. This location also happens to include a HIP closed top AFV. Is it revealed?
A. Not unless CE and the Collateral Attack against the PRC gives a PTC or better.
2) With or without concealment?
A. Without, if the CE PRC are affected.
3) Would the answer be different if it was CE or open topped?
A. See above.
4) Can a FT firing at a location state that it's targeting a possible HIP vehicle, so to be able to affect and kill it?
A. Yes. [Letter179]

A22.34 & A22.612 For a FT/MOL attack vs. an armored target, does "?"/CX/SMOKE/-Hindrance/TEM/AFPh-use affect the TK DR?
A. No. [An95w; An96; Mw]

A22.4 & A7.301 See prior entry.

A22.6 & Index "Unarmed" See prior entry.

A22.611 Does 39AA4-BB4 constitute "a hexside shared by two connected woods hexes"? Does 39D4-E5? Does 39Z2-Z3? Does 39R3-S3?
A. Only the first pair is connected. [Letter77]

A22.611 & A7.353 See prior entry.

A22.611 & B25.11 If a HS attempts to use a MOL while kindling and fails the MOL check dr, can it continue the kindling attempt without the MOL?
A. Yes. [Compil9]

A22.612 Is a MOL TK attempt negated if the Original colored dr of the TK DR is a "6"?
A. Yes – and the A22.611 effects if the "6" dr apply too. [An93a; An95w; An96; Mw]

A22.612 & A22.34 See prior entry.

A22.612 Does the -2 reduction to the basic TK# for MOL vs. Moving/Motion vehicle apply to a Stopped vehicle that qualifies as a Moving Target per C.8? To a Non-Stopped vehicle that is *not* a Moving Target?
A. Yes. No. [An96; Mw]

A23.1 If a Concealed target of a placed DC attempt drops Concealment to defensive first fire on the placing unit, and if the DC is then 'operably placed,' will the (AFPh) DC attack resolve as Area Fire, or at full strength?
A. Full FP. It is 'operably placed' after all DFF vs. placer. [Letter32]

A23.1 & A23.6 Does a Placed/Thrown DC attack *all* non-AFV units (even friendly units) in the target Location(s) at the time of detonation? Even if Thrown as Defensive First Fire?
A. Neither non-Melee friendly units, nor non-moving units in DFF, are attacked [EXC: in Thrower's location]. [Letter83]

A23.2 When placing a DC in the movement phase, is a unit regarded as moving or using a SW? Could a HS place a DC in its movement phase and then use its inherent firepower in the AFPh? Could a squad?
A. Both (with the SW considered used in AFPh). No. Yes. [Compil8]

A23.3 Would a unit receive Building TEM while Placing a DC from one building Location to another across a non-Building hexside?
A. Yes. [Compil9]

A23.3 & B28.41 Is an Infantry unit attempting to Place a DC in an ADJACENT Location containing an A-P Minefield attacked by the minefield before placing the DC as though it was entering the Location, even though the MF are considered expended in the Placement Location?
A. Yes. [Letter8]
Does this imply then that the placing unit is entering the target Location?
A. No. [Letter105]

A23.3 & A4.134 See prior entry.

A23.3 & A4.2 See prior entry.

A23.3 & A4.61 See prior entry.

A23.3 & A8.15 See prior entry.

A23.3 & B23.9221 May a DC be Placed "normally" against an ADJACENT Fortified Building Location that contains a Good Order enemy squad? (Or must the DC be placed vs. a hexside to create a Breach?)
A. Yes. (No.) [Compil3]

A23.3 A hero moves into a woods hex (2 MF) and places a DC in an adjacent woods hex (total 4 MF), but is then wounded by Defensive First Fire. Is the DC placed?
A. No, the hero is pinned (A15.22). [J1; Mw]

A23.3 & A15.431 See prior entry.

A23.3 & A23.6 May a DC be Placed in, or Thrown into, an empty Location solely to possibly cause flame/rubble creation?
A. The Location may be empty. Flame/rubble creation would still be possible. [Letter83]

A23.4 If a unit operably Places a DC, and *then* declares Double Time to gain one MF, does the +1 CX DRM still apply to the DC's attack? If a DC is operably placed on a concealed target, but that target losses its "?" prior to the DC's detonation, is the DC attack still resolved as Area Fire?
A. No. Yes. [Gen26.5; An91; An95w; An96; Mw]

A23.4 & C7.346 If a CX unit Places/Throws a DC versus an AFV, does the +1 CX DRM apply to the DC's Position or TK DR?
A. To the Position DR only. [An93a; An95w; An96; Mw]

A23.6 If a DC is thrown across a wall hexside, can the wall's TEM affect the DR of the attack on the target Location? ... of the Thrower's Location?
A. Yes, to both. [Gen22.5; An95w; An96; Mw]

A23.6 & A15.431 See prior entry.

A23.6 Is there any restriction on the number of levels up which a DC may be thrown to an adjacent Location? Also, can Height Advantage apply to thrown DC, for either party?
A. One level. Yes, if the DC is thrown across a Crest Line to a lower level and the thrower is claiming no other TEM. [Letter8]

A23.6 If a DC is thrown from the second level of a non-Interior Building hex to the ground level of the hex and it fails to rubble the lower level, will it have any effect on units of either side on the first level of the building hex or in a RB-Cellar Location of the hex?
A. First level: yes; Cellar: no. (The Cellar is a different Location from that of the DC). [Letter8]

A23.6 & D7.2 Can a unit possessing a DC which is eligible for Street Fighting Reaction Fire both throw the DC at the vehicle and make a CC Attack against it on the same MP/MF expenditure?
A. No, because non-CC Reaction Fire (i.e., the DC attack) can be made only vs. an OVR (D7.2). [Letter8]

A23.6 May a DC be Thrown from an upper building level to the in-LOS, ground level Location of an adjacent hex?
A. Yes. [An93b; An96]

A23.6 May a unit Throw a DC into an upper-level Location of an adjacent building hex? Across a cliff hexside to a higher location?
A. Only if ADJACENT. No. [An96; Mw]

A23.6 If Thrown from an upper-building/cliff Location into the ground level of the same or an adjacent hex, are *all* Locations (if any) at first level of the target hex (and/or throwing unit's hex) attacked? Does this mean a separate DR should be made against even empty affected building Locations to check for possible flame/-rubble creation? May a DC be so Thrown into an empty ground level Location solely to attack units in first level Locations of that hex?
A. If Thrown from level two to ground level, no level one Location is attacked; if Thrown from level one, the Thrower's Location and all unarmored units therein are attacked. [Letter83]

A23.6 & A23.1 See prior entry.

A23.6 & A23.3 See prior entry.

A23.7 Can the ability to detonate a given set DC be transferred/recovered in the same fashion as a SW?
A. No. [Letter8]

A23.7 Assume a squad, assisted by a leader, Sets a DC. Is that leader qualified to detonate it? If that squad later Deploys, will both of its HS be qualified to detonate it?
A. No. No – when the squad Deploys, record on side record the ID of one of the HS that retains the ability. [An92; An95w; An96; Mw]

A23.7 Is the FP of a Set DC halved versus a concealed unit?
A. Yes. [An92; An95w; An96; Mw]

A23.7 May a Set DC be detonated during the opponent's MPh? If yes, does it leave Residual FP?
A. Yes, versus a moving target (A8.1). Yes – 12FP. [An95w; An96; Mw]

A23.7 & A12.152 See prior entry.

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

A23.71 How does a Set DC (not in a bridge Location) affect an AFV?
A. It doesn't affect the AFV itself, but does attack any Vulnerable PRC in/on it. Otherwise, it can affect the AFV only via Rubble-creation. [Gen25.2; An90; An95w; An96; Mw]

A23.71 Does a Final KIA on a Set DC automatically rubble the building Location?
A. Yes. [Compil9]

A24.1 If a MMC is Broken/Pinned in the act of placing SMOKE is the SMOKE placed?
A. Yes. [Compil9]

A24.1 & A4.2 See prior entry.

A24.1 & A4.5 See prior entry.

A24.1 & A15.43 See prior entry.

A24.1 & B20.93-.94 Since SMOKE grenades may be place into (and a FG may be formed with a unit in) an ADJACENT Location, may a squad on a Wire counter or in Crest status place SMOKE grenades into – or form a FG with a unit in – and adjacent hex?
A. Yes, if a unit under that wire or IN that Depression could advance into that adjacent (actually thus ADJACENT) hex. [An93b; An96; Mw]

A24.1 & C1.71 May ordnance place Smoke in a Water Obstacle?
A. No. [An97; Mw]

A24.3 Does this rule's prohibition on pre-'44 use of WP by the British apply only to grenades or to all WP ammo?
A. Only to grenades. [An93a; An95w; An96; Mw]

A24.31 If a MMC takes a NMC due to WP SMOKE placed in its Location and the NMC causes a Heat of Battle DR that creates a hero, does the hero have to take a NMC for the WP too?
A. No. [Gen25.6; An90; An95w; An96; Mw]

A24.31 1) This says that all units in a Location with a WP counter must take a NMC – with the very important exception of "non-moving units in MPh". Does this mean now if a 747 chucks a WP grenade into an ADJACENT stone building occupied by a Concealed 658, the "non-moving" 658 will get a +2 Hindrance for the SMOKE effect, but otherwise it doesn't take a NMC, and so (4th sentence of A24.31) can even keep its Concealment?
A. No; no such change was intended.
2) Was what was meant "non-moving units in DFF"?
A. Correct. [Letter167]

A24.31, A8.1, C3.33 & C3.4 See prior entry.

A24.31 & C3.71 Would any TEM as defined above then apply as a positive number to the NMC required as per A24.31 in case of a CH WP hit? (e.g., NMC with +1 DRM for indirect placed, airburst WP CH in dense jungle?)
A. Yes. [Compil6]

A24.31 & C3.33 Does a unit in an upper level building Location that is hit by WP take the A24.31 MC even though the WP counter is placed in the ground level Location of that hex? Would a unit out of the firer's LOS?
A. Yes. Only if hit by a mortar. [An97; Mw]

A24.4 Is conventional smoke in a -1 level a level 2 LOS Hindrance?
A. No, level 1 (i.e. two levels above level -1). [Gen22.5; An95w; An96; Mw]

A24.4 If Smoke placed at ground level (level 0) affects levels 0 and 1, would smoke drifting from a level 4 location affect levels 4 and 5?
A. Yes. [Compil5]

A24.4 & O6.3 Does ground level smoke extend into cellars? Would a LOS traced from a Cellar Location to >= Level 0 be affected by Smoke at Level 0 in that Cellar unit's hex? If yes, would that Cellar unit also suffer the extra +1 Hindrance for viewing out of SMOKE (A24.8)?
A. No. Yes. No. [J1; Mw]

A24.6 If SMOKE has "no effect" during Mud or Deep Snow, are you prohibited from attempting to fire it/use Vehicular Smoke Dispensers/etc.?
A. No. [Compil9]

A24.6 & E3.734 Is Smoke from a burning-wreck/terrain-blaze in effect during Mud?
A. Yes. [Compil9] {Erroneously refers to E7.34. SR}**A24.61** If an Original SMOKE source is on a level 4 hill hex and it drifts, due to a mild breeze, to a level 1 hex, is the drifting gray SMOKE a levels 2 and 3 LOS Hindrance? A level 4 LOS Hindrance? A levels 5 and 6 LOS Hindrance?
A. No. Yes. Yes. [Gen22.5; An95w; An96; Mw] {See A24.4 Q&A from Compil5; this should only be a levels 4 and 5 LOS Hindrance. SR}

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, 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 the basis of having a LOS only to an enemy concealed stack?
A. Yes – a concealed/Dummy stack is still an enemy "unit". [Gen25.2; An91; An95w; An96]

A25.23 Must the multiple MMC and the leader mentioned in the second sentence be Infantry?
A. Yes. [An95w; An96] {Original pages: first sentence. SR}

A25.23 Are any units participating in a Human Wave or Banzai Charge required to enter an enemy occupied hex?
A. No. [Compil3] {See also A25.234. SR}

A25.232 May a Human Wave participant declare a Dash (A4.63) or attempt to place SMOKE (A24.1)?
A. No to both. [An90; An95w; An96]

A25.234, A7.211, A8.31, A12.151, A13.61, A15.432, D7.22, E9.43 & G1.423 See prior entry.

A25.235 EX In lines 21-22 [approximately] of the second paragraph, replace "but both pass the LLMC -the broken squad with a 7, the other with an 8." with "which then passes its LLMC with a 7." [This error also applies to the 1999 errata page of the 1st Edition; because the broken leader does not have is ML raised, the unbroken squad has equal morale and need not take LLMC.] [Mw]

A25.24, A20.21 & A25.11 See prior entry.

A25.3 The broken side of the American 6-6-6 squad should not have its Morale Level encased in a square and its BPV should be "11" not "17". [Mw]

A25.45 replace "F.8" with "25.53". [Mw]

A25.61 & A19.13 See prior entry.

A26.14 & B24.1 1) If a single hex of a multi-hex building is rubbled, 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 rubbled, and VC require "control" of building 22F4, then is control of the rubble HEX required to control the "building"?
A. No. [Letter71]

A26.14 & O11.6066 The lower example on page O13 shows a German Control marker in the ground level Location of the building in hex G43, but wouldn't the Russian player gain control of the entire Building by having the sole occupying unbroken unit in the building, as per A26.12?
A. Ordinarily yes – but if a German MMC occupied and Controlled that Location during step O11.6031 but was eliminated in step O11.6041, Control would remain German. [Letter8]

A26.212 If a malfunctioned 5/8" ordnance counter is removed due to a "6" repair dr, is it considered eliminated for Casualty VP purposes?
A. Yes. [Compil4]

A26.221 & A2.5 See prior entry.

A26.222 & A20.54 See prior entry.

A26.23 Do prisoners/captured vehicles apply to Exit VPs? Also, it seems that it makes sense to avoid attempts to repair malfunctioned vehicular MA in scenarios with Exit Victory Conditions because a vehicle with malfunctioned MA is worth more Exit VPs than a Recalled vehicle with disabled MA. This appears somewhat unrealistic.
A. Yes, unless stated otherwise in the Victory Conditions. {No answer was given to the second half. SR} [Letter8]

Chapter B Terrain Chart & B8.3 Does the -2 TEM of a sewer Location (per Chapter B Terrain Chart) incorporate Hazardous Movement?
A. Yes. [An97; Mw]

Chapter B Terrain Chart In the Notes section for 'Shellholes' delete "unless BU". [Mw]

Chapter B 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.10 If a unit has a LOS "INTO" a hex with a +6 LOS Hinderance (XHEAVY MIST), +4 of that being "BETWEEN" firer and target, is there a LOS blockage between firer and target?
A. Correct, no LOS exists. [Compil9]

B1.15, Chapter B Divider & B6.3 See prior entry.

B1.3 & C3.331 Is FFMO a TEM for Sniper Alternate Target hex selection? Is it applicable on the TH DR or on the IFT DR when using Area Target Type?
A. No. On the TH DR (or on both if a CH). [Compil7]

B3.4 & A4.132 See prior entry.

B4, B5 & G.1 How do you treat sunken roads when PTO terrain is in effect? Elevated roads?
A. As if the road did not exist. [Compil3]

B4.2 Board 41 features Sunken Roads in hill hexes. What procedure is used to trace LOS through (not INTO) such a hex [EX: V6 through AA5 to DD4]?
A. A Sunken Road in a level 1 hill hex is a level 0 Depression hex. LOS from units at level 0 (e.g., 41V6 and 41DD4) through a level 0 Depression hex (e.g., 41AA5) must be clear of the dark brown contour lines. Therefore, LOS from 41V6 to 41DD4 is blocked by the level 1 terrain in 41AA5. [Compil7]

B5, B4 & G.1 See prior entry.

B6, B20.4, B20.7 If a stream/water obstacle is flooded and frozen, is the Bridge still a separate Location? May units enter the Bridge Location from directions other than the road hexside? May units be under the Bridge?
A. Yes. No. Yes. [Compil7]

B6.2 How is a non-pontoon Bridge *counter* treated for LOS purposes?
A. As per B6.2, but each such counter is also Inherent Terrain (B.6) [EXC: a LOS into/through its hex does not incur the bridge Hindrance/TEM if it crosses only the road hexside(s) (exclusive of vertices) of that hex]. In addition, all non-pontoon Bridge counters *and* printed bridges are one-and-a-half level LOS Hindrances rising from one level < that of the bridge Location [EXC: no bridge Hinders LOS drawn either along the bridge's road depiction or *from and to* Location that are lower than the bridge's Location; no LOS exists from a bridge Location to any other Location beneath that bridge, even if that bridge is multi-hex in length]. [An92; An95w; An96; Mw]

B6.3, Chapter B Divider & B1.15 See prior entry.

B6.431 & KGP SSR7 May StKK20 be entered without risking Bog, as it is impossible to enter it by a road hexside and still let the VCA contain an adjacent road hex (This question also applies to StKK26 when entered from StKK27)?
A. No, not even by using Reverse movement (since the Rear VCA is then treated as the VCA). [Compil3]

B6.44 Can a bicycle be ridden onto/across a foot bridge?
A. No. [Gen25.1; An89; An95w; An96; Mw]

B7.4 & A4.63 See prior entry.

B8., A7.7 & B11.4 See prior entry.

B8.3 & Chapter B Terrain Chart See prior entry.

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

B8.4 & A11.41 See prior entry.

B8.41 & A11.15 See prior entry.

B8.44 If a unit in a sewer Location attacks an enemy unit in an ADJACENT sewer Location, is the PBF also halved for Area Fire?
A. Only during the AFPh – not Final Fire. [Gen25.1 mistakenly cites B.88; An89; An95w; An96; Mw]

B8.44 & B23.922 SEWERS AND FORTIFIED BUILDINGS: A unit may not exit a sewer to enter a Fortified Building Location if it could not enter that Location from outside the sewer. [O.2 p.O1; An96; Mw]

B8.61 After "Fortified" in line 7 add "but would instead be eliminated if the opposite entrance were an enemy-occupied pillbox" [Mw]

B9.21 Does a unit under entrenchment have a LOS across a wall/hedge to an adjacent enemy unit at same level if that enemy unit does not have WA?
A. Yes. [Tac6]

B9.21 & B9.32 Do the restrictions of LOS and WA across a wall/hedge/bocage hexside that apply to "entrenched" units also apply to: units in Pillbox; in Shellholes; in Crest status; Emplaced Guns?
A. No to all (note that B9.21 says "beneath an entrenchment counter" in line 1). [Tac6] {Changed to B9.21 instead of 9.31. SR}

B9.3 Imagine a Location containing a wall/-hedge/bocage hexside and an obstacle with non-zero TEM (e.g., building, woods). If a unit in that Location chooses the wall/hedge/bocage TEM rather than the obstacle's TEM, is that unit considered in Open Ground for Direct Fire across a non-hedge/wall/bocage hexside?
A. Yes. [Tac6]

B9.32 In Deluxe ASL, is there any limit to the number of hexsides a single unit may claim for Wall Advantage?
A. 6 (heh heh). [Letter1] {Assumed that means 'no'. SR}

B9.32-.321 May a unit in a "restricted" Location gain/retain WA on hexsides of that Location (assuming all other requirements are met)? Examples of "restricted" Locations include: units on a minefield/woods TB; vehicle on a Graveyeard road; vehicle on a woods road?
A. Yes to all. [Tac6]

B9.32 & B9.21 See prior entry.

B9.32 & B23.93 WALL ADVANTAGE & FORTIFIED BUILDINGS: A Gun in a Fortified Building (or Pillbox) Location may never claim Wall Advantage. Its manning Infantry could claim it by first dropping possession of the Gun. Such a Gun can, however, have a LOS to non-adjacent same-level Locations over the wall hexside(s). [Chapter O Clarifications; An96; Mw]

B9.32 & C13.8 If a unit claiming Wall Advantage in a building hex fires a BAZ/PF/PSK, is it subject to the backblast penalty?
A. Yes, unless it uses the Case C^3 TH DRM or Opportunity Fire. [An93b; An96; Mw]

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 & C8.31 May a unit with wall advantage use HEAT against an ADJACENT unit behind that wall?
A. No. [An97; Mw]

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]

B9.321 1) In standard ASL, WA forfeiture/denial on any one hexside prevents a unit claiming any WA in that hex. Re DASL, there is this EXC: "WA is claimed/retained/lost per hexside – not hex." This might be read as `one unit may claim WA over any number of (possibly unconnected) eligible hexsides in its hex.' This might also be read as `one unit may claim WA on one (max) eligible hexside of its hex.' Which reading is correct?
A. The former.
2) DASL hex eF2 is a single story stone house (SSSH) with a wall on its 1, 4, 5, and 6 hexsides. May a single Infantry unit (SMC or MMC) in eF2 claim WA over hexsides:
* 1 & 4 (and not 5 & 6)?
* 4 & 5 (and not 6 & 1)?
* 1 & 5 (and not 6 & 4)?

* all of the wall hexsides (1, 4, 5 & 6)?
A. Yes to all.
3) For the following, assume no SMOKE or weather/visibility-related TEM. Suppose a unit is claiming WA in eF2 over hexside 4 (only) and receives an IFT fire attack (non-adjacent firer) across hexside 1, 6 or 5. Would the TEM vs. that attack be zero?
A. No; vs. firers who do not have WA, will still receive Wall TEM.
4) Suppose a unit is claiming WA in eF2 over hexsides 1 & 5 (but not 6) (if this is allowed) and it receives an IFT fire attack (non-adjacent firer) across hexside 6. Would the TEM vs. that attack be zero?
A. It is allowed, but no; vs. firers who do not have WA, it will still receive Wall TEM.
5) Suppose an ADJACENT enemy unit, with WA over any hexside of eF2, fires on a unit in eF2 while that unit is claiming WA over any other hexside (or hexsides, if allowed). Would the TEM vs. that ADJACENT unit be zero in all cases?
A. Yes. [Letter78] {Minor editing. SR}

B9.321 first EX The 4-6-7 should be marked with a WA counter. [Mw]

B9.34 Versus Indirect Fire, is *moving* Infantry claiming a +0 hedge TEM in a hex that is otherwise Open Ground subject to FFMO?
A. Yes [EXC: a mortar whose LOS enters the target hex via a hedge hexside]. [An93b; An96; Mw]

B9.34 Versus a mortar attack, is moving Infantry claiming a +1 wall TEM in a hex that is otherwise Open Ground subject to FFMO?
A. No (nor would it be subject to RtPh Interdiction in that hex by that *mortar*), even if the mortar's LOF does *not* cross the wall hexside; however, FFMO would still apply for "?"-loss purposes vis-à-vis the mortar *firer's* LOS (as well as for an Interdiction attempt by that *unit* possessing the mortar, but not by the mortar itself). [An93b; An96; Mw]

B9.34 For a vehicle to claim the +1 reduced Wall TEM vs. Indirect Fire, must the source of that fire originate from a location such that the vehicle would be HD if that fire were direct fire?
A. No. [Compil9]

B9.5 In general, bocage is treated as hedge hexsides. Does this mean that bocage TEM does not apply to non-Motorcyclist PRC?
A. Right. [Tac6]

B9.521 Must a ground-level unit behind Bocage have Wall Advantage to see past that Bocage hexside (and be seen from) a non-adjacent hex?
A. Yes. [An97; Mw]

B9.521 & B9.32 See prior entry.

B9.53 Are MPh and DFPh counted as one phase for the last sentence of this rule?
A. Yes. [Tac6] {Correct rule number for 2nd Ed.. SR}

B9.541 Are there any other means to breach a bocage hexside (e.g., by Placed/Set DC)? Is it possible to breach a wall/hedge hexside in the same manner as bocage?
A. No to both. [Tac6]

B9.55 Since Bocage is not listed as Concealment Terrain on the Chapter B divider, how does a unit in an Open Ground hex behind Bocage gain concealment?
A. If all enemy LOS crosses (without benefit of Wall Advantage) Bocage hexsides of a unit's hex, that unit is considered out of LOS and in Concealment Terrain, thus automatically gaining concealment at the end of the CCPh (if in Good Order). [An96; Mw]

B10.31 In the example in this rule, a unit moving from AA2 to BB1 is subject to FFMO from Z1. Would the same unit be subject to Interdiction from Z1? Would it lose concealment to the unit in Z1 if advancing?
A. Yes. Yes. [Compil6]

B10.5 If two adjacent open ground level 1 hexes have a level 0 crest between them (e.g., 15AA10 and 9AA1), does it cost 2 or 3 MF to move between them?
A. 3 [Compil7]

B11.21 Given a unit at Level 2 and a Level 1 cliff 5-9 hexes away, does the cliff hexside create one or two Blind Hexes along that unit's LOS to a Level 0 Location?
A. Two. [An93b; An96; Mw]

B11.4, A7.7 & B8 See prior entry.

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

B13.31 & C5.11 Are Case A TH DRM doubled for a vehicle in a woods-road hex but not on a TB? Do the CA restrictions for firing from woods/buildings apply?
A. No to both [Compil9]

B13.32 Does an AFV have to pay the MP costs to enter the woods portion of a woods-road hex to overrun Infantry therein?
A. No. [Letter4]

B13.41 When a fully-tracked AFV on a woods-road moves into the woods portion of the hex, where is the partial-TB placed?
A. From the center dot to either hexside in its current VCA (or "rear" VCA if using Reverse movement). [Gen25.2; An91; An95w; An96; Mw]

B13.41 May a fully tracked vehicle expend "all" of its MP to enter woods, thereby obviating the use of the extra +3 Bog DRM, even if it ascends across a Crest Line to enter that hex?
A. Only if it declares a Minimum Move. [An95w; An96; Mw]

B13.41 May a vehicle in a woods-road hex leave the road to enter the woods obstacle using all of its MP and then enter an adjacent hex in the same MPh?
A. No. [Compil6]

B13.41 An AFV attempts to leave a Road/Woods hex via a non-Road hexside and bogs. Is the AFV still considered to be blocking the road (i.e. must subsequent vehicles pay the extra cost to go around it)?
A. Yes. [Letter154]

B13.41 & D2.14 If a vehicle blaze exists in a woods-road, can other units still use the road?
A. Yes. [Compil7]

B13.421 Does the phrase "any fully-tracked vehicle may use the TB to traverse those hexsides at half its MP allotment" mean that half its MP allotment is the cost to enter and leave the woods hex, or to enter or to leave the woods hex, or what? If it takes half a vehicle's MP allotment to enter and leave a woods hex via a TB, what is the cost to enter or leave the woods hex?
A. The cost is to enter only. [Letter8]

B13.4211 If a vehicle in a woods-road hex bogs while attempting to move from the road to the woods portion of that hex, is a partial TB counter placed? Is the bogged vehicle considered to be in the woods or still on the road?
A. No. On the road. [An95w; An96; Mw]

B14.2 Assuming that orchards are in season (or are palm trees), would an LOS from 36CC1 to CC3 or vice-verse be hindered by the CC2 orchard, as per the first sentence of B14.2 – or, as per the second sentence of B14.2, would it be blocked by the orchard obstacle in CC2?
A. The orchard would be a LOS hindrance along the Continuous Slope. [An93a; An95w; An96; Mw]

B14.2 & B14.6 :Do in-season orchard hexes block LOS from differing elevations when sighting down an orchard-road. EX: 23S7 to 23AA3 Level 1.
A. No. That LOS is clear. [Letter197]

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 & B14.2 See prior entry.

B16.2 Are marsh hexsides (e.g., gH3/gI3) classed as Hindrances if the adjoining hex(es) are not themselves Marsh? Is Marsh classed as "Inherent Terrain"? (The rule does not indicate that the marsh depiction must be crossed, but it is not listed on the Terrain Chart as being "inherent".) Is Marsh artwork ignored if the hex is not defined as a Marsh hex as per this rule?
A. Marsh is not inherent so LOS must cross terrain depiction. [Letter4] {Answer to last question assumed to be 'no'. SR}

B18.43 The rule says that ordnance in the form of a 5/8" counter can *enter* a graveyard only via a graveyard road hexside. If such ordnance wishes to *leave* a graveyard hex, must it do so through a graveyard road hexside?
A. No – unless of course it is also entering another graveyard hex. [Gen25.1; An95w; An96; Mw]

B19.1 (p. K10) If the firer and target are at different elevations an intervening gully-brush hex presents no Hindrance. [Pointed out in Letter76]

B19.1 GULLIES: Whenever brush or woods are depicted on both sides of a gully depiction in a gully hex, they are considered part of that gully depiction (thus for example, hindering or blocking LOS along the level -1 gully depiction). (p. K10) (This does *not* apply in streams; P4.1) [An96; Mw]

B20.4, B6 & B20.7 See prior entry.

B20.43 If cavalry enters a deep stream, does its horse become CX too?
A. No. [An93a; An95w; An96; Mw]

B20.7, B6 & B20.4 See prior entry.

B20.8 & D4.3 Is an AFV vulnerable to Underbelly Hits as it exits a ford via a non-Depression hexside?
A. Yes. [An93b; An96; Mw]

B20.92 Does a unit in Crest status receive entrenchment benefits from fire that enters its hex through the vertex of a protected Crest hexside and a non-Crest hexside?
A. Yes. [Gen25.1; An89; An95w; An96; Mw]

B20.93-.94 & A24.1 See prior entry.

B21.41 Is Fording considered a Concealment-loss activity only during the MPh, or at all times?
A. Always. [Letter8]

B23.31, A8.2 & D2.38 See prior entry.

B23.32 & C3.71 How does the "+1 DRM for each level above" apply to a unit in a building when hit by a FFE CH?
A. These extra DRM do not apply to FFE CH resolution. [Gen25.2; An91; An95w]

B23.424 & A7.72 See prior entry.

B23.71 1) A unit in rowhouse location 20N3 (at ground level) moves to the adjacent rowhouse O3 by the N3/N2/O3 vertex. An enemy unit is in I3 at level 2. Does the enemy unit have a LOS to the vertex that the unit is rowhouse "bypassing"? The enemy unit has a clear LOS to N2 but N3 is a blind hex due to the building in M3. The LOS to the N3/N2/O3 vertex crosses the M3 building so I would have thought that the vertex (and the N2/-N3 hexside) is also considered to be in a blind hex.
A. There is no LOS. A unit using Rowhouse Bypass does so in the Location it is leaving.
2) A unit in rowhouse M3 wants to move directly to rowhouse N3 using rowhouse "bypass" at the M3/N2/N3 vertex. Does an enemy unit in M2 that defensive first fires at this vertex have its FP doubled as PBF
A. Yes, for the same reason as in (1). [Letter59] {Edited for conciceness. SR}

B23.71 & A12.14 See prior entry.

B23.71 & C1.51 Assume a rowhouse Location within an FFE Blast Area. If Infantry in that Location exit the hex using "rowhouse bypass" (B23.71), are they attacked by the FFE as they leave the hex? If Infantry enter the rowhouse Location using "rowhouse bypass", are they attacked by the FFE with Open Ground TEM or building TEM?
A. No. Open Ground TEM. [An95w; AP1; Mw]

B23.711 When a wall is Breached by a DC, any units in the corresponding adjacent Location are attacked as Area Fire. Is the DC attacked halved again since the enemy units are not Known to the attacker?
A. Only if the enemy units were actually Concealed. [An97; Mw]

B23.711, A12.14 & O5.33 See prior entry.

B23.72 Does this apply to a two story house, like the one near the triangular woods on overlay 6?
A. No, the building has a ground and first level in each hex (similar to the B23.721 case). [Letter41]

B23.74 & B23.8 B23.8 ROOFTOPS says that "Rooftops come into play only by SSR". B23.74 FACTORY says that "it has no upper level floors – all occupants are at ground level [EXC: rooftops]." Does this mean rooftops in effect on factories even if no SSR states that rooftops are in effect?
A. No. [Letter42]

B23.74 & B23.9 Do the TEM effects and entry restrictions of fortification apply to all hex-sides of a Fortified Factory Building Location, or only to fire/movement from outside the building depiction?
A. To all hex-sides (EXC: Indirect fire (O.4A)). [Letter8]

B23.741 & A8.2 See prior entry.

B23.741 & 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]

B23.742 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]

B23.8 & B23.74 See prior entry.

B23.82 ROOFTOPS: A Rooftop Location is Concealment Terrain only for setup purposes. Once the first RPh has been completed B23.82 comes into effect. A Rooftop Location is not considered a building Location for rout and Victory Condition purposes. [O.5 p.O1; An96; Mw]

B23.9 Is the TEM for a fortified factory hex +1/-+2/+4 for fire originating within the factory? What is the TEM if the fortified factory also contains debris (O5.41)?
A. The TEM is one higher than it would otherwise be. [Compil9]

B23.9 & B23.74 See prior entry.

B23.9 & B23.741 See prior entry.

B23.911, A12.153 & A12.33 See prior entry.

B23.922 & B8.44 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]

A5.5 & B23.922 See prior entry.

B23.9221 & O5.33 Does the extra +1 TEM of a Fortified Building Location apply vs. a DC Breach attempt?
A. Yes – even if that hexside is a Factory Interior Wall. [An95w; An96; Mw]

B23.9221 & A23.3 See prior entry.

B23.93 & A2.9 See prior entry.

B23.93 & B9.32 See prior entry.

B24.1 & A26.14 See prior entry.

B24.11 & B25.13 If an Area-Target Type/OBA attack versus a multi-level building rolls an Original KIA, is each building level checked separately for Rubble/Flame purposes?
A. No – use Random Selection. However, only those levels in the LOS of the firer can be eligible for Random Selection *if* that attack was made by non-mortar ordnance. [An92; An95w; An96; Mw]

B24.11 & B25.13 For Rubble/Flame determination, does a Gun using the Area Target Type (or OBA using Barrage or Harassing Fire) use the IFT column corresponding to the normal (i.e., reduced) FP for that type of attack?
A. Yes – even if a CH occurs. [An95w; An96; Mw]

B24.7 What can a lone Bulldozer attempt to clear? If a Bulldozer accompanied by a HS attempts to clear one of these, do they get a -1 DRM for one additional HS since none is required?
A. See G15.2-.261 for an explanation of a Bulldozer's capabilities. Yes. [Compil3]

B24.7 & B25.5 Does EC apply to clearance attempts in a Building?
A. Yes. [Letter117] {Changed to 25.5 from 25.2. SR}

B24.72 & ASOP See prior entry.

B24.74 If a unit begins its MPh in a known minefield Location, must it expend MFs (making it vulnerable to Residual FP/Defensive First Fire) in order to declare a minefield Clearance attempt in that Location?
A. No. [Gen25.1; An95w; An96; Mw]

B24.74 If an Infantry unit creates a partial TB to attempt minefield Clearance, may other units freely use that TB?
A. No! The second half of the rule clearly states that only the unit(s) that *placed* the TB can receive its special benefits. Consider the TB non-existent for all other units. [An92; An95w; An96; Mw]

B24.74 How many times may a unit Defensive First Fire vs. a squad and leader moving as a stack into a known minefield to attempt clearance by expending all MF and going TI?
A. Six [Compil9]

B24.74 & B28.44 Can Infantry which has declared a Clearance attempt and entered a Minefield via a partial TB, but which fail to clear the Minefield, later leave the Minefield hex via a non-TB building hexside without being attacked by the Minefield?
A. No. [An96; Mw]

B24.8 Suppose a squad fails an attempt to accomplish a Task and as a result is placed beneath a Labor (-1 DRM) counter. If the next time it attempts the Task it is joined by a new squad that tries to help it, does the combined attempt still get a -1 DRM? If they fail the combined attempt, are *both* squads now placed under a Labor (-2 DRM) counter?
A. Yes to both. [Gen26.1; An91; An95w; An96; Mw]

B24.8 & A12.141 See prior entry.

B25.11 & A22.611 See prior entry.

B25.12 Does the EC DRM modify the DR used to determine if a FT attack has caused a Flame in a building hex? In a Rubble hex?
A. No. Yes. [Gen25.1; An89; An95w; An96; Mw]

B25.12 If a FT's FP is reduced (e.g., by Long Range Fire and/or concealment), is that reduced FP also used for Flame determination purposes?
A. Yes. [An95w; An96; Mw]

B25.13 & B24.11 See prior entry.

B25.13 & B24.11 See prior entry.

B25.14 When a vehicle in bypass becomes a burning wreck, does the smoke fill the hex being bypassed? I think it obviously does, but my opponent tried to say the wreck was just along the bypass side and so the smoke did not fill the hex. Does the smoke fill the hex?
A. Yes. [Compil2]

B25.14 & D9.3 A moving/Motion vehicle is wrecked and set ablaze by some means. Are the consequent Burning Wreck Smoke effects [hindrance DRM (and, if in a MPh, MF/MP cost effects)] always immediate?
A. Yes. [Letter50]

B25.5 & B24.7 See prior entry.

B25.6 & O.4B Can a blaze on the ground floor of a factory hex spread to the roof Location? What spreading fire DRM would be used?
A. Yes. +1 to higher elevation. [Compil7]

B25.62 Is rubble, as inherent terrain, "directly attached" to an adjacent building hex of the same building the rubble was created from? Is it "directly attached" to an adjacent building hex of a different building, where the building depiction touches the building/rubble hexside?
A. Yes. No. [Compil2]

B25.651 When gusts blow away the dispersed smoke when does the dispersed smoke return in the next player turn. We assumed during the AFPh. Were we correct?
A. Yes. [Compil2]

B26 & A10.51 See prior entry.

B26.4 How does wire affect Human Wave movement?
A. Each individual unit/stack that is both in the Human Wave and above a Wire counter makes its own Wire Exit dr and may move beneath the wire if so allowed by that dr, but at the end of that Impulse all units in the Human Wave are considered to have expended the highest MF incurred by any unit therein. Note that, if otherwise allowed, a unit/stack may move onto and beneath a Wire counter, *or* beneath a Wire Counter and into the next hex along its path of movement, as part of the same Impulse – but in no case may it enter *two* new hexes during the same Impulse. [Gen26.5; An91; An95w; An96]

B27.1 & A4.7 See prior entry.

B27.13 & C6.43 A Scenario Defender MMC possesses a Bore Sighted SW with (if a Lt MTR) an Acquisition (on some other hex). In a PFPh, it attempts Entrenchment. If the attempt succeeds (i.e., if a 1S Foxhole is placed over it and its possessed SW), is that SW still Bore Sighted? Would it retain an Acquisition (had it had one)? If the attempt fails (i.e., a Labor counter is placed on it and its possessed SW), is the weapon still Bore Sighted? Would it retain an Acquisition (had it had one)?
A. Yes to all. [Letter50] {Changing Entrenchment position now causes loss of Bore Sighting, C6.43 in ASLRBv2, so the answer should be “no, yes, yes, yes”. SR}

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

B27.41 & A10.5 See prior entry.

B27.42 Does a squad placing a DC from a foxhole receive foxhole TEM?
A. Yes. [Compil7]

B27.5 May Infantry cross a Trench/A-T Ditch without actually entering the Trench/A-T Ditch?
A. Yes. [An96; Mw]

B27.51 & B27.52 Does placing a vehicle beneath a trench counter affect the Infantry stacking capacity of the trench?
A. No. [Letter8]

B27.51 Can Guns (e.g., mortars, AT guns, AA guns, etc.) be placed under a trench counter? Can a gun inside a trench change its CA while in the trench? Can a Gun inside a trench be moved outside the trench, i.e. on top of the trench counter instead of below it?
A. Yes. Yes. No, unless a dm mortar. [Compil8]

B27.52 & B27.51 See prior entry.

B27.56 Does an A-T Ditch extend to ADJ 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. [Letter160]

B28.1 How are hidden mines treated for solitaire play?
A. Use double the factors originally provided, but set up all mines onboard reveled. [An93a; An95w; An96; Mw]

B28.41 & B28.52 When resolving a minefield attack, is a partially armored vehicle treated the same as an AFV whose lowest hull AF is zero?
A. Only if the vehicle has a "0" hull AF, or if both its sides *and* rear *are* unarmored. [Gen25.1; An89; An95w; An96; Mw]

B28.41 Would Infantry changing Location within an A-P minefield hex undergo a minefield attack in that hex?
A. No. [Gen26.1; An90; An95w; An96; Mw]

B28.41 Is a unit in a Building Location in a minefield attacked if it claims Wall Advantage?
A. No. [Compil9]

B28.41 If Infantry moving as a stack enter a minefield hex, is the attack resolved as one IFT DR per unit, or as one IFT DR for the stack?
A. One per stack. [Letter114]

B28.41 & A12.11 See prior entry.

B28.41 & A23.3 See prior entry.

B28.44 & B24.74 See prior entry.

B28.5 May AT mines be traded for AP mines?
A. No. [An96; Mw]

B28.52 & B28.41 See prior entry.

B28.53 May the presence of A-T mines in a paved road Location be marked with a counter that does not display the number of mine factors?
A. Yes. [An97; Mw]

B29.2 & P5.141 Is LOS to a roadblock hexside hindered by Hindrances in the adjacent road hex for HIP-loss purposes? Must LOS to a roadblock extension be considered in determining HIP-loss, and, if so, where along the extension may LOS be drawn? In determining whether a Narrow Street roadblock (P5.141) loses HIP, must LOS be considered to every point on the line between the center dots of the two hexes?
A. Yes. No. No – the LOS must be drawn to both vertices of the hexspine straddled. [Letter8]

B29.2 For purposes of revealing a HIP roadblock, is LOS to a roadblock traced to the hex center dot of the hex containing the roadblock counter, or is it traced to the roadblock hexside (including any extension to the center dots of adjacent building/-woods hexes)?
A. LOS to, and thus HIP loss of, a roadblock is dependent upon LOS to the hex the roadblock is in. However, if the roadblock (only) blocks LOS of a Good Order enemy unit to any Location, then the existence of the roadblock hexside must be disclosed (although not necessarily the hex it is in). In practice, it is easier to place the roadblock on board once a qualifying LOS has been blocked. [Compil7]

B29.3 & C8.31 Is a roadblock considered a wall, allowing shaped-charge weapons to attack Infantry behind it? If so, is a unit in an extension location considered "behind a wall"?
A. Yes. Yes, if the LOF crosses the extension; see the B29.4 EX. [Compil6]

B30.111 For the purposes of pillbox stacking capacity, how many squad-equivalents (A5.5) do <= 4 SMC represent?
A. None, see A5.1 and A5.6. [J1; Mw]

B30.2 May a unit in a Pillbox trace LOS through its CA past a wall hexside that forms its hex to a same-level non-adjacent target?
A. Yes. [Compil6]

B30.31 How is a DC Placed/Thrown inside a pillbox per the last sentence of B30.31?
A. If it is Placed/Thrown from within the pillbox (e.g., by a Japanese unit). [Compil6]

B30.35 For the resolution of an AP/APCR/APDS CH vs. a Pillbox, what TEM is used: reverse pillbox TEM or 0 (as the TEM used for TH resolution is 0)?
A. 0. [Tac6]

B30.44 & A4.15 See prior entry.

B30.6 Can a unit advance out of a pillbox to an adjacent hex or vice versa?
A. No [EXC: Bunkers]. [An97; Mw]

B30.6 & A11.12 See prior entry.

B30.6 & A11.4 See prior entry.

B31.2, P5.2 & Q4.2 If a multi-hex building with no stairwell icon has a steeple icon, must a unit on Level 1 of the steeple hex first move to ground level before moving into the steeple?
A. No, it moves directly to the steeple, and a unit on ground level moves first to the Level 1 Location and then to the steeple. [Letter85]
{Minor editing. SR}

Chapter C Divider and QRDC See prior entry.

C.8, C6.3 & D2.13 Must a target vehicle qualify as a "moving target" (C.8, C6.1) to be considered non-stopped for the purposes of point blank range modifier (case L), non-stopped firer (case C4) TH DRM's, and/or the CC DRM vs. a motion/non-stopped vehicle?. If an AFV (which began the MPh stopped in its current Location) spends a start MP at the beginning of its MPh (prior to spending any other MP) and an adjacent enemy ordnance unit declares a Defensive First Fire attack as a result of this MP expenditure, does case L (point blank range) TH modifier apply to TH attempts vs. that MP expenditure?
A. No. No. [Compil2]

C.8 & D2.3 To be considered to have "used VBM" as per C.8, does a vehicle have to move to a new hexside?
A. Yes. [Compil3]

C.8 & D8.3 If a Bog Removal DR exceeds the MPs of the vehicle, but the Final colored dr is <5, does the vehicle end the MPh in Motion? If so, is it then considered a moving target at the end of its MPh?
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 & C9.3 Does Guarding prisoners affect a unit's ability to act as a mortar Spotter?
A. A Guard cannot perform this function if his US# is < the total US# as his prisoners. [Gen25.2; An89; An95w; An96; AP1; Mw]

C1.21 & C1.211 Suppose a player wishes to Correct a FFE to a hex that is devoid of Known enemy units in its projected Blast Area. Before placing an AR counter, he must first gain Battery Access. Assume that he successfully does so, and after resolving the Accuracy dr/Extent of Error procedure he still has no LOS to a known enemy unit in the Blast Area of the Corrected FFE. Before resolving that FFE (in the same player turn) versus a target that did not enter the FFE, must the player again draw for Battery Access?
A. Yes. [Gen24.2]

C1.21 & C1.332 Are two subsequent draws required to Correct a SR and Convert it to a FFE:1 (as per C1.332) in a Location with unKnown non-HIP enemy units, one to place the AR and one to Convert the SR to a FFE:1?
A. Yes. [Letter152]{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 <u>not</u> 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 <u>extra</u> chit has to be drawn, and this extra chit is red so that the AR/SR is removed (C1.21).
d) An AR to correct an FFE:2 (or to immediately place a FFE:1 after dispensing with the SR) is placed out of the Observer's LOS and the opponent decides that the current Fire Mission is Cancelled (C1.3).
e) Radio Contact is "voluntarily" lost.
f) The player cancels the SR without placing an AR/SR.
A. All. [AP1; Mw]

C1.21 & C1.731 If an extra chit draw (as per C1.21) would ordinarily be needed in order to place an AR, would it still be necessary even when placing an AR in order to place a FFE:1 in a Pre-Registered hex as per C1.731?
A. Yes. [AP1]

C1.211 & C1.21 See prior entry.

C1.22 If Radio Contact is involuntarily lost while the battery's SR is onboard, and Contact is *not* regained in the next PFPh/DFPh, what happens to the SR?
A. As long as the absence of Radio Contact is not voluntary, the SR remains onboard in its present hex until otherwise corrected or canceled. [Variants in An93a, An95w, An96; AP1; Mw]

C1.22 & ASL Scenario 9 ("To The Square") SSR5 1) If a scenario SSR provides an OB with mortar OBA, does that always imply that it is battalion mortar OBA?
A. No.
2) Is the mortar OBA in scenario ASL#9 SSR#5 battalion mortar OBA?
A. No. [Letter128]

C1.3 & O5.4 May an AR counter be placed in a Roofless Factory Hex whose Ground Level Location is not in the Observer's LOS, but whose Rooftop Location would be in the Observer's LOS if it were present?
A. No. [Letter8]

C1.32 Can an Observer have LOS to a SR/non-WP FFE which lands in an interior Jungle hex if his elevation is > 2 levels above the base level of the Jungle hex and there are no obstacles to LOS > 2 levels above the base level of the Jungle hex (i.e., can the Observer see down into a Jungle hex enough to spot a SR/FFE)?
A. Yes (see the first C1.62 EX, where it mentions the observer seeing the SR in W3). The Jungle is an obstacle up to two levels, and does not block LOS between any units or SRs that are at least on level 2. See section A6. [Letter8]

C1.332 Must a SR be converted if all C1.333 conditions are met, or can the player decline its conversion after seeing where it would take place?
A. Not optional after predesignation. [Compil2]

C1.332 & C1.21 See prior entry.

C1.335 *Must* an Observer Correct or Cancel a SR if he has a LOS to its Blast Height but, disregarding SMOKE, not to a Known (to him) enemy unit in a non-Aerial Location in/adjacent-to that SR's hex?
A. No, if he has a LOS to the base level of the SR's hex, he may Convert the SR to an FFE and leave it in that hex (possibly needing to draw an extra chit); regardless, he may also attempt to Correct and Covert per C1.332. [AP1; Mw; supercedes variants in An93a, An95w, An96]

C1.335 Can the Observer Correct the SR when, disregarding SMOKE, he cannot see it, but can see a Known unit in a non-Aerial Location in/-adjacent-to the SR's hex?
A. No; he can Cancel the SR and place an AR (1.336). [AP1; Mw]

C1.336 & C1.343 Do you have to attempt to place an AR after you have cancelled the SR (C1.336) or removed the FFE:C (C1.343)? Assuming Radio Contact was maintained, what would happen in the next PFPh/DFPh when there is no SR/FFE onboard?
A. No. You must attempt to gain Battery Access. [AP1; Mw]

C1.34 What OBA options does the Observer have if he did not have a LOS to the FFE:C's Blast height during the current phase prior to achieving Access?
A. C1.343. [AP1; Mw]

C1.341 & OBA Flowchart Following the OBA Flowchart (C1), one can transform a FFE:C into a SR, predesignate to correct and transform to FFE:1. Following the ASLRB (C1.341), the SR created from FFE:C can only be corrected not transformed to FFE:1. Which one is correct?
A. The path indicates that "Conversion NA if FFE:C on board" unless you choose the path to leave the SR in place, which is functionally equivalent to converting the FFE:C to a FFE:1 without moving it. [Compil9]

C1.343 & C1.336 See prior entry.

C1.5-.151 A BU CT AFV is Stopped in Open Ground and inside a FFE Blast radius. Can the FFE attack the AFV for starting? For changing VCA/TCA? For becoming CE? Is this any different if it were an OT AFV?
A. No. No. Yes. No, unless receiving airbursts. [Compil6]

C1.51 & B23.71 See prior entry.

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

C1.54 & A20 See prior entry.

C1.57 If a unit's LOS crosses a Blast Area of two different HE Concentrations, is the FFE Hindrance DRM to that LOS +1 or +2? What if the LOS crosses one common hex that is in the Blast Area of two different HE Concentrations?
A. In both cases the FFE Hindrance would be +2. *Each* HE Concentration/Barrage is a separate Hindrance. [Gen26.5; An91; An95w; An96; AP1; Mw]

C1.57 Does a LOS traced exactly along a hexside of a FFE qualify for the FFE Hindrance?
A. Yes. [Letter158] {Minor editing. SR}

C1.6 May an Observer use a radio during the PFPh and then during the MPh *be* moved by the vehicle he occupies? May this be done if he is Inherent in an OP tank?
A. No to both. [Gen27.1; An91; An95w; An96; AP1; Mw]

C1.6 & C1.22 See prior entry.

C1.63 & C1.732 What is the Accuracy dr required for a pre-registered Offboard Observer?
A. 4 or less. [J1; Mw]

C1.7 a) In a scenario, can an OBA module ever use Smoke/SMOKE if not expressly allowed, by SSR, to do so?
A. Yes.
b) If so, how does one determine whether or not Smoke/SMOKE is available to an OBA module?
A. If the module is not restricted in the SSR and Smoke/SMOKE was available at that time for that artillery, then assume it is available for the module.
c) How does one determine if "Smoke/SMOKE was available at that time for that artillery"? For example, does German artillery never have Smoke (because there is no such indication on the German OBA Availability Chart), or does it always get it (because there exist German MTR and ART game pieces of 80+ to 150+ mm size having depletable Smoke)?
A. German and Russian modules all have Smoke, unless the SSR specifically mentions what is available.
d) For any nationality: need a player only find one game piece (or OBA Availability Chart entry) of proper caliber, date, and depletable ammo type, to claim a Smoke/SMOKE capability for an OBA module?
A. Unless the SSR specifically mentions what is available.
e) Looks to me like one may need to study all the following:
* Nationality OBA Availability Chart (if any)
* Nationality Ordnance Listing
* Nationality Ordnance Rarity Factor Chart (if any)
to determine capabilities of an OBA module. Is that correct?
A. Yes. Which is why SSRs of late have specified what is available. [Letter50]

C1.71 May a FFE:1 resolved as Smoke be resolved as WP when it is a FFE:2 (or vice-versa), if the OBA can fire SMOKE?
A. No. [An93b; An96; AP1; Mw]

C1.71 & A24.1 See prior entry.

C1.73 When recording the location of a Pre-Registered hex, is a LOS from the Observer to that hex required?
A. No. [An95w; An96; AP1; Mw]

C1.731 & C1.21 See prior entry.

C1.732 & C1.63 See prior entry.

C1.81 Since "Bombardment potentially affects all the hexes of an entire mapboard, " must all non-spared hexes take a Bombardment MC to resolve effects on terrain? Or does the MC requirement only apply in those hexes occupied by units?
A. No. No, it also applies to hexes with building/-bridge/Fortification. [Compil2]

C1.81 & ASOP See prior entry.

C1.82 During a Bombardment, if a unit fails its MC by more than its ELR and it also rolls an Original Doubles for that MC, is the Casualty Reduction resolved *after* the ELR Replacement (A19.13)?
A. Yes – see A10.31. [Gen24.2]

C1.82 If a unit breaks due to Bombardment, does it become DM?
A. Yes. [An95w; An96; AP1; Mw]

C1.82 Do concealed units taking a Bombardment MC in LOS of Good Order enemy ground units lose concealment even if they do not pin or break?
A. No; since this takes place prior to play, no such LOS exists. [Compil5]

C1.82 Are MC DR for HIP units/Fortifications in a Bombardment done secretly?
A. The DR are not secret. One way to do this would be to record secretly each HIP unit/-Fortification separately, and openly roll the Bombardment MC DR for the recorded units/-Fortifications. [Compil5]

C1.82 The order of Bombardment MC is not strictly defined. Do you roll for all terrain, then all units, then all equipment, etc...? Or do you roll for everything in each hex, continuing one hex at a time?
A. Where the order is not specified in C1.821 or C1.822, any mutually agreeable order is acceptable. [Compil5]

C2.1 & Index See prior entry.

C2.1 Can a full strength squad fire a Gun and also use its inherent firepower in the same fire phase?
A. Yes. [Compil6]

C2.24 & C2.2401 If a Gun with a Multiple ROF fires versus an AFV first in a Gun Duel, and it retains its Multiple ROF, can it make a second attack before the AFV makes its first attack?
A. No. [Gen24.2]

C2.2401 & C2.24 See prior entry.

C2.2401 The rule states "Neither the +1 DRM for a Gyrostabiliser nor the doubling of the lower dr of the TH DR for other Guns in Case C4 is included in this calculation." Does this mean the Case C modifier of +1 for G (only) is ignored? The Case C4 modifier (only)? Or both?
A. Both. [Letter1]

C2.2401 & D3.44 Does an Armor Leader's modifier count as a "Firer-Based Hit Determination DRM" for the purposes of Gun Duels?
A. Yes. [Letter1]

C2.2401 If an AFV successfully passes a Motion Attempt dr in the enemy MPh and changes its CA (D2.401) but then becomes involved in a Gun Duel, must it use TH Case A?
A. Yes. [Gen25.2; An95w; An96; Mw]

C2.2401 If an infantry unit declares a TPBF Defensive First Fire attack at a vehicle's PRC as it enters the defender s Location, can this become a Gun Duel situation? Is this different if the vehicle announces an attack as it enters? Do the Bounding (First) Fire drm apply to the MG's Gun Duel calculation?
A. Yes, the vehicle may declare a Gun Duel (even if using only its MG) if not Overrunning. No, the defender always has an opportunity to intervene with fire first (although an Overrun can never be a Gun Duel). Yes. [Compil8]

C2.29 May an IFE-capable Gun that has exhausted its Multiple ROF use IFE again as Intensive Fire?
A. No; it could only use Sustained Fire, and *only* if also using Subsequent-First/Final-Protective Fire or Final Fire (since the use of Sustained Fire is permitted only to a DEFENDER MG/IFE-Gun and only during the MPh/DFPh). [An92; An95w; An96; Mw]

C2.29 Does an IFE weapon Malfunction as if it was a SW MG?
A. Yes. [Compil3]

C3.2 & D1.81-.2, D8.5 Can a Gun fire in its own hex (i.e., is its own hex considered in its CA)? Do the same principles apply to BMG/CMG?
A. Yes; except during the MPh if the hex is entered from outside the CA, when, even if the moving target now expends MP for some other purpose (e.g., firing sD or stopping and unloading Passengers), the Gun would still have to turn its CA to include the direction from which the hex was entered, or if the bow-mounted weapon of an Immobile vehicle (D8.5). Yes. [J1; Mw]

C3.22 If a gun is incapable of firing because it is malfunctioned or disabled, can it make a CA change at the end of its friendly fire phase?
A. Yes, provided its manning Infantry could fire the Gun (per C3.22) if it were functioning. [Compil4]

C3.22 When a Gun is Recovered, may its CA be changed at that time?
A. No. [J1; Mw]

C3.31 & C.9 See prior entry.

C3.32 & D5.32 According to C3.32, AFV are immune to the Infantry Target Type, but not their Vulnerable PRC. According to D5.32 & D.6, a CE crew cannot be targeted separately from its vehicle, but only affected Collaterally. Are these rules in conflict?
A. No, an AFV may be hit via the Infantry Target Type; it (but not its Vulnerable PRC) is "immune to damage from such a hit." [J1; Mw]

C3.33 Regarding the second [EXC:], can an unoccupied upper building location be considered a "non-hidden enemy target" for purposes of this rule?
A. No. [Compil2]

C3.33, A8.1, A24.31 & C3.4 See prior entry.

C3.33 & A24.31 See prior entry.

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]

C3.331 & B1.3 See prior entry.

C3.4, A8.1, A24.31 & C3.33 See prior entry.

C3.7 & C13.2 Can a LATW score a CH?
A. Yes, using the method described for use of the Vehicular Target Type. [Gen24.2]

C3.7 & C7.11 As I understand it, all CH against a non-HD AFV always hit its hull, since they occur only on an Original TH DR of "2". Thus, the Final TK# is always derived by using the hull AF, even if superior to the corresponding turret/upper superstructure AF. Is my understanding correct?
A. Yes. [Gen24.2]

C3.71 & A24.31 See prior entry.

C3.71 & B23.32 See prior entry.

C3.73 If HE achieves a CH versus terrain that can be set-Ablaze/Rubbled, is the attack's doubled-FP IFT column used to determine if the Original IFT DR is a KIA for Rubble/Flame purposes?
A. No – the non-CH FP column is used. [An93a; An95w; An96; Mw]

C3.74 & G11.85 Does a WP CH affect all units in a Cave, or only units determined by Random Selection?
A. Normal CH rules apply (i.e., use Random Selection). [Letter8]

C3.74 In the DFPh, a mortar attacks a hex that contains only a CE AFV and obtains a HE CH. How is the crew(/passengers/riders) affected?
A. Normally (i.e., as if a non-CH). [Compil6]

C3.74 & A7.301 See prior entry.

C3.8 & A5.132 See prior entry.

C4.2 In the penultimate line replace "Gun" with "weapon". (All weapons <= 40mm suffer this modification to their Basic To Hit #.) [Mw]

C4.4 Does this apply to WP? Does this apply to Bazookas firing WP?
A. Sure – see the definition of "SMOKE" in Index. No, because bazookas don't use the C3 TH Table. [Letter3]

C5 Do Cases B, D, G & H apply to a non-LATW SW firing as ordnance? Does Case H?
A. Yes; except that MG use is NA. Yes. [An97; Mw]

C5 Do leadership modifiers (either Infantry or Armor Leaders-- including inexperienced crews) apply as "Firer-Based" TH DRM (e.g., when calculating Gun Duel DRM per C2.2401)?
A. Yes. [Compil9]

C5.11 & B13.31 See prior entry.

C5.11 Does a Gun Defensive First Firing during the MPh from a woods/building/rubble Location have its CA fixed for the remainder of MPh or through the DFPh?
A. The MPh, or, if pinned, the DFPh. [J1; Mw]

C5.35 Does Case B apply when Case C applies, even when the fire is by a Motion (i.e. non-Bounding) vehicle firing in a Phase other than the AFPh?
A. Yes. [Compil7]

C5.35, C13.8 & D6.1 May Passengers fire PF/-PFK, BAZ or RCL using the Desperation penalty as per C13.8? If yes, if such a SW is fired from a Motion/Non-Stopped vehicle, does the SW pay To Hit Case C^4?
A. Yes. Yes; rather than using the customary Case C^3, 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]

C5.35, Chapter D Divider Table D3 & D2.42
1) During an opponent's Player Turn, any of your Motion vehicles, eligible for defensive fires, must pay Case C4. Because it is not your Player Turn (and not your MPh/AFPh), does your C4 penalty still include Case C/C1/C2 (which, in turn, includes Case B)?
A. Yes.
2) Or do you only pay the "lower dr x2" part of Case C4? (Assume a non-Stabilzed Gun on an AFV.)
A. No. [Letter140]

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]" [Letter108]

C6.2 If using Area Target Type at an empty hex, would Case K (concealed target) apply?
A. Yes, unless firing SMOKE. [Compil5]

C6.2 If a gun fires at a "vacant" location searching for HIP units, does it pay the +2 To Hit DRM for a concealed unit?
A. Yes. [Compil9]

C6.3, C.8 & D2.13 See prior entry.

C6.4 A Scenario Defender records, as his Boresighted Location for a MMG/HMG, a hex to which he has no LOS to the center dot, but to which he has LOS, from t he MMG/HMG, to one or more Bypass Vertex. Is this allowed?
A. No. [Letter117]

C6.42 Can the Crest level of a Depression hex be Bore Sighted by a Gun which does not have LOS INTO the Depression? And if a Gun has LOS INTO a Depression and it Bore Sights the hex, does its Bore Sighting DRM apply simultaneously to both the Crest and non-Crest levels of that hex?
A. Yes. Yes. [Gen24.2; An95w; An96; Mw]

C6.43, C6.5, C10.3 & C11.3 A Crew of an Emplaced, Bore Sighted Gun with an Acquisition (on some other Location) attempts (but fails) to Push the Gun during a MPh (so a Labor counter is placed on the Crew, its possessed Gun, and any helpers the Crew may have had in the Push attempt). Does the Gun
a) lose Emplacement?
b) lose Acquisition?
c) lose Bore Sight?
A. No to all. [Letter50]

C6.5 If an AFV that currently has an Acquired Target is attacked in CC by some other unit, can the acquisition be retained? Can an AFV decline to attack back in CC with its CMG just to preserve Acquisition?
A. No. No. [Gen24.2; An95w; An96; Mw]

C6.5 If infantry in the APh moves out of the CA of a Gun that has acquired it, but is still in the Gun's LOS, is the acquisition lost or can the CA be changed to retain it?
A. Nothing requires the CA to change – the target remains acquired as long as it is in LOS, and the Acquisition DRM will negate part of the Case A DRM when the CA does change. [Gen24.2; An95w; An96; Mw]

C6.5 If a vehicle has two (or more) Guns, do each of these Guns have an independent Acquired-counter as if they were totally different Guns?
A. Yes. [Compil3]

C6.5 When a vehicle has Acquired a target with a Bow-mounted Gun, does it still lose its Acquisition if it fires its CMG at a different target? Does it lose its Acquisition if it fires its BMG at a different target?
A. Yes, unless the CMG is in a separate turret. No. [Compil3]

C6.5 Can a Gun maintain acquisition to a target in its own hex?
A. Yes, unless it is attacked in CC. [Compil5]

C6.5 May an OT AFV maintain Acquisition while BU?
A. Yes. [Compil7]

C6.5 1) Does a Light INF (1/2" counter) gain/use acquisition? Does a Light RCL (1/2" counter) gain/use acquisition?
A. No to both.
2) Does 1/2" Ordnance (e.g., a Light Mortar) lose acquisition if its manning infantry fires its IFP?
A. Yes. [Letter56]

C6.5, C6.43, C10.3 & C11.3 See prior entry.

C6.51 May a 1/2" Acquired counter be left in a hex when all target units leave the hex, even if some of the target units remain in LOS, or must it follow one of the target units?
A. It cannot remain and must follow one of the target units. [Letter8]

C6.8 After the "WP" in line 3 in the EXC, insert "; HD (D4.2)" [Mw]

C7.11 & C3.7 See prior entry.

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

C7.31 Do all 20L ATRs use the 20L TK # of 6?
A. Yes. [Compil9]

C7.34 HE & FLAME TK TABLE: Does an AFV FT suffer any modifiers to its basic TK# for being Motion/Non-Stopped?
A. No. [An96; Mw]

C7.346 When attacking a partially armored AFV with a DC, is it necessary to make a DC Position DR?
A. Yes. [Gen24.2; An91; An95w; An96; Mw]

C7.346 & A23.4 See prior entry.

C7.4 Do Shock/UK results apply to an Abandoned AFV? What happens if a crew enters the Shocked/UK AFV?
A. Yes. The crew suffers the fate of the AFV. [Compil5]

C7.4 Recent Q&A has stated that Shock/UK results apply even to Abandoned AFVs. If a "possible Shock" is the combat result, what Morale does the Abandoned AFV use for the NTC?
A. The standard Morale for an AFV. [Compil9]

C7.42 A squad in a HT that suffers a Shock result must BU. Assuming the Shock becomes UK, may the squad leave the HT during its next MPh?
A. No, not until the vehicle recovers. [Compil9]

C7.42 & A10.5 See prior entry.

C7.42 & D6.2 If a vehicle becomes a wreck as per C7.42, are its Riders affected? Can the Riders unload as per D6.5 before the vehicle becomes a wreck?
A. They roll for survival (D6.9). Yes. [An97; Mw]

C8.31 & B9.32 See prior entry.

C8.31 & B29.3 See prior entry.

C8.4 Can Intensive Fire be used to fire Canister with the normal +2 TH DRM applying as an IFT DRM instead?
A. No; Intensive Fire may be used, but halves the FP instead. [An97; Mw]

C8.4 Is LOS to each Location determined independently? Are Hindrance DRM based on LOS to the target vertex or to each affected Location?
A. Yes. Each Location. [An97; Mw]

C8.52 & A24.8 See prior entry.

C8.6 Within the restrictions of C8.6, can WP be fired at a moving enemy unit during the enemy MPh? If yes, would only the moving unit(s) in the target Location be to the NMC?
A. Yes to both. However, the WP would still have to be fired before any non-SMOKE ammo in that phase. [An92; An95w; An96; Mw]

C8.6 This states, "... WP may be fired by ordnance during (but prior to any friendly unit firing anything other than SMOKE) any friendly fire phase – not just the PFPh/DFPh ...". Does this allow WP to be used as Bounding First or Motion Fire by an AFV even though C3.3 last sentence states the Area Target Type cannot use Bounding First or Motion Fire?
A. No. [Compil1]

C8.9 An AFV announces a Special Ammunition attack and changes its TCA. If the DR exceeds the Depletion # without malfunctioning, does the turret return to its original CA with no Prep Fire counter placed? May the vehicle forego further Prep Fire attempts and move instead?
A. Yes. Yes. [Compil8]

C9.3 If a MTR has a Spotter, can it fire at units that are in its manning unit's LOS but not in its Spotter's LOS?
A. Yes. [Gen24.2; An95w; An96; Mw]

C9.3 May a leader in the same Location as a SW mortar using Spotted Fire modify that mortar's TH DR? May a leader that is Spotting or that is stacked with a Spotter?
A. Yes. No. [An96; Mw]

C9.3 May you designate a new Spotter as long as the original Spotter remains Good Order? If the original Spotter escorts prisoners off the Friendly Board Edge?
A. No. No. [Compil5]

C9.3 May a leader or MMC spot for 3 or more mortars in one fire phase, or may a squad fire its inherent FP and spot for two or more mortars? Does it matter in which order the shots are taken and/or alternated? May a squad spot for mortars in different hexes or mortars firing at different targets?
A. Yes to both, but only if the mortars are all in the same hex and firing at the same target. No, although any acquisition gained with the mortars will be lost when inherent FP is used. No, each such mortar must have its own spotter. [Compil6]

C9.3 & C1.2 See prior entry.

C10.1 May a unit attempt to repair a hooked-up Gun?
A. No. [An92; An95w; An96; Mw]

C10.11 & C10.12 May a unit change a Gun's CA as it unhooks the Gun?
A. Yes, and its CA may also be changed as part of the hooking-up procedure. [Gen25.2; An91; An95w; An96; Mw]

C10.111 If Infantry (i.e., not unloading Personnel) wish to unhook a Gun from a vehicle, must they first Recover the Gun?
A. Yes; however, a Gun (or dm SW counter) carried *in* the vehicle (e.g., a 76-107 mm MTR; C10.1) can be unloaded only by a Passenger as per the last sentence of D6.5. [An93a; An95w; An96; Mw]

C10.12 & C10.11 See prior entry.

C10.3 In determining the Manhandling DRM based on TEM, if a Gun is pushed across a wall hexside via a road that goes through a break in the wall, is there still a +2 wall TEM Manhandling DRM? If a Gun is pushed into a non-pontoon bridge hex via a road hexside, is there still a +1 Manhandling DRM based on the bridge's TEM?
A. No. No. [Gen24.2; An95w; An96; Mw]

C10.3 If a unit successfully pushes a Gun into a new hex, may it also change the Gun's CA in the new hex? May it change the CA if it fails to push the Gun?
A. Yes. No. [Gen25.2; An95w; An96; Mw]

C10.3 Does a Gun pushed along a road trigger an AT mine attack?
A. No. [Compil9]

C10.3, C6.43, C6.5 & C11.3 See prior entry.

C10.3 & E5.2 What is the C10.3 "+Y" DRM for Manhandling a boat into marsh (B16.4) or a fordable Water Obstacle (B21.41)?
A. Just like a Gun, a boat may not be Manhandled into such terrain, although one could of course be Beached in such terrain (if the marsh were flooded) in the normal manner. (This supersedes the prior answer to this question in the *An95w*). [An96; Mw]

C11.2 & 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]

C11.2 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.

C11.3 & 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/OBA attack that causes a K or KIA result, does the Gun automatically receive a Direct Hit?
A. No – use Random Selection to determine the recipient(s) of the K/KIA. [An95w; An96; Mw]

C11.51 If the FP of a FG attacking a Gun includes both MOL and Small Arms Fire, could a gunshield DRM modify the attack?
A. Yes, but the FG could opt to decline its Small Arms Fire and attack only with the MOL to avoid the gunshield DRM. [Gen24.2; An95w; An96; Mw]

C12.21 The rule says that leadership DRM never apply when firing a RCL; can't a leader apply his leadership DRM to a RCL attack being made by a MMC in his hex?
A. No. [Gen24.2; An95w; An96; Mw]

C12.24 May a RCL use acquisition in the DFPh against a Stopped vehicle that qualifies as a Moving Target per C.8?
A. No, not even if firing at that target again after retaining ROF. [An96; Mw]

C13.1 Is a MG attempting To Hit an AFV treated as a LATW?
A. No. [Compil7]

C13.1 In line 7 replace "red" with "green". (The "L" footnote on the To Hit table is in green.) [Mw]

C13.2 & A8.41 See prior entry.

C13.2 & C3.7 See prior entry.

C13.31 This rule gives the number of PF as a function of "the number of squads". Does this mean that any HS in the German OB do not count? In other words, would the Germans in KGP5 "Marechal's Mill" have zero PF?
A. No, see A5.5. No. [Letter170]

C13.42 If using a BAZ45 to fire WP, does the target's TEM apply both to the TH DR and to any resulting WP MC?
A. No – in this case it applies only to the WP MC. [An93b; An96; Mw]

C13.8 & B9.32 See prior entry.

C13.8 & C13.6 See prior entry.

C13.8, C5.35 & D6.1 See prior entry.

C13.8 Can a PF/PFK, BAZ or RCL fire from rubble using the Desperation penalty? Does it matter if the rubble is ground-level?
A. Yes. No. [Compil3]

C13.8 & A7.35 See prior entry.

C13.8-.81, D2.6 & D6.1 1) Several models of HT come equipped with removable BAZ or PSK. May Passengers, or the vehicle Crew, make attacks with these weapons (while Passengers/-Crew), before these weapons have been removed via Unloading/Abandonment?
A. Only the inherent crews of those vehicles to which U.S. Multi-Applicable Vehicle Note Z applies (e.g., German 251/10, U.S. M3A1 ht and M20 sc, British Carrier C, and French M5A1 ht) can do this.
2) Suppose a HT carries a CE Passenger in possession of a BAZ or a PSK. May the player cite the availability of that weapon to satisfy the D2.6 "5 TK" requirement for Stopping/ending ITS MPh in the hex of an enemy AFV?
A. Only the above-mentioned inherent crews would qualify. [Letter173]

OBA Firepower Chart
The "[U.S.]" entries on the 60mm+ Gun Caliber Size row apply to OBA obtained by trading in three U.S. 60mm mortars per U.S. Ordnance Note 1. [An97; Mw]

OBA Firepower Chart
The 100mm+ entry in the Barrage column should be "16", not "12". [Letter116]

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. [Letter145]

OBA Flowchart & C1.341 See prior entry.

Chapter D Divider & D2.5 The ESB DRM Table is missing the additional +1 for all Chinese vehicles (Chinese Multi-Applicable Vehicle Note A). [Letter96]

Chapter D Divider In the Hull Down Maneuver chart add "-1 attempt at setup". [Mw]

Chapter D Divider In the Shock/UK chart the rules reference C7.4 should be shown. In the 3rd bullet under "Results" in line 1 replace "CCPh" with "RPh". [Mw]

Chapter D Divider Table D3, C5.35 & D2.42 See prior entry.

Chapter D Divider & QRDC Table D8.21, & D8.21 See prior entry.

D.8 Can a squad with a MG pre-designate an AFV for a specific attack by the MG and use its inherent firepower to attack the AFV, thereby getting the combined firepower of the squad and the MG in the ensuing specific collateral attack on any vulnerable PRC?
A. No, ordnance weapons may not firegroup. [Compil9]

D.8 & A7.4 See prior entry.

D.8 & D5.31 May PRC that are CE claim TEM DRM instead of CE DRM when subjected to a General Collateral Attack (D.8B)? A Specific Collateral Attack (D.8A)?
A. Yes. No. [J1; Mw]

D.8 & D5.5 My opponent fires a mortar at my open top vehicle. The area fire attack results in immobilization of the vehicle. One of two things can happen next. Either:
A. An immobilization TC occurs. D5.5 says, "An immediate TC is required of the non-Shocked, non-Stunned Inherent crew of a vehicle that becomes immobilized by any non-CC attack."; or
B. A general collateral attack occurs resolved with the same DR that resulted in the immobilization.
Which happens first?
A. Collateral attack first. [Letter144] {Minor editing. SR}

D1.64 & D1.63 See prior entry.

D1.81 & D2.32 Can a Vehicle in Bypass fire its BMG, or any other bow-mounted armament, against enemy Units occupying the obstacle being Bypassed?
A. No. [Compil9]

D1.81 & D3.7 In all AFV with a "#x2" multiple-BMG arrangement, both BMG malfunction, and are repaired or disabled, individually. If the player has no appropriate AFV card, all such occurrences must be noted on a side record. [p.H52, British Vehicle Note 6; An96; Mw]

D1.81-.2, C3.2 & D8.5 See prior entry.

D1.83, D3.12 & D3.51 (a) If an AFV changes its TCA/VCA to fire some weapon, and then wants to fire its AAMG, does the AAMG then have to pay the Case A DRM?
A. No.
(b) May an AFV voluntarily change its VCA/-TCA when firing its AAMG (by paying Case A DRM)?
A. No, unless firing an AAMG with a restricted CA (e.g., U.S. vehicle Note 30) that has to change its TCA/VCA to fire.
(c) If an AFV has an AAMG with a restricted CA, does it have to pay Case A DRM for the AAMG fire? Does it matter if the AAMG is the MA?
A. No. No.
(d) May an AFV change the TCA or VCA at the end of a friendly fire phase in which the AFV may fire its AAMG?
A. No. [Compil3]

D1.83, D3.12 & D2.51 In your 27 June 96 compilation, the question on these rules, part d ("May an AFV change the TCA or VCA at the end of a friendly fire phase in which the AFV may fire its AAMG? A. No."). If the AFV can fire its MA and its AAMG, may it change its VCA or TCA?
A. Yes. [Compil5]

D1.84 Does the "number provided in the game" refer to the # listed in the relevant Vehicle Listing or to the current counter mix including all available Historical modules (i.e., in G42 "The Youth's First Blood" should the Germans get ten PzKfw IVH without AAMG or eight without AAMG, and 2 with AAMG)?
A. The # in the Vehicle Listing (i.e., use 2 PzKfw IVH with AAMG in G42). [Compil8]

D2.11 Can a non-motion Vehicle change its VCA to fire its MA? Must it make a motion attempt to do so?
A. Yes. No. [Compil7]

D2.13, C.8 & C6.3 See prior entry.

D2.14 & B13.41 See prior entry.

D2.15 & A4.134 See prior entry.

D2.18 This reads (emphasis added) "A vehicle is not prohibited from expending more MP to enter a hex than the minimum required, and may, as it enters a new hex, declare a higher-than-necessary MP expenditure." Should "hex" read instead, "hex/hexside" (in two places)?
A. No, "hex" is correct. [Letter148]

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]

D2.3 In line 16 add "/hexside" after "hex". (If a vehicle is trying to VBM a second hexside of the same hex, and is prevented, then the MP are spent in that hex, not in the previous hex.) [Mw]

D2.3 & C.8 See prior entry.

D2.32 Is LOS drawn from the front CAFP in ALL cases for both fire from and to the vehicle in bypass? Even if the vehicle is in reverse motion?
A. Yes. Yes. [J1; Mw]

D2.32 & D1.81 See prior entry.

D2.32 & D3.2 If a vehicle in Bypass is hit in the hull by an ordnance weapon from within the same hex, is the Target Facing that is hit the side, or is it determined randomly?
A. Side; the Target Facing of a turret hit would depend on which way the TCA was pointing.. [An97; Mw]

D2.321 Is the hex that a vehicle is Bypassing in its VCA?
A. No. [Compil8]

D2.321 A vehicle is stopped in bypass of a woods hex. An enemy unit moves into CC with it but fails to eliminate it, so a melee counter is placed. Originally, the vehicle's CA was straight ahead. During the next fire phase, the vehicle wants to fire its IFE as TPBF. What firer-based modifiers apply? Does it need to change its CA to the side facing to fire at a unit in its own hex and add case A? Does case E (+2 DRM for fire within same hex) apply only to hit DRs or will it add as a DRM to the IFT result?
A. Case A applies but Case E does not. [Compil9]

D2.34, A11.6 & A4.14 See prior entry.

D2.38, A8.2 & B23.31 See prior entry.

D2.401 & A12.141 See prior entry.

D2.42, C5.35 & Chapter D Divider Table D3 See prior entry.

D2.5 Can a tracked amphibious vehicle attempt an ESB DR *while using amphibious movement?*
A. No – but it could be used to gain land MP in the same turn that it uses amphibious MP. [Gen24.1; An95w; An96; Mw]

D2.5 If a tracked AFV enters terrain that requires "ALL" of its MP allotment, may it then attempt ESB to gain extra MP?
A. No. [An92; An95w; An96; Mw]

D2.5 & Chapter D Divider See prior entry.

D2.51 May a player make a Mechanical Reliability DR with a Concealed vehicle which is immune to Mechanical Reliability Immobilization/Stalling or a 5/8" Dummy stack, in order to provide misleading information about his OB to his opponent?
A. No. [Letter8]

D2.6, C13.8-.81 & D6.1 See prior entry.

D2.6, A12.15 & A12.2 See prior entry.

D3.12, D1.83 & D3.51 See prior entry.

D3.12 May an AFV change the VCA at the end of a friendly fire phase in which the AFV is eligible to fire only a turret-mounted weapon?
A. Yes, if it is a Gun (C3.22 & D3.12). [Compil3]

D3.12 Can the TCA be changed a free number of hexspines after one MP expenditure? (Or only one hexside?) If it can be changed a free number, must an AFV in woods/building expend two MP before the TCA can change freely?
A. Yes. (No.) Yes. [Compil3]

D3.2 & D2.32 See prior entry.

D3.3 -.32 & D3.5 A vehicle fires its MA (only) during the MPh and keeps ROF. During its AFPh it fires one additional shot with its MA (only). Is this the only possible way a vehicle (including its PRC) can fire during both the MPh and the AFPh?
A. Yes. [Compil3]

D3.3, D3.32 & D7.1 May a vehicle that voluntarily uses its MA only during an OVR and rolls <= its ROF on the OVR attack, use its MA in a non-OVR attack during the MPh or AFPh?
A. No. [Compil7]

D3.3 May a vehicle fire its weapons upon the expenditure of a Stop MP, thus firing as Stopped without needing to expend any additional MP? Upon expenditure of MP to enter a Location?
A. Yes. Yes. [Compil8]

D3.32 In line 6 append the following at the end: "if not in Motion; or Case C4/quartered FP, if in Motion." [Mw]

D3.32 Delete the sentence: "(See Example at the top of the next page.)". [Mw]

D3.32, D3.3 & D7.1 See prior entry.

D3.41 & D11.1 -.2 Are Armor Leaders assigned prior to making a DR on the Gyrostabilizer Availability Table (or Schuerzen Availability Table)?
A. No, they are assigned after; see ASOP (rev.). [Compil9]

D3.43 & D5.4 Can an armor leader abandon an immobilized or bogged vehicle other than as part of its crew?
A. No. [Compil7]

D3.44 & C2.2401 See prior entry.

D3.5 & D3.3 -.32 See prior entry.

D3.5 & A11.7 See prior entry.

D3.51, D1.83 & D3.12 See prior entry.

D3.51 & E7.5 May an AFV use Bounding First Fire in one hex and then Light AA fire in a different hex (or vice versa)?
A. Only if it BFFs with MA, retains ROF, and then undertakes Light AA fire using MA only (but not vice versa). [Compil9]

D3.7 May a vehicle attempt weapon repair while holding enemy units in Melee?
A. Yes. [Compil7]

D3.7 & D1.81 See prior entry.

D3.7 & D5.341 Must the crew of an Immobilized AFV holding enemy infantry in melee whose MA is disabled Abandon the AFV?
A. Yes (bizarre as it may seem). [Letter8]

D3.7 & D5.341 May an AFV Recalled due to Disabled MA ever use Reverse Movement? If it is a BU CT AFV, must it become CE and use the Road movement rate?
A. Yes, if that is the quickest way off the board. Yes, if that is the quickest way off the board. [Compil3]

D3.71 An AFV with a printed B(11) suffers Ammo Shortage and is therefore marked with a Low Ammo counter. Is the 'original B(#)' in D3.71 its printed B(#)? (Making the AFV a B10 X11?)
A. Yes – as opposed to its original B#. (Yes.) [Compil3]

D3.71 Does a vehicle with a circled B# suffer Low Ammo from rolling an Original 12 TH DR?
A. No. [Compil9]

D4.3 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]

D4.3 & B20.8 See prior entry.

D4.3 Can the firer take a normal shot before an Underbelly shot with the same weapon? Can he take an Underbelly shot after a normal shot?
A. Yes. Yes. [Compil7]

D4.3 How many Underbelly shots may a weapon maintaining ROF take at an AFV as it exits a gully?
A. As many as MP expended for entering the new Location (less any MP used to negate Case J DRM); see A8.14 and A9.2. [Compil7]

D5.1 FREE FRENCH: Free French Inherent crews are considered British when determining their morale as per D5.1. [F.8B p.F2 [92]; An96; Mw]

D5.1 & A10.8 See prior entry.

D5.1 & D6.631 May a vehicle whose crew Abandons it and Removes all armament retain an inherent driver, or is this only allowed when explicitly permitted by vehicle notes (EX: German Vehicle Note 59)?
A. The latter. [Letter8]

D5.31 If an AFV uses different CE DRM against attacks from different directions (e.g., see German Vehicle Note G), which one applies vs. a Residual FP attack?
A. The one that applies to the greatest number of individual turret/upper-superstructure Target Facings for that AFV (e.g., +2 for the sIG 1B, which has a +3 CE DRM for its upper-superstructure front Target Facing, a +2 CE DRM for its *two* upper-superstructure side Target Facings, and no CE DRM ["*"] for its upper-superstructure rear Target Facing) [EXC: vs. a Fire Lane, use the CE DRM that applies to the turret/upper-superstructure Target Facing "hit" by that attack]. [An93b; An96; Mw]

D5.31 & D.8 See prior entry.

D5.31, A7.6 & A14.21 See prior entry.

D5.311 If the turret/upper superstructure of an AFV's rear Target Facing is unarmored but the hull of the rear Target Facing is armored, then in applying this rule is an attack versus the AFV's rear Target Facing treated as against an unarmored Target facing so that the crew is Vulnerable?
A. Yes. [Gen24.1]

D5.32 & C3.32 See prior entry.

D5.33 Can a vehicle use Bounding First Fire in the same MPh in which a CE counter is placed on it, providing the CE counter is placed *before* the vehicle uses Bounding First Fire?
A. Yes. [Gen24.1]

D5.33 May a player announce a BU/CE change simultaneously with an MP expenditure or Bounding (First) Fire shot? If so, is the MP expenditure/Bounding (First) Fire shot handled as if conducted under the new BU/CE status?
A. Yes to both. [Letter77]

D5.33 Assume defender has indicated 'no shot' on the just-spent MP of an AFV. Would placement now of a CE counter allow defender to change his mind and declare D1F on a just-spent MP:
1) before that AFV expends a new MP?
A. Yes, since no new MP expended, this shot would be based on prior MP and vs. CE.
2) before that AFV makes a B1F shot?
A. The moving player could announce that he is taking a B1F shot while going CE which would prevent D1F until after B1F. [Letter98]

D5.34 & A9.61 See prior entry.

D5.341 & D3.7 See prior entry.

D5.342 Does this apply to a BU AFV that receives a second "Stun" result during the same phase (EX: BU Sherman M4 already marked with a "Stun" is hit again by MG fire from an aircraft during the same MPh which results in another "Stun")? Does it apply even though the AFV is not CE and the first "Stun" has not been flipped to "+1"?
A. Yes to both. The second Stun effect results in Recall. [Letter47]

D5.4 Can a vehicle start a scenario with its crew outside the AFV or with any of its weapons Scrounged/removed? Does it matter if that side is the Scenario Defender?
A. Only in certain CG. No. [Compil3]

D5.4 & D3.43 See prior entry.

D5.41 Can a crew that voluntarily abandons its AFV scrounge that AFV immediately without penalty or must it obey the normal Scrounging rules (i.e., it must wait until the next RPh and become TI in the process)? Is a scrounging dr still required?
A. Immediately. Yes. [Letter4]

D5.411 Is there any way to self-destruct a vehicle that cannot have an Inherent Crew?
A. No. [An95w; An96; Mw]

D5.42 & D6.4 If an Infantry unit enters an Abandoned vehicle to become its inherent crew (D5.42), is the vehicle considered to be "expending" all its MP so that it can be Defensive First Fired upon just as any vehicle that is loading Personnel units?
A. Yes, but not as a moving target of course. [Gen24.1; An95w; An96; Mw] {Expanded to also reference D5.42. SR}

D5.42 & D10.5 What is the status of the BMG/-AAMG/Mortar armament of an Abandoned, Scrounged AFV which is later entered by an Infantry unit?
A. All such armament is considered Disabled. [Letter8]

D5.42 & A21.2 See prior entry.

D5.5, D5.6 & D6.1 If, due to failure of an Immobilization TC or Crew Survival, a unit is placed beneath its AFV/wreck during the MPh, how many MF is it considered to have expended? Is the unit considered to be using Hazardous Movement only during its MPh, or during the DFPh as well?
A. All remaining. Its MPh only. [Compil3]

D5.5, D5.6 & D9.3 Does the AFV TEM DRM apply to units abandoning the AFV due to Crew Survival (D5.5) or Immobilization TC (D5.6) even if the AFV is considered moving?
A. Yes. [J1; Mw]

D5.6 & D6.9 What happens to any SW possessed by Passengers/Riders that fail their CS roll? Unpossessed SW?
A. Both possessed and unpossessed SW are eliminated. [An97; Mw]

D5.6, D5.5 & D6.1 See prior entry.

D5.6, D5.5 & D9.3 See prior entry.

D6.1 May a broken Passenger remain aboard a vehicle that has no Inherent Crew until otherwise forced to rout? What is the procedure for a broken Passenger that wishes to rout out of a vehicle whose Inherent Crew is unbroken (or that has only an Inherent Driver)?
A. Yes. Once the vehicle is Stopped, each Passenger routs beneath it as per D5.311. [An95w; An96; Mw]

D6.1, C5.35 & C13.8 See prior entry.

D6.1, C13.8-.81 & D2.6 See prior entry.

D6.1, D5.5 & D5.6 See prior entry.

D6.2 & C7.42 See prior entry.

D6.2 Can the LVT2 (U.S. Vehicle Note 49) carry Riders?
A. No [EXC: SMC]. [Compil6]

D6.23 & G1.12-.13 Are IJA Rider Squads forced to Bail Out if they are fired on and fail a MC?
A. No, unless they actually break (e.g., Casualty MC). [Compil9]

D6.24 The rule says that if a Bailing Out unit does not break, any SW it is carrying must still be removed from the vehicle; does the unbroken Bailing Out unit retain possession of the removed SW?
A. Yes. [Gen24.1; An95w; An96; Mw]

D6.24 Are Riders that are Bailing Out susceptible to Residual FP in that location? If so, what DRM are applicable?
A. Yes. See D9.3 +1 vehicle TEM. [Letter4]

D6.24 Can riders (i.e., an MMC on a tank) voluntarily bail-out? The rules say when they "have" to but don't mention if they have an option to.
A. No. [Compil3]

D6.24 Are units that are Bailing Out subject to the Hazardous Movement (A4.62) DRM?
A. No. [Compil7]

D6.24 If a Cavalry unit breaks as a result of an attack upon it that also eliminates its horse counter, does it take two Bail Out MC?
A. No. [Compil9]

D6.4 & D5.42 See prior entry.

D6.4 If a vehicle is attacked as a result of a MP expenditure for loading a Personnel unit, is the Personnel unit considered Vulnerable PRC with respect to that attack so it would suffer a *Specific Collateral Attack* from it?
A. Yes – if the vehicle is unarmored or if the Personnel become Riders or CE in an AFV; no – if they load as BU AFV Passengers. [Gen24.1; An95w; An96; Mw]

D6.4 & D6.5 A gun's crew pays no extra MF to (un)load from/onto a vehicle while (un)hooking its GUN. Can a crew that is (un)loading from/-onto a vehicle while (un)hooking its Gun be attacked by Defensive First Fire?
A. Yes, based on the crew's (un)hooking MF expenditure. See the D5.43 example. [Variants in Gen24.1 and An91; An92; An95w]

D6.5 Is the 1/4 MP cost to a vehicle unloading Passengers/Riders calculated per unloading unit, if multiple units do not unload as a stack (but all unload before the vehicle resumes movement)?
A. Yes. [Compil2]

D6.5 According to this rule, a Passenger/Rider may unload from an immobilized vehicle unless that vehicle has already expended more than three-fourths of its MP allotment. Does this apply to all Immobile (D.7) vehicles?
A. Yes. [Compil3]

D6.5 May Passengers or Riders be Unloaded with the use of Movement Points gained by ESB (D2.5)?
A. No; once a vehicle has spent > 3/4 of its printed MP allotment, the Personnel will have spent > 3/4 of their MF allotment, leaving no MF left to unload. [An97; Mw]

D6.5 In the article "Keep On Truckin'", Journal #3, p. 63, bottom of first column, it says "To unload [an unpossessed SW on a truck] one must first be a Passenger (D6.5) in possession of it." Assuming the truck is not in Motion, why can't you just use A4.431 and have an Infantry unit in the same Location just Recover the SW? The Infantry, the truck and the SW are in the same Location, A4.431 allows Recovery of unpossessed SW in the same Location, and the only restriction is on SW on Motion vehicles. You are not *unloading* the SW, you are *Recovering* the SW.
A. Recovery by Infantry of a Passenger SW is NA. Add "/Recovered" in the last sentence of D6.5 after "unloaded". [Letter159]

D6.5 & A4.32 See prior entry.

D6.5 & D6.4 See prior entry.

D6.63 If a Passenger fires during its AFPh from an armored halftrack that has moved, is its FP halved for Bounding Fire and then halved again for firing in the AFPh?
A. No. [Gen24.1; An90; An95w; An96; Mw]

D6.631, U.S. Vehicle Note D & U.S. Vehicle Note O Is a 12.7mm AAMG Removed from a vehicle as a dm .50-cal HMG, or as a dm MG with <= FP to that of the inherent weapon?
A. It depends on the vehicle (e.g., does Note O apply too?). [Letter8]

D6.631 Can a 3FP AAMG be Removed from a German halftrack as a 3-8 dm HMG, or only as a 3-8 LMG?
A. Only as a 3-8 LMG, except for the sMG halftracks (German Vehicle Note 58). [Letter8]

D6.631 May a crew Abandoning an armored halftrack Remove MG/Mortar armament such that the portage cost of the Removed weapons reduces the movement allowance of the crew to 0? (EX: a US LVT(A)2 has 7 pp of Removable MGs: two dm MMGs and a dm 12.7mm HMG).
A. Yes. [Letter8]

D6.631 If a vehicle has armament that is Removable by a *Passenger* (e.g., the German SPW 251/sMG), is that armament Removed as part of the normal D6.5 unloading cost?
A. Yes. [An93b; An96; Mw]

D6.631 states that a crew abandoning an armored halftrack may simultaneously remove its MG/-mortar armament as it does so. Does this apply to crews voluntarily abandoning other types of vehicles with SW that could normally be "scrounged"? (EX. A crew voluntarily abandons a PzKw IV H and removes both its BMG and AAMG. Is this legal?)
A. No. (No.) [Compil3]

D6.631 & D10.5 SW REMOVAL & SCROUNGING: (See F.9 p.F2[92] for British/U.S. vehicles). [An96; Mw]

D6.631 & D5.1 See prior entry.

D6.64 & A13. See prior entry.

D6.82, H1.2 & U.S. Vehicle Note 30, etc. In DYO scenarios, can other otherwise purchasable infantry be substituted for the inherent infantry specified for a vehicle by paying/receiving the difference in BPV for each unit substituted? If so, is this substitution done before or after RF BPV modifications?
A. No. [Letter8]

D6.9 & D5.6 See prior entry.

D7.1 When a vehicle declares an OVR, may the DEFENDER target attack before the OVR is resolved? If yes, would that DEFENDER have to use Reaction Fire?
A. Yes. No – it would be Reaction Fire only if conducted *after* the OVR resolution (see the last sentence of D7.2). [An93a; An95w; An96; Mw]

D7.1, D3.3 & D3.32 See prior entry.

D7.11 If Passengers/Riders participating in a declared OVR attack become Pinned, broken or eliminated before the OVR is resolved, is there any effect to their OVR FP?
A. No. [An97; Mw]

D7.11 If a vehicle's crew is eliminated or breaks after it has declared an overrun attack, is there any effect on the FP of the overrun? If it is pinned, or forced to BU?
A. Yes, since the vehicle is now Immobile, the overrun FP is halved. No. [J1; Mw]

D7.13 If an armed vehicle conducts an OVR, may its still fire its MA later in the same MPh?
A. Only as part of another OVR (i.e., as per D7.14). [An91; An95w; An96; Mw]

D7.2 Can an Infantry unit attack an enemy AFV in its location (after passing a PAATC) during the Infantry unit's PFPh?
A. No – not with Reaction Fire anyway. [Gen24.1; An90; An95w; An96; Mw]

D7.2 & A23.6 See prior entry.

D7.21 If an AFV moves into a road hex that is ADJACENT to building hexes on both sides of the road, can Infantry units on the ground level of those buildings who have Final Fire counters on them attack the AFV using Reaction Fire as their FPF?
A. No. [Gen24.1; An90; An95w; An96; Mw]

D7.21 Is a CC marker placed immediately after a CC Reaction Fire attack is made?
A. Yes, unless the vehicle and PRC are eliminated by the attack. [J1; Mw]

D7.21 Is a DEFENDING Infantry/Cavalry unit which fails its PAATC in an attempt to use CC Reaction Fire marked with a First Fire counter as well as a Pin counter?
A. No. [Compil9]

D7.22, A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, E9.43 & G1.423 See prior entry.

D8.2 Does a vehicle exiting a stream hex into a woods hex take one or two Bog Checks? What DRM would ordinarily apply to a fully-tracked AFV with Low Ground Pressure not using all its MP?
A. Two; first in the hex being exited, then in the hex being entered. Zero DRM for exiting the stream, +4 DRM for entering woods and gaining elevation. [Compil5]

D8.2 & A2.9 See prior entry.

D8.21 Are the Bog DRM for "snow-covered" and Deep Snow cumulative?
A. Yes. [Compil8]

D8.21 1) If a Vehicle's MPh ends “immediately” when it Bogs, can it still BFF and/or Unload?
A. No.
2) If a Vehicle's MPh ends “immediately” when it Bogs, can it still be subject to Defensive First Fire?
A. Yes. [Letter182]

D8.21, QRDC & Chapter D Divider Table D8.21, & D8.21 See prior entry.

D8.23 Does a vehicle's Ground Pressure affect a Deep Snow bog check DRM?
A. Yes. [Letter8]

D8.23 Since Deep Snow is a weather condition (like Ground Snow), not an Environmental Condition (like Snow), when do the D8.23 conditions for a secret Bog DR apply?
A. When the weather is Deep Snow (or the EC are Mud). [Compil8]

D8.3 Does an AFV with a red MP allotment attempting to assist an unbogging attempt have to roll for Mechanical Reliability as though it were expending a start MP? How about the vehicle being assisted?
A. No. "Both vehicles remain Stopped" says it all. [Letter8]

D8.3 When multiplying the wdr by the cdr to determine the number of Start MP used to start a bogged vehicle, is the Original cdr used or is the Final cdr used?
A. The Original cdr. [J1; Mw]

D8.3 & C.8 See prior entry.

D8.4 & C.8 See prior entry.

D8.5, C3.2 & D1.81-.2 See prior entry.

D9.3 & B25.14 See prior entry.

D9.3, D5.5 & D5.6 See prior entry.

D9.3, D9.4 & D9.5 Armored Cupolas are considered to be equivalent to an Immobile tank. Does this mean that Armored Cupolas that are not "Dug-In AFVs" provide TEM and Hindrance benefits?
A.Yes. [Letter77]

D9.3, E3.62 & E3.731 If an HE attack is being resolved in a hex where the +1 mud/deep snow TEM would apply, would a +1 wreck/AFV TEM also apply cumulative with that mud/deep snow TEM for that HE attack? Would entrenchment TEM? Wall TEM?
A. Yes to all; Mud/Deep-Snow TEM is always cumulative with other applicable TEM. [Compil7]

D9.31 If Infantry using Armored Assault breaks, does it still receive the +1 TEM for the vehicle if the latter remains in the Infantry's Location? If the AFV ends its MPh in Motion?
A. Yes. No (but note that Motion status does not apply until the end of the Vehicle's MPh). [Gen27.1; An91; An95w; An96; Mw]

D9.31 During the DFPh, does Infantry which Armored Assaulted with an AFV that MPh receive a +1 TEM if still stacked with that AFV? Does other Infantry stacked with that AFV?
A. Only if the AFV is Stopped. No. [An96; Mw]

D9.31, A4.2 & D14.2 See prior entry.

D9.31 & A4.63 See prior entry.

D9.31 & A8.3 See prior entry.

D9.31, A12.141 & A12.14 See prior entry.

D9.31 & A15.431 See prior entry.

D9.4 Is a concealed vehicle a LOS hindrance? Must it show that it is not a dummy stack?
A. Yes. Only if it would turn a hit into a miss (or no effect into an effect), or vice-versa. [An93b; An96; Mw]

D9.4, D9.3 & D9.5 See prior entry.

D9.5 ARMORED CUPOLA: Since it is treated as an Immobile tank, CC vs. an armored cupola requires the use of PAATC and CCV in the normal manner. An armored cupola set up directly behind a wall/hedge is always assumed to have Wall Advantage over those hexsides (even if set up after an enemy unit that is ADJACENT to it across such a hexside(s)) unless it is Abandoned or its Inherent crew is shocked/-stunned. If an armored cupola is set up using HIP, it is revealed when an enemy unit enters its Location (or attempts to claim Wall Advantage while ADJACENT to it). If this occurs in the APh, the entering unit must immediately take a PAATC (if normally required to do so), failure of which Pins it in the armored cupola's Location. An Armored Cupola may also be placed in shellhole or debris terrain. An armored cupola, if considered a Dug-In tank, can become a burning wreck. [O.7 p.O1; An96; Mw]

D9.5 & A9.222 See prior entry.

D9.5, D9.3 & D9.4 See prior entry.

D10.5 & A9.72 See prior entry.

D10.5 & D5.42 See prior entry.

D10.5 & D6.631 See prior entry.

D10.51 assumes the scrounged is a wreck and with an appropriate dr <= 3 the scrounging attempt is successful. If a unit attempts to scrounge an abandoned, but not wrecked, vehicle, does it still make a dr or is the scrounging attempt automatically successful?
A. A dr is needed. [Compil3]

D10.51 Any functioning CMG that may be repositioned as an AAMG may be scrounged, regardless of the vehicle's/wreck's nationality. [p.H121, French Vehicle Note A; An96; Mw]

D10.51 Scrounging a Fixed-Mount (D1.81) BMG is NA, regardless of the vehicle's/wreck's nationality. [p.H122, French Vehicle Note B; Mw]

D10.52 Is a 12.7mm AAMG scrounged as a dm .50-cal HMG, or as a LMG?
A. A MG is always scrounged as a LMG. [Letter8]

D11.1-.2 & D3.41 See prior entry.

D13.1 Would the depletion numbers for the various smoke devices be increased if the vehicle is part of an elite force?
A. No; they are usage numbers, not depletion numbers. [Compil2]

D13.2 May an AFV with 2 different types of smoke dispensers (Ex: British Comet with a sD7 & sM8) use BOTH of them in a single movement phase?
A. No. [Compil4]

D13.2 When making a smoke dispenser usage attempt in the opponent's MPh as if intervening with Defensive First Fire, must one place a First Fire counter?
A. No. [Compil6]

D13.32 Does the +2 DRM for firing the sM of a "moving/Motion AFV" apply to a Stopped vehicle that qualifies for being a Moving Target per C.8? To a Non-Stopped vehicle that is *not* a Moving Target?
A. Yes. No. [An96; Mw]

D13.32 In line 10 does a "moving" AFV in this sentence refer to a Motion AFV? an AFV that is a moving target? or an AFV that is presently executing its MPh?
A.Yes. Yes. Not necessarily. [Letter77]

D14.2, A4.2 & D9.31 See prior entry.

D14.2 May Platoon Movement AFVs Bounding First Fire before conducting their first Impulse? Do Bounding First Fire shots essentially occur "between" the Impulses?
A.No. No, BFF happens at the end of the Impulse. [Letter77]

D14.21 Is more than one Bog DR made when several AFV of a platoon is subject to Bog in different types of terrain?
A. No. [Compil3]

D14.22 & D14.23 Must a radioless AFV that is using Platoon Movement take a NTC when its sole platoon-mate becomes Immobile or is eliminated?
A. No, it may continue to move normally in that MPh. [An96; Mw]

D14.23 If a radioless AFV fails its non-platoon movement NTC, may its Crew then Abandon that AFV in that MPh? May it Bounding First Fire?
A. No. No. [An96; Mw]

D14.23 Must a single radioless AFV use non-platoon movement penalties if it is the only AFV in the side's OB?
A. Yes, once it is onboard. [Letter60]

D14.23 & D14.22 See prior entry.

E1.1 For the effects of NVR on LOS within a Factory, see O5.311. [p.E26[90]; An96; Mw]

E1.11 In a given scenario that is defined as being at Night (E1), and Cloud Cover and Moon are not otherwise defined, but the NVR is. Are Cloud Cover and Moon defined as None and No Moon?
A. Essentially.
If not, are the provisions of E1.11 used to define the?
A. No. [Letter113]

E1.101, E1.31 & E1.8 If a unit fires from a Location that is already marked with a Gunflash, does it lose Concealment if it is outside the NVR of all enemy units?
A. No. [Compil3] {Compil3 mistakenly cites E1.01. SR}

E1.11 A dr result of "Overcast" on the NVR Table does not itself invoke Overcast weather (E3.5). [p.E26[90]; 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[90]; 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[90]; An96; Mw]

E1.2 & E1.411 The HIP and Dummy allotments given in this rule are in *addition* to any purchases as per H1.6, and are based on the number of squad-equivalents (using squads and HS only [EXC: Japanese include crew MMC too]) in the Scenario Defender's onboard-setup OB. The number of Cloaking counters allotted by E1.411 is determined by the squad-equivalency of all MMC in the Scenario Attacker's at-start OB. In both cases, if the Scenario Attacker/Defender receives reinforcements he may determine their squad-equivalency and allot Dummy/Dummy-Cloaking counters to them in the same (i.e., his respectively applicable) manner. [p.E26[90]; 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[90]; An96; Mw]

E1.21 Is making a Freedom of Movement dr a concealment-loss activity as per A12.141?
A. No. [An90; An95w; 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 If a unit sets up in non-Concealment Terrain using HIP at night, how will enemy LOS affect its hidden status?
A. For all concealment-loss purposes, treat the unit as if it *is* set up in Concealment Terrain. [An90; An95w]

E1.31 & E1.42 Does assembling a SW cause loss of Cloaking?
A. Yes. [Compil2]

E1.31, E1.91 & G2.3 1) An ATTACKER NAMs a Concealed unit within NVR of a DEFENDER (call the Location [or position] entered "A"). DEFENDER successfully places a Starshell to Illuminate the ATTACKing unit at "A". Suppose the ATTACKing unit can, on its next MF/MP, directly enter another, non-illuminated, Location or position ("B"), possibly out of LOS/NVR of all DEFENDERs. If it does **not** End its MPh at "A", but moves to "B", does it lose Concealment at "A" (for failure to End its MPh there, as per E1.31)?
A. No.
2) A concealed unit enters a dark OG hex. A starshell goes up, illuminating the unit. It then moves, on the next MF/MP expenditure, to an adjacent, non-illuminated hex. Does that unit lose concealment before entering the dark?
A. No.
3) A concealed Infantry bypasses light jungle in the dark, along an OG hexside. A starshell goes up, illuminating the unit. It then spends MFs to move INTO the jungle, in that illuminated hex (where it is not illuminated: G2.3). Does that unit lose concealment before entering the dark?
A. No. [Letter93]

E1.31, E1.01 & E1.8 See prior entry.

E1.31 & A12.141 See prior entry.

E1.32 A non-concealed friendly unit in a non-Illuminated Location in Concealment Terrain Prep Fires at a unit in an Illuminated Location. All enemy units are also in Illuminated Locations. During the CCPh, may the unit which fired gain Concealment?
A. Yes. [Compil2]

E1.4 It states that cloaking counters "...has all the characteristics of a '?' plus...". Now does this mean that the dummy '?' listed as available for purchase on the Fortification Purchase Chart can be used as dummy cloaking counters?
A. No. [Compil4]

E1.41 If a side is designated by SSR as the Scenario Attacker, can Cloaking still be used even if all his forces set up on board?
A. Yes. [An97; Mw]

E1.411 & E1.2 See prior entry.

E1.411 & E1.2 See prior entry.

E1.42 & E1.31 See prior entry.

E1.42 May a Cloaked SMC portage a 1-PP SW? May a cloaked MMC portage two 2PP dm 50mm mortars totaling 4PP?
A. Yes. No; except as specified for 4-PP and 5-PP SW that cannot be dm, a unit cannot portage greater than its IPC while Cloaked. [J1; Mw]

E1.53 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. [Letter123] {Edited to combine the two postings. SR}

E1.53, A11.18 & A15.4 See prior entry.

E1.531 A unit/stack entering from offboard in the MPh need not make a Movement DR until it actually enters the board, at which time it becomes subject to all Straying rules (E1.53-.533). [p.E26[90]; 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). [Letter201]

E1.55 Any FFE resolution permits the occurrence of Jitter Fire thereafter. [p.E26[90]; An96; Mw]

E1.552 Jitter Fire does not bestow Freedom of Movement. [p.E26[90]; An96; Mw]

E1.7 The Night LV DRM is never > +1, and can apply irrespective of the range to the target. [p.E26[90]; An96; Mw]

E1.7 According to this rule, if a unit on the 2nd level of a 2 level building hex fires at a same-hex target occupying the level beneath it, the Night LV DRM would apply. However, if the firer were on the 1st level and the target at ground level in this same hex, the DRM would not apply because now the target hex contains any terrain whose topmost height is at least a full level higher than the firer. Are both of these situations correct?
A. No, Night LV DRM always apply vs. same-hex targets. [Compil2]

E1.71 May a MG Bore Sight a hex outside the NVR at setup?
A. Yes. [Compil2]

E1.71 Does the special Night Fire Lane have to be Bore Sighted on the hex where the FL ends? (i.e., may a MG bore sight a hex two hexes away when the FL only hits woods/buildings etc. six hexes away?) Is this the same in a daytime scenario?
A. Yes. (No.) No. [Compil2]

E1.71 & ASOP (rev.) See prior entry.

E1.76 & A8.31 See prior entry.

E1.76 What happens at night if your SAN has already been reduced to the printed SAN, and the enemy sniper attacks your sniper with a '1' dr?
A. Nothing. [Compil7]

E1.77 Is Hand-to-Hand CC allowed at night?
A. Yes, under the usual conditions (e.g., Deluxe, Red Barricades, Japanese, SSR). [Compil7]

E1.8 A concealed unit that creates a Gunflash retains its "?" if it is beyond the NVR of all Good Order enemy ground units (and is not treated as being within NVR; E1.101). [p.E26[90]; 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.E26[90]; An96; Mw]

E1.91, E1.31 & G2.3 See prior entry.

E1.921 Neither an Aerial unit nor one in a pillbox may fire a starshell. [p.E26[90]; 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.E26[90]; An96; Mw]

E1.932 & E1.922 See prior entry.

E1.932 A mortar that malfunctions while attempting to fire a starshell still creates a Gunflash. [p.E26[90]; An96; Mw]

E2.24 This rule specifies "one application each of 2.21, 2.22, and 2.23." Must they be implemented in this order?
A. No. [Compil2]

E2.41 Is Civilian Interrogation still possible if the ATTACKER'S Sniper counter has been eliminated?
A. Yes. The ATTACKER places the Sniper counter back onboard within six hexes of >= six enemy-occupied hexes, etc. (as per A14.2); make and resolve the Random Location DR, and then remove the Sniper counter. [An95w; An96; Mw]

E3.1 1) This clearly states that an LV Hindrance is treated exactly like a LOS Hindrance except that a LV Hindrance [EXC: Fog] is cumulative with other hindrances regardless of range and does not by itself negate FFMO or Interdiction or affect Residual Fire or prevent concealment loss. It is not clear whether the "regardless of range" clause refers to:
a) The following sentence from A6.7: "Therefore, the number of hexes in which a LOS Hindrance applies will not exceed the range", OR
b) A change to the requirement for LOS to pass through a hex (as opposed to into/from)
A.Both.
2) If the answer is "a", then the A6.7 definition of a LOS Hindrance means that LV Hindrances such as Heavy Rain or Heavy Snow will not have an effect until a range of two hexes. Will a LV Hindrance such as Heavy Rain or Heavy Snow hinder at a range of zero? Range of one hex?
A. Yes. Yes.
3) If the answer above is "No. No." then the E1.7 implication that the Night LV Hindrance applies at a range of one hex becomes suspect, as it too is treated as a LOS Hindrance (although its effect at a range of zero is explicitly negated). Will the Night LV Hindrance hinder at a range of one hex?
A. Yes. [Letter187]

E3.1 Does a LV Hindrance, specifically a "dusk LV" apply in-hex, ie, vs. an Overrun? If the Defender has an in-hex TEM available?
A. A universal "dusk LV" (its effect is not limited by range) will apply to an Overrun regardless of TEM. [Letter194]

E3.1 & A6.7 See prior entry.

E3.1 & A8.26 See prior entry.

E3.1 & A10.531 See prior entry.

E3.62 & E3.731 The Snow and Mud rules add a +1 TEM to HE attacks vs. infantry in OG. The effect of this is that the +1 TEM is added to the To Hit DR of Ordnance firing on the Infantry Target Type instead of to the IFT DR. Is this correct?
A. Yes. [Compil4]

E3.62, D9.3 & E3.731 See prior entry.

E3.65 B14.3 says orchards are not Open Ground, while B14.4 says orchard movement costs are the same as for Open Ground; so is an orchard considered Open ground for purposes of mud MF/MP expenditures?
A. No – because E3.65 refers to "otherwise Open Ground *hexes*". Note, however, that mud effects would apply in an unpaved orchard road (and in Open Ground shellhole hexes as well). [An93a; An95w; An96; Mw]

E3.724 & E3.7331 For non-tracked, non-sledge vehicle moving on a plower road, the cost is [usually] 2MP/MF (1 for the hex, plus one for the hexside crossed into the hex) as per E3.724 during Ground Snow. Is that still the case when it is Deep Snow, or is E3.7331 to be read as reducing that cost to just one MP/MF per hex entered (and no hexside cost)?
A. That is still the case in Deep Snow. {So it still costs 2 MP/MF. SR} [Letter117]

E3.731 & E3.62 See prior entry.

E3.731, D9.3 & E3.62 See prior entry.

E3.731 & E3.724 See prior entry.

E3.733 & E4.3 In deep snow, is the movement cost for a woods path 1 MF for Infantry? Do skis improve this?
A. Yes. No. [Compil6]

E3.733 In the first edition RB this read " In Deep Snow, Ground Snow Infantry/Cavalry movement penalties (3.723) still apply and, in addition, such units must pay an extra ½ MF per hexside…" but in the second edition it changed to "In Ground/Deep Snow, Infantry/Cavalry movement penalties (3.723) still apply and, in addition, such units must pay an extra ½ MF per hexside…". Was this an error or intentional change?
A. Neither
In the first edition, for Ground Snow infantry movement is only penalized when going up or down a level.
A. This is still the case. There has been no change in the rule.
The phrasing of the second edition shown above adds an extra ½ MF per hexside even during Ground Snow, which is a big deal as it really adds up.
A. Except that this is under the Deep Snow section, so it only applies to Deep Snow. OK, so it probably should still read as it used to read. [Letter112

E3.734 & A24.6 See prior entry.

E4.3 & E3.733 See prior entry.

E5.2 & C10.3 See prior entry.

E5.52 & E5.53 When a boat sinks in shallow water or when it is beached after being hit by ordnance (E5.52), is the TH DR used for the attack vs. the Passengers? Are they attacked by the (halved) HE Equivalency of the hit on the boat?
A. Yes. Yes. [J1; Mw]

E5.53 & E5.52 See prior entry.

E7.2 & E7.6 Air Support arrives onboard as per E7.2. Per E7.6, an Observation Plane is "technically offboard." Must a player roll for arrival of an Observation Plane as per E7.2, or is such an OB-given asset available at once (absent some SSR to the contrary)?
A. No. Yes. [Letter148]

E7.25 Is moving in Open Ground the only activity which can be construed as unconcealment activity for Sighting TC purposes, or can any activity in the current phase or Player Turn which would cause loss of concealment if performed in LOS of a Good Order unit within 16 hexes (EX Non-Assault Movement, Light AA fire) be considered to allow the -2 Sighting TC DRM for a non-concealed target?
A. E7.25 specifically states that Aircraft do not cause concealment loss. However, any target unit that is not concealed at the time of the Sighting TC causes the -2 DRM. [Letter8]

E7.4 & E7.403 Is there any Dash DRM to a Sighting TC? Is the first MG attack of a Stuka halved for Dash? Is the second MG attack at full firepower since the unit is automatically pinned after the first MG attack? Do FFMO/FFNAM modifiers apply to the second MG attack?
A. No, but the -1 DRM for entering a new hex is NA when dashing. Yes. Yes. No. [Compil9]

E7.4 This rule says "but no Location devoid of enemy units"; does this mean that a Strafing Run does not leave Residual FP in empty Locations?
A. That restriction only applies to the **initial** target Location – it must have an enemy unit. Other Locations in the Strafing Run are attacked and Residual FP is left as normal. [Letter89] {Re-worded. SR}

E7.401 When an Aircraft making a strafing run moves to the next hex along the pre-designated hex grain and makes another DR on a new target four hexes distant, must this new target hex be along the same hex grain as the moving Aircraft?
A. Yes. [Compil8]

E7.401 1) A Fighter bomber may not make a Sighting TC against a Location devoid of enemy units. However may a FB leave Residual FP in other empty hexes along its strafting run after making a successful Sighting TC against an enemy unit?
A. Yes.
2) If yes to 1) , then for Residual FP placement, is the FB's FP halved(as per normal residual placement) or quarted (halved for area fire against an empty hex then halved again for Residual)?
A. Quartered. [Letter147]

E7.403 Is becoming pinned in this manner considered a concealment loss activity?
A. No. [Compil2]

E7.403 Does becoming pinned in this manner cause HIP units to reveal and lose concealment?
A. No. [Letter58]

E7.403 & E7.4 See prior entry.

E7.41 Is a MG attack by aircraft subject to Cowering?
A. No. [An91; An95w; An96; Mw]

E7.42 & E7.421 The Journal 3 article "Strafer Jones" seems to say that bombs use the Direct Hit/Near Miss mechanism (DR <= half Basic TH# means Direct Hit and full FP; otherwise DR <= TH# means Near Miss and half FP) for both Infantry and Vehicle target type. However, E7.421 seems to say that this mechanism is used only against Vehicle target type, and an Infantry attack would follow E7.42 and result in either full FP of the bomb or a miss. Is the article in error on this point?
A.Yes, the article is in error in indicating that the Direct Hit/Near Miss procedure applies to unarmored units. [Letter164]

E7.42 & E7.421 There is a concealed squad and an unconcealed squad in a building hex (or any other situation where the it would be possible to hit some targets and miss others in a building hex). A plane makes a Bomb attack using the ITT. You make one TH DR. How do you determine what is affected? Is it
(1) Only the units hit are affected, as per the E7.421 EX, or
(2) All units are affected if any are hit, as per the second sentence of E7.42 ("If attacking a building hex, the effect is resolved against all targets in LOS in the building hex with the same IFT Effects DR as a single attack vs that hex.", note the "all targets"), or
(3) If any are missed, none are attacked, as per the last sentence of E7.42 ("A bomb To Hit attempt that results in a miss is not resolved vs any target.", it doesn't say "hits no targets", just an attempt has to result in a miss. Missing one and hitting another is an attempt that resulted in a miss, as well as an attempt that resulted in a hit.)
A. (1) is correct. [Letter186]

E7.421 & E7.42 See prior entry.

E7.5 & D3.51 See prior entry.

E7.6 Are Observation Planes subject to Arrival (E7.2)?
A. No, they do not take counter form. [J1; Mw]

E7.6 & E7.2 See prior entry.

E8.21, E8.3, E9.3 & E9.43 Neither Glider/-Parachute counters nor their contents can cause enemy units to lose concealment. [p.E26[90]; An96; Mw]

E8.232 & E9.42 A glider/parachute always lands *beneath* any Wire counter in its hex. [p.E26[90]; An96; Mw]

E8.24 & E8.41 Would a Glider that is destroyed by two Damage results also be replaced by an unarmored Truck wreck?
A. No. [Compil3]

E8.3, E8.21, E9.3 & E9.43 See prior entry.

E8.3 How is ordnance fire conducted versus a landed glider?
A. As per E8.3, but also treating the glider as a Stopped truck (of "0" Target Size), and using the proper TK Table and Unarmored TK# (or IFT <star> Vehicle Line for a mortar). A DFPh ordnance attack versus a glider that landed in the preceding MPh would also use TH Case J. [An92; An95w; An96; Mw]

E8.41 Can glider Personnel suffer ELR Replacement?
A. Yes. [An95w; An96; Mw]

E8.41 & E8.24 See prior entry.

E9.1 If the contents of a parachute are placed on board before the APh (e.g., a failed E9.42 landing TC), are they still considered paratroops (e.g., for purposes of E9.5 and 9.6)?
A. Yes. [J1; Mw]

E9.11 Is a Parachute counter considered a Known enemy unit?
A. Only after it lands onboard (and is in the LOS of an enemy unit); however, its contents cannot be inspected by the opponent until the Parachute counter is removed from play. [An95w; An96; Mw]

E9.12 May each Wing have a different Hex-grain alignment?
A. No – all must run parallel to each other, using a Hex-grain alignment secretly recorded by the paradrop player prior to scenario setup. [An95w; An96; Mw]

E9.3, 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.E26[90]; An96; Mw]

E9.41 May a paratroop unit that lands off board gain concealment?
A. Yes. [Compil7]

E9.42 & E8.232 See prior entry.

E9.42 If a parachute fails if Landing NTC, any broken units Inherent in it are still subject to the applicable effects of that NTC. If a parachute that contains one HS fails its Landing NTC, that HS is automatically moved one hex downwind. [p.E26[90]; An96; Mw]

E9.43, A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, D7.22 & G1.423 See prior entry.

E9.43, E8.21, E8.3 & E9.3 See prior entry.

E10.2 An armed vehicle receiving the B# benefits of an Ammo Vehicle still suffers Special Ammunition Depletion (C8.9) in the normal manner. [p.E26[90]; 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 Assualt 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),". [Letter132]

F2.3 & F2.2 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.

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.

Control Table The last rules reference in note B should be "A26.14" not "A26.141". [Letter136]

G.1, B4 & B5 See prior entry.

G.4 If the DEFENDER chooses to attack using TPBF and/or reaction fire with >= one of his otherwise allowed stealthy HIP units in jungle/-kunai/bamboo, may he choose to not attack with some of his remaining stealthy HIP DEFENDER units in that same Location in order to keep some of them HIP until the CCPh?
A. Yes. [Compil4]

G.7 Does this rule apply to the radio of an Observation Plane?
A. No. [An91; An95w; An96; Mw] {. No, it clearly applies, see E7.61, Letter22. SR}

G.9B-.9D If two or more overlays overlap – even if just along one of their exterior hexsides – each should be placed onboard in the order it is mentioned in the pertinent SSR. Once positioned onboard, only the overlay's (or topmost overlay's, should two or more overlap) hexsides and vertices – not those covered by it– matter for rules purposes. In addition, treat and extraneous terrain (e.g., a sliver of a wall/hedge/building not completely covered by an overlay; a portion of brush/water terrain protruding into an adjacent hex of another terrain type) as Open Ground. If a mapboard wall/hedge hexside forms a hexspine of an overlay hex, the overlay portion of that hexside (vertex included) is still a wall/hedge hexside (B9.1). This, of course, does not apply to a wall/hedge hexside that is covered by an overlay. [*Gung Ho* Overlay; An95w; An96; Mw]

G1.12 & G1.3 Add ", or 'breaks' due to a KIA result (A7.301), " after "Reduction)". [An93a; An95w; An96; Mw]

G1.12-.13 & D6.23 See prior entry.

G1.13 Add "WP MC" after "landing". [An93a; An95w; An96; Mw]

G1.3 & G1.12 Add ", or 'breaks' due to a KIA result (A7.301), " after "MC". [An93a; An95w; An96; Mw]

G1.41 There are no Japanese 8-1 Leaders. [An91; An95w; An96; Mw]

G1.422 Can a Hidden T-H Hero cause Search/-Mopping-Up casualties?
A. No. [Gen27.2; An92; An95w; An96; Mw]

G1.422 May a T-H Hero be set up HIP possessing a DC?
A. No, because he cannot be set up possessing a SW (G1.423). [Gen27.2; An92; An95w; An96; Mw]

G1.423 May a hidden T-H Hero be designated as a mortar spotter?
A. No. [An91; An95w; An96; Mw]

G1.423 May a T-H Hero detonate a Set DC?
A. Only an A-T Set DC (G1.6121). [An93a; An95w; An96; Mw]

G1.423, A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, D7.22 & E9.43 See prior entry.

G1.423 & A11 See prior entry.

G1.5 Must a wounded Japanese leader make a Minimum Move if he lacks the MFs necessary to enter the first Location of the Banzai Charge he is part of?
A. Yes (but he would *not* be pinned as a result). [An93a; An95w; An96; Mw]

G1.612 May a Japanese infantry unit, other than a DC hero, which possesses a DC and is in CC with enemy units detonate that DC in its own Location during the CCPh instead of making a CC attack?
A. No. [Letter8]

G1.63 & A12.152 See prior entry.

G1.632 Since B8.6 says a tunnel's "exit must be in a ... brush or woods hex" and G1.632 says that all tunnel rules apply in the normal manner, may a pillbox tunnel exit into a woods or brush hex if all woods are jungle and all brush is bamboo as per G.1?
A. Yes – and may also exit into kunai (since it is treated as brush). [An93a; An95w; An96; Mw]

G1.65 When a Step-Reduced squad is exchanged for a HS, is this considered the equivalent of Casualty Reducing a Full-Strength squad to a HS for Casualty VP purposes?
A. Yes. [Compil3]

G1.661 May HIP be purchased for Japanese AFV setting up beneath Trench counters? May BMGs be freely removed as per O11.6194 from such AFV?
A. No, those are CG rules only. [Letter8]

G2.3, E1.31 & E1.91 See prior entry.

G3.2 Do the first two lines of this rule apply to entry from a tunnel-exit or pillbox in the hex? May a *bunker* (B30.8) exist in bamboo?
A. No to both. [An95w; An96; Mw]

G3.4 May a Gun set up in a Bamboo hex that does not contain a trailbreak?
A. Yes. [An96; Mw]

G3.4 Change B9.351 to B9.35 in the last line. [Letter168]

G4.1 At the end of the rule, add "AFV Riders are allowed in palm tree hexes." [An93a; An95w; An96; Mw]

G5.5 Does a broken unit have to take a Collapsed Hut PTC? Would failure of the PTC cause a Pin counter to be placed on the broken unit? When would the Pin counter be removed from the broken unit?
A. Yes. Yes. At the end of the CCPh. [Compil6]

G9.11 Must each of a Panji counter's covered hexsides contain concealment terrain for the Panji counter to be considered in concealment terrain, or is it sufficient for the Panji Location to contain concealment terrain?
A. All that's necessary is for the Panji Location to contain concealment terrain. [Letter8]

G9.13 Are there any restrictions concerning which nationalities may purchase Panji counters?
A. No, as long as the scenario uses PTO Terrain (G9.1). [Letter8]

G9.41 & G9.56 Are Prisoners subject to Panji MC?
A. Yes, except as mentioned in G9.43. [Letter8]

G9.52 Can Infantry beneath a Panji counter recover a SW above the Panji counter?
A. Yes (but Infantry above a Panji counter could not). [J1; Mw]

G9.56 & G9.41 See prior entry.

G9.71 Does the last sentence of G9.71 apply to all kind of Clearance attempts (i.e., are <u>all</u> kind of Clearance attempts illegal while above a panji counter)?
A. Yes. [Compil3]

G11.5 & G11.51 Based on the "Continuous Slope" rule as it applies to caves, can a 0 level cave have LOS into a -1 level gully hex at a range of two hexes? EXAMPLE - A cave in Kakazu Ridge Map hex J11 (covered arc towards J10) firing to J9.
A. No; see the G11.5 EX where Cave A has no LOS INTO depression hex DD2. Continuous Slope rules are NA to Gullies. [Letter193]

G11.51 & G11.5 See prior entry.

G11.7 May a Gun set up in a cave that is not accessible to a cave complex?
A. Yes; see G11.92 [J1; Mw]

G11.7 May Japanese Dummy units enter caves?
A. Yes. [J1]

G11.84 & G14.62 How is NOBA LOF (G14.62) traced for the purpose of attacking caves?
A. From its designated Ocean hex (G14.62). [An97; Mw] {G14.62 cross-reference retained from Compil4 version. SR}

G11.85 May a BAZ45 fire WP into a cave?
A. Yes, and G11.85 applies unchanged except that the BAZ uses its own TH table. [An95w; An96; Mw]

G11.85 & C3.74 See prior entry.

G12.111, G12.13 & G12.671 Can a LC Inherent crew be eliminated without eliminating the LC? Can it break?
A. No to both; LC Inherent crews only suffer (cumulative) Stun results; see G12.111. [J1; Mw]

G12.112 When a LC crew takes counter form as a vehicle crew that is Inexperienced Personnel, are they considered Green or Conscript as per their nationality's other Infantry types?
A. Yes. [Compil2]

G12.112 & G14.232 May a LC crew voluntarily abandon its LC if immobilized after it has been Recalled in this manner?
A. No. [Compil2]

G12.13, G12.111 & G12.671 See prior entry.

G12.2 In line 5, add "(even at night)" after "entered". [An93b; An96; Mw]

G12.211 *MIRED*: Change rule number to 12.2111 [An92; An95w; Mw]

G12.401 If a LC is beached across a hexside in its VCA, may unloading passengers chose the LC's hex to unload into, rather than across the beached hexside?
A. No. [Compil2]

G12.43 What happens if a Passenger vehicle aboard a fully loaded LC is destroyed but its PRC survive, thus causing the LC's PP capacity to be exceeded?
A. Nothing – the ex-PRC remain aboard the LC at no penalty. [An93b; An96; Mw]

G12.5 Since a LC cannot use Prep Fire unless it is Fast Aground, may it, if Beached, (un)load its Passenger(s) *and* use that same MP expenditure to conduct Bounding First Fire?
A. Yes – in fact any vehicle may (un)load and fire in this manner unless otherwise prohibited. [An93a; An95w; An96; Mw]

G12.61 Is the Fire Power (FP) of a Non-Ordnance Direct Fire against an unbeached unarmored Landing Craft (LC) halved for the resolution of a collateral attack vs. any vulnerable PRC?
A. Yes.
... e.g.: A 12 FP small arms attack against an Unarmored LC is resolved on the * Vehicle Kill line of the 6 FP column. Is the FP of a collateral attack in this situation 6 or 12?
A. 6 FP. [Compil3]

G12.61 Is the Fire Power (FP) of a Non-Ordnance Direct Fire against an unbeached armored Landing Craft (LC) halved for the resolution of a collateral attack vs. any vulnerable PRC?
A. Yes, but note that (ordinarily) only the Inherent crew is vulnerable and receives a +2 DRM.
... e.g.: A 12 FP small arms attack against an Armored LC has no effect vs. the LC itself but always results in a collateral attack vs. vulnerable PRC. Is the FP of a collateral attack in this situation 6 or 12?
A. 6 FP vs. crew only. [Compil3]

G12.671, G12.111 & G12.13 See prior entry.

G13.15 In line 3, change "14.251" to "14.261". [An93a; An95w; An96; Mw]

G13.21 & T2 Does an LVT wreck in a BRT shallow reef hex (level -1) create a hindrance between a hinterland (level 0) and another shallow reef (level -1) hex?
A. Yes, per G13.21 all these LOS are treated as being at Level 0. [Mw; J2]

G13.421 Do infantry get subjected to a -2 Hazardous Movement DRM for Wading in shallow ocean hexes?
A. No. [Compil7]

G13.441 If a Swamping DR of 12 is rolled in the APh, will the Watercraft automatically swamp or will it swamp only after a subsequent dr of 1 (1 hex Drift move during APh)?
A. Only after a subsequent dr of 1. [Tac6]

G13.445 Change "unit" in line 6 to "target". [An93a; An95w; An96]

G14.232 & G12.112 See prior entry.

G14.32 Are Infantry/Cavalry on the Assaulting/-Evacuating side considered Fanatic in this manner while on a pier?
A. Yes – and the second paragraph of G14.32 applies to them as well. [An93b; An96; Mw]

G14.51 Do tetrahedrons in shallow ocean lose HIP as soon as an enemy unit within 16 hexes gains LOS to them?
A. Yes, provided it is a Good Order ground unit (including Passengers of a LC). [Compil7]

G14.55 "Hard Beach-Sand Beach" should read "Hard-Sand Beach". [Compil2]

G14.6 & G14.65 The colors of the NOBA counter illustrations are wrong. The actual counters are correct. [An95w; Mw]

G14.62 & G11.84 See prior entry.

G14.65 & G14.6 See prior entry.

G14.67 & G14.65 When a NOBA module fires a WP FFE, is a WP counter placed in all nine hexes of the NOBA blast area? If it is placed in all nine hexes, is the counter that is placed in the 'extra' two hexes of the NOBA blast area the same strength/type of counter that is placed in the other seven hexes of the blast area?
A. Yes. Yes. [Compil4]

G16.4, A15.4, G18.62 & J2.31 See prior entry.

G17.11 May two good order USMC 3-4-8 HS recombine into a 7-6-8 without the presence of a leader?
A. No. [Compil7]

G17.41 Can a Napalm Blaze possible Spread (B25.6) before it becomes – or even if it cannot become – a Terrain Blaze?
A. No. [An92; An95w; An96; Mw]

G17.41 Does a Napalm Blaze force units to exit the hex/Location as per B25.4?
A. Yes. [An92; An95w; An96; Mw]

G17.41 Is the NCA TEM of a Pillbox added to the TH DR of a Napalm attack using the Infantry Target Type? Is it added to the Effects DR?
A. Yes. No. [J1; Mw]

G18.6 Does a Chinese Leader who voluntarily goes Berserk via the Dare Death method also force other non-Dare-Death units in his location to take a Berserk TC?
A. No. [Compil9]

G18.62, A15.4, G16.4 & J2.31 See prior entry.

H1.2, D6.82 & U.S. Vehicle Note #30, etc. See prior entry.

H1.22 Does an Assault Engineer HS have a SMOKE Exponent of "2"?
A. No (only a squad can place SMOKE anyway; A24.1) [An95w; An96; Mw]

H1.461 Can an OP Tank (e.g., a U.S. OP Sherman) attempt radio contact (C1.2) and other OBA actions while in motion (C1.6)? While it is stunned/shocked? If it is Recalled?
A. Not during PFPh. No. No. [Compil4]

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

British Vehicle Note 6 A9 & A9 CS The illustration provided gives the port BMG a slightly wider field of fire than the starboard BMG. Is this deliberate, or is there an error in the illustration?
A. The illustration is correct. [Letter4]

British Vehicle Note 36 Valentine & Churchill Bridgelayers Can a bridge be placed across a minefield hexside that has no trailbreak? Across a woods hexside that has no trailbreak? From a woods/road across a non-road hexside without a trailbreak?
A. Yes. Yes. Yes. [Compil7]

British Vehicle Note 37 Churchill AVRE Can a Fascine be placed in an adjacent hex by an immobile AVRE? Across a minefield hexside that has no trailbreak? Across a woods hexside that has no trailbreak? From a woods-road across a non-road hexside without a trailbreak?
A. No. Yes. Yes. Yes. [Compil7]

British Vehicle Note 64 Carriers A, B & C, 65 Carriers, MMG A & B, 66 Carrier, 2-in. Mortar, 67 Carrier, 3-in. Mortar, 68 Priest(a) & Ram Kangaroos, 69 White (a) Scout Car, 70 IP Carriers Mk IIA, Mk IIB & AOV, 71 IP Carrier, 3-in. Mortar, 72 Wasp & Badger(a), and 73 Buffalo Mk II(a) & Mk IV(a) The counter art overrides the (incorrect) Chapter H illustrations. [An95w; Mw]

British Vehicle Note 86 Ram Kangaroo(a) Do the armored halftrack rules apply to Ram Kangaroos?
A. No. [Letter122]

British Vehicle Note 76 Terrapin MK I The British *Terrapin MK I* amphibious truck should have "REV x 2" on the back of the counter (i.e., Reverse movement should cost it twice its normal hex entry cost). [An89; An95w; An96; Mw]

British Vehicle Note 79 Loyd Carrier Add "† Ammunition of >= 100mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP". Add "Ammo: 4PP" to the back of the vehicle counters listed in this Note. [An91; An95w; An96; Mw]

Chinese Ordnance Note 5 M2 4.2-in. Mortar and U.S. Ordnance Note 4 M2 4.2-in. Mortar When this mortar makes a Critical Hit, is its FP "40" or "48"?
A. 48 (i.e., 36 plus heavy payload -1 DRM). [Compil3]

Common Allied Nations Ordnance Note 28 75mm wz.97 The text should refer to this Gun's use as "towed AT guns", not "towed AA guns". [J1; Mw]

Common Allied Nations Ordnance Note 35 Oerlikon 20mm The limbered side should have a "B11" not a "B10". [J1; Mw] {Corrected with ABTF countersheet. SR}

Common Allied Nations Vehicle Note 31 L3/35(i) The ""BMG HD FP OK" note is not needed by D4.223 (89 errata page). [Misc19] {Corrected with ABTF countersheet. SR}

Common Allied Nations Vehicle Note 32 FT-17C(f) The counter and listing should show "No IF" on the back. [Misc19] {Corrected with ABTF countersheet. SR}

Danish Vehicle Note 24 Nimbus 20mm TD Motorcycle May the two crews of a Nimbus start a scenario dismounted?
A. Yes, but not with its weapons Removed. [J1; Mw]

Danish Vehide Note 24 Nimbus 20mm TD Motorcycle If dismounted Infantry possesses a Nimbus that is in Bypass of an obstacle, does the Infantry occupy the obstacle (per A4.3-.332)?
A. No, in this particular instance, the Infantry would be considered to be at the CAFP along with the Nimbus. [J1; Mw]

Danish Vehicle Note 24 Nimbus 20mm TD Motorcycle Can broken dismounted Infantry possess a Nimbus that is in Bypass of an obstacle?
A. No, the broken infantry must drop possession when it occupies the obstacle. [J1; Mw]

French Lend-Lease Vehicle, page H120 Dates for the Lend-Lease M4A3(76)W should be "8/44-5/45". [An93a; An95w mistakenly lists page "11120"; An96; Mw]

French Vehicle Note 1 FT-17 75BS Tankette The French *FT-17 75BS* tankette counter (as well as its Chapter H illustration) should *not* have a CMG. Corrected with *The General* 28.6 countersheet. [An93a; An95w; An96; Mw]

French Vehicle Note 36 Peugot 202 Car The French *Peugot 202* counter (both versions, as well as the Chapter H illustration) should not have a Wreck depiction on the back. Corrected with *The General* 28.6 countersheet. [An93a; An95w; An96; Mw]

French Vehicle Note C p.H122 [Note C] This note should also apply to the Pz35R(f) counters supplied in Paratrooper, correct?
A. No – the Germans rebuilt the turrets. [Letter4]

German Vehicle Note 69 PSW 221 The *PSW 221* SC should have "BU FP NA" on the counter; All 1MT restrictions apply in the normal manner [EXC: the crew must be CE to fire the CMG]. Corrected with *The General* 28.6 countersheet. [An89; p.H66 (British vehicle note O); An96; Mw] [Letter127]

German Vehicle Note 92 2cm FlaK LKW and 3.7cm FlaK LKW Both illustrations incorrectly show the vehicle as half-tracked; the Vehicle Listing and the counter itself both correctly show these vehicles using truck movement. [Mw]

German Vehicle Note 93 Goliath Does a Goliath on a road pay MP as a BU or CE AFV?
A. BU. [An97; Mw]

German Vehicle Note D The SdKfz 6/2, 7/1 and 10/4 are unarmored vehicles and as such are always CE. [Letter92] {Re-worded. SR}

Italian Vehicle Note 25 TL 37, TM 40 & TP 32 Add "† Ammunition of >= 100mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP". Add "Ammo: 4PP" to the back of the vehicle counters listed in this Note. [An91; An95w; An96; Mw]

Japanese Vehicle Note 16 Type 92 I-KE 5-ton Tractor Add "† Ammunition of >= 100mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP". Add "Ammo: 4PP" to the back of the vehicle counters listed in this Note. [An91; An95w; An96; Mw]

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

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

***check*Russian Ordnance Table** Multi-Applicable Ordnance Note A applies to the 107mm mortar (Note 3) not to the 120mm mortar (Note 4). The individual Notes themselves correctly show the appropriate Multi-Applicable Ordnance Note. [Mw]

Russian Vehicle Notes 48 Stuart III, 49 Lee, 50 Sherman III, 51 Matilda II, 52 Valentine II, V & VIII, 53 Churchill III, 54 M3A1, 55 M5 & M9A1, 56 M17, 57 Carriers, and 58 Trucks These notes do not specify whether these vehicles use Red or Black TH's when in Russian use. Do these vehicles have all applicable special ammo when in Russian use?
A. As long as you are using British vehicles, they would use black TH#s unless specified otherwise. Same with Ammo. [Letter96]

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.] [Letter96]

U.S. Ordnance Note 1 M2 60mm Mortar May US M2 mortars be exchanged for a 60mm OBA battery if they are received as reinforcements?
A. Only if the requirements of G17.5 are met. [Compil4]

U.S. Ordnance Note 4 M2 4.2-in. Mortar and Chinese Ordnance Note 5 M2 4.2-in. Mortar See prior entry.

U.S. Ordnance Note 26 M1A1 90mm AA Gun The historical information on the gun indicates that it had trouble firing at targets at a lower elevation, but there are no game-specific rules for this. Is it not important in game terms? Or should we interpret the information literally in game terms, i.e., targets at a lower elevation than the gun, no matter under what conditions, range, etc., cannot be hit by the gun?
A. Not important in game terms. [Letter4]

U.S. Vehicle Note 7 M3 Medium Tank In the third paragraph, third line, replace "multiple ROF" with "multiple-ROF/armor-leader-direction". [p.H53 (British Vehicle Note 11); An96; Mw]

U.S. Vehicle Note 30 M3(MMG) & M3(HMG) After "VCA." in the next-to-last line of the final paragraph, add "In addition to Removal as per D6.631, the AFV's Passenger(s) may Remove its secondary AAMG as (a) dm MMG [for the M3(MMG)] or (a) dm HMG [for the M3(HMG)]. The MA of both AFV may be removed (but *only* as per D6.631) as a dm .50-cal HMG." [An93b; An96; Mw]

U.S. Vehicle Note 30, etc., H1.2 & D6.82 See prior entry.

U.S. Vehicle Notes 31 M4 MC Halftrack, 32 M4A1 MC Halftrack, 33 M21 MC Halftrack The *M4 MC, M4A1 MC,* and *M21 MC* ht start each scenario manned by an Inherent Infantry (e.g., 2-2-7) crew and should have "InfCrew" on the counter. When such a crew exits its vehicle its ID should be recorded since it differs from a normal Infantry crew by having vehicular-crew capabilities. [p.H66, British Vehicle Note H; An96; Mw] {Corrected counter for M4A1 MC are in KGP I. SR}

U.S. Vehicle Note 39 M3A1 Scout Car see British Vehicle Note 69 and Chinese Vehicle Note 8. [ibid, ibid]

U.S. Vehicle Note 39 M3A1 Scout Car In line 2 of the first section, change "3-3-6" to "3-4-6". [An97; Mw]

U.S. Vehicle Note 41 T8 reconnaissance Vehicle The U.S. *T8 SC* should have a 2FP BMG. [An89; An95w; An96; Mw]

U.S. Vehicle Note 46 LVT(A)1 The Illustration should show the LVT as CT, not OT. The actual counters are correct. [An93a; An95w; An96; Mw]

U.S. Vehicle Note 49 LVT2, 50 LVT(A)2, and 51 LVT4 The fully-tracked-movement symbol is missing from the counter illustration preceding each Note. The actual counters are correct. [An95w; Mw]

U.S. Vehicle Note 50 LVT(A)2 The LVT(A)2 has 3 AAMGs (port, starboard, and "forward"). The vehicle notes for this LVT are D, H, Q and T. Note H seems to state there is no way to FG the AAMG's and gives a diagram for the LVT 4. Note Q states "these MGs may fire together as a FG … and are treated as normal AAMG. See note H" In which CAs may the LVT(A)2 FG its AAMGs? Is the reference to the LVT 4 simply for an example (therefore not restricting the LVT(A)2 to the LVT4 CA)?
A. The LVT4 restrictions do not apply to the LVT(A)2; the latter's MG can fire in any CA. Note that Note Q does not apply to the LVT4. [Letter143]

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. Vehide 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. [Letter96]

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.

O.3 Why does intervening rubble that rises from the Crest level of a gully-rubble hex block LOS between units of that same (i.e., Crest) level but not LOS from that level INTO the gully?
A. It should block the latter LOS also. Delete ", but only to same-level LOS" in O.3. [An93a; An95w; Mw]

O.4B & B25.6 See prior entry.

O1.2 What is the MP cost of entering/leaving a debris hex via a TB?
A. The Open Ground cost (or road rate if across a road hexside). [Letter8]

O1.2 What is the cost for a fully-tracked AFV to enter a roofless Factory hex through a Vehicle-sized entrance?
A. One-quarter of its MP. [An96; Mw]

O1.5 May a Trail Break counter be placed in a Debris hex? In a Factory Debris hex?
A. Yes. No. [Compil9]

O2.1 Note the D4-E5 and E5-F4 hexes on the RB map. Does the road MF bonus still apply when crossing the railway embankment through the road hexsides, if it would otherwise apply?
A. Yes. [Letter90]

O5.33 Can units being attacked by a DC which just breached an interior Wall adjacent to their Location claim the TEM of the wall? Can they immediately claim Wall Advantage, or can the attacking units? If they are concealed, is the FP of the DC halved twice, once for breaching and once for a concealed target?
A. No. No. No. Yes. [Letter8]

O5.33 Does Breaching a Factory Interior Wall that is a hexside of a Fortified Building Location permit entrance of that Fortified Building Location just as if the latter itself had been Breached?
A. Yes – but the effects given in O5.331 also apply. [An93b; An96; Mw]

O5.33 When Breaching a Factory Interior Wall, do units in the target Location receive TEM as if the fire originated from outside (+3, or +4 if Fortified) or inside (+1, +2 if roofless or Fortified, +3 if both) the Factory?
A. Inside. [An97; Mw]

O5.33, A12.14 & B23.711 See prior entry.

O5.33 & B23.9221 See prior entry.

O5.331 Does the halving of inherent FP apply to fire from Locations which are not adjacent to the Breached hexside to a Location which is adjacent to the Breached hexside? Similarly, does the restriction of one Gun per Location per Game Turn firing through a Breached hexside apply to guns which are firing through a Breached hexside from a non-adjacent hex?
A. Yes to both. [Letter8]

O5.331 Once a Breach is created in a Factory wall, it is treated as a Wall for many purposes, including LOS. Can Wall TEM be claimed by a target directly behind the wall hexside (as per B9.3)?
A. No. [Compil6]

O5.4 & C1.3 See prior entry.

O5.34 Does an interior factory hex that is rubbled become a roofless factory with rubble TEM (not debris)?
A. It becomes a rubble hex. [Compil7]

O5.41 In lines 5 after "O4" add ")[EXC: if the firer's LOS enters the target's Roofless Factory Hex within the building depiction (see the EX at the bottom of this page)]". [An95w; An96; Mw]

O6.1 Can a unit at ground level claim Height Advantage when fired on by units in a RB Cellar?
A. No. [Compil9]

O6.1 & A12.152 See prior entry.

O6.3 & A24.4 See prior entry.

O9.1 Since the last sentence of O9.1 says that the storage tanks are not buildings for any purpose, are they immune to being rubbled?
A. Yes. [Letter149]

O10.45 May a MOL-Projector "fire smoke" at a vertex just to avoid the Case Q (TEM) TH DRM?
A. No – it can fire at a vertex only to attack a Bypassing unit. [An95w; An96; Mw]

O11.4 CG5 Is Bore Sighting allowed for MG in RB CG?
A. No. [An97; Mw]

O11.4 SSR CG9 In line 19, add "non-East" before "edge". [An93b; An96; Mw]

O11.4 CG9 & A2.5 See prior entry.

O11.4 SSR CG10 When Retaining an OBA module, is its draw pile Retained as is?
A. No, it is restored to the number of black and red chits it had at the start of the previous scenario. [An92; An95w; An96; Mw]

O11.4 SSR CG10 If an OBA module is retained but currently has no radio or field phone, may the player choose one to replace it?
A. Yes – but choosing a radio to replace a field phone (or vice-versa) is NA. [An92; An95w; An96; Mw]

O11.4 SSR CG10 May a Retained field-phone/-Offboard-Observer/Pre-Registered-Hex be moved to a new legal Location for the next CG scenario?
A. Yes. [An93a; An95w; An96; Mw]

O11.6 Is there any way to repair a Breach in a Fortified Building Location during the Refit Phase?
A. No. [Letter8]

O11.601 This describes how to resolve existing melees at the end of a Red Barricades game. During the game's last APh, enemy infantry advance into CC with an AFV. Neither is eliminated in CC. Is this situation resolved under the O11.601 rules, i.e. is this considered a melee? If the AFV does not have any MG armament (e.g. StuG III B), then is it in effect "automatically" eliminated? (The enemy infantry will eventually roll low enough to kill it and it has no return attack capability without MGs.) Can an AFV elect to withdraw from the melee under O11.601 situations? Would AFVs be able to withdraw in general from CC (if the AFV rolled a "2" in CC for example)?
A. Yes, it is a melee. No, Crew Small Arms (A11.621) may still apply. No, the AFV cannot withdraw. No. [Compil1]

O11.602 Should Stuka DB counters be included in the list of markers to be removed from the map in O11.602? (Aircraft counters are removed in P8.602(i) and T15.602(h).)
A. Wouldn't hurt, but CG10 does say (with some snippage) that RG used during a CG scenario are still available for the next CG scenario [EXC: Stuka], so that covers Stukas not being available for use in a second scenario. [Letter165]

O11.6042 & P8.6042 If the AFV successfully escapes a minefield hex, is a TB counter placed?
A. No. [Compil7]

O11.605 & O11.6066 O11.605 says that with a properly determined perimeter "loop" you "will be able to start at any Front line Location, and by moving only into an adjacent Front Line Location, and never re-entering the same Front Line Location, eventually end up back at the starting Front Line Location." Consider the Russian Pocket #1 in the EX: If you start at any Location in this pocket and move to adjacent Front Line Locations, you will have to re-enter hex H43 before you have ended up back at the starting Location. Is this example wrong?
A. No; single-hex-width pockets will always have this affect. [Compil3]

O11.6057 If a German Perimeter Area contains no map-edge hex along the north/west edge of the map, is that Perimeter Area a Pocket?
A. Yes, even if it does contain >= one map-edge hex along the east/south edge. Conversely, the same is true of a Russian Perimeter Area that contains no map-edge hex along the east/south edge. [An92; An95w; An96; Mw]

O11.6062 & O11.6065 (a) When do Strategic Locations that are gained during this step count for VP purposes; the day they were gained (even though Victory determination is determined in O11.6031), the next day or not at all?
A. Not at all.
(b) If a Strategic Location is captured, but later the same day is eliminated (due to Rubble in a lower level of that building hex), is the Location counted for VP purposes?
A. No.
(c) If a Strategic Location is eliminated due to Rubble in a lower level of that building hex, is that Location counted for VP purposes?
A. No. [Compil3]

O11.6065 & O11.6062 See prior entry.

O11.606 If a type D isolated area exists, who must roll first for escape?
A. Simultaneously, per 11.6. [Letter141]

O11.6063 & O11.6094 At the end of another day in the Barrikady, I have a Russian squad trapped on the roof of a burning building. Since escape (O11.11.6063) comes before extinguishing blazes (O11.6094), may the unit escape and survive though there is no blaze-free way down to ground level?
A. It may escape. [Letter151]

O11.6066 & A26.12 See prior entry.

O11.6066 & O11.605 See prior entry.

O11.6091 What is SSR CG19?
A. It's the part of CG7 dealing with Burnt-Out Wrecks. [Letter8]

O11.6094 & O11.6063 See prior entry.

O11.6112 May a crew be Battle Hardened using this rule?
A. No. In lines 4 and 6 add "non-crew" before "MMC", and in line 7 delete "(as ... crew)". [An92; An95w; Mw]

O11.6134 (a) Are FT/DC retained if they are deliberately eliminated by the enemy?
(b) Are FT/DC retained if they are captured by the enemy, but eliminated in step O11.6135. (captured weapon dr)?
(c) Are FT/DC retained if they are captured by the enemy and then eliminated by a effects DR conducted by the enemy?
A. No to all. [Compil3]

O11.615 When rolling an Original dr of 6 on the Fortification Removal Table, one suffers CR. Does this apply only to minefield removal?
A. No. [Compil9]

O11.617 Do the German 8-3-8 have the same ELR as the other German forces? If they fail their ELR, are they Reduced to two HS or a 4-3-6?
A. No, their ELR is always 5. Two half-squads. [An97; Mw]

O11.617 Do the RB CG day 1 OB-given Sturm and rifle Coys count as "purchased" for the purposes of the ELR roll?
A. No. [Letter90]

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:" [An90; An95w; An96; Mw]

O11.6194 Can a Dug-In AFV setup in Rubble? In Buildings/Factories?
A. Yes. No. [Compil6]

O11.6194b Can the Russian Player receive RG I8 (MOL-P Pltn) as a Reserve RG at no CCP cost?
A. No, in the Second Edition of Red Barricades the cost of RG I8 was changed to 2 and there are now three MOL-P in a full-strength platoon. See also the errata on the Russian Reinforcement Group Chart in the 1990 ASL Annual. [Letter8]

O11.6194b Does a Reserve RG receive one Cloaking counter per squad-equivalent (E1.411), plus up to five Dummy Cloaking counters, or one Cloaking counter per Location occupied by Reserve units, plus up to five Dummy Cloaking counters?
A. One per squad-equivalent. [Letter8]

O11.6194b May units/Equipment use HIP while in Reserve?
A. No. [An93b; An96]

O11.6194b Does a Stuka cause activation of a reserve group by being within 3 hexes of it? Are Stukas free to attack Reserve Units?
A. No, it must be within 1 hex (E.5). Yes. [J1; Mw]

O11.6194c Is a Dug-In AFV allowed to set up in all Locations where a Gun may set up HIP? If not, may it set up in any terrain not mentioned in D9.52?
A. No. Debris, shellholes, and rubble (O.7 and O11.6194). [Compil3]

O11.6194c & A12.3 See prior entry.

O11.6203 Is a MOL-P Pltn immune to the effects of Depletion, as it only consists of two weapons?
A. No, it should consist of three weapons. (This was inadvertently changed by typesetters and not caught in proofreading). {Corrected by errata on the Russian Reinforcement Group Chart in the 1990 ASL Annual. SR} [Letter8]

O11.6205 Must a leader who is assigned a Field Phone during setup of the first CG scenario in which he participates be setup stacked with a MMC of his RG? Do leaders who are setup with Field Phones receive free HIP (C1.23)?
A. Yes to both. [Letter8]

O11.6205 & O11.619 See prior entry.

O11.621 Does the mine purchase expenditure limit of 90 FPP per CG Day include the FPPs available in the initial scenario, or are they considered to have been expended prior to the first CG Day?
A. Yes, they are included. No. [Letter8]

O11.621 Does footnote 6 apply to purchased HIP only, or are units that set up HIP due to setting up inside a pillbox included in the 10% limit as well?
A. Purchased HIP only. [Compil3]

O11.621 Does a HIP Set DC Fortification purchase come with a DC?
A. No; see footnote 9. [J1; Mw]

O11.6234 As the Scenario Attacker, may the Russians use Cloaking for onboard as well as offboard units? How would the number of Cloaking counters be determined?
A. Yes. One per squad-equivalent in that side's at-start OB. [An93a; An95w; An96; Mw]

O11.6235 The German (or Russian) Assault VC says: "... the Attacker wins if at scenario end he Controls >= 24 (if German) or >= 12 (if Russian) more Stone Locations than he has lo st (or than he started with, if he has lost none) ...".
Consider a German Assault where the German started with 50 Stone Locations and lost one. Now the VC reads: "the German wins if at scenario end he Control >= 24 more Stone Locations than he has lost" which becomes "the German wins if he Control >= 25 Stone Locations". This must obviously be wrong since he started the day Controlling 50 Stone Locations?
I assume the sentence should say: "... the Attacker wins if at scenario end he Controls >= 24 (if German) or >= 12 (if Russian) more Stone Locations than he started with ..."
A. Yes. [Compil3]

O11.6242 In RB campaign games is there any way of losing Ammunition Shortage status for units that started that day in an Isolated Location? If a HS with Ammunition Shortage recombines with one without this condition, does the recombined squad suffer from Ammunition Shortage also?
A. Yes, see O11.6243. Yes. [Compil8]

O11.6243 May a MMC relieve Ammunition Shortage status for more than one isolated unit per turn?
A. No. [An97; Mw]

Reinforcement Group Charts, Footnote P (pp. O17 & O18) Last two lines should read "... allows normal (only) Barrage (E12.11). Each Barrage must have a *north-south* Hex Grain Alignment (E12.11-.2).[36] See also SSR CG6 (11.4)." [An90; An95w; An96; Mw]

Russian Reinforcement Group Chart (p. O18) For the MOL-P Pltn, change "x2" to "x3", and the CCP Cost to "2". [An90; An95w; An96; Mw] {Already corrected in second edition printings. SR}

RB SSR RB2 1) This SSRstates that "A unit may use sewer movement to cross from one side of a gully to the other only if it ends its MPh in the Sewer Location of a gully-manhole hex. Does this restriction also include Culverts (EX:. D38), as they "represent a subterranean gully" (O7.1)?
A. No.
2) or may a unit use Sewer Movement from D37 directly to D39?
A. Yes. [Letter95] {Minor editing. SR}

Chapter P Divider
* LG Hex R0, Kampfgruppe Peiper should have entry time of 19PM not 19AM. [An96; Mw]
* LG Hex E1, Kampfgruppe Peiper should have entry time of 19PM not 19AM. [An96; Mw]

Revised counters are included in Doomed Battalions. [Compil8]

KGP I St Map IMPORTANT: Note the existence of a Level 8 Crest Line in "St" hexrows TT28-OO31-MM30-JJ31-JJ32-II33-II34-HH34-HH37-GG38-GG40-HH40-HH47-II48-II54-JJ54-JJ56. Also, the Level 3 Crest Line in StM49 runs into hexes M50 and N50, and thence off-map along the south side of unpaved road N51-O57. [p.P21; An95w; An96] {The An96 claims this appeared in the An95w, but I cannot find it. SR}

KGP II Ch Map [all An96; Mw]
* Delete the slope in hex FF8 on the FF8/FF9 hexside.
* Hex AA10 should contain a Steeple Location, making 14 LVP on the map.
* Hex A10 arrow should be green, not blue.
* Hex S20 arrow should be green, not blue.

KGP II Lg Map

* SS29 is a Pine Woods hex. [An96; Mw]
* Hex K57 Arrow, entry time should be "19PM" not "19AM". [An96; Mw]
* Hex R0 Arrow, blue half should be gray, should read 19PM with a German cross. [An96; Mw]
* Hex R0 Arrow, the 23AM half of arrow should be brown (tan), not red. [An96; Mw]
* Hex E1 Arrow, blue half should be gray, should read 19PM with a German Cross. [An96; Mw]
* Hex E1 Arrow, the 23AM half of arrow should be brown (tan), not red and should contain a US star. [An96]
* The M29-N28 hexside is a slope hexside on both map sheets. [An97; Mw]

P2.3 & B14. See prior entry.

P3.3 Is a SdKfz 2 Kettenkrad considered a motorcycle for the purposes of this rule?
A. Yes. [An95w; An96; Mw]

P4.11 Are Riders allowed IN a stream-woods/-orchard hex?
A. Yes – Riders are not affected by the woods/-orchard while they are IN the stream. [An95w; An96; Mw]

P5.11 What is "half the normal Bypass MP expenditure"?
A. One MP if on paved road (i.e., half of the normal two MP for Bypassing in Open Ground), or 1-1/2 MP if on an unpaved road (i.e., half of the normal three MP for Bypassing in Soft (as per SSR KGP 5) Open Ground). [An95w; An96; Mw]

P5.141 Where is LOS drawn to when attempting to cause HIP loss to a Narrow Street roadblock?
A. The LOS must be drawn to both vertices of the hexside straddled by the roadblock. [An95w; An96; Mw]

P5.141 & B29.2 See prior entry.

P5.2, B31.2 & Q4.2 See prior entry.

P8.2 May a player ignore his HIP units for purposes of declaring control of a Strategic Location?
A. How could he? [Compil6]

P8.4 CG5 May an on-map Cloaked non-dm SW be fired on the Player Turn it loses Cloaked status, or is it restricted by E1.42?
A. E1.42 applies. [Letter8]

P8.4 CG8 When the U.S. player receives AFV with bow-mounted FT, may he secretly note it on a side record, or does he have to mark the AFV with a (BMG disabled) counter?
A. He may secretly record the status, but must reveal the existence of the FT as soon as the AFV is unconcealed and in LOS of and within 16 hexes of a Good Order enemy ground unit. [An97; Mw]

P8.4 CG11 Does being out of all possible LOS at set up allow a unit to set up HIP?
A. No. [Compil6]

P8.51 I.3 After the CA of a Gun is determined by the dr, is the Gun considered to have been originally set up with this (new) CA for all purposes?
A. Yes (e.g., Case A NA if the Gun were then to fire within its CA). [Compil3]

P8.53 In the "INITIAL SCENARIO VICTORY CONDITIONS:" replace "bridge location R46" with "hex R46". [An96]

P8.6042 & O11.6042 See prior entry.

P8.6053 Delete the second sentence ("A ... Territory."). [An95w; An96]

P8.6141a & A21.21 See prior entry.

P8.61421 After "<=4, that SW" add "or mounted FT of a manned, mobile AFV". [An96]

P8.6198 Add 'and "HW"' after "I" in description of Objective Hex. [An96]

P8.6204 When an M2 mortar is traded for a 60mm OBA module, may any retained HS in the same Setup Area be eliminated, or must a HS of the mortar's original RG be eliminated?
A. Any retained HS in the same Setup Area. [Letter8]

P8.6204 & KGP SSR 16 A player in KGP I elects to withhold three light mortars and the necessary HS/Crews to create an OBA module at the start on a CG scenario. Are the mtrs/crews/HS 1) lost for the next CG scenario like a normally purchased OBA module, or 2) retained as reinforcements for the next CG scenario?
A. Half-squads & mortars are eliminated when traded. [Compil2]

U.S Reinforcement Group Chart (p.P17) Note "S" in the U.S. RG Chart is incorrect. 80+mm OBA can fire only HE/WP. [An95w; An96; Mw] {Corrected in KGP II, p.P17[96]. SR}

U.S. Reinforcement Group Chart The chart specifies that a Pre-Registered hex recorded prior to set-up is required for the Bombardment placement. Does a friendly unit need to have a LOS to the Bombardment Pre-Registered hex? Can the Bombardment Pre-Registered hex be placed any where regardless of LOS?
A. No. Yes [Compil5]

SSR KGP3 Does Mist LV DRM negate FFMO, Interdiction, or Residual FP?
A. No, unless it is Very Heavy or Extra Heavy (i.e, unless it is a LOS Hindrance). [Compil8]

KGP SSR7 Does a vehicle have to enter the woods and thereby expend MP (and risk Bog) in order to OVR Infantry in a Single Lane Road hex? Is a HIP Infantry unit in a Single Lane Road hex revealed if a vehicle enters the road part of the hex?
A. No. Yes. [Compil3]

KGP SSR7 & B6.431 See prior entry.

KGP SSR7 May a vehicle move off-road in a Single-Lane Road/woods hex? May a vehicle change its VCA to two non-road hexsides in such a hex by making a Bog check?
A. Yes. Yes.

KGP SSR16 Is the resulting radio subject to the same restrictions as any of the units that were withdrawn to generate the OBA battery? (i.e., in the CGII Initial Scenario may the American player withdraw one or more mortars from the purchased RG but enter the radio on turn 1)?
A. Yes. No. [Compil6]

KGP SSR16 & P8.6204 See prior entry.

MAP What level is hex Z8 at ?
A. Level -1. [An97]

MAP Shouldn't Cafe Gondree (hex X18) have ground and first level?(Photos of the building show an upstairs)
A. Not all buildings with an "upstairs" should be two-story. [Compil9]

MAP a) On the PB Map, does the Hedge at the X16/X17/Y17 Vertex exist at Level 1, Level 0, or both Levels?
A.Both levels.
b) Does a LOS exist between an Entrenched unit in X16 to Y19? From Y16 to V20?
A. No to all. [Letter40]

MAP Change the grid coordinate for the hex between KK10 and KK12 from "KK10" to "KK11"; change the second "10" to an "11" in hexrows II and MM also. [An97; Mw]

MAP Hex C9 should have a square, white staircase symbol indicating it is a Tower. [An97]

Q1.5 In the first line change 'E7.33' to 'E3.73'. [Letter17]

Q1.8 Change "reduced" to "increased". [Letter178]

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]

Q9.4 CG4 This SSR states that the provisions of E1.21 do not apply. May a SMC with "Freedom of Movement" pass on this status to an MMC stacked with it at the beginning of a friendly MPh?
A. No. [Compil7]

Q9.4 CG4 Do any clouds or moon exist for the campaign?
A. No. [Compil9]

Q9.4 CG4 & E1.21 See prior entry.

Q9.4 CG4 & Q9.51 CG I How do AFV's gain Freedom of Movement at night for CG I?
A. Per CG4. [Compil9]

Q9.4 CG4a Add "Treat the three German setup areas separat ely for purposes of E1.2 and A2.9.". [An97; Mw]

Q9.4 CG4b & Q9.6058 During the RePh following the completion of the Night I scenario, do units north of hexrow CC have Freedom of Movement and thus may be shifted to new starting positions when setting up for the Night II scenario?
A. Yes; see Q9.6058 [J1; Mw]

Q9.4 CG4c & Q9.6058 Can German units in Benouville which remain under a "No Move" counter at the conclusion of CG Night II set up in Night III with Freedom of Movement in any hex of the same friendly set up area? Or must they set up in the same hexes they were in at the conclusion of CG date Night II?
A. Yes. No. See Q9.6058. [J1; Mw]

Q9.4 CG4c Should the British in CG Date Night III receive cloaking even though setting up on board (like the Germans in CG Date Night II)?
A. No. [Compil8]

Q9.4 CG4c Must German SW setting up onboard be dm if Cloaked?
A. Yes. [Compil8]

Q9.4 CG 13 What if random selection of a sniper attack places the counter within 10 hexes of the other friendly sniper counter?
A. Then place the Sniper there. [Compil9]

Q9.4 CG 17 & Q9.6102 Are Walking Wounded MMC returned to "any non-isolated area" even if they were removed from an isolated area?
A. Areas are only isolated during the RePh, so units removed during play do not come from an isolated area. [Compil8]

Q9.4 CG17 If a HS remains in the Walking Wounded box at the end of the RePh, is it removed or does it remain there till the next RePh?
A. It is removed. [J1; Mw]

Q9.51 CGI There are three German setup areas in the initial scenario of PB CGI. Can 25% of the *total* German at-start force set up HIP in <u>any</u> of the areas?
A. No; HIP, Dummies, and deployment should be calculated separately for each of the three setup areas. (See Q9.4 CGSSR4a Errata.) [An97; Mw]

Q9.51 CG I For CG I, can German un its set up west of the canal?
A. Yes. [Compil9]

Q9.51 CG I & Q9.4 CG4 See prior entry.

Q9.52 CG II Are the fortifications restricted to set up in specified hexes for CG II only?
A. Yes. [Compil9]

Q9.605-.6058 Example hex Y14 should be No Man's Land. [An97; Mw]

Q9.6058 & Q9.4 CG4b See prior entry.

Q9.6058 & Q9.4 CG4c See prior entry.

Q9.6061 Example In line 10 change "8" to "10"; in line 11 change "+3" to "+1", delete "and" and after "Isolated" add ", and -2 for being adjacent to a Friendly Setup Area"; in line 13 change "+3" to "+5" and in line 14 before "and" add "+2 for being Encircled, +1 for moving through an Enemy setup area, -1 for being two hexes away from a Friendly Setup Area,". The section should now read "The squad rolls an Original 10 for its Escape DR; since it has a +1 Escape DRM ("+1 per HS-equivalent > one HS using the same Escape DR", +2 for being Isolated, and -2 for being adjacent to a Friendly Setup Area), the Final DR of 11 results in it being Replaced and then Casualty Reduced (one 2-3-7). The Isolated British squad in the Z15 First-Level Location may attempt to Escape and would have a +5 Escape DRM (+1 per HS-equivalent > one HS using the same Escape DR, +2 for being Encircled, +1 for moving through an Enemy Setup Area, -1 for being two hexes away from a Friendly Setup Area, and +2 for being Isolated)." [This supersedes the errata for this section in the 1997 ASL Annual.] [J1; Mw]

Q9.6102 & CG17 See prior entry.

Q9.6152 The British receive a Sherman III(DD), not a Sherman V. [J1; Mw]

Q9.61741 Which is correct? The entry arrows on the PB map or the CPP Entry Cost Table?
A. The entry arrows on the PB map. (See Errata below.) [An97; Mw]

Q9.61741 CPP ENTRY COST TABLE Delete the entry for hex A15 and change hex A8 to A7. [An97; Mw]

Q9.62021 & Q9.62022 Can units be moved within a given set up area in the Refit Phase prior to start of the next CG scenario?
A. Yes. [Compil9]

Q9.62022 & Q9.62021 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 a circled 8, not a circled 6. [J2, Mw]

R1 Can a unit in e.g. R18 on the bridge see a unit in Q17 level 0? R1.1 says the Bridge is inherent terrain, so the R17 bridge hex would block that LOS, right?
A. Bridges are not LOS obtsacles. They are hindrances. The Bridge itself does not block LOS (as it is just a hindrance and not an obstacle), however the rowhouse hexside does (see R1.12). [Letter37]

R1 Can mortars of all kind fire from/at the ground level of the Arnhem Bridge hexes?
A. Yes. [Letter37]

R1 Are these the correct DRMs? Indirect Fire (OBA) vs. Arnhem Bridge hexes: DRM on the Bridge +1(Bridge) -1(Wide City Boulevard) for total 0
A. Correct.
* DRM under the Bridge +1(Bridge) +1(TEM of Location under the Bridge) for total +2
A. Correct. [Letter37]

R1.22 Example, line 5: Change "(by 2.4)" to "(by 1.22)". [J2, Mw] {Both mistakenly say "line 4". SR}

R4.3 This rule references B9.21 when discussing LOS. Does this mean that a unit two hexes away at ground level cannot see/fire into the cellar?
A. Only if a wall/hedge is involved. [Letter106]

9.2 & R9.619 Footnote F Is a road hex only a "Frontline road hex" (9.2) if bordered by a Friendly Setup Area on the one and a Enemy Setup Area on the other side? In other words would a Location in a Friendly Setup Area adjacent to one/more road hexes only be regarded a Frontline Location if that road hex(es) would also be adjacent to an Enemy Setup Area (EX: Can I put mines/fort.locs. in GG4 in Block V (=Friendly Setup Area) if Block N is Uncontrolled)?
A. Yes. Yes to both. [Letter37]

R9.4 CG15 Do you roll for Sz on the DYO table for German AFVs?
A. Yes, if is an optional armament. [Letter43]

R9.4 CG23 What happens with respect to CG23 (British HQ) if the British player is not able to get a LOS to the Bridge from any of the multihex buildings in the Blocks he controls before 18AM?
A. If the British player has no buildings which meet the requirements of CG23, then they cannot so declare one (i.e., the British have an HQ somewhere of course, but they do not get the benefit of CG23). [Letter37]

R9.4 CG23 Can the British declare their HQ in a building they currently control (i.e. Brit. Location Control markers in all Locations) even though the building itself is in a at that moment Uncontrolled Block (CG23 only says "... multihex building he currently Controls")?
A. Yes. [Letter37]

R9.51 & R9.53 CGI/III Initial Setup Areas Are the initial setup areas in CG I/III considered seperate even though not confined to blocks and partly overlapping?
A. The German forces are considered a single force for HIP/Dummy purposes. [Letter37]

R9.51 & R9.53 CGI/III Initial SSR6 a) The Initial SSR #6 for CG I/III says the Germans control all Strategic Locations on/east of hexrow N at the start of the CG. As Block Control is determined **only** in step 9.605 of the RePh and that step is not executed before the Initial Scenario this means that the Germans do not have Control of a single Block on the map for the first scenario until Control is determined in the RePh thereafter, right?
A. Correct. This will lead to some (potentially) interesting situations as the first CG scenario nears its end. Both players will need to keep the RePh in mind when they maneuver their forces for the next day.
b) This means that if there are both British and German MMC in e.g. Block K at that point of the RePh after Scenario 1 (CG I/III) this Block will be Uncontrolled territory (whereas if the Germans were to have Block Control at the start of that scenario they would keep Control of that Block and force the British out).
A. Correct. [Letter37]

R9.51 CGI Initial German OB & Initial SSR5: the third group sets up ≤ three hexes from hex R22 not ≥ 3 hexes. The turn 1 reinforcements enter on hex R0, not S1. [J2] {Added reference to SSR5. SR}

R9.53 & R9.51 CGI/III Initial Setup Areas See prior entry.

R9.53 & R9.51 CGI/III Initial SSR6 See prior entry.

R9.605 a) Are all the Control markers in Uncontrolled Blocks left on board once placed?
A. Yes. The only time they are removed is if they change hands due to Block Control (forfeiture).
b) If all the Control markers left on board as they were during the scenario can a multihex building in an Uncontrolled Block be occupied by both German and British Location Counters
A. Yes. Provided the Block remains uncontrolled. [Letter37]

R9.605 Is there any way to combine the Chapter R divider listed blocks into larger new blocks (i.e., joining of blocks)?
A. No. [Letter180]

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 territiory hexes (note that Location Control except as it may determine that a block is controlled – and thus no longer uncontrolled territory – is immaterial). [Letter37]

R9.6053 Should the last sentence in R9.5063 "Non-dm Guns in ... Uncontrolled Territory >= 3 hexes from a Friendly Setup Area, are left unpossessed in their current Location and the crew is then either Retained or must attempt escape" be read as a continuation of the sentence before and therefore be understood as "Non-dm (Emplaced) Guns ..."?
A. Yes [Letter37]

R9.613 Shift Table DRM Change "drm" to "DRM".

R9.619 Note B in the fortification table has no explanation. What does it mean?
A. Add the following to the Fortification Purchase Table Notes: "B Only the British may purchase this Fortification type." [J2]

R9.619 Footnote F & R9.2 See prior entry.

SSR ABTF18 This says that Smoke-eligible German ordnance is considered to also have "WP6 printed on the reverse of the counter". Does this then mean that the actual Depletion Number is "7", since the whole German OB is Elite (SSR ABTF20)?
A. Correct. Printed is 6. Raised by one for being elite. [Letter37]

Chapte r S Divider The Squad Replacement Table is missing the text. When referring to this table, please see rule S17.82, which has the correct information. [Gen30.2; An96]

Chapter S Divider The Company Leader Type (S17.81) is missing the "Generic" drm entries, and the Russian drm should be +1 for "1941-9/42". The 42-45 Russian Rifle Company note omits the positive CGP requirement and that "2-3-7 x 1" becomes "2-4-8 x 2". [Misc1]

S17.82 The information shown in this rule should also be shown on the Squad replacement Table on the Chapter S Divider. [Gen30.2; An96; Mw]

Is PTO Terrain (G.1) in effect?
A. No. [Mw]

Map The Pier/beach locations T33 and V33, are these pier or beach/hinterland locations?
A. Pier Locations. [Letter 104]

Map Is T33 a hinterland hex? If so is it soft sand vice hard sand?
A. It is a Pier Location. [Letter104]

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. [Letter104]

Map If a 37 Gun enters T33 from U33, is it moving into sand or a pier location? (assuming U33 was on the pier, not under it)
A. A pier Locat ion. [Letter104]

Map Does V33 have a below pier location? What about U33 and W33?
A. See T9.2. [Letter 104]

T1.1 Delete the superscript 1 after “Betio” in the first sentence. [J2]

T2 & G13.21 See prior entry.

T3.2 Can Pillboxes set up in a beach hex?
A. No, nor can trenches; add "in Soft Sand" in T3.2 line 1 after "(F7.4) are NA". [Mw; J2]

T6.4 Are there any Passage counters as mentioned in T6.4?
A. No. Delete the word "counter" in lines 1 & 3 of T6.4. [Mw; J2]

T6.4 Can a Passage connect Locations that are 2 hexes apart?
A. No, Passages only connect adjacent Locations. [Mw; J2]

T6.51 Are guns firing from within a bombproof obliged to use area fire?
A. The FP of Guns is not halved and they are not affected by Area Fire.. [Letter34]

T8.1 & T15.6141 Per T8.1 & T15.6141 do the CG automatically begin with two 8-in. Guns? May the Japanese purchase an additional two 8-in. Guns?
A. Yes to both. [Mw; J2]

T9.2 This rule says that the location underneath the pier has a max stacking capacity of one squad equivalent. Can this location still overstack?
A. No. Max is one squad-equivalent (unlike Steeple, e.g., which has a normal stacking limit of one HS). [Letter102]

T9.2 1) Does a wreck in an ocean hex hinder LOS between a Pier hex and a Hinterland hex?
A. Yes.
2) Does a wreck in a beach hex hinder LOS between a Pier hex and a Hinterland hex?
A. Yes. [Letter138]

T15.4 CG2.1 CG2.1 line 3 replace "during" with "prior to initial". [J2]

T15.4 CG2.2 The last sentence of CG2.2 (and its EXC, along with the reference to CG2.3) seems to say that all non-Rifle-company formations may be attached to (i.e., transfer to) other Formations, since Rifle Companies are the only Formation *not* excepted. Is this correct?
A. No; in the last sentence of CG2.2, change the two occurrences of "Formation" to "BLT". [Mw; J2]

T15.4 CG2.3 When CG2.3 says that one or two Formations get assigned to each Assault Wave, does this mean one or two Formations from each BLT per Assault Wave, or one or two Formations total per Assault Wave?
A. One or two Formations total per Assault Wave. Note that there is one Assault Wave per Entry Area per turn of entry. [Mw; J2]

T15.4 CG2.3 Per CG2.3; can >1 Assault Wave enter on the same turn, in the same Entry Area?
A. No, only one Assault Wave may enter per turn per Entry Area. In CG2.3, at the end of the next to last sentence after "any CG scenario" add "one per turn per Entry Area. [Mw; J2]

T15.4 CG 2.3 In the first sentence after "assign" insert "all of his At-Start BLT Formations (CG2.4) to Assault Waves, assigning" and delete "for the current CG Date". [J2]

T15.4 CG 2.3 first sentence of new paragraph after third bullet replace "Formation Creation Record" with "Landing Schedule Record." [J2]

T15.4 CG2 So let me get this straight. All At-Start Formations (e.g., in CGIII, the 3/2, 2/2, & 2/8 BLTs) are assigned to Assault Waves prior to start but after Japanese setup. The base Formations (F1-F5) cannot switch between BLTs. At-Start auxiliary Formations (F6+) can switch between At-Start BLTs, but not between Reinforcement BLTs (i.e., Follow-On Battalion, Regimental Reserve, or Divisional Reserve) and vice versa. All Formations of a Reinforcement BLT are assigned to Assault Waves in the RePh preceding the CG Date in which the first element of that Reinforcement BLT will enter. No Reinforcement BLT may enter before all of the base At-Start Formations have entered. The Follow-On Battalion (but not the Regimental Reserve or Divisional Reserve) may enter before all of the At-Start auxiliary Formations have entered, but once the Follow-On Battalion has started to enter no more At-Start auxiliary Formations may enter until all of the Follow-On Battalion has entered. Since it is a Reinforcement BLT, the Follow-On Battalion does not have to be assigned to Assault Waves before start, but if you want to bring the Follow-On Battalion on before all of the At-Start auxiliary Formations enter, you are going to have to leave room for it on the Landing Record Table.
A. Yes. [J2]

T15.4 CG 5 1) Is a SMC that is HIP with a wading MMC an eligible sniper target?
A. No.
2) Do wading units need to consider the PP of their HIP SW?
A. Yes [Letter138]

T15.4 CG 18.13 Delete CG18.13 entirely. [J2]

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

T15.6141 & T8.1 See prior entry.

Z1.11 Replace “DRs” with “drs”. [Letter188]

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. [Letter188]

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). [Letter188]

ER7 & ER8 The BPV shown on the counters for Raider squads (14) and for Raider and Paramarine halfsquads (6) supersede the values listed in G17.151 only for scenarios played on the Edson's Ridge mapsheet. [Letter188]

ER8 7 ER7 See prior entry.

IJA RG I2, U.S. RG I5 & I6 Are the squads from these RGs Assault Engineers (H1.22)?
A. No. [Letter131]

U.S. RG I5 & I6, IJA RG I2 See prior entry

ASOP, B24.7, B24.73, B24.75, B24.76, G2.7 & G9.71 According to B24.73, .75 & 76, G2.7 and G9.71, Clearance of Wire, Set DC, Roadblock, Jungle and Panji may be declared during the DFPh, but these are not listed in the revised ASOP. Are these Clearance attempts allowed during the DFPh?
A. Yes. [Compil3]

ASOP & B24.72 The rule states that Flames can be extinguished in the MPh/DFPh. The Advanced Sequence of Play Chart states that Flames can be extinguished in Phase 2.26A of the PFPh. Can Flames be extinguished during a unit's Movement Phase? Prep Fire Phase?
A. Yes. No, this listing is in error. [Gen25.1; An95w; Mw]

Incremental IFT (IIFT)

The entry for DR "10" on the 16-FP column should be "NMC", not "PTC". [An90; An96; Mw] {Corrected in Classic ASL. SR}

Q. If the IIFT is in effect, is Residual FP equal to literally half the attacking FP (requiring multiple counters to indicate, e.g., a 2 and a 1 to represent 3 Residual FP; or the players may draw up their own counters for the "odd" values), or must the corresponding IFT values be used to determine the Residual FP? (The rule given in the IIFT article in the 89 Annual seems to be mistaken, as it indicates that a 14FP attack would leave a 12FP Residual, or that an 8FP attack would leave an 8FP Residual!)
A. The EXC should read: "Residual FP uses the highest FP counter that is <= half of the FP used in the attack." [Letter4]

QRDC Delete the "Leadership NA" triangle from the "AFV" and "Unarmored Vehicle" Destruction Tables. [An93b; Mw]

Chapter A Divider The American First Line HS should be a 3-4-6, not a 3-3-6. [Letter23]

A.9 & A14.2 In the Annual '92, the answer to the question on rule A14.2 seems to contradict this rule with respect to Random Selection for concealed units. Does the answer supersede the rulebook?
A. The answer is correct. [Compil2]

A.14 Can a squad with a MG pre-designate an AFV for a specific attack by the MG and use its inherent firepower to attack the AFV, thereby getting the combined firepower of the squad and the MG in the ensuing specific collateral attack on any vulnerable PRC?
A. No, ordnance weapons may not firegroup. [Compil9]

A.14 & A7.4 An AFV in Melee with an enemy squad is destroyed via the Vehicle Target Type. Is the squad unaffected? Even if the AFV is destroyed by a PF?
A. Yes. Yes. [Compil9]

A.14 & D5.31 May PRC that are CE claim TEM DRM instead of CE DRM when subjected to a General Collateral Attack (A.14B)? A Specific Collateral Attack (A.14A)?
A. Yes. No. [J1; Mw]

A1.32 & A10.8 If a Fanatic HS Recombines with a HS that's not fanatic, is the resultant squad Fanatic?
A. No. [Gen22.6; An89; An95w; An96; Mw]

A2.5 Change line 4 to read "hex, but that hex is un-enterable due to being occupied by an enemy unit during the friendly MPh (see 4.14), or is otherwise blocked by". [An95w; An96; Mw]

A2.8 & A4.61 Location as defined in A2.8 and the index states that Entrenchments are NOT considered different Locations within the hex they occupy. Therefore it is clearly clear that a unit starting the MPh above an Entrenchment counter MAY NOT use Assault Movement to enter beneath that same hex Entrenchment since per A4.61 to use Assault Movement, the unit must change Location. Is this correct?
A. No. [Compil1]

A2.9 "Up to 10% ... may be freely Deployed...", is this 10% calculated once for the total OB or to each subsection as it is setup?
A. Once at the start of the game and once upon each subsequent turn of reinforcements. [Compil1]

A2.9 As clarification to the [Compil1] posted Q&A on this rule, calculation of the number of squads allowed to be Deployed at start would be based only on the number setting up at that time (not the entire OB), right?
A. Yes. [Compil2]

A4.12 In line 2, change "its" to "the". [An95w; An96; Mw]

A4.134 Suppose a squad is carrying six PP, leaving it with one MF, and it uses a Minimum Move to move into an adjacent building hex. For Defensive First Fire purposes, is it considered to have spent only one MF in that building hex – or two MF?
A. Two MF. [Gen22.6; An89; An95w; An96; Mw]

A4.3 May a unit bypass a gully-woods hex?
A. No. [An97; Mw]

A4.32 Suppose an Infantry unit using Bypass movement is attacked in the Bypass hex by Defensive First Fire and it survives without being broken 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 MPh with a SW in its possession but drops it before expending any MF at all, is the portage cost assessed?
A. No. See A4.43 in the 1987 Errata. [Variant in Gen22.6; An89]

A4.41 How do the U.S. and French 37mm INF SW fire during the AFPh?
A. They may not fire in the AFPh if they moved, and otherwise must add Case B. [An97; Mw]

A4.42 & A4.51 A stack consisting of a SMC and a MMC can combine their IPCs so the MMC can portage 4 or less PP without losing any MF. If both the SMC and MMC double-time (or are CX for any other reason), do they both have their IPC reduced by one, so the MMC can only portage 2 or less PP without losing any MF? For example, a MMC carrying a 5 PP HMG moves with a leader. The MMC has 5 MF (4MF + 2MF leader bonus - 1 MF for extra PP). If both double time, the MMC still has 5 MF (4 MF + 2 MF leader bonus + 2 MF double time - 3 MF for extra PP.
A. Yes. In the example, the leader could choose to NOT use Double Time and gain the whole stack 6 MF. [Letter2]

A4.42 & A4.52 Do a MMC and a SMC which combine their IPC and become CX have a combined IPC of 2 or 3?
A. Two. Both units' IPC are reduced when CX. [Letter8]

A4.43 Can an Infantry unit abandon a SW as it advances during its Advance Phase?
A. Yes; see A4.43 in the 1987 Errata. [Gen23.2; An89; Mw]

A4.44 Can a leader apply his leadership modifier to another unit's Recovery dr?
A. No. See A4.44 in the 1987 Errata. [Gen22.6; An89; Mw]

A4.44 When may a SMC attempt to take possession of a SW/Gun from a broken unit?
A. During RPh and during MPh, a leader may attempt to Recover a SW/Gun from a broken unit. In addition, whenever a unit is eliminated or routs away from a SW/Gun, a SMC stacked with the unit may attempt to claim possession of the weapon at that time. [Compil8]

A4.5 If Infantry enters terrain that requires "ALL" of its MF allotment, may it then declare Double Time to gain an extra MF?
A. No. [An92; An95w; An96; Mw]

A4.51 Are all five of the listed conditions (in the penultimate sentence) for removal of the CX counter (other than "if a unit breaks") only effective "in its next player turn"?
A. Yes. [J1; Mw]

A4.51 & A4.42 See prior entry.

A4.52 & A4.42 See prior entry.

A4.61 Once Assault Movement is declared by a unit/stack, may that same Good Order unit/stack revert to using non-Assault Movement in that same movement phase, in order to allow it use of all that unit/stacks MF capability, to allow it to declare Double Time movement, or to allow it to perform any other activities that it cannot do while using Assault Movement like Searching?
A. No. [EXC: Wire; B26.4] [Compil4]

A4.61 & A2.8 See prior entry.

A4.63 For an infantry unit to make a Dash, must it have enough MF left (after deducting for PP in excess of its IPC) to cover the normal cost of the two-hex movement?
A. Yes. See A4.63 in the 1987 Errata. [Gen23.2; An89; Mw]

A4.63 May a Dashing unit expend an extra MF in the road Location (e.g., to Recover a SW) and still receive Dash benefits if it otherwise qualifies for them?
A. A Dashing unit may expend no MF in the road beyond the minimum required to enter it. [Gen27.1; An91; An95w; An96; Mw]

A4.7 May Infantry advance if they are marked with a CC counter, or if they have no available MF after deducting for PP > their IPC?
A. No to both. [An95w; An96; Mw]

A4.7 & A4.72 Can an Infantry advance one hex during its APh if its MPh allotment (after deducting for PP in excess of IPC) is zero?
A. No. [Gen23.2; An90; An95w]

A4.71 Should 'hex' in this rule be changed to 'Location' (i.e., if there is an enemy AFV in the ground level Location, can a unit advance into an upper level Location of that hex without taking a PAATC)?
A. Yes. [Compil3]

A4.71 In line 1 change "hex" to "Location". [An97; Mw]

A4.72 & A4.7 See prior entry.

A5.13 Add "During the MPh" after "PENALTIES:", and delete "during First Fire" in line 2. [An93b; An96; Mw]

A5.5 & A16 Can Battlefield Integrity rules be used in a scenario when one side has less than ten squads but more than ten squad-equivalents?
A. Yes. [Gen23.2; An90; An95w; An96; Mw]

A6.4 In line 7 add "full-level" before "height". [An95w; An96; Mw]

A6.42 In line 1, add "full level" after "every". [An93a; An95w; An96; Mw]

A6.7 Is an AFV hindrance cumulative with a terrain hindrance in the same hex?
A. Yes. [Compil9]

A7.21 Is the FP of MG and/or SW ATR doubled (tripled) for PBF (TPBF) attacks?
A. Yes. [An96; Mw]

A7.211, A8.31, A12.151, A13.61, A15.432, A25.231, D7.22, E9.43 & G1.423 Is a CC marker placed immediately after a Non-CC Reaction Fire (or any other TPBF) attack? Is the CC marker removed when only one side occupies the Location?
A. No, not until the armed vehicle (or unit) ends its MPh in the defender's Location (see also A7.211, A8.31, A12.151, A13.61, A15.432, A25.231, E9.43, and G1.423). Yes. [J1; Mw]

A7.211 & D6.61 Can Good Order Infantry attack the crew/passenger(s) of a BU halftrack with TPBF and +2 DRM during the PFPh, MPh, DFPh and AFPh while the halftrack enters its location or is already in its Location?
A. Yes. [Compil4]

A7.211 & D6.61 Can the crew/passenger(s) of a BU halftrack attack with TPBF during the PFPh, MPh, DFPh and AFPh while the halftrack enters the unit's Location or is already in the unit's Location?
A. No; although Passengers could attack a higher level unit whose elevation advantage was > the range. [Compil4]

A7.24 If the attacking unit is firing a SW, is that SW's FP halved?
A. Yes, unless the SW is a FT, DC, or MOL, or is being fired as ordnance. [An93a; An95w; An96; Mw]

A7.301 If a hex containing a HS, a broken squad and an unarmed unit is attacked and the IFT results is 1KIA, suppose Random Selection results in the elimination of the HS. Do the broken squad and unarmed unit suffer Casualty Reduction, just like berserk/heroic units would?
A. Yes. [Gen23.2; An90; An95w; An96]

A7.307 & A8.1 May PRC BU in a CT AFV be fired upon? (Possibly used to cause residual to remain.)
A. Yes. [Compil4]

A7.308 & D4.2 What TEM applies to a HD unarmored vehicle attacked by non-ordnance Direct Fire?
A. No TEM applies; instead, the vehicle will not be Immobilized on a Final DR equal to the * Vehicle line. [Compil3]

A7.7 Suppose an attack by German units causes Russians in the target Location to be Encircled. If German units then advance into the Encircled Location for CC, are they too affected by the Encirclement?
A. Yes; see A7.7 in the 1987 Errata. [Variant in Gen22.5; An89] {Changed in 2ed so the Germans must be in Melee before they are Encircled. SR}

A7.7 Disregard the second A7.7 Q&A in the *Annual '89* Debriefing. (An attack *cannot* cause Encirclement during the MPh). [An93b; An96]

A7.7, A10.531 & A10.532 state that a CX unit cannot Interdict. Is this still true? If it is true, then is an Encircled unit also prohibited from Interdicting.
A. Yes. Yes [Compil3]

A7.831 & A11.4 Can a Leader that is pinned apply his leadership for ambush?
A. No. In the last line of the chart, add "unpinned" in front on "Good Order". [An97; Mw]

A7.9 When a squad fires only a MG and this attack cowers, is the squad also marked with the appropriate Prep Fire or Final Fire counter?
A. Yes. [Compil9]

A8.1 In line 15, change ";8.3-.31" to "(8.3-.31); Intensive Fire (C5.6)". [An93b; An96; Mw]

A8.1 & A7.307 See prior entry.

A8.11 If the Defender declines to use a Defensive First Fire at a unit after it moves into a certain hex and the Attacker subsequently announces that he has finished moving that unit, can the defender then change his mind and use Defensive First Fire (before another unit has physically moved)?
A. Yes. [Gen23.2; An89; An96; Mw]

A8.15 May a Snap Shot be made versus a unit that is exiting the playing area?
A. No. [An90; An95w; An96; Mw]

A8.15 If a unit moves into a building (or other terrain feature) and undergoes (and survives) defensive first fire in that hex (utilizing the TEM of that terrain feature), can it then be fired at by a different unit using a snap shot as they entered that hex and therefore no TEM (or that of the rest of the hex)? Or must snap shots be taken first before any fire at the unit while IN the terrain feature?
A. Yes. No. [J1; Mw]

A8.15 & B27.54 If Infantry is moving from beneath one Trench counter to directly beneath an adjacent one, does Trench TEM apply to any Snap Shot vs. it?
A. Yes. [An93b; An96; Mw]

A8.2 In the next-to-last line, add "and SMOKE/-FFE-Hindrance DRM" after "TEM". [An93b; An96; Mw]

A8.2 If a concealed unit and a non-concealed unit move together as a stack and are attacked (with different FP because of the concealment), is the Residual FP based on the highest FP or the lowest FP used in the attack?
A. The highest. [J1; Mw]

A8.2 & B23.741 Does an attack from outside a Factory vs. a Location of that Factory leave the same Residual FP as an attack of the same type and strength made from within the Factory, considering the different TEM applicable to the attack? Which TEM applies to a Residual FP attack in a non-rooftop Factory Location?
A. Yes. Building TEM applies if the moving unit/stack is entering the Location by crossing a non-building hexside or Bypassing the hex; otherwise Factory TEM applies. [EXC: J2.23] [An95w; An96; Mw]

A8.22 A CE AFV moves and a squad chooses to attack it using Defensive First Fire. According to this rule, the General Collateral Attack leaves no Residual FP – true or false?
A. False. The Small Arms Attack is actually made versus the entire *Location*, and does leave Residual FP. The accompanying General Collateral Attack (vs. the PRC) caused by that attack does not leave Residual FP, see the last sentence of A.14B. [Gen24.6; An89; An95w; An96; Mw]

A8.26 Is Residual FP lowered by one IFT column if the firer is CX or being directed by a 6+1 leader?
A. Yes. [Gen26.5; An91; An95w; An96; Mw]

A8.26 Does the +1 TH DRM for being BU reduce by one column the residual FP resulting from a hit by a vehicular Gun. Even if the net DRM was negative?
A. Yes. Yes. [Compil7]

A8.3 In line 14 add ", but a minimum of once per hex" between "(FRD" and ")". [An95w; An96; Mw]

A8.31 If a FG of >= two units rolls an Original 2 (or 12) for its 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]

A8.31, A7.211, A12.151, A13.61, A15.432, A25.231, D7.22, E9.43 & G1.423 See prior entry.

A8.312 Does "immediately" mean before any Residual-FP/minefield/OBA attack vs. that ATTACKER? Before any DEFENDER in another Location fires at that ATTACKER? Before any attack vs. any ATTACKER in another Location in the Impulse?
A. No. Yes. Yes. [An93b; An96; Mw]

A9.21 If a HMG firing from a building hex has established a CA, can the HMG be used that same phase against an enemy Infantry MMC that enters the HMG's Location across a hexside that is not within the HMG's CA?
A. Yes. [Gen24.6; An89]

A9.22 May an individual MG's Defensive First Fire attack leave a Fire Lane if it attacks as part of a FG and/or loses if Multiple ROF and/or Cowers?
A. Yes to all, provided the MG did not malfunction and the Fire Lane declaration was stated as part of the FG's attack declaration. [An91] {A9.22 in the '92 errata page says no Fire Lane is placed if the firing unit cowers. SR}

A9.222 Does an IFT roll have to be made if a BU, CT AFV without Vulnerable PRC moves into a Fire-Lane/Residual-FP hex?
A. No. [Compil6]

A9.223 If a MG has established a Fire Lane, would an enemy unarmored vehicle (with no PRC) entering the MG's Location cause cancellation of that Fire Lane?
A. No; A7.212. [Gen24.6; An89]

A9.223 Must a Fire Lane attack be rolled even when the attack cannot get any result vs. the moving enemy unit (e.g., a BU fully-armored AFV or an attack which receives too many positive DRM)?
A. No. [An97; Mw]

A9.4 In the last line delete"aerial or". [J1; Mw]

A9.5 & C8.4 If Spraying Fire (regardless of its source) or canister used vs. > one Open Ground Location yields a 1KIA result, does the 1KIA apply separately in each such Location?
A. No – use Random Selection once for all targets eligible to receive the 1KIA in those Locations. (Each such target that Random Selection *exempts* from the 1KIA suffers a break result). [An93b; An96; Mw] {[Letter25] points out this is contradicted by the second paragraph of A25.242 EX, p. A41[98]. SR}

A9.71 & C13.2 If A FG containing both a MG and an ATR rolls >= both weapons B#, is Random Selection used to determine which SW that is malfunctioned, i.e. treating an ATR as MG for this rule?
A. Yes. [Compil3]

A9.72 & A9.8 Do dismantled malfunctioned weapons have the same Repair Number as if they were not dismantled?
A. Yes. [An97; Mw]

A10.31 If a berserk/unarmed squad or an already-wounded hero suffers a Casualty MC, is it eliminated?
A. Yes. [Gen25.6; An95w; An96; Mw]

A10.41 After "Units", add "within both the LOS and Normal Range of an armed and unbroken Known – and/or ADJACENT to any unbroken – enemy ground unit". [An93a; An95w; An96; Mw]

A10.41 & B25.4 Can a Hero voluntarily "break" to be able to move during the RtPh (such as to escape a Blaze hex)?
A. No, that would simply result in a Wound which is a form of Reduction. It would not leave it broken and therefore unable to rout. [Gen22.5; An95w; An96] {See B25.4 below. SR}

A10.5 If a broken unit starts its RtPh in Open Ground in the LOS, but beyond the Normal Range, of a Known enemy unit that possesses a functioning SW or Gun, is that broken unit still forced to rout if it is within the Normal Range of that SW/Gun?
A. Yes, provided the unit possessing it is neither broken nor in Melee. For the Gun's Normal Range, see also A10.532. [An93a; An95w; An96; Mw]

A10.51 In line 1 and line 6 add "armed" between "Known" and "enemy"; in line two, replace the comma before "disrupted" with "or" and delete "or unarmed". [An97; Mw]

A10.51 ROUTING: In any scenario, a broken unit forced to rout but unable to reach a woods/-building hex in that RtPh may rout to any terrain hex consistent with A10.51 but is not required to rout to the nearest woods/building hex. [F.1C p.F1[92]; An96; Mw]

A10.51 If a DM broken unit that must rout *is* within six MF of the nearest woods/building, must it attempt to reach the woods/building in a *single* RtPh?
A. Yes, unless it uses Low Crawl, but it need not take the shortest route (in hexes/MF) to do so. Even if it uses Low Crawl, however, it must still do so *toward* that woods/building (i.e., at no time may it increase the hex range between itself and that woods/building, and must end that RtPh closer to it than it was at the start of the phase). [An92; An95w; An96; Mw]

A10.51 This rule states that a broken unit can continue to rout after it has reached a woods/-building hex if it can directly enter another building/woods hex in its next entered hex. May a broken unit that has reached a building Location rout up to a higher level or down to a lower level of that same building Location, if otherwise allowed?
A. Yes. [Compil3]

A10.51 A routing unit may "ignore a building/-woods hex if that hex is no farther from a Known enemy unit than its present hex." Does this mean that the routing unit may rout through such a hex on its way elsewhere, overriding the requirement that it stop upon reaching a building/woods hex not ADJACENT to an enemy unit?
A. Yes. [Compil8]

A10.531 Must a routing unit not using Low Crawl ignore an entrenchment and instead use the Open Ground cost in order to get a woods/-building hex in one RtPh?
A. No, as long as it is otherwise using the shortest path in MF, it may enter the entrenchment even though during so would prevent it from reaching its rout hex this RtPh. [An97; Mw]

A10.531, A7.7 & A10.532 See prior entry.

A10.532, A7.7 & A10.531 See prior entry.

A10.6 & A10.71 In a recent game my opponent had in a location a broken MMC and a broken leader. He made an unsuccessful MMC self-rally attempt. He then successfully self rallied the leader, and then used the leader to rally the MMC. Is this legal?
A. No. [Compil2]

A10.62 In line 10 add "armed" between "Known" and "enemy", and change "becomes" to "is". [An97; Mw]

A10.62 DESPERATION MORALE: Units also become DM if they start a RtPh in Open Ground in the LOS and Normal Range of a Known enemy unit. [p.K20; An96; Mw]

A10.64 If a squad's Rally DR is an "Original 12", can that DR (given sufficient negative DRM) still rally the surviving HS?
A. No – an Original 12 DR never rallies a unit. [An92; An95w; An96; Mw]

A10.71 & A10.6 See prior entry.

A10.8 & A1.32 See prior entry.

A11.11 What happens if casualty reduction occurs to a leader in CC?
A. It wounds. [Compil9]

A11.12 & B30.6 May a unit IN a pillbox be attacked in CC if it is screened by a friendly unit in the hex outside the pillbox?
A. No. [Compil8]

A11.14 & A18.12 If a MMC both attacks and is attacked in simultaneous CC, and in its own CC attack it rolls an "Original 2" and creates a leader, what effect does that leader have on those two CC attacks?
A. Unless one or both sides Withdraw(s) due to Infiltration (A11.22), both attacks must be resolved using both of the same Original DR *and* the new leader's Inherent-FP/leadership just as if he had been present all along. Note that if the "2" DR that allowed leader creation was made for > one MMC engaging in a combined attack, Random Selection must be used to determine which MMC that leader will defend with. [An92; An95w; An96; Mw]

A11.2, A11.22 & A19.12 May a Disrupted unit attempt to Withdraw from CC/Melee?
A. No. [An92; An95w; An96; Mw]

A11.2 & A20.22 If during the CCPh one side attempts to capture an enemy squad and the DR results in a Casualty Reduction instead, then is a HS captured? If CC is simultaneous and the return attack eliminates the side that captures the enemy squad during the phase it is captured, is the surviving "captured" squad still replaced with an armed conscript/green unit?
A. Yes. No, it remains unchanged. [Compil8]

A11.22, A11.2 & A19.12 See prior entry.

A11.31 & C13.7 Can a player make his ATMM availability dr before deciding the order of his CC attacks versus a vehicle?
A. No. [Gen26.1; An90; An95w; An96; Mw]

A11.4 In the last line of the chart, add "unpinned" in front on "Good Order". [An97]

A11.4 AMBUSH: ... whenever a hidden unit is placed onboard as per A11.19, an Ambush can occur. [G.4 p.G1; An96; Mw]

A11.4 & A7.831 See prior entry.

A11.4, A12.122, A12.154 & A16.2 Can a player decline the use of a poor leadership modifier in an Ambush dr if the leader is not alone?
A. No; neither may he decline its use for Concealment (A12.122), Search Casualties (if concealed; A12.154), nor an Integrity Check (A16.2). [An97; Mw] {Original just cited A11.4, I added the cross references. SR}

A11.41 If a force qualifies for an Ambush, can part of the force decline CC (by Ambush Withdrawal), while part of the force attacks the enemy units in CC?
A. Yes. [Gen22.5; An95w; An96; Mw]

A11.41 Can't Ambush Withdrawal be made to another Location within the CC hex that is Accessible?
A. Yes. [An90; An95w; An96; Mw]

A11.41 & A11.8 May Infantry using Street Fighting CC withdraw?
A. Only if they actually Ambush (A11.4) the vehicle in the CCPh. (Although they qualify for all the other benefits of Ambush, unless they actually Ambush the enemy, Infantry Street Fighting in a road hex must return to the building hex from where they came and Infantry Street Fighting a vehicle in Bypass remain in the Bypassed obstacle. Likewise, no Ambush benefit accrues to Street Fighting Infantry who are Ambushed.) [An97; Mw]

A11.41, A11.8 & D7.211 says "CC Reaction Fire may use Street Fighting (A11.8 – including its automatic Ambush) vs. an ADJACENT vehicle if the units involved meet all the requirements for both." A11.8 says that infantry using Street Fighting "...qualify automatically for Ambush benefits..." and that Street Fighting can be used against vehicles using VBM. A11.41 says "A force which has qualified for Ambush has the option to decline CC altogether, prior to CC resolution, by immediate withdrawal into an Accessible hex (unless pinned)." Does this mean, if a vehicle uses vehicular bypass movement in a location occupied by unpinned enemy infantry not marked by any fire counter, that such infantry may withdraw to an Accessible location as its CC Reaction Fire and thus somewhat avoid "VBM freeze"?
A. No. See the A11.41 Q&A in the '97 Annual. [Compil9]

A11.5 In line 13 delete "If ... (D8.11)". [An95w; An96; Mw]

A11.5, A11.61, A11.62 & A11.7 I moved a 7-4-7 squad into CC with a SdKfz 6/2 unarmored AA halftrack. It has a 20mm AA gun that is IFE capable with 4FP.
(a) What modifiers are applicable? -3 vs. unarmored vehicle?
A. Yes
(b) -1 for vehicle without functioning MG? Does IFE void this DRM?
A. Yes. Not 20mm IFE.
(c) Can IFE be used in CC?
A. If less than 20mm.
(d) A11.7 says an AFV holds Infantry units in Melee. Does an armed but unarmored vehicle do the same?
A. Armed but unarmored vehicles can hold Infantry in Melee.
(e)Can IFE/MG/MA be used by an unarmored vehicle against enemy infantry in its hex who are held in melee?
A. Yes. [Compil9]

A11.62 & D3.7 If an AFV in CC rolls an Original 12 DR for its MG attack, does that MG malfunction?
A. Yes, and use Random Selection if more than 1 MG is involved. In line 8 of D3.7 add "/CC" after "IFT". [An96; Mw]

A11.622 May a unit being attacked by a Nahverteidigungswaffe claim a TEM?
A. No. [An93b; An96; Mw]

A11.8 & A11.41 See prior entry.

A11.8, A11.41 & D7.211 See prior entry.

A11.8 & D7.211 May Street Fighting CC Reaction Fire be used by a unit marked with a First Fire counter?
A. No. In lines 12-13 delete "or Subsequent First Fire". [An97; Mw]

A12.11 May a concealed stack comprising a "?", MMG and MMC split into two concealed stacks, one containing the MMG and the other the MMC?
A. No – an unpossessed SW cannot gain/retain a Concealment counter. [An93a; An95w; An96; Mw]

A12.11 May a Dummy stack comprising three "?" be split into two stacks of two "?" each? If yes, what happens when they recombine into one stack?
A. Yes. One stack loses one of its "?". [An93a; An95w; An96; Mw]

A12.11 & A12.2 If a scenario OB gives a side a number of "?" counters, can the player choose 5/8-inch "?" counters even if the OB pictures only a 1/2-inch "?" counter?
A. Yes. [Gen25.2; An90; An95w; An96; Mw]

A12.12 When one side begins with all its forces offboard, the opponent may conceal all his onboard units. In this situation, may he place a "?" on an already-concealed units (including a Dummy stack)?
A. No. [An90; An95w; An96; Mw]

A12.12-.121, A12.2, B13.31 & B14.6 Is a vehicle that sets up in a woods-road (or orchard-road) hex considered to be in Concealment Terrain?
A. Yes, for the purposes of placing OB-designated "?" (A12.12) and of using SSR-allowed HIP – but thereafter it is considered to on the road (B13.31) and thus in Open Ground to a clear LOS traced to it along the road. [An95w; An96; Mw]

A12.121 & B13.31 Is a vehicle on a woods-road hex but not on a TB counter considered in concealment terrain if the LOS from the viewing unit does not cross any woods depiction within the hex?
A. Only at setup; see the Q&A on A12.12-.121, A12.2, B13.31 & B14.6 in the '96 Annual. [Compil9]

A12.122, A11.4, A12.154 & A16.2 See prior entry.

A12.14 If a concealed unit uses non-Assault Movement in Open Ground in the LOS of a Good Order enemy ground unit within 16 hexes, but that LOS is drawn through a LOS hindrance, is the moving unit's "?" lost?
A. Yes. In the next-to-last sentence of A12.14, change "prevents" to "does not prevent". [An93a; An95w; Mw]

A12.14 (a) If a Concealed stack containing dummy counters is attacked resulting in at least a PTC while no Good Order enemy unit has LOS to it, are the dummy counters automatically eliminated?
A. No.
(b) If No, does each such dummy counter take PTC/MC with a morale of 7, and if so, what is the result if they fail the PTC/MC?
A. The dummy owner declares how many DRs more than one he will make; Morale 7 is used; a failed MC or Pin result for any dummy reveals all dummies in that stack.
(c) If No to a), how does a K/KIA result affect a dummy counter?
A. The stack is eliminated. [Compil3]

A12.14 & C1.82 If a Concealed stack containing dummy counters is attacked by Bombardment on the IFT with a result of a PTC or greater, are the dummy counters eliminated?
A. A K/KIA eliminates the stack; otherwise the dummy owner declares how many DRs more than one he will make, using Morale 7; failure of a MC by any dummy reveals all dummies in that stack. [An97; Mw]

A12.15 "... is subject to Snap Shots ... when being returned to its previously occupied Location ...", is this true even if that Location is Offboard?
A. No. [Compil1]

A12.15, B23.922 & B28.41 If an Infantry unit is forced back from a Location containing a concealed enemy unit/a Fortified Building Location containing a Good Order enemy squad-equivalent, is it attacked by an A-P minefield in the Location which would have attacked it had it been able to enter the Location?
A. No. This is stated in A12.15. [Letter8]

A12.151, A7.211, A8.31, A13.61, A15.432, A25.231, D7.22, E9.43 & G1.423 See prior entry.

A12.151 & B23.922 If a unit/stack is forced by Detection to return to the hex it was attempting to exit, but cannot end its MPh in this hex (e.g., because it had Bypasses a Fortified building therein that contains a hidden/concealed enemy squad), what happens to it?
A. It is considered to be in Bypass (on the *last* hexside it Bypassed along) in the hex it is returned to, and is there subject to Defensive-First/Residual-Fire/mines, etc. (if any) in the normal manner – after which Detection applies again, forcing it back yet another hex. [An95w; An96; Mw]

A12.152 Does Searching reveal a hidden Set DC?
A. Yes; see O11.621 Note 9. [Compil9]

A12.153 Are units attempting to Mop Up a building required to be within two hexes of any completely rubbled hexes of the building? Of any Blaze hexes of the building?
A. No. No. [Gen22.5, which mistakenly cites A12.53; An96; Mw]

A12.153 Does Mopping Up cause enemy units in Rubble Locations of the building to lose their Concealment, or to surrender if broken?
A. No; see A12.153 of the 1987 Errata. [Gen22.5, mistakenly cites A12.53; An89]

A12.153 & A26.11 When a side successfully secures a Building by Mopping Up, does it immediately gain Control of all hexes of that Building? Of all Locations in that Building? Of the Building?
A. Yes. Yes. Yes. In line 13 of A12.153 add "all its hexes/Locations Controlled, " after "secured, ". [An97; Mw] {See also A26.11 in DB errata pages. SR}

A12.154 If more than one Searched Location contains anything that can cause Search casualties, is one Search Casualty dr made for *each* such Location?
A. No; only one such dr can be made per Search dr. [An92; An95w; An96; Mw]

A12.154, A11.4, A12.122 & A16.2 See prior entry.

A12.2 If a Location containing a concealed AFV in LOS of a Good Order enemy ground unit is subjected to a non-ordnance attack that results in at least a PTC on the IFT, does the AFV lose its "?"?
A. Only if the attack is OBA, and/or if the AFV is CE. [Gen26.5; An95w; An96; Mw]

A12.2 How does an armored vehicle in concealment terrain lose "?" by being fired on by a MMC using Inherent FP?
A. It doesn't; a BU CT AFV is unaffected by Small Arms fire, including "?" loss. A PTC or better vs. vulnerable PRC or dummies causes "?"-loss if in LOS. [Compil4]

A12.2 Do 5/8" dummies lose concealment as if they were Infantry or as if they were a vehicle?
A. Except when moving, 5/8" dummies are treated the same as 1/2" dummies (i.e., Infantry) for concealment loss purposes. [An97; Mw]

A12.2 & A12.11 See prior entry.

A12.2, A12.12-.121, B13.31 & B14.6 See prior entry.

A12.33 & B9.21 Since LOS is reciprocal, B9.21 seems to imply that a hidden entrenchment directly behind a wall/hedge cannot be seen across that wall/hedge by a non-adjacent, same-level unit. Is this correct?
A. No – the required LOS to the entrenchment's Location is all that is necessary to reveal it. [An93b; An96; Mw]

A13.3 & B28.61(EX) What is the correct COT for Cavalry entering a woods trailbreak?
A. 3 MF. In A13.3, line 5, change "1-1/2 MF" to "3 MF". [An96; Mw]

A13.31 May Infantry mount a Horse counter that has already moved during that MPh?
A. No. [Gen26.1; An91; An95w; An96; Mw]

A13.511 If a horse counter carrying a squad is Reduced by an attack which does not affect the squad, owing to favorable dice rolls, must the entire squad bail out, or may it immediately deploy, with one HS remaining mounted while the other HS bails out?
A. The latter. [Letter8]

A13.61, A7.211, A8.31, A12.151, A15.432, A25.231, D7.22, E9.43 & G1.423 See prior entry.

A13.7 May broken infantry "lead" horses during the 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 How does the initial setup for sniper counters work if one or both sides forces do not setup on the playing board?
A. If no enemy unit is on board, the Sniper may be placed anywhere. [Compil8]

A14.2 & A.9 See prior entry.

A14.21 If two building hexes/Location of the same wooden or stone construction type are equidistant possible sniper targets but, unknown to the sniper player, one of them is Fortified, can/must the opponent declare that Fortified status to increase its TEM?
A. He *may* do so. [An92; An95w; An96; Mw]

A14.22 & A15.42 Since berserk units can't be pinned or broken, are they still eligible targets for Sniper attacks?
A. Yes. They will ignore pin results, but if broken they will suffer Casualty Reduction instead. [Gen25.6; An91; An95w; An96; Mw]

A14.22-.3 Is a broken DM MMC a valid Sniper target? What effect does a sniper dr 1 have on it? A sniper dr 2?
A. Yes. Casualty Reduction. None. [Compil6]

A15.1 & A19.12 These two rules seem to disagree as to whether crews disrupt due to Heat of Battle. Which is correct?
A. A15.1 is correct, crews are not subject to Heat of Battle. In A19.12 delete "Crews and". [An96; Mw]

A15.2 In line 7 add "Minimum Move (A4.134)," before "Wounds". [J1; Mw]

A15.2 This rule says a hero *never* goes berserk. Rule A15.41 says that when a leader goes berserk he must attempt to change *any* friendly units in his Location to berserk status; and A25.223 says that if a Commissar goes berserk, *all* friendly Infantry in the same Location automatically becomes berserk. Can any type of leader who goes berserk cause a hero to become berserk?
A. No. Nor can they cause any other unit (including inherent and Temporary crew) that is immune to Heat of Battle to go berserk. [Gen25.6; An91; An95w; An96; Mw]

A15.2 If a broken leader becomes Heroic, does he automatically rally too?
A. Yes – a Hero can never be broken. [An95w; An96; Mw]

A15.2, A20.54 & B20.7 If a hero or an unarmed MMC enters a Frigid Water Obstacle without a bridge, would this cause it to suffer Casualty Reduction since such units never break?
A. Yes. [Gen25.6; An95w; An96; Mw] {Added reference to B20.7. SR}

A15.22 & A17.2 Does the A15.22 penalty (being Pinned if wounded during its MPh after having expended > 3 MF) apply to non-Heroic SMC?
A. Yes. [An96; Mw]

A15.24 Can the -1 Heroic DRM be used to modify a FT/DC attack?
A. No. [An92; An95w; An96; Mw]

A15.42 Regarding the last sentence of this rule, may a Good Order leader direct the IFT attack of a berserk unit? Even if the latter is part of a same-Location FG containing a Good order unit?
A. No to both. [An92; An95w; An96; Mw]

A15.42 May a Good Order leader apply his leadership drm to an Ambush dr in conjunction with a berserk unit? Even if another Good Order friendly unit is part of that Ambush attempt?
A. No to both. [An92; An95w; An96; Mw]

A15.42 May a Good Order leader apply his leadership DRM to a CC attack made in conjunction with a berserk unit? Even if another Good Order friendly unit particip ates in that attack?
A. No to both. [An92; An95w; An96; Mw]

A15.42 What happens to when a Berserk unit that is not a squad fails a morale check?
A. It undergoes Casualty Reduction. In line 2, change "squad" to "unit". [An96; Mw]

A15.42 & A14.22 See prior entry.

A15.43 If a berserk wounded leader and a friendly berserk MMC begin their MPh in the same Location, must they move together as a combined stack even though the wounded leader has only 3 MF?
A. No. [Gen22.5; An95w; An96; Mw]

A15.431 & A23.6 These two rules contradict each other regarding whether a berserk unit can Throw a DC. Is this in fact allowed?
A. Yes. In line 6 of A23.6 add "(or berserk)" after "Order". [An92; An95w; Mw]

A15.432, A7.211, A8.31, A12.151, A13.61, A25.234, D7.22, E9.43 & G1.423 See prior entry.

A15.46 Would a same-Location ordnance attack by a berserker that eliminates all Known enemy units qualify that berserk unit to return to normal? Would such a same-Location FT attack?
A. No. Yes, if on the IFT. [Compil6]

A15.5 & A20.3 If a player's units are under the protection of the No Quarter rule and one of his units receives a Surrender result from a Heat of Battle DR while ADJACENT to a Known enemy unit, does it just become disrupted instead of surrendering?
A. No, it becomes berserk. [Gen22.5]

A15.5 If a unit is subject to No Quarter (and therefore will not surrender via the RtPh method), what happens if it rolls a Heat of Battle Surrender result?
A. It becomes berserk. [Gen26.5; An91; An95w; An96; Mw]

A16 & A5.5 See prior entry.

A16.2, A11.4, A12.122 & A12.154 See prior entry.

A17.2 Even though a wounded SMC "has no IPC", may he portage a SW?
A. Yes, subtracting that SW's PP value from his three-MF allotment. (In A17.2, change "no IPC" to "an IPC of zero"). However, a wounded SMC may not carry > 2 PP (A4.42), nor may he portage any SW while he is being "carried" by a MMC. [An93b; Mw]

A18.12 & A11.14 See prior entry.

A19.11 Add ", Commissars, Heroes, Unarmed and already -" after "-types". [An93a; An95w; An96; Mw]

A19.12 Delete "Crews and". [An96]

A19.12, A11.2 & A11.22 See prior entry.

A19.12 & A15.1 See prior entry.

A19.13 What happens when a Fanatic HS with underscored morale undergoes ELR replacement?
A. It suffers no penalty. [Compil7]

A20.21 If during its RtPh a broken Infantry unit is ADJACENT to a Known, Good Order and armed enemy Infantry/Cavalry but for any reason is unable to rout away from it, does the broken unit surrender or is it eliminated for Failure to Rout? Assume that No Quarter is *not* in effect.
A. It surrenders. [An93a; An95w; An96; Mw]

A20.21 When a stack of units must surrender during the RtPh, do they do so simultaneously or one at a time?
A. Simultaneously, and they must be accepted or rejected as a stack. [An93b; An96; Mw]

A20.21 "Any broken Infantry unit during its RtPh that is both ADJACENT to Known Good Order, armed enemy Infantry/Cavalry and unable to rout away from it without being subject to Interdiction or resorting to Low Crawl, will rout to that enemy unit as its prisoner instead." Now, the example on page A21 (the rout path example in the city) is in contradiction to A20.21 since the unit in I4 is ADJACENT to the enemy in J4, but it states that it may use Low Crawl or even rout normally through I3 with Interdiction. Question: Is the example in A10.5 correct only if No Quarter is in effect.
A. Yes; the example assumes No Quarter is in effect for this unit. [Compil3]

A20.21 If the only possible guarding unit is too small to guard all of a surrendering stack (e.g., 2 broken squads surrendering to a SMC), what happens to the "excess" surrendering units?
A. Once *all* surrendering units in the Location have been accepted, the guarding player decides which units (within his means) he will guard. The remaining unarmed units are under the control of the opposing player. See A20.5. [J1; Mw]

A20.22 & A11.2 See prior entry.

A20.3 & A15.5 See prior entry.

A20.5 If a Guard forces a prisoner to attempt Entrenchment or to clear rubble/Flame/roadblock, is the Guard automatically considered to be TI? Is the Guard automatically to be using Hazardous Movement if it is forcing the prisoner to attempt to clear rubble/roadblock? Does the Guard have to expend MF to force a prisoner to attempt rubble clearance?
A. Yes. Yes. Yes. [Gen22.5; An95w; An96; Mw]

A20.5 If a crew is captured, an unarmed HS counter is substituted for it. However, doing so makes it impossible to tell whether the unit is worth one or two VP. Should an unarmed HS counter's ID be noted on a side record if it represents a crew?
A. Yes. [An92; An95w; An96; Mw]

A20.51 Since overstacking never applies to prisoners, may they occupy the same 1S foxhole that a guarding squad occupies?
A. Yes. [Compil2]

A20.53 & E4 If prisoners are being guarded by a unit on skis (A20.53, E4), and they move, do they do so, paying different MF costs, or do the prisoners "grow skis" and move just like their guards, including the 2MF bonus for skiing downhill?
A. Foot rate. [Letter135]

A20.54 If a Guard and its prisoner both undergo a MC, what are the possible outcomes of Pin results?
A. A prisoner is not subject to pinning directly. However, if its Guard pins, then the prisoner automatically becomes pinned too. A non-prisoner, unarmed unit *is* subject to pinning in the normal manner. [Gen25.2; An90; An95w; An96; Mw]

A20.54 & A26.222 Are Exit VP awarded for Prisoners eliminated by an attack by the non-Guarding side?
A. No. [Compil9] {Original pages: A26.21. SR}

A20.54, A15.2 & B20.7 See prior entry.

A20.55 May Prisoners attack without a NTC once a Melee exists within its hex but not its Location?
A. No. In line 4 change "hex" to "Location". [An97; Mw]

A20.551 & A20.552 Suppose a 1945 German squad is captured, escapes, and then becomes rearmed. Does this unit also become rearmed with its Inherent SW (PF and ATMM)?
A. Yes. [Compil6]

A20.552 & A20.551 See prior entry.

A21. CAPTURED EQUIPMENT: (See F.9 p.F2[92] for U.S./British/Free-French applications/-exemptions.) [An96; Mw]

A22.61, C13.31 & C13.7 May a berserk unit check for and make attacks with MOL, PF and ATMM?
A. Yes. Add "(or berserk)" after "Order" in line 3 of A22.61, line 1 of C13.31, and line 4 of C13.7. [An96; Mw]

A22.611 In line 11, delete "in FPF, or" and in lines 12-13 change "both ... or" to "neither Subsequent First Fire nor FPF, nor in both Defensive First Fire and later in". [An93a; An95w; An96; Mw]

A23.1 When a DC detonates in a hex, does it attack its *hex* or its *Location*?
A. Its Location. [An92; An95w; An96; Mw]

A23.3 If a placed DC is detonated, does the TEM of a wall hexside in the target Location affect the attack?
A. No. [Gen22.5; An95w; An96; Mw]

A23.4 -.6 If I throw a DC and roll a 7 in my opponent's hex and 12 in my hex (or vice versa) does the malfunction impact both hexes?
A. Only the first DR can cause malfunction, in which case no second DR is made; if made, the second DR is resolved even if an Original 12. [Compil6]

A23.6 May a DC be Thrown from an upper building level to the in-LOS, ground level Location of an adjacent hex? Can either/both Effects DR for a Thrown DC cause its malfunction?
A. Yes. No – only the first such DR. [An93b; An96]

A23.6 & A15.431 In line 6 of A23.6 add "(or berserk)" after "Order". [An92; An95w; Mw]

A23.7 Is the Malfunction DRM of a Set DC attack DR affected by enemy Infantry in a Location above/below that of the DC?
A. No. Change the last "hex" of A23.7 to "Location". [An92; An95w; Mw]

A23.71 Does a SET DC which results in a Final KIA Rubble the entire building hex, or does it only rubble its Location (and all Locations above it)?
A. Location (and all Locations above it). [Compil3]

A24.2 Is the LOS between ground-level and 1st-level building Location in a hex containing a +3 Smoke counter restricted by A24.2 so that only a +4 Smoke DRM applies?
A. No. Change all occurrences of "Smoke hex" in A24.2 to "Smoke Location". [An93a; An95w; An96; Mw]

A24.31 In line 7 add ", CE DRM," between "ship" and "and". [J1; Mw]

A24.31 & C3.71 Would any TEM as defined above then apply as a positive number to the NMC required as per A24.31 in case of a CH WP hit? (e.g., NMC with +1 DRM for indirect placed, airburst WP CH in dense jungle?)
A. Yes. [This supersedes the prior reply in our compilation of May 6, 1996 {[Compil2]}, and is in accordance with the new "Brass says" on page K29 of Chapter K Day 7 being released in Pegasus Bridge.] [Compil6]

A24.4 Does "Level 2" (as printed on the counter) Smoke placed at Level 0 rise (i.e., up to but excluding) Level 2, or through Level 2 (i.e., up to but excluding Level 3)?
A. Up to but excluding Level 2. [An93a; An95w; An96; Mw]

A24.4 Since Smoke placed at Level 0 rises up to but not through Level 2, would a LOS traced from Level 2 to < Level 2 be affected by Smoke placed at Level 0 in that Level 2 unit's hex? If yes, would that unit also suffer the extra +1 Hindrance for viewing out of SMOKE (A24.8)
A. Yes. No. [An93b; An96; Mw]

A24.6 & E3.734 Is Smoke from a burning-wreck/terrain-blaze in effect during Mud?
A. Yes; in line 1 of E3.734, add "Mud" before "Deep Snow". [Compil9] {Erroneously refers to E7.34. SR}

A24.61 The strengths of the gray smoke counters should be +2 and +1. [Letter16] {On both original and DB pages. SR}

A25.222 Are crews and units with underscored morale immune to Replacement upon failure of a Commissar-directed rally attempt?
A. The crew would be eliminated. A squad with underlined morale would become two HS (and if one of those HS failed subsequently to rally it would be eliminated). [Letter8]

A25.231, A7.211, A8.31, A12.151, A13.61, A15.432, D7.22, E9.43 & G1.423 See prior entry. {Original pages. SR}

A25.5 FREE FRENCH: (See F.8-F.9). [An96]

A25.52 & C1.211 FREE FRENCH: Free French OBA (including Accuracy and Draw Pile) is always treated as if British (EXC: DYO purchases; F.8D). [F.8 p.F2[92]; An96]

A26.14 & B23.71 Is each hex of a Rowhouse also considered a separate building for Control Purposes?
A. No. [An96] {Corrected in DB errata pages; original pages: A26.12. SR}

A26.14 & O11.6066 The lower example on page O13 shows a German Control marker in the ground level Location of the building in hex G43, but wouldn't the Russian player gain control of the entire Building by having the sole occupying unbroken unit in the building, as per A26.12?
A. Ordinarily yes – but if a German MMC occupied and Controlled that Location during step O11.6031 but was eliminated in step O11.6041, Control would remain German. [Letter8] {Original pages: A26.12. SR}

A26.212 If a malfunctioned 5/8" ordnance counter is removed due to a "6" repair dr, is it considered eliminated for Casualty VP purposes?
A. Yes. [Compil4] {Original pages: A26.21. SR}

A26.222 & A20.54 See prior entry. {Original pages: A26.21. SR}

A26.23 Do prisoners/captured vehicles apply to Exit VPs? Also, it seems that it makes sense to avoid attempts to repair malfunctioned vehicular MA in scenarios with Exit Victory Conditions because a vehicle with malfunctioned MA is worth more Exit VPs than a Recalled vehicle with disabled MA. This appears somewhat unrealistic.
A. Yes, unless stated otherwise in the Victory Conditions. {No answer was given to the second half. SR} [Letter8] {Original pages: A26.3. SR}

Chapter B Terrain Chart In the Notes section for 'Shellholes' delete "unless BU". [Mw]

B.6 Are the terrain types listed here intended to be the only types of inherent terrain, or should the ETO, Desert and PTO Terrain Charts be considered definitive?
A. Charts. [Letter4]

B1.3 Does "any applicable positive DRM" really void FFMO?
A. No. Delete "which ... hex" in this rule. [An92; An95w; Mw]

B2.4 & B19. GULLIES & SHELLHOLES: Shellholes occur only IN a depression – not at its Crest level. The MF cost to enter a gully-shellhole location is as per B19.4. [O.3A p.O1; An96; Mw]

B3.4 If a MMC enters a shellhole hex through a road hexside, can it retain the extra MF for crossing only road hexsides if it enters the shellhole hex by expending 2MF (in order to gain the shellhole's terrain benefits)? By expending only 1MF?
A. No. Yes. Note too that the extra MF is also negated if the unit enters SMOKE/Deep-Snow/-woods as it moves on the road. [Gen25.1; An89; An95w; An96; Mw]

B3.4 & B24.121 ROAD NEGATING TERRAIN: Infantry may not claim the extra-MF road bonus during a 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 & D2.14 Which in correct, B3.42 that says a vehicle pays double for vehicles/wrecks when crossing a road hexside, or D2.14 that says they pay double when using Road rate?
A. In the last sentence of B3.42, change "even if not claiming" to "while using". [An96; Mw]

B6.33 & B6.45 Is an underwater pontoon bridge's +2 TEM (for purposes of bridge destruction) in addition to its having a +1 TEM for being a pontoon bridge – a cumulative +3 TEM?
A. No, +2 cumulative. [Gen25.1; An89; An95w; An96; Mw]

B6.45 & B6.33 See prior entry.

B8.4 Can a dummy enter the sewer despite not being Good Order
A. Yes. In line 1 change "Good Order" to "unbroken, non-berserk". [An97; Mw] {2ed says "Good Order Infantry (or dummy stack)". SR}

B8.41 The rule states that a unit in a Sewer hex *must* move during its MPh. But what if the unit is completely surrounded and thus unable to move, is it eliminated?
A. Yes. [Gen22.5; An89; An95w; An96; Mw]

B8.41 Can units emerge from a sewer hex into a manhole Location that contains enemy units?
A. Yes (PAATC may be needed vs. Known AFV). [Compil8]

B8.42 Does the drm for enemy units in "adjacent sewer hex". Does this mean "adjacent sewer Location" or "adjacent Manhole Location"?
A. The units must be IN an adjacent sewer Location. In the last line of the chart, change "hex" to "Location". [An97; Mw]

B8.44 & B23.922 SEWERS AND FORTIFIED BUILDINGS: A unit may not exit a sewer to enter a Fortified Building Location if it could not enter that Location from outside the sewer. A sewer Location may never be Overstacked. [O.2 p.O1; An96; Mw]

B8.6 If a SSR lists >= one Fortified building Location *by hex coordinate* (as opposed to merely specifying the capability of Fortifying >= one building Location), may that Location's Fortified status be traded for a tunnel?
A. No. [An93a; An95w; An96; Mw]

B8.61 & B23.922 TUNNELS & FORTIFIED BUILDINGS: Only a unit of the side that constructed the tunnel may use that tunnel to enter a Fortified Building Location and may do so even if that Location is enemy-occupied. [O.2A p.O1; An96; Mw]

B9.2 In line 6 after "hex" add "[EXC: A wall/-hedge hexside sharing a vertex where all three hexsides are wall/hedge hexsides (EX: 6G3-G4-H2) is a Half-Level Obstacle to/from the viewing/target hex formed by that hexside/-hexspine unless the viewing/target unit occupies the hex that has two hexsides in common with the vertex. (EX: A unit in 6H2 has a LOS to a non-entrenched unit in G4, but not to F5. A non-entrenched unit in 6G4 has a LOS to a unit in I1.)" [An95w; An96; Mw] {Different wording in 2ed. SR}

B9.21 In lines 6-7 delete "(and ... 9.32)"; in line 7 change "one" to "a half-". [An95w; An96; Mw]

B9.21 & A12.33 See prior entry.

B9.31 & B9.32 If a unit claims the in-hex TEM as per B9.31 in his opponents PFPh when no enemy unit is adjacent, can that same unit then claim Wall Advantage in his opponents MPh if an enemy unit moves ADJACENT?
A. No. [An97; Mw]

B9.31 & B9.32 A unit in a ground-level building location (that also has a wall hexside over which it has wall advantage) claims the building TEM vs. incoming fire. Can this unit choose to use the wall TEM vs. other shots later in that same Player Turn? Would the unit have to wait till the next Player Turn before being able to once again choose the wall TEM (assuming that no enemy Infantry has moved ADJACENT). Would this mean that choosing the wall TEM is synonymous with claiming WA?
A. No. Yes. No; a unit not choosing in-hex TEM (e.g. one in Open Ground) would still receive wall TEM vs. a non-adjacent firer despite not having WA. [An97; Mw]

B9.31 & B9.521 Can an in-hex TEM of zero (e.g., Open Ground, Brush, etc.) be claimed as "applicable TEM to use against incoming fire" instead of hexside TEM?
A. No. [An96; Mw]

B9.32 When may a unit choose in-hex TEM rather than hedge/wall/bocage TEM?
A. When an attack is declared against it as per B9.31, or when an enemy unit becomes ADJACENT as per B9.32. [Tac6]

B9.32 May a unit on a bridge claim Wall Advantage?
A. No. [An93a; An95w; An96; Mw]

B9.32 Must there be an adjacent enemy unit to allow Wall Advantage? Can a unit that is not claiming in-hex TEM (e.g., one in Open Ground) voluntarily forfeit Wall Advantage when an enemy unit becomes/is ADJACENT?
A. No. Only if it chooses a non-zero in-hex TEM (B9.31). [An97; Mw]

B9.32 If a Player Turn starts with two adjacent Good order units of opposing sides sharing a wall/hedge hexside, but none of the units are marked with Wall Advantage, who gets to declare Wall Advantage first?
A. At setup, the side setting up first does; thereafter, the ATTACKER does. [An97; Mw]

B9.32 & B9.31 See prior entry.

B9.35 HILLSIDE WALLS & HEDGES: (See F10.-10.3 pp.F11-F12). [An96; Mw]

B9.4 If a halftrack or armored car bogs due to crossing a hedge, is it left in the hex it was exiting or the one it was entering?
A. In the hex it was exiting. [An95w; An96; Mw]

B9.521 & B9.31 See prior entry.

B9.522 Is this rule still true if an adjacent enemy unit has Wall Advantage on the bocage hexside?
A. No (oops). [Letter1]

B9.531 Are MPh and DFPh counted as one phase for the last sentence of this rule?
A. Yes. [Tac6]

B9.541 In line 4, change "in crossing" to "[EXC: Start MP] to cross". [An93b; An96; Mw]

B13.31, A12.12-.121, A12.2 & B14.6 See prior entry.

B13.31 & A12.121 See prior entry.

B13.31, C3.71, & G2.2 What is the DRM for resolution of a CH by OBA or indirect fire on an unarmored unit in a woods hex? Similarly, what is the DRM of a CH vs. an unarmored unit in a dense jungle hex?
A. In a woods hex, a -1 DRM applies. In Dense Jungle, the DRM is -2 for direct fire, -1 for Indirect Fire. In lines 2 & 3 of the C3.71 example change "-3 DRM" to "-2 DRM" and delete "-1 [reversed TEM] +". [An97; Mw]

B13.421 If a fully-tracked AFV sets up in woods, may it place a TB? If the answer is "No", then if it exits the hex without changing its VCA, must it undergo a Bog DR for "exiting the woods without using a TB?"
A. No to both questions. [Gen25.2; An91; An95w; An96; Mw]

B13.4212 & B13.43 May Infantry/Cavalry enter woods by using an existing TB in that hex?
A. Yes. The cost for Infantry to do so is 1-1/2 MF, while that for Cavalry is 3 MF. [Gen26.5; An91; An95w; An96; Mw]

B13.43 & B13.4212 See prior entry.

B13.6 Is a path depiction in an otherwise Open Ground portion of a hex considered Woods or Open Ground?
A. The path depiction within the woods contour is woods; outside the woods contour in otherwise Open Ground portions of the hex it is Open Ground [EXC: inherent terrain, e.g., Dense Jungle and Bamboo]. [J1; Mw]

B14 & P2.3 How are Orchards treated with respect to slopes? (I.e. a firing unit occupies a location defined as one and three-quarters higher [a level higher and in a location Up-Slope to the target] than the target. There are several out-of-season Orchard hexes along the LOS at the lower base level. Does each Orchard hex hinder the LOS? Does only one Orchard hex hinder the LOS and then only if that Orchard hex is adjacent to the lower-level target? Or does every Orchard hex that would have created a blind hex in the target hex [had the Orchard been a one-level obstacle] add a hindrance? Or what?)
A. Only one Orchard hex, and only if adjacent to the lower-level target. In B14.2, line 7, change "hex two or more" to "Location > one level". [Compil2] {Should change "hex two or more Levels". SR}

B14.2 In line 7 change "hex two or more Levels" to "Location > one level". [An95w; An96; Mw]

B14.6, A12.12-.121, A12.2 & B13.31 See prior entry.

B19. & B2.4 See prior entry.

B19. & B24.2 GULLIES & RUBBLE: A combination gully-rubble hex is a LOS obstacle at both its Crest and Depression levels [EXC: rubbled bridge; B6.331]. A unit IN such a hex must expend *four* MF to enter Crest status in that hex (B20.91). A Crest unit in such a hex always receives rubble TEM – not entrenchment benefits. All other Crest rules apple 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. [Letter8]

B21.41 In line 4 add "for as long as the unit is in that hex" after "Movement". [An95w; An96; Mw]

B21.6 Is a frozen Water Obstacle treated as Open Ground *land*? If it is, may Fortifications be placed in it?
A. Yes. Yes, except for entrenchments, pillboxes and *hidden* mines. [An93a; An95w; An96; Mw]

B23.71 If an Infantry unit moves directly from one Rowhouse hex to another Rowhouse hex (at ground level), would it be attacked by any mines present at ground level of either hex?
A. Yes, unless moving through a Breach. See B23.711 in the 1987 Errata. [Variant in Gen22.5 mistakenly cites B23.7; An89; An95w; An96]

B23.71 & A26.14 See prior entry.

B23.74 & B23.86 If a rooftop can never be 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 if 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 falling rubble also). Note that OBA can cause rubble only during the PFPh/DFPh (C1.51). [An92; An95w; An96; Mw]

B23.741 FACTORY TEM/HINDRANCE: Normal building TEM (usually +3) applies to Indirect Fire vs. a non-Rooftop Factory Location (unless Roofless; O5.45). The extra +1 TEM for a Fortified Factory Location does not apply vs. *Indirect* Fire. For Sniper Target Selection (A14.21) a unit in a stone Factory is considered to have a +3 TEM (+2 if wooden). Factory Hindrance is a half-level LOS Hindrance. See also O5.41. [O.4A p.O1; An96; Mw]

B23.741 Is Factory rubble considered part of the same building it was created from for purposes of applying the last sentence of this rule (so that a target in a Factory Location, fired on by a unit in a same-Factory rubble Location, is treated as if fired on from inside that Factory)?
A. Yes, a 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 MF-expenditure, LOF, and Residual-FP purposes; see O.4C]. Infantry expend two MF (for a 1-1/2-level Factory) or three MF (for a 2-1/2-level Factory) to ascend to the Rooftop or vice-versa. [O.4B p.O1, see O.4C p.O1 for ATTACK EFFECTS; An96; Mw]

B23.8 ATTACK EFFECTS: Infantry changing levels via a Factory Rooftop Access Point may be attacked at ground level (if descending) and/or Rooftop level (if ascending) in the normal manner. However, they may also be attacked at the first-level (and/or second-level if a 2-1/2-level Factory) "quasi-Location" of that hex by a unit that has LOS to that quasi-Location. Such a quasi-Location is not considered Open Ground, but such an attack vs. it receives no TEM [EXC: non-Fortified building TEM applies if firing from outside the Factory] and neither Factory nor debris Hindrance DRM. The target is assumed to expend one MF per level changed; if pinned or broken while at that quasi-Location it reverts to the level it was attempting to *leave* (and may be attacked by any Residual FP counter on the appropriate level as it re-enters it). The Residual FP left by an attack vs. such a quasi-Location remains at that level (place the Residual FP counter on the appropriate Level counter) to attack each unit subsequently entering that level in that hex during the same MPh.
A unit at rooftop level in a Factory Rooftop Access Point being attacked by a same-hex ground-level unit receives the Height Advantage +1 TEM (B23.81), while the ground-level unit receives *Factory* TEM (and no additional TEM for a Fortified Building Location) if attacked by that Rooftop unit. Both units may use PBF (since they are ADJACENT; A7.21). [O.4C p.O1; Mw]

B23.8 & B23.742 See prior entry.

B23.82 ROOFTOPS: A Rooftop Location is Concealment Terrain only for setup purposes. Once the first RPh has been completed B23.82 comes into effect. A Rooftop Location is not considered a building Location for rout and Victory Condition purposes. A Gun may never be Emplaced (C11.2) on a Rooftop. [O.5 p.O1; An96; Mw]

B23.86 & B23.74 See prior entry.

B23.86, B24.11 & B25.13 Can a Direct Fire Infantry Target Type Original HE KIA vs. a Rooftop Location create Rubble or a Flame in any Location of the target hex?
A. No. [Letter8]

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 rubbled?
A. Random Selection. [Letter8]

B24.11 See also C8.31 "Can HEAT cause rubble?" Q&A. {SR}

B24.11, B23.86 & B25.13 See prior entry.

B24.121 & B3.4 See prior entry.

B24.2 If Rubble is in a hex with a wall or hedge hexside, is the wall/hedge movement cost still applicable?
A. Yes. [Gen25.1; An89; An95w; An96; Mw]

B24.2 If a building with >= 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 sewer 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. [Compil3]

B24.7, ASOP, B24.73, B24.75, B24.76, G2.7 & G9.71 See prior entry.

B24.73, ASOP, B24.7, B24.75, B24.76, G2.7 & G9.71 See prior entry.

B24.75, ASOP, B24.7, B24.73, B24.76, G2.7 & G9.71 See prior entry.

B24.76, ASOP, B24.7, B24.73, B24.75, G2.7 & G9.71 See prior entry.

B25.13, B23.86 & B24.11 See prior entry.

B25.15 Can more than one Flame ever exist per Location?
A. Yes (see B24.72 and the B25.7 example). [An92; An95w; An96; Mw]

B25.2 If Heavy Winds are in effect, does a Burning Wreck remain a LOS Hindrance?
A. Yes – since the smoke "has no effect" (B25.6), it cannot replace the Wreck Hindrance DRM. [An93b; An96; Mw]

B25.4 Why must a berserk/heroic unit die in a Blaze if it is unable to exit the Location prior to the RtPh?
A. If caught in a Blaze during the RtPh, a unit that cannot break voluntarily (A10.41) may be moved at that time by its owner into an Accessible Location just as if it were Withdrawing from Melee (A11.2-.21). A berserk unit may be moved thusly even though it is not normally allowed to Withdraw from Melee, but any unit that is pinned or actually in Melee may not (even if berserk). Since this occurs in the RtPh, such units *are* vulnerable to Interdiction (as well as minefield/OBA attack) and ATTACKER units must still be moved first. [An90; An95w; An96; Mw]

B25.651 If there is no wind, are Gust effects limited to allowing a Wreck Blaze to spread in its own hex and to SMOKE elimination/dispersal?
A. No; Wind Direction must be determined. [Compil2]

B27. ENTRENCHMENTS: A trench (including an A-T Ditch) may not occupy the same Location as a foxhole. [O.8 p.O1; An96; Mw]

B27.11 If a squad makes a successful Entrenching Attempt during its PFPh, can a leader who applied his leadership modifier to the attempt DR be immediately placed under the squad's Foxhole counter in that PFPh?
A. Yes. [Gen26.1; An90; An95w; An96; Mw]

B27.13 & C6.43 A Scenario Defender MMC possesses a Bore Sighted SW with (if a Lt MTR) an Acquisition (on some other hex). In a PFPh, it attempts Entrenchment. If the attempt succeeds (i.e., if a 1S Foxhole is placed over it and its possessed SW), is that SW still Bore Sighted? Would it retain an Acquisition (had it had one)? If the attempt fails (i.e., a Labor counter is placed on it and its possessed SW), is the weapon still Bore Sighted? Would it retain an Acquisition (had it had one)?
A. Yes to all.. [Letter50]

B27.51 TRENCH: Infantry beneath a Trench or Sangar counter may move/rout/advance/withdraw-from-CC directly to any Accessible, non-Crest-status *lower elevation* Location without first having to exit above that trench/Sangar (and vice versa). (See F8.6 p.F11 for further information). [An96; Mw]

B27.54 Does a unit using non-assault movement in a trench lose concealment?
A. No. [Compil9]

B27.54 & A8.15 See prior entry.

B27.54, B28.41, F8.6 & RB SSR RB6 If a trench hex contains mines, does movement to/from an adjacent trench without first exiting the trench ignore the mines?
A. Yes. [An93b; An96; Mw]

B28 MINEFIELDS: (see F.7-F.7C pp.F1[92]-F2[92] and F.7B '93b). [An96; Mw]

B28.1 Delete "and type". [J1; Mw]

B28.3 Does in hex TEM of a minefield hex apply to attack made by that minefield?
A. No. [Compil9]

B28.41, A12.15 & B23.922 See prior entry.

B28.41, B27.54, F8.6 & RB SSR RB6 See prior entry.

B28.53 When A-T mines in a paved road Location are cleared by Infantry expending an additional MF, are they cleared at the end of the unit's MPh or at the end of *the* MPh.
A. At the end of the MPh. [An97; Mw]

B28.61(EX) & A13.3 See prior entry.

B28.9 Does normally immune Infantry (e.g., broken, pinned, heroic, etc.) still take PTC when Booby Traps are in effect?
A. Yes. [Compil9]

B30.2 May a pillbox occupant use 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 RtPh broken in the same hex, it would also be subject to DM and forced to rout (assuming the pillbox occupant is Known, armed and unbroken). [An93a; An95w; An96; Mw]

B30.3, B30.35 & C6.8 Since CA/NCA modifiers do not apply to certain AP shots vs. a pillbox, would the other terrain in the hex then apply for TH purposes on the Infantry Target Type?
A. No. [Compil2]

B30.35, B30.3 & C6.8 See prior entry.

B30.6 Is a Pillbox Location ADJACENT to the adjacent ground level Location in its CA? Can a unit advance out of a pillbox to an adjacent hex or vice versa?
A. They are considered ADJACENT for firing/DC-placement purposes only. No [EXC: Bunkers]. [An97; Mw]

B30.6 & J2.31 May *Hand-to-hand* CC be declared (or conducted) by/versus a pillbox occupant?
A. No – not even by a berserk unit. [An90; An95w]

B30.7 Does "?"/HIP in a Pillbox halve FP or add Case K To Hit DRM if the Pillbox is Hidden?
A. No; note though that a pillbox/its-contents may ordinarily be affected by direct fire only if the pillbox is predesignated as a target Location (B30.34). [Compil3]

B30.91 A side Controls an empty pillbox and occupies the hex outside. If an enemy MMC enters the pillbox via a tunnel, does Control of the hex change?
A. No. In line 2 change "Control" to "gain Control of". [An97; Mw]

Chapter C Divider Delete the "Leadership NA" triangle from the "AFV" and "Unarmored Vehicle" Destruction Tables. [An93b; An96; Mw]

C.4 How is ordnance penalized when firing from terrain in which Area Fire applies (e.g., a LATW firing from marsh or shallow stream)?
A. TH Case K applies. Such use would be cumulative with any application of Case K for firing at a target that is not Known to the firer. [An92; An95w; An96; Mw]

C1.2 & C9.3 Does Guarding prisoners affect a unit's ability to act as a mortar Spotter or use a radio/field phone?
A. A Guard cannot perform these functions if his US# is < the total US# as his prisoners. [Gen25.2; An89; An95w; An96; AP1; Mw]

C1.21 & C1.211 Battery Access must be regained before Correcting a FFE if that AR is to be placed in a hex devoid of Known enemy units in the projected seven-hex Blast Area, or before resolving a FFE versus a non-moving target if the Observer has no Known enemy unit in LOS in the normal seven-hex Blast Area. In applying either of these situations, if the FFE is from a Rocket OBA or Harassing Fire would its 19-hex Blast Area be checked for Known enemy units (before requiring Battery Access to be regained) instead of just a 7-hex Blast Area?
A. No. [Gen24.2]

C1.211& A25.52 See prior entry.

C1.211 & C1.21 See prior entry.

C1.22 & C1.6 When is the absence of Radio Contact considered "voluntary"?
A. Failing to roll when the Observer has no LOS to the SR's/FFE's Blast Height (C1.22) or when loss of Contact was due to voluntary rout (C1.6). [AP1; Mw]

C1.33 & C1.4 After maintaining Radio Contact, may an Observer leave a SR in place as his OBA action for that phase?
A. Yes, if the Observer has a LOS to its Blast Height. [AP1; Mw]

C1.4 When correcting a red SR/FFE, the Extent of Error is limited to a maximum of one hex for every multiple of three hexes *between* the SR/FFE and the AR counter. In the EX that follows this rule, a four-hex Correction is shown to have a maximum Extent of Error of two hexes. But in a four-hex Correction, the number of hexes *between* the SR and AR counters is three, which gives a maximum Extent of Error of only one hex. Is the Maximum Extent of Error in fact limited to one hex for every three hexes [FRU] of *range from* the SR/FFE *to* the AR counter (as indicated in the EX)?
A. Yes. [Gen24.2] {Corrected in 89 errata. SR}

C1.4 In line 8 change "if" to "[EXC: unless". In line 9 change "; ... equals" to ", the Extent of Error is limited to a maximum of". In the last line add "]" after ")". In line 1 of the example, add "voluntarily" after "being". [An93a; An95w; An96; Mw]

C1.4 & C1.33 See prior entry.

C1.5 A unit must enter a FFE hex before it can be attacked; however, certain Locations in a FFE hex provide immunity to Indirect Fire – Sewer Locations, Interior Building Hex Locations that are below the highest level of that Building hex, and (for Indirect Fire from certain directions) Climbing Locations at Level 1 or higher. If a unit in a FFE hex is immune to Indirect Fire because it's in one of these types of locations, is the unit "entering a FFE" if it moves/routs/advances to a Location in its hex that does not provide immunity to Indirect Fire?
A. Yes. [Gen24.2]

C1.5 If a berserk unit is in the Blast Area of a friendly FFE, is its Morale Level lowered by one (A15.42)?
A. No. [Gen24.2; An89]

C1.51 If a unit Withdraws from Melee during a CCPh into a FFE hex, is it attacked by the FFE?
A. Yes. [Gen24.2; An89; An95w]

C1.54 Do units in a friendly Bombardment suffer a drop in morale level?
A. Yes. In line 5 add "or Bombardment" after "HE/WP FFE". [An97; Mw]

C1.55 In line 13, add "Use OBA's Original IFT DR vs. an AFV to determine the hit location (C3.9) of that OBA attack." before "TEM". [An93b; An96; Mw]

C1.7 Is the type of Fire Mission announced when a SR is predesignated for Conversion to an FFE:1 per C1.332, or only when the FFE:1 actually appears on board?
A. Besides when an FFE:1 is actually placed, the type of Fire Mission must also be announced each time a SR is predesignated for conversion to an FFE:1, even if it does not actually convert. [AP1; Mw]

C1.731 & C1.732 If one chooses to place a SR in a Pre-Registered hex instead of a FFE:1, does C1.732 still apply to the accuracy of the SR?
A. Yes. [AP1; Mw]

C1.82 & A12.14 See prior entry.

C1.822 If a building is rubbled during a Bombardment, do you check for falling rubble?
A. Yes. [Gen24.2] {Corrected in 89 errata. SR}

C1.823 If a 3 or 4 is rolled on this subsequent dr in a Location where both Shellhole and Flame could potentially exist, does the Shellhole take precedence (since a Shellhole would, in effect, eliminate the burnable terrain)?
A. Both are placed (Shellholes do not eliminate the terrain). [Compil2]

C1.9 May a rocket OBA module be assigned a Pre-Registered hex, in order to halve its Extent-of-Error dr?
A. Yes. [An93b; An96; AP1; Mw]

C2.24 & C8.4 Do Guns firing Canister still have their normal ROF?
A. Yes. [An97; Mw]

C3.33 May a non-mortar fire on the Area Target Type after it has fired on the Infantry or Vehicle Target Type and retained ROF? Or is this illegal since use of the Area target Type consumes all of that Gun's ROF?
A. No. Yes. [Compil3]

C3.7 "MG To Kill attacks have no CH possibility …" Are Fighter-Bombers, Stukas, and .50-cal. HMG (12.7mm) included as "MG" under this rule? Are 15mm weapons?
A. Yes. No. [Variant in Gen24.2; An89]

C3.71 Does "normally" entitled to in this rule mean any TEM that would normally apply to the shot obtaining the CH? Is the C3.71 example correct (applying airburst and woods TEM)?
A. Yes (i.e., -1 airburst in woods, not +1 woods TEM, for Indirect Fire). No; in lines 2 & 3 of the example change "-3 DRM" to "-2 DRM" and delete "-1[reversed TEM] +". [This supersedes the prior reply in our compilation of May 6, 1996, and is in accordance with the new "Brass says" on page K29 of Chapter K Day 7 being released in Pegasus Bridge.] [Compil6; Mw]

C3.71 In lines 2 & 3 of the example change "-3 DRM" to "-2 DRM" and delete "-1 [reversed TEM] +". [An97]

C3.71, B13.3 & G2.2 See prior entry.

C3.8 May a Gun that, as per a pertinent Vehicle/-Ordnance Note, is allowed to make >= two TK DR per hit also able to achieve Multiple Hits?
A. No, regardless of whether or not its TH DR was made versus an armored target. [An93a; An95w; An96; Mw]

C3.8 Delete "all ... and" in lines 9-10, and delete the comma at the end of line 10. [An95w; An96; Mw]

C4.1 Does the Barrel Length TH# Modifier apply to SW ordnance?
A. Yes. [An97; Mw]

C4.1-.3 Do these rules also apply to MTR and INF type SW?
A. Yes – and to 20mm ATR as well. [An95w; An96; Mw]

C4.2 Does the Small Caliber TH# Modifier apply to SW ordnance?
A. Yes. [An97; Mw]

C4.4 Change "A Gun firing" to "Ordnance using the C3 To Hit Table to fire". [An95w; An96; Mw]

C5.1 & C5.6 Intensive Fire shots do not have to pay Case A unless they change CA again. [Letter53]

C5.11 & D3.51 If an AFV in a rubble/building/-woods hex fires a Gun as *Bounding First Fire* and that Gun retains its Multiple ROF, then I believe (as an EXC to C5.11) that the Gun would not have its CA fixed for further Bounding Fire in the same phase (i.e., the AFV could expend MP to change the Gun's CA in the same hex and fire it again from the new CA). Am I correct?
A. Yes. [Gen24.2; An95w; An96; Mw]

C5.2 The rule contains the remark "(unless in Bypass)". Does this mean that a vehicle in Bypass is not subject to the Case B TH DRM?
A. No, delete the phrase "unless in Bypass". [Gen24.2; An95w; Mw]

C5.35 MOTION FIRER: No Gun Counter – regardless of nationality – may use Motion Fire while being carried *en portée*. [p.H127, French Ordnance Note P; An96; Mw]

C5.6 & C5.1 See prior entry.

C6.1-6.11 Change "A Gun" to "Ordnance", and "a gun" to "ordnance". [An93a; An95w; An96; Mw]

C6.16 The "D22.2" cross reference should be "D2.1". [Misc16]

C6.17 Suppose an AFV expends three MP to enter a hex which is in the LOS of a Gun that has a Multiple ROF. Can the Gun choose to try to make three Defensive First Fire attacks versus the AFV (assuming Multiple ROF is retained), by using case J each time (i.e., by breaking down the 3 MP expenditure into three 1-MP expenditures)?
A. Yes. [Gen24.2] {This question appeared in a 1987 General, see example in 1989 errata. SR}

C6.17 In line 5 add "(FRD, but a minimum of once per hex)" after "Location". [An95w; An96; Mw]

C6.3 In line 1 add "non-ATR" before "LATW". [J1; Mw]

C6.3 Assume an ATR is attempting a Deliberate Immobilization attempt at two hex range. Does the -1 Point Blank TH modifier apply?
A. Yes, see errata to C6.3 in issue #1 of the Journal. [Compil9]

C6.43 Does a Bore-Sighted weapon that enters or exits an entrenchment retain its Bore-Sighting if it otherwise remains in the same Location?
A. No – nor could it if it changed Crest status, became dm and/or was loaded/hooked/packed onto some form of conveyance in its Location. [An92; An95w; An96; Mw]

C6.43 & B27.13 See prior entry.

C6.52 Can a 5/8" acquisition be converted to a 1/2" acquisition and used on the Infantry Target Type in that hex?
A. Yes, provided a non-Mortar is firing at a Known unit. [Compil9]

C6.8, B30.3 & B30.35 See prior entry.

C7.31 The 57* AP Basic TK# is "8". The 120* AP Basic TK# is "13". The 150* AP Basic TK# is "17". The 120L AP Basic TK# is "27". The 140L AP Basic TK# is "32". The Italian ATR listed on the AP TK Table (with TK#6) is for the 20L ATR; the other Italian ATR (ex-Polish, 1PP) has a TK# of 5. [p.H83; p.H92; p.H96; p.H97; An96; Mw]

C7.32 On the APCR/APDS To Kill Table, what is the Basic TK number for a *Russian 76LL?*
A. 18. [Gen24.2; An91; An95w; An96; Mw]

C7.33 57mm HEAT has a Basic TK# of "11". 65mm HEAT has a Basic TK# of "11". 70mm HEAT has a Basic TK# of "12". 100mm HEAT has a Basic TK# of "14". [p.H43; p.H86; p.H96; An96; Mw]

C7.346 In lines 3 and 6 of the DC Position DRM, add "hull" after "through". [An93b; An96; Mw]

C8.2 How is C8.2 "elite" status determined for the purpose of higher ordnance Depletion Numbers?
A. An armed-vehicle/weapon in a printed scenario is considered "elite" for this purpose only if the historical formation to which it belongs is either SS or Russian Guards; otherwise it must be specified as "elite" by SSR. For a DYO scenario it is considered "elite" only if the Majority Squad Type of its side's total OB is Elite. Note that such an armed-vehicle/weapon would have *all* of its Depletion Numbers – not just those for APCR/APDS – raised by one. Note too that such "elite" status would apply to any applicable armed-vehicle/weapon with >= one Depletable ammo type (i.e., not just to AFVs). [An92; An95w; An96; Mw]

C8.31 Suppose the LOS from a weapon to a target hex crosses a wall hexside of the target hex (as it enters the hex) but the Infantry units in the target hex derive no wall TEM for an attack because of elevation effects (B9.33) or because the units lack Wall Advantage (B9.32). In such cases, are the Infantry units considered "behind a wall", permitting the weapon to attack them with HEAT?
A. No. In C8.31, change the wording to "receiving a wall/building/rubble/pillbox TEM". [Gen24.2; An95w; An96; Mw]

C8.31 Can HEAT potentially cause rubble regardless of its Caliber Size?
A. Yes, even if fired by a SCW (i.e., the 70+ mm restriction of B24.11 does not apply to HEAT). [An92; An95w; An96; Mw] {See also B24.11. SR}

C8.31 & C13.24 May an ATR use the Infantry Target Type to attack Infantry using AP HE equivalent? Could it thus achieve a CH?
A. Only if it is a 20L (i.e., 20 mm) ATR. [An93a; An95w; An96; Mw]

C8.4 Canister fire is modified (DRM) for TEM, LOS Hindrances, and CA changes. Are these the only DRM that apply to Canister fire? Other than the three cases of AREA Fire specifically mentioned for Canister (Vehicle moving then firing, Infantry moving to then manning gun, and fire at the occupants of a cave), are there any other cases of applying AREA Fire to Canister?
A. If firing at an unknown (i.e. concealed or hidden) target. [Letter3]

C8.4 Does a Canister attack require a LOS to the vertex aiming point? Is LOS to each Location determined independently? Are Hindrance DRM based on LOS to the target vertex or to each affected Location?
A. No. Yes. Each Location. [An97; Mw]

C8.4 & C2.24 See prior entry.

C8.4 & E1.101 If the NVR is < 3, does Canister fire attack/leave Residual FP in Locations which are out of the firer's LOS solely because they are beyond NVR?
A. Yes. [Letter8]

C8.6 In line 2, change "ordnance/OBA ... (prior" to "ordnance during (but prior". In line 3, delete "of". In the last line, add "1.71 and" after "See". [An93b; An96; Mw]

C8.9 & D3.71 If a Gun with a circled B# attempting to fire Special Ammunition makes a TH DR that is > that ammo type's Depletion # and >= that B#, is the shot (as per C8.9) assumed to not have occurred, or (as per D3.71) is a Low Ammo counter placed on the Gun?
A. The shot is assumed not 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]

C9.5 EX Clarification: a 76MTR firing at 18 hex range has a Basic TH# of 8 which becomes a Modified TH# of 7 because of the "*" Gun. [Letter3, modified by Letter22]

C10.41 A trailer, regardless of type/towing-vehicle, never leaves a wreck when it is destroyed. [p.H59, British Vehicle Note 38; An96; Mw]

C11.6 In the Gun Destruction Table, where the "MG/IFE ..." column and the "= Final K" line intersect, change "Random SW Dest" to "NA". [An95w; An96; Mw]

C13.24 & C8.31 See prior entry.

C13.3 This rule states that PF use the C3 To Hit Table. As per recent unofficial Q&A/errata, Case L applies to any LATW that does not use its own separate TH table. Therefore, does this mean that Case L applies to PF To Hit attempts?
A. No, the "separate TH table" errata was not adopted; the errata in issue #1 of The Journal reads: C6.3 In line 1 add "non-ATR" before "LATW". [Compil9]

C13.31 This says that .... "As a one-shot weapon, a PF may not directly affect more than one MMC when fired at an infantry/cavalry target (8.31) unless the Random Selection DR indicates several units are affected.". Comment: SMC has been omitted here. If one MMC (with an MMG) and one SMC in a building is fired on with a PF:
a) Are all units (the MMC and the SMC) affected without Random Selection?
A. No, RS applies.
b) Are all (both) units subject to Random Selection?
A. Yes.
c) If more than one MMC is present together with one SMC shall the SMC be stacked with one MMC (as in CC) prior to Random selection?
A. No. [Letter42]

C13.31, A22.61 & C13.7 See prior entry. Add "(or berserk)" after "Order" in line 1. [An96]

C13.6 & C13.8 Given the last sentence of C13.6, does C13.8 apply to a PIAT?
A. No. [An93b; An96; Mw]

C13.7 & A11.31 See prior entry.

C13.7, A22.61 & C13.31 See prior entry. Add "(or berserk)" after "Order" in line 4. [An96]

C13.8 May a pinned unit use the Case C^3 TH DRM in order to avoid the backblast attack?
A. No. [An93b; An96; Mw]

OBA Firepower Chart
The entries on the 60mm+ Gun Caliber Size row apply only to OBA obtained by trading in three U.S. 60mm mortars per U.S. Ordnance Note 1. Both Italians and the Vichy French have conventional 60mm+ OBA that has 8 FP in HE Concentration, 16 FP for a Critical Hit, 2 FP for Harassing Fire, and 6 FP for a Barrage. [An97; Mw]

OBA Flowchart in Action Pack #1
1) The Radio Contact box should have a "Leadership NA" triangle in the upper right-hand corner. [An97; Mw]
2) In the Contact and Access portion, the black circle pointer to the FFE:2 section should read "Go to FFE:C" instead of "Go to FFE:2". [An97; Mw]
3) A square in the IR section that says "Place IR either in target hex or along Observer's LOS" should be a polygon instead and should also allow for the option 3 six-hex method of placement. [An97]
4) The last oval in the Rockets section should be orange instead of green. [An97]
5) In the Contact and Access section, footnote b applies to the red "No Access" oval. [An97; Mw]
6) The Accuracy dr box (under the FFE:2 section) should indicate that Hindrance drm are NA when the AR is in a Pre-Reg hex. [An97; Mw]

D1.63 & D1.64 Both rules contain the statement "A Superior Turret AF is calculated by increasing the *hull* AF to the next higher AF value ..." and "An inferior turret's AF is calculated by decreasing the *hull* AF to the next lower value ..." In both of these sentences, isn't the word "hull" a misprint for "turret"?
A. No, the turret AF is increased or decreased in relation to the hull AF. [Gen24.1]

D2.1 Since a vehicle is not prohibited from expending more MP to enter a hex than the minimum required, it may, as it enters a new hex, declare a higher-than-necessary MP expenditure in order not to create Vehicle Dust. [F11.74 p.F14; An96; Mw]

D2.12 When expending a Start MP, is it necessary to declare if it for Reverse movement?
A. Yes (i.e., forward movement is assumed unless Reverse is declared at that time). [An93b; An96; Mw]

D2.14 & B3.42 See prior entry.

D2.321 Do the Case A penalties and the extra +1 DRM for firing out of the side CA while in Bypass apply only to TH attempts and/or only to MA?
A. No, they apply to all non-CC attacks by all turreted weapons at a non-Acquired target [EXC: CMG attacks vs. same target in same target facing as last fired on]. [J1; Mw]

D2.321 If a vehicular weapon fires IFE or Canister vs. the same Target in the same Target facing as last fired on, does it still have to pay Case A for these shots from the Bypass side-CA?
A. No. In line 11 add "/IFE/Canister" after "CMG" in line 11. [An97; Mw]

D2.33 If a vehicle using VBM expends one MP to change its VCA in order to Bypass along a connecting hexside of its 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 MPh 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 MPh using the MF/MP expenditure of any qualifying enemy unit?
A. Yes. [An95w; An96; Mw] {This is N/A with the ASLRBv2 wording of D2.401. SR}

D2.401 What happens to the TCA when the VCA is changed after a successful Motion attempt?
A. The TCA may be adjusted to any desired hexspine. In lines 13 and 16 add "/TCA" after "VCA". [An97; Mw]

D2.42 Do the firing consequences of being in Motion also apply to a vehicle that is Non-Stopped?
A. Yes. In the first line of D2.42 change "Motion vehicle" to "Motion/Non-Stopped vehicle". [An96; Mw]

D2.51 If a vehicle with red MPs wishes to make a Motion attempt (D2.401), must it also make a Mechanical Reliability DR?
A. Yes. For Mechanical-Reliability/Stall purposes, treat the vehicle as if it were expending a Start MP [EXC: if it Stalls, it simply fails to go into Motion – no ensuing Delay-MP DR is made]. [An93b; An96; Mw]

D2.6 In the last line, after "5" add "(using a non-Depletable ammo type available to the vehicle). A vehicle thus barred from remaining in an AFV's hex may not attempt ESB in that hex". [An93b; An96; Mw]

D3.5 May a vehicle use vehicular MG fire to check LOS if its MA is incapable of firing for any reason at that time? May a vehicular MG fire at a target which that vehicular MG cannot in any way effect, damage, or destroy, (other than for the purposes of checking LOS)? If the LOS is open after such a vehicular MG LOS check, must the MA of the vehicle that made that LOS check immediately fire at that same target?
A. Yes. Yes. No. [Compil4]

D3.51 May a vehicle which Bounding First Fires at other than a Known enemy unit change its VCA/TCA to fire again by expending the appropriate MP?
A. Yes, if otherwise capable of firing. [Compil9]

D3.51 & C5.11 See prior entry.

D3.54 May a non-MA MG fire at a fully-armored AFV without Vulnerable PRC without making a TH/TK attempt (EX: firing a BMG to change VCA, or to test LOS)?
A. Yes. [Compil6]

D3.7 & A11.62 If an AFV in CC rolls an Original 12 DR for its MG attack, does that MG malfunction?
A. Yes, and use Random Selection if more than 1 MG is involved. In line 8 of D3.7 add "/CC" after "IFT". [An96; Mw]

D3.71 If a Gun with a circled B# fires using IFE with an attack DR of > that B#, is a Low Ammo counter placed on that Gun?
A. Yes. [An93b; An96; Mw]

D3.71 & C8.9 See prior entry.

D4.2 & A7.308 See prior entry.

D4.223 Is this rule really correct?
A. No. It should read "BMG and bow-mounted Secondary Armament cannot be used ...". [Gen24.1] {Corrected and re-worded in 89 errata. SR}

D4.3-D4.31 If a tank is crossing a bocage hexside, and the DEFENDER wishes to attempt an Underbelly Hit, does he have to wait until the tank passes its Bog DR before he can fire?
A. Yes. [Gen24.1]

D5.31 & **A.14** See prior entry.

D5.341 Can a Recalled vehicle attempt ESB?
A. No. [Gen25.2 mistakenly cites D.5341; An90; An95w]

D5.341 & D6.1 What happens to the unaffected Passengers of a Recalled ht? Can they Bail Out, or must they go with the ht off board? What about broken/pinned Riders of a recalled AFV?
A. The vehicle may halt (or remain stationary) long enough to unload them automatically – but must do so as soon as possible after the Recall occurs. [Gen24.1]

D6.1 Add "[EXC: Desperation attacks by SCW/RCL as per C13.8-.81]" to the end of the last sentence. [An93b; An96; Mw]

D6.1 & D5.341 See prior entry.

D6.2 What happens to a SW that was possessed by a Rider that is eliminated (KIA, K/, CR)?
A. The SW is eliminated. [Letter135]

D6.21 Must a Rider Bail Out if its AFV moves through bocage via a Breach?
A. No. [An93b; An96; Mw]

D6.5 May you only unload infantry in Bypass if they have sufficient remaining MF to enter the obstacle?
A. No. [Gen24.1; An90; An95w; An96; Mw]

D6.61 & A7.211 See prior entry.

D6.64 May a halftrack- or carrier-mounted FT/-IFE FP be part of a FG?
A. No. After "vehicular mounted non-ordnance weapon(s)" add "[EXC: FT; IFE]". [An92; An95w]; Mw

D6.65 May an Infantry leader direct (that is, apply its leadership DRM) to a FG composed of Infantry and a halftrack in the same Location? Assume the units and weapons used could FG normally.
A. Yes. [Letter135]

D7.21 Is the DEFENDER marked with a CC counter even if the vehicle is eliminated by the CC Reaction Fire?
A. No. [Compil3]

D7.211, A11.41 & A11.8 See prior entry.

D7.211 & A11.8 See prior entry.

D7.22, A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, E9.43 & G1.423 See prior entry. {Original pages: A25.231. SR}

D7.221 Delete "MOL TK, " in line 7. [An93b; An96; Mw]

D9.3 In line 6 after "J" add "(a Stopped AFV (or Wreck) which has moved/was in Motion during the current Player Turn's MPh provides a +1 TEM during all phases following the AFPh)". [An95w; An96; Mw]

D9.3 Since a Stopped AFV which had been a Moving Target earlier that Turn provides a +1 TEM following the AFPh, would it also present a +1 Hindrance as if it hadn't moved?
A. Yes. [An96; Mw]

D9.51 Delete "/IFT" in line 4. [An93a; An95w; An96; Mw]

D10.1 May a non-burning wreck be attacked – e.g., in an attempt to set it Ablaze?
A. Yes [EXC: if it is a Burnt-Out Wreck], and by either side. For attack and resolution purposes, treat the wreck as if it were still the original vehicle [EXC: for CC purposes it does not necessitate PAATC, cannot be Ambushed, and is considered CE, Immobile, Abandoned, and with no usable MG]. When first placing a Wreck counter, be sure to retain the VCA of the original vehicle (but, for simplicity, assume its TCA to be the same as its VCA). [An93b; An96; Mw]

D10.5 In line 15, delete "from a wreck". [An93a; An95w; An96; Mw]

D10.5 When a wreck/abandoned vehicle that has more than one type of scroungeable weapons is successfully scrounged, are the scrounged weapon(s) selected randomly, or can the scrounger chose which weapon(s) that are scrounged?
A. The weapon(s) are selected randomly. [An97; Mw]

D13.32 May a sM be fired from inside a building or from within dense jungle?
A. No. [An95w; An96; Mw]

D14.21 What is the procedure when more than one AFV in a platoon is subject to Bog, but with different Bog DRM?
A. Make one DR, then determine, based on the applicable DRM, which AFV would Bog, and then use Random Selection among the affected AFV, [Compil3; An97; Mw]

D14.23 Can a radioless AFV that fails the D14.23 NTC still spend MP for "non-movement" purposes, e.g., Bounding First Fire, sD usage, etc? Can Passengers/Riders unload from it if it has >= 1/4 of its MP allotment left?
A. No. Yes. [Compil3]

D14.23 Must radioless AFV enter in Platoon?
A. Yes; only *on-board* radioless AFV may use non-platoon movement. [J1; Mw]

D16.11 & G13.42 May a DD Tank lower its skirts while in a Shallow Ocean hex?
A. Yes, during any friendly MPh in which it is not in a Water Obstacle; it is Wading while in Shallow Ocean regardless of the status of its screens. [Compil6]

E.5 An Aerial Range of "zero" is unchanged by doubling it. Read "PBF/TPBF is NA" as "PBF/-TPBF (including TH Cases E and L) is NA". [p.E26[90]; Mw]

E.5 Is the range to/from an Aerial target doubled for purposes other than an attack (i.e., NVR, etc.)?
A. Yes. [Compil6]

E1.101 & C8.4 See prior entry.

E1.13 Where an ATTACKER'S NVR is 0, can his Good Order Infantry, in their MPh, enter a non-Illuminated/non-Gunflash location containing a non-concealed enemy MMC (since the enemy unit is not Known and there is no violation of A4.14)?
A. No, as the enemy would be known upon entry; but the attacker could attempt to enter per A12.15. [Compil2]

E1.2 SMC/SW whose setup Locations are recorded are otherwise treated as having used HIP, even though they are not restricted to being set up in Concealment Terrain. [p.E26[90]; An96; Mw]

E1.21 Making a Freedom-of-Movement dr is not a concealment-loss activity. A No Move counter cannot be removed due to being fired on by a friendly unit/FFE; however, a unit marked with a No Move counter may make a free LOS check to determine if it can see a Known enemy unit. [p.E26[90]; 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[90]; 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. [Letter135]

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[90]; 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[90]; 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[90]; An96; Mw]

E1.54 Is routing allowed at night during the RtPh other than exiting vehicles and Low Crawl?
A. No. [Letter8]

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[90]; An96; Mw]

E1.71 Does a MG laying a Bore-Sighted Fire Lane at the start of the enemy MPh need to make a DR to check for malfunction/cowering/sniper activation?
A. No. [J1; Mw]

E1.8 A concealed unit that creates a Gunflash retains its "?" if it is beyond the NVR of all Good Order enemy ground units (and is not treated as being within NVR; E1.101). A Prep/First/Final Fire counter placed solely due to Spotting (C9.3), or due to the use of a radio/phone (C1.6) or an Ammo Vehicle's B# benefit (E10.21), is *not* considered a Gunflash. [p.E26[90]; An96; Mw]

E1.8 Does assembling or dismantling a weapon create a gunflash?
A. No. [J1; Mw]

E1.91 The resolution of an *enemy* FFE also permits the firing of starshells/IR. The "friendly unit" mentioned in the first two conditions *must* fire (or Spot/Observe for the firing of) that initial starshell/IR; e.g., the fact that that "friendly unit" meets one of those conditions does *not* allow some *other* friendly unit (who does not meet either of those conditions) to fire the initial starshell/IR. [p.E26[90]; 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[90]; An96; Mw]

E1.932 When a 5/8" mortar fires an Illuminating Round, must the IR's initial placement hex be in the mortar's CA? May the mortar's CA be adjusted freely to allow placement in a hex outside its CA?
A. No, it need not. No, it may not. [An97; Mw]

E2.1 Are Personnel subject to Interrogation when they *surrender* (as opposed to captured)?
A. Yes. [An92; An95w; An96; Mw]

E3.1 Should "Fog" be deleted from the list of LV Hindrances (since it acts like Smoke)?
A. No. [Compil9]

E3.1 & E3.311 Does Fog negate FFMO (like a LOS Hindrance such as Smoke – E3.311) or does it not negate FFMO (like a LV hindrance – E3.1)?
A. Fog negates FFMO like Smoke. [J1; Mw]

E3.311 & E3.1 See prior entry.

E3.6 Unless not in play (e.g., as per G.1), unpaved roads still exist for Movement/Straying DR purposes (E1.53-.531). [p.E26[90]; An96]

E3.6 During mud, do unpaved roads still exist for Dash purposes?
A. Yes – and for immunity-to-Straying, Street Fighting, and LOS purposes (E1.531) as well. [An95w; An96; Mw]

E3.62 & E3.731 Mud/Deep-Snow TEM is always cumulative with other applicable TEM/-Hindrance DRM. [p.E26[90]; An96; Mw]

E3.65 The presence of Height-Advantage/-entrenchments does not alter the effects of Mud in Open Ground. [p.E26[90]; 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[90]; An96; Mw]

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

E3.734 & A24.6 See prior entry.

E3.8 Weather is also always "Clear" for units in a building viewing/firing-at a non-Bypassing target in their own Location. [p.E26[90]; An96; Mw]

E4 & A20.53 See prior entry.

E5.121 If there are two MMC on a three boat small raft when it is reduced, a HS (or crew) is eliminated from the Passengers, how is the eliminated Passenger chosen?
A. Randomly. [J1; Mw]

E7.2 This dr is made in the RPh Step 1.11A, and *must* be made until the Air Support arrives. [p.E26[90]; 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[90]; An96; Mw]

E7.32 Since a Final Sighting TC DR >= 12 cannot be a successful TC, should this instead read Original Sighting TC DR of 12?
A. No. [Compil5]

E7.4 Aircraft cannot Interdict routing units. [p.E26[90]; An96; Mw]

E7.41 When aircraft MG attack a CE AFV, is the TH DR used to attack the Vulnerable PRC on the IFT?
A. Yes, and the PRC do not suffer a Collateral Attack. [Compil9]

E7.421 A bomb attack vs. an AFV results in a Near Miss (thus halving the Basic TK#) is also halved on the IFT for the Specific Collateral Attack vs. the AFV's Vulnerable PRC. [p.E26[90]; An96; different wording in An90 & An95w; Mw]

E7.43 The principles of D5.33 still apply to changes of BU/CE status made as per this rule. [p.E26[90]; An96; Mw]

E7.5 AA fire is not subject to leader direction ("Leadership NA" triangle). [p.E26[90]; An96; Mw]

E7.51 Is Light AA fire subject to Cowering? May it be directed by a leader?
A. Yes; i.e., A7.9 applies unchanged. Yes, but no leader DRM can apply ("Leadership NA" triangle). [An91; An95w; An96; Mw]

E7.61 Is a Sighting TC allowed vs. a Location which might contain a HIP enemy unit, or only a Location which is known to contain HIP enemy units?
A. Yes, you can make Sighting TC vs. a Location which might contain a HIP enemy unit, note C1.6. [Letter8]

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[90]; An96; Mw]

E8.3 How is CC versus a glider and its Passengers conducted?
A. As if it were an unarmored vehicle. [An97; Mw]

E8.41 & E9.33 Can glider/parachute Personnel suffer ELR Replacement?
A. Yes (if multiple parachute Personnel fail a MC by > their ELR, use Random Selection to find the one(s) that must be Replaced). [An95w; An96; Mw] {Reference to E9.33 added. SR}

E9.2 Drift occurs after all ground units have completed their MPh. [p.E26[90]; 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[90]; An96; Mw]

E9.43, A7.211, A8.31, A12.151, A13.61, A15.432, A25.231, D7.22 & G1.423 See prior entry.

E10.1-.11 In some cases the pertinent Chapter H Vehicle Note will specify the exact Ammo Vehicle to be used [p.E26[90]; An96; Mw]

E11.21 Bog too can cause a Gap. [p.E26[90]; An96; Mw]

E11.251 Read "it" at the beginning of condition #1 as "it/its-PRC". [Chapter E Clarifications; Mw]

E11.52 A Column may use neither Human Wave nor Dash movement. [p.E26[90]; An96; Mw]

E11.53 A sniper attack vs. a Column unit causes that Column to Disband. [p.E26[90]; 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. [Misc25]

G1.423, A7.211, A8.31, A12.151, A13.61, A15.432, A25.234, D7.22 & E9.43 See prior entry. {Original pages: A25.231. SR}

G2.2, B13.31 & C3.71 See prior entry.

G2.7, ASOP, B24.7, B24.73, B24.75, B24.76 & G9.71 See prior entry.

G9.71, ASOP, B24.7, B24.73, B24.75, B24.76 & G2.7 See prior entry.

G13.42 & D16.11 See prior entry.

H1.5 What are the designations for Smoke capability for the German, Russian and Finnish OBA Availability Charts on page H5 (these seem to have been added for other nationalities available since the release of Yanks)?
A. Pending. [Compil2]

Belgian Ordnance Note 7 M76A The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Belgian Ordnance Note 10 C75 TR Counters A-C (and the illustration in the Note) should show the gun caliber as overscored (as shown in the Listing and counter D). [J1; Mw] {Corrected with ABTF countersheet. SR}

Belgian Ordnance Note 11 C75 GP The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Belgian Ordnance Note 13 C120 M31 Counter A (and the illustration in the Note) should show the gun caliber as overscored (as shown in the Listing and counters B & C). [J1; Mw] {Corrected with ABTF countersheet. SR}

Belgian Vehicle Note 15 T-13 Type II(b) Counters (and the illustration in the Note) should indicate that vehicle is radioless (as shown in Listing). [J1; Mw] {Corrected with ABTF countersheet. SR}

Common Allied Nations Ordnance Note 30 75M 19S The counters, the illustration in the Note, and the Listing should not show the gun caliber as overscored, since its AP5 (Limited Stowage – C8.5) is not date dependant. [J1; Mw] {Corrected with ABTF countersheet. SR}

Common Allied Nations Ordnance Note 32 120mm wz.09/31 The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Common Allied Nations Ordnance Note 33 155mm Model 17S Counter A (and the Note illustration) should show the gun caliber as being overscored (as shown on Counters B & C and the Listing). [J1; Mw] {Corrected with ABTF countersheet. SR}

Common Allied Nations Ordnance Note 36 40mm Bofors AA The text should refer to British Ordnance Note 21, not 41. [J1; Mw]

Common Allied Nations Vehicle Note 36 VCL Utility (b) Counter and listing should show that vehicle is fully-tracked, not wheeled. [J1; Mw] {Corrected with ABTF countersheet. SR}

Dutch Vehicle Note 30 Jeep(a) The cross reference to Low Ground Pressure should be D1.41, not D1.51. [J1; Mw]

German Vehicle Note 45 Marder I The German *Marder I* TD should have "(f)" in its name on the counter, for ESB purposes (D2.5). Corrected in PB. [An89; An95w; An96; Mw]

German Vehicle Note 59 SPW 250/7 & SPW 251/2 The *SPW 250/7*, and *SPW 251/2* ht start each scenario manned by an Inherent Infantry (i.e. 2-2-8) crew and should have "InfCrew" on the counter. When such a crew exits it vehicle its ID should be recorded since it differs from a normal Infantry crew by having vehicular-crew capabilities. Corrected with *The General* 28.6 and KGP I countersheets. [An89; p.H66 (British Vehicle Note H); An96; Mw]

German Vehicle Note 65 SPW 251/10 The German *SPW 251/10* ht should have "ATR;PSK[S3+]" on the back of the counter; see German Vehicle Note 65. [An89; An95w; An96; Mw]

German Vehicle Note 67.1 SPW S307(f) 1) May the MG armament on the S307(f) be used offensively in CC?
A. No.
2) Does the CMG have only the CA of the MA (i.e., the VCA)
A. Correct.
3) Does this counter require errata: "(add "CMG: VCA only")" on the back?
A. Require? No.
4) If it had this remark on the back, this question would not come up, which would be an improvement.
A. But without the remark, it still is restricted to the VCA and still can't attack in CC. [Letter134]

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 [EXC: the crew must be CE to fire the CMG]. Corrected with *The General* 28.6 countersheet. [An89; p.H66 (British vehicle note O); An96; Mw] [Letter127]

German Vehicle Note 92 2cm FlaK LKW The MA of the German 2cm FlaK LKW truck should be "20L" – not "20". Corrected in KGPI. [An89; An95w; An96]

German Vehicle Note 93 Goliath At the end of the next-to-last paragraph, add "A Goliath detonated by Defensive First Fire does *not* leave Residual FP." [An93a; An95w; An96; Mw]

German Vehicle Note 93 Goliath In the second paragraph, line 22, delete "(including the Nationality DRM)". [An97; Mw]

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

German Vehicle Note O After "it", add "can fire only while the AFV is BU, ". At the end of the Note add "(or one whose elevation advantage is > the AAMG's range to it). Otherwise it is treated as a normal AAMG." [An93a; An95w; An96; Mw]

German Vehicle Note c Multi-Applicable Note c does not apply to the 38H 735 (Note 101) or the 35-S 739 (Note 102). [An97; Mw] {They are Note 9.2 and Note 9.3 in v2. SR}

German Vehicle Note f Multi-Applicable Note f (shown as a superscript) does apply to the 35-S 739. [An97; Mw]

Polish Ordnance Note 4 75mm wz.02/26 The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Polish Vehicle Note 2 Vickers Edw(b) & Ejw(b) The VCA of the vehicle in the diagram should be facing the squad (rotate the vehicle 120 degrees CCW). [J1; Mw]

Russian Vehicle Note 19 M4/76(a) At the end of the first paragraph, add " and U.S. AP/APCR TK#s." [An93a; An95w; An96; Mw]

Russian Vehicle Note 20 T-44 The counter illustration should show the T-44 as being a small (+1) target. The actual counters are correct. [An93a; An95w; An96; Mw]

Russian Vehicle Note 40 BA-64B The Russian *BA-64B* AC should have "BU FP NA" on the counter; see Russian Vehicle Note 40 and British Vehicle Note O. [An89; An95w; An96; Mw]

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

Yugoslavian Ordnance Note 21 80mm M28 and M33 The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Yugoslavian Ordnance Note 22 100mm M14/19 The illustration in the Note should show their gun caliber as overscored (as shown in the listing and on the counters). [J1; Mw]

Yugoslavian Vehicle Note 20 M3A1(a) & M3A3(a) The counters (and Note illustration) for the brown Yugoslavian M3A3 tank should have superior turret armor for the side/rear armor (as indicated in the Listing), not for the front armor. [J1; Mw] {Corrected with ABTF countersheet. SR}

J2.31 & B30.6 See prior entry.

RB SSR RB6, B27.54, B28.41 & F8.6 See prior entry.

ASL Modules Scenarios

Scenario 2 ("Mila 18") The Germans *must* perform the Mopping Up procedure in a building in order to claim it for Victory Condition purposes, even if they Control all its Locations. [An89; An96; Mw]

Scenario 3 ("The Czerniakow Bridgehead") Each unit eliminated due to SSR 2 counts as Casualty VP. [An89; An96; Mw]

Scenario 4 ("The Commissar's House") In SSR 3, the Russians should have Level A Booby Trap capability – not Level C. [An89; An96; Mw]

Scenario 8 ("The Fugitives") In SSR 1 change "pre-designate" to "secretly record". [An95w; An96; Mw]

Scenario 8 ("The Fugitives") Re SSRs 1 and 7, which one is resolved first?
A. The German secretly records his entry hex, the Russian then places his Rubble counters, and the German then reveals his entry hex. [An95w; An96; Mw]

Scenario 8 ("The Fugitives") Does SSR7's reference to "six non-adjacent building hexes with a second level" mean:
(a) Any multi-level building hex, OR
(b) Any hex containing a Level 2 building Location?
A. The latter. [Letter97]

Scenario 9 ("To The Square") The Russian radio should have contact values of 6/7/8 – not 5/6/7. In SSR 4, allow the German HMG (as well as the MMG) to use Bore Sighting. [An89; An96; Mw]

Scenario 10 ("The Citadel") The German (133rd Infantry Regiment) may setup "within four hexes of BB5" and/or "anywhere south of the canal". For example, German units from that group can set up in both 23BB9 and 23A3. [Letter10]

Scenario 17 ("Lost Opportunities") In the VC should "stone" or "multi-hex" be inserted in front of "buildings"?
A. No. [Compil6]

Scenario 20 ("Taking The Left Tit") The Victory Conditions should read: "The Americans win if at game end they have Exited >= four Good Order squads (or their equivalent) off the north edge of board 2, *and* currently have more Good Order squads (or their equivalent) on level 2 hex(es) than the Germans." [An89; An96; Mw]

Scenario 21 ("Among The Ruins") U.S. tanks do not count towards the Victory Conditions. [An89; An96; Mw]

Scenario 23 ("Under The Noel Trees"), A1.23 & A19.132 See prior entry.

Scenario 25 ("Gavin's Gamble") The Scenario date should be 1944. [Misc30]

Scenario 26 ("Tanks In The Street") In the second line of the Victory Conditions, change "by" to "at". [An89; An96; Mw]

Scenario 33 ("The Cossacks Are Coming") For Victory Condition purposes, does the 50mm mortar have a FP value of "2", "3", or "6"? Does the Cossack LMG have a FP value of "2" or "3"?
A. "3" in both cases. [An93b; An96; Mw]

Scenario 41 ("A Bridgehead Too Wet") Change the British Balance Provision to read, "In the Victory Conditions, change '>= 7' to '>= 8'." The Class on the German HS counter illustration should be "E-with-a-box", not "1". [An90; An96; Mw] {The British Balance Provision already has '>= 8'. Was this just an error in early printings? SR}

Scenario 47 ("Rude awakening") "-1 0/2PP" and "-1 2/3PP" on the Motorcycle counter illustrations should be "M10 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" should be "T6 15PP" and there should be two stars (not one). [An90; An96; Mw]

Scenario 52 ("Too Little, Too Late") "-1 0/2PP" on the Cycle counter illustration should be "M10 0PP -1". [An90; An96; Mw]

Scenario 53 ("A High Price To Pay") The LMG counter shown in the British OB should be British – not Axis Minor. The British light mortar shown should be the standard (range 2-11) – not the Airborne – version. [An89; An96; Mw]

Scenario 54 ("Bridge To Nowhere") The Class on both Russian HS counter illustrations should be "1-with-a-box", not "1". [An90; An96; Mw]

Scenario 54 ("Bridge To Nowhere") For Victory Condition purposes, does the 50mm mortar have a FP value of "2", "3", or "6"?
A. "3". [An93b; An96; Mw]

Scenario 56 ("Half A Chance") The DVP values (F.3) are missing from the gun and vehicle counter illustrations. Rules D13.3 and D13.32 of the 1989 Errata supersede SSR 5. [An90; An96; Mw]

Scenario 58 ("Ci Arrendiamo") The DVP values (F.3) are missing from the British gun and vehicle counter illustrations. "-1 2/3PP" on the sidecar counter illustration should read "M9 3PP -1". [An90; An96; Mw]

Scenario 66 ("The Bushmasters") Does SSR4 imply that the reinforcements have to enter as one contiguous Banzai, or could they be set up in 2 or more clusters as long as each cluster meets the requirements for Banzai and this SSR?
A. One contiguous Banzai. [Letter184] {Re-worded. SR}

Scenario 76 ("End Of The Ninth") The French armored cars should *not* have AAMGs. [An93a; An96; Mw]

Scenario 79 ("Bridge Of The Seven Planets") In SSR 1, change "Hill 486" to "Hill 520". Regarding SSR 3, if the leader in building 40oD1 undergoes Heat of Battle, the result is always treated as Battle Hardening. [An93a; An96; Mw]

Scenario 89 ("Rescue Attempt") The VP are awarded to the Belgians at game end: 2VP for a squad and 1VP for a HS regardless of location; plus VP for AFV around 43O10; plus VP for exiting squads/HS. In other words, the Belgians object is simply to survive with 13 VP at game end. [Letter15]

A Bridge Too Far Campaign Games

General SW Question Do expended DC (and other SW) get replenished? In other CG (eg RB) as long as some units of the original owning formation still survived, you would get the DC back. I don't see anything like this in AB2F. Am I just half blind, or is it not there - meaning that you get only one try with a DC (or FT)?
A. Once they are gone, they are gone. [Letter39]

A Bridge Too Far Scenarios

Scenario ABTF1 ("The Prize") Change the setup of the British Headquarters Defense Platoon and Troop B, Royal Engineers, to "set up on/east of hexrow G ≤ 3 hexes from hex I6:". [J2]

Scenario ABTF8 ("God Save The King!") The first four "?" in the British OB and the first two "?" in the German OB should be DC, i.e., the British should get four DC and twelve "?" and the German Group 1 should get two DC and zero "?". In SSR1, hex F20 starts ablaze, not hex F21. In SSR2, There should be no rubble in hex M15. Hex M15 should contain shellholes. [J2, some also Mw]

A GI's Dozen Scenarios

Scenario U2 ("Sweep For Bordj Toum Bridge") Does the American T19 HMC halftrack in the US OB start hooked up to its trailer as per its Chapter H vehicle notes?
A. Yes. [Letter68]

Scenario U3 ("The Factory") The victory conditions for "U3 The Factory" state "The Americans win at game end if they Control at least 6 of the 10 multi-level (B23.22-.23) buildings on board 12." There are 11 multi-level buildings on board 12, but there are 10 multi-story buildings. Should the VC's be revised to state
(a) "6 of the 11 multi-level buildings", or
(b) "6 of the 10 multi-story buildings", or
(c) something else?
A. a) 11 MULTI-LEVEL buildings is correct. [Letter153]

Scenario U4 ("Climax at Nijmegen Bridge") The British infantry force is allocated an *Airborne* 51mm MTR. Is this correct?
A. Yes. [Letter88]

Scenario U4 ("Climax at Nijmegen Bridge") SSR 3 states that a reinforcement dr is made starting turn 4, at the beginning of "each" friendly Rally Phase. As it is written, it says that you keep rolling even after you have successfully gotten reinforcements. But the SSR also refers to "the" reinforcements, which sounds like the intention is to get them only one turn. What is intended? Keep rolling every turn – beginning in turn 4 till turn 7, or roll until you get reinforcements - and then stop.
A. You can keep rolling if you wish but you only get "the" one group of reinforcements. [Letter99]

Scenario U6 ("Action At Kommerscheidt") In SSR 1, "OG1" should be "OW1". [Mw]

Action Pack Scenarios

Scenario AP1 ("The Ring") In line 2 of the Victory Conditions change "3 CVP" to "5 CVP". [An97; Mw]

Scenario AP2 ("Storm of Steel") May infantry on board 43 set up in buildings (SSR3)?
A. No. [Compil7]

Scenario AP2 ("Storm of Steel") 1) How many pillboxes do the Russians get: one, or ten?
A. One.
2) Re SSR#3, may Russians set up on board #43 in locations where entrenchments are NA (such as in buildings)?
A. No, they must set up entrenched. [Letter100]

Scenario AP4 ("L'Abbaye Blanche") Would a U.S. Gun captured and exited by the Germans be worth 4 VP or 2 VP?
A. 4 VP. [Compil6]

Scenario AP8 ("A Bloody Harvest") Delete the two Polish LMG. Polish Elite and 1st Line squads have Assault Fire. [J1; Mw]

Scenario AP11 ("Swamp Cats") SSR2 mentions Overlay X27, but the board configuration shos X21. Which is correct?
A. The SSR is correct– X27. [Mw]

Scenario AP11 ("Swamp Cats") To win, the Russians must "control the bridge" (among other things). Interpret this as "control the bridge Location", i.e. not the hex nor the Location below the bridge.. [Letter28]

ASL Annual Scenarios

Scenario A6 ("The Price Of Impatience") "-12/3 PP" on the Sidecar counter illustration should be "M9 3PP-1". [An90; An96; Mw]

Scenario A11 ("Silent Death") Finnish OB text should read: "27th Sissi Company [ELR:5] enters on turn 1 on any/all board edge(s), expending no more than half their MF allotment." [An90; An96; Mw]

Scenario A24 ("Regalbuto Ridge") In SSR 4, add "as if the gun were a mortar" after "apply", and add "Range is drawn from any west-edge hex of board 3 (the firer may choose *any* such hex when he declares each shot)", after "malfunction". [An95w; An96; Mw]

Scenario A25 ("Cold Crocodiles") May the Canal be crossed as if a Frigid Stream (B20.7)? If not, what effect does it have that Water Obstacles are Frigid in this scenario?
A. No. Not much. [Compil3]

Scenario A53 ("Smith & Wesson") The *Annual '93a* scenario entitled "Smith & Wesson" should be ASL Scenario "A53", not "53". [An93b; An96; Mw]

Scenario A54 ("The Raate Road") The Finnish ATR should be the 20L Lahti – not the 20LL depicted. The Russian radio counter depiction should have Contact values of 6/7/8 – not 5/6/7. [An93b; An96; Mw]

Scenario A59 ("Death at Carentan") Are the hedges (bocage) along hexsides O1/N0 through O4/N4 covered by the overlay in play?
A. Yes. [Compil5]

Scenario A60 ("Totsugeki!") Both Chinese MMG Strength Factors should be "4-10". [An93b; An96; Mw]

Scenario A63 ("Action at Balberkamp") The German cross in the Turn 2 box of the Turn Record Chart should be in the Turn 3 box, and the British roundel should be in the Turn 2 box; this supersedes the errata for this scenario appearing in the *'An95w*. [An96; Mw]

Scenario A68 ("Acts Of Defiance") Is Kindling allowed?
A. Yes. [Compil4]

Scenario A69 ("Broich Bash") Rotate the north arrow 180 degrees. [different wording in Gen30.2; An96; Mw]

Scenario A70 ("Wintergewitter") Does the wall covered by overlay OG2 exist?
A. No. [Compil4]

Scenario A72 ("Italian Brothers") The Republican "Balance" should read: "Delete SSR 5." [Gen30.2; An96; Mw]
In the Republican OB change "SSR1" to "SSR 5" and change "or on south of hexrow C" to "on/-south of hexrow C". [J1; Mw]

Scenario A73 ("Not Out of the Woods Yet") The Americans set up first *and* move first; this supersedes the errata for this scenario appearing in *The Gen30.2*. [An96; Mw]
Are the hedges/walls covered by the overlays meant to be in play, contrary to the normal provisions of G.9C.
A. No. [Compil7]

Scenario A76 ("Night Drop") The American "Balance" should read: "Delete SSR 5." [Gen30.2; An96] The German "Balance" change "turn 4" to "turn 2". [An97] [Both Mw]

Scenario A77 ("Hide & Seek") Rotate board 14 180 degrees. [Gen30.2; An96; Mw]

Scenario A79 ("Mike Red") Change the Allied nationality in the Turn Record Chart from "British" to "Canadian". Delete the bracketed total MMC BPV in the Turn Record Chart; Battlefield Integrity never applies to the Assaulting side in a Seaborne Assault. [An96; Mw]

Scenario A79 ("Mike Red") Ordinarily, Ocean overlays are placed **on Beach** overlays. Is the Beach overlay properly placed here **on the Ocean** overlay?
A. Yes. [Compil9]

Scenario A81 ("They Fired On Odessa ...") The Russians enter along the west edge. [Gen30.2; An96; Mw]

Scenario A82 ("Orange At Walawbum") Add three 50mm Mortars to the Japanese OB. [Gen30.2; An96] In the American setup instructions, change "37S9 -37S10" to "36S9 - 36S10". [An97] [Both Mw]

Scenario A84 ("Endless Struggle") Only hexrows B-FF are playable. [Gen30.2; An96; Mw]

Scenario A85 ("Airborne Samurai") Game length is 7-1/2 turns. Delete the first sentence of SSR 3. [Gen30.2; An96; Mw]

Scenario A86 ("Fighting Sparrow") Since the Japanese Morale is underlined in this scenario (SSR 3), these units are not subject to Unit Substitution. [An97; Mw]
Are the Australian troops of the 2/40 Infantry Battalion considered ANZAC (A25.44) for stealth purposes?
A. Yes. [Compil7]

Scenario A87 ("The Grand Canal") Victory Conditions should read as follows: "The Japanese win if they Control >= 30 printed stone buildings at game end; the 41U5 bridge is the equivalent of five printed stone buildings." [Gen30.2; An96; Mw]

Scenario A88 ("Surprise Encounter") Rotate the north arrow 90 degrees to the right; board 34 180 degrees; rotate board 32 180 degrees; this supersedes the errata for this scenario appearing in *Gen*30.2. [An96; Mw]

Scenario A90 ("Cutting Out a Strongpoint") The South African roundel in the Turn Record Chart should be in Turn 5 instead of in Turns 3 and 4. The DVP values for the South African vehicles should be listed in red; the 2pdr Portees are worth 4 DVP each and the Marmon-Herrington ACs are worth 3 DVP each. [An96; Mw] {The DVP are also missing from the Italian Guns/AFVs. They are: 47/32 AT Gun, 3 DVP; 81/14 MTR, 3 DVP; L3/35 tankette, 2 DVP; Matilda II heavy tank, 6 DVP. SR}

Scenario A90 ("Cutting Out a Strongpoint") Are the South African reinforcement rules supposed to be: dr of at least 2 or 3 < the current game turn # (resulting in the earliest arrival of the two groups on Turns 3 & 4) or DR of at least 2 or 3 < the current game turn # (resulting in the earliest arrival of the two groups on Turns 4 & 5).
A. Based on a dr, but not before Turn 5 (per SSR 7). [Compil9]

Scenario A95 ("The Long Road") Are the roads in the bridge hexes in play (SSR2)?
A. No. [Compil7]

Scenario A96 ("In Rommel's Wake") Add to the end of SSR 4 "A set DC may use HIP and would lose HIP status as a Fortification.". SSR 6 should read "The German cycle counters represent bicycles (D15.8) which may portage one MG when in squad size.". [An97; Mw]

Scenario A99 ("To Clear A Roadblock") The scenario card erroneously shows the German le Pak 41 anti-tank Gun as having 3 ROF; as depicted on the counter and in the Ordnance Notes, this weapon only has a 2 ROF. [An97; Mw] {The art inside the back cover of the binder also erroneously shows a 3 ROF. SR}

Scenarios A103 & A104 Are the correct scenario numbers of "Mayhem in Manilla" & "In Front of the Storm", A103 & A104 as written on the scenario cards, or D14 & A103 as written on the Chronology of War listing?
A. A103 & A104. [Compil5]

Scenario A103 ("Mayhem in Manila") Can the U.S. win by entering one of the buildings before the Japanese get a chance to use Defensive First Fire? Can they win by advancing into CC before the CC is resolved? Can they win merely by virtue of one of the buildings being occupied by no one?
A. Yes. Yes. No. [Compil5]

Scenario A105 ("Police Action") In SSR2 (and the board configuration) change "overlay 1" to "overlay 2". [J1; Mw]

Scenario A114 ("Hamlet's Demise") SSR1 The wind blows from the southwest. [J1; Mw]

Scenarios A115 ("Blockbusters"), A116 ("Tangled Up In Blue"), A117 ("Maggot Hill") & A118 ("The Waterhole") SSR1: All Interior Jungle hexes are Dense, but in most cases, however, the "oversized colored center dot" in a Jungle hex designates Light Jungle [EXC: hexes U9-U11]. [J1; Mw]

Scenario A117 ("Maggot Hill") SSR2 says units of both sides may set up "entrenched" if in suitable terrain. Does this mean units may set up in trenches and/or foxholes, as B27 lists both these items as "entrenchments"?
A. Foxholes only. [Letter70]

Scenario Deluxe A2 ("Last Act in Lorraine") There are, of course, 11 two-story buildings. Change the references to "seven" in the VC and American Balance Provision to "eleven". [An90; An96; Mw]

Scenario Deluxe A4 ("The Island") The North arrow should point to the right – not to the top – of the scenario card. [An95w; An96; Mw]

Scenario Deluxe A11 ("Sicilian Midnight") The scenario card depicts Italian 3-4-6 squads with a boxed "1" indicating their first-line status, but only 3-4-7 Italian squads have a boxed first-line designation; 3-4-6s are not boxed. Are the squads supposed to be 3-4-6 first line troops?
A. Yes. [Compil5]

Scenario Deluxe A12 ("Tussle at Thomashof") Add one Churchill VII to the British OB. [An97; Mw] {An97 mistakenly references scenario Deluxe A14. SR}

Scenario HASL A1 ("Fire On The Volga") Add "[EXC: for Victory Condition purposes only, the river is *not* Flooded]" to the end of SSR 1. [An95w; An96; Mw]

ASL Journal Scenarios and Mini-CGs

Mini-CG "Broadway to Prokhorovka" Add BPSSR 7: "The HS Passenger of any SPW 250/-sMG or SPW 251/sMG is a 3-4-8." In table 2, "Russian RePh1 Bonus EVP Chit Pool", chit #4 in table 2a should read "Reinforcements enter on Turn 1." [Mw]

Scenario J1 ("Urban Guerillas") SSR5 should read: "Partisan units have PF capability as if they were German, and Captured Use Penalties (A21.12) apply; only a maximum of 3 PF may be fired by Partisans during the scenario." [Mw]

Scenario J1 ("Urban Guerillas") Will SS units surrender to Partisan units?
A. Yes, like in Mila 18. [Letter88]

Scenario J3 ("A Sunday Stroll") This should have BAZ 44, not BAZ 45, in the American OB. [Mw]

Scenario J6 ("St. Barthelemy Bash") This should have BAZ 44, not BAZ 45, in the American OB. [Mw]

Scenario J14 ("On the Hoss' Side") The playing area is given as hexrows E-K while the setup area for L Company is given as D11-E11-F11-G11-H10-J10-K10-L9. Also, C Company is given a setup area of hexes K10 or L10. Is the playing area defined correctly? Or are the setup areas correct and the playing area should be D-L?
A. The playing area should be D-L.
If the setup areas are correct, should L Company's setup area include I10 in the definition of the alternate hexgrain?
A. Probably. You can set up in I10 but not in I11.. [Letter51]

Scenario J27 ("High Tide At Heiligenbeil") SSR3 does not prevent German units from firing PFs. [Letter46]

Scenario J28 ("Inhumaine") SSRs 1, 2, & 3 should refer to building M6, not building P6 (P6 is open ground). [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." [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". [Me]

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. [Mw]

Scenario J37 ("Tretten In Flames") In the German OB, the "Elements of the 138th Gebirsjaeger 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. [Letter133]

Scenario J38 ("Bitter Defense at Otta") Ice rules do not apply. [Mw]

Scenario J39 ("Indeed!") In SSR 2, replace "[EXC: H4-I4]" with "[EX: H4-I4]". [Mw]

Scenario J52 ("Dress Rehersal") BPSSRs apply (see Journal #3, page 60). [Mw]

Scenario J53 ("Setting the Stage") BPSSRs apply (see Journal #3, page 60). In the Victory Conditions, replace "33G6" with "33GG6". [Mw]

Scenario J56 ("A Burnt Out Case") The AMD 35 "loses HIP/? status as if it were an Emplaced Gun." If it is concealed, and fires its *CMG* within LOS and 16 hexes of an enemy unit, does it lose concealment automatically?
A. Yes. [Letter103]

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). [Mw]

Scenario J60 ("Bad Luck") In the Victory conditions, replace the second instance of "Germans" with "Americans". [Mw]

Scenario J63 ("Silesian Interlude") The VC say "The Germans win at game end by Controlling al 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 rubbled Locations?
A. (b). [Letter124]

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 & T15.6141 See prior entty.

CG II In CG II the Japanese get 31 CAPP for Black Beach Two, but only 3 hexes of this beach are in play. I can not figure out how to legally place this many pillboxes with only 3 hexes of beach available.
A. In the Japanese OB for CGII for Black Beach Two change "31^5 CAPP" to "13^5 CAPP". [Mw; J2]

CGII & CG III In CGIII the Marines get 40xLVT1(m) (and in CGII they get 20). But I don't have any LVT1(m) counters. I have 40 LVT2(m) counters.
A. In CGII and CGIII, change "LVT1(m)" to "LVT2(m)". [Mw; J2]

CG III SSR6 Why does the SSR 6 in CGIII refer to LVT(A)2s being equipped with wire-grapnels when Vehicle Note 59 (to which the SSR refers) is about the LVT2(m)?
A. The SSR should refer to the LVT2(m) but it doesn't make much difference in game terms. [Mw; J2]

Blood Reef: Tarawa Scenarios

Scenario BRT2 ("China Girl") In the U.S. AFV setup instructions add "Ocean/Reef" between "in" and "hexes". [Mw]

Scenario BRT3 ("Ryan's Orphans") Should SSR2 mention huts? What happens if G9 is selected?
A. SSR2 should not mention huts since PTO is not in effect. That would place shellholes in the road on the bridge. [Letter34]

Deluxe ASL Module Scenarios

Scenario DASL 3 ("Storming The Factory") The second sentence of SSR 2 ("... A MOL's Basic TK# ...") is incorrect. [Letter2] {In Letter5, Perry Cocke says that he's never heard anyone suggest that the sentence should be deleted from the SSR. SR}

Scenario DASL 4 ("First To Strike") The Germans actually control ten (not nine) multi-hex buildings at game start. Does this affect the VC?
A. No. [Letter4]

Scenario DASL 5 ("Little Stalingrad") The Russian radio should have contact values of 6/7/8, not 5/6/7. [An89; An96; Mw]

Scenario DASL 15 ("Barkmann's Corner") All U.S. units must enter in *one* Convoy and *one* Column. [An93a; An96; Mw]

Scenario DASL 17 ("They're Coming!") At the end of the American set-up instructions "board f or g" should read "board f or h". [An91] In line 3 of SSR 1, change "dr" to "DR". [An95w] [both in An96; Mw]

General Scenarios

Scenario A ("The Guards Counterattack") A7.72 supersedes SSR 2. [An89; An96; Mw]

Scenario B ("The Tractor Works") A7.72 supersedes SSR 2. [An89; An96; Mw]

Scenario C ("The Streets of Stalingrad") A7.72 supersedes SSR 3. The date, of course, should read "1942". [Gen25.1; An89; An96; Mw]

Scenario D ("The Hedgehog of Piepsk") A7.72 supersedes SSR 4. [An89; An96; Mw]

Scenario E ("Hill 621") In the version appearing in "Classic ASL", the Russian reinforcements shown as entering of Turn 3 should instead enter on Turn 5. [Mw]

Scenario J ("The Bitche Salient") In SSR 4, the 80mm+ OBA should have *normal* ammunition. [Gen25.1; An89; An96; Mw]

Scenario R ("Burzevo") The last sentence of SSR 4 reads "The 88L FlaK Gun must be set up adjacent to a building hex." [An93a; An96; Mw]

Scenario S ("The Whirlwind") In SSR 5, change "German ... friendly" to "Germans are in a friendly, and the Americans in a hostile, ". [An93b; An96; Mw]

Scenario U ("Chance D'une Affair") In SSR 4, change "the MPh" to "Movement Phases". [An97; Mw]

Scenario DASL A ("To The Last Man") Add "Buildings cH2, aK2, and bE1 are Factories" to the end of SSR 5. [An95w; An96; Mw]

Scenario DASL A ("To The Last Man") The VC state a player must have "sole control" of buildings to win. Interpret this as "building control". [Letter28]

Scenario G4 ("First Action") In SSR 3, delete "all". [Gen25.1; An89; An96; Mw]

Scenario G7 ("Bring Up The Guns") On the Wagon counter illustration, "M>=6 1S/5PP" should be "T6 15PP" and there should be two stars (not one). [An90; An96; Mw]

Scenario G8 ("Recon In Force") In the Victory Conditions, change "have ... total" to "currently Control one of those buildings and their Casualty VP is >= triple that of the Axis side". [An93a; An96; Mw]

Scenario G9 ("Sunday Of The Dead") The DVP values (F.3) should be printed in red, not black. [An90; An96; Mw]

Scenario G18 ("Goya") May the German LMGs be Bore Sighted?
A. No. [Compil3]

Scenario G26 ("Parker's Crossroads") In the Victory Conditions change "and/or" to "and"? (i.e., the Americans win if there is either a Good Order U.S. MMC, or a manned U.S. AFV with any functioning armament, or both, within six hexes of 43N8). [An97; Mw]

Scenario G26 ("Parker's Crossroads") Should the HS Passengers of the 250/sMG be a 3-4-8?
A. Yes. [Compil9]

Scenario G29 ("Shoot-N-Scoot") What are the intents of SSR2 and 3?
A. All multi-hex buildings contain inherent stairwells as if 1-1/2 level obstacles. Vehicles are concealed only not HIP, but lose as if guns (on a TH cdr of 5 or 6). [Letter35]

Scenario G30 ("Morgan's Stand") After "GERMAN Moves First" add: "[0]". The die roll in SSR 3 must be less than *or equal* to the circled number on the Turn Record Chart. [Gen30.5]

Scenario G45 ("Halha River Bridge") The counter depiction on the scenario card of the 37* INF Gun in the Russian OB incorrectly shows it as having IFE. [J1; Mw]

Scenario T3 ("Ranger Stronghold") The PDF version on your website has an American 10-2 but the version originally printed in the General has a 10-3. I assume the 10-2 is a typo.
A. Correct. 10-3 is correct. [Letter142]

Scenario T5 ("The Pouppeville Exit") In the German setup instructions, change "Locations" to "hexes". [An93b; An96; Mw]

Scenario T7 ("Hill 235.5") The Germans may set up north of the road that determines the setup area, but *not on* it. [Variant in An93a; An95w; An96; Mw]

Scenario T9 ("The Niscemi-Biscari Highway") In the German setup instructions, change "5Q5" to "5Q6". [An93a; An96; Mw]

Scenario T13 ("Commando Raid at Dieppe") The German units in 4R1 should set up in 5R1. [An95w; An96; Mw]

Scenario T15 ("The Akrotiri Peninsula") The two 4-5-7 and the two leaders that belong to the 151st Heavy AA Battery are not bound by SSR 4. [An97; Mw]

Scenario T15 ("The Akrotiri Peninsula") Are the squads in the security platoon allowed to use HIP?
A. No. [Compil5]

Kampfgruppe Peiper Campaign Games

CG III ("Decision at La Gleize") Do the Americans really only get 5 infantry platoons before the brown units are available?
A. Yes. [Compil7]

CG IV ("Prayers In The Dark") The CGSR state "For purposes of CPP replenishment, CG Maximums, etc., this CG is played as if it were CGI with the following exceptions:". Are the "Initial Scenario" purchase restrictions for US RGs V2, V4, V6, V7, G4, G5, O2 and B1 (page P17[96]) that apply to CGI also in effect for this CG?
A. Those restrictions do not apply. [Letter107]

Kampfgruppe Peiper Scenarios

Scenario KGP2 ("Festung St. Edouard") In SSR 2, add "(HE/WP)" after "OBA" in line 1, add "(HE/SMOKE)" after "OBA" in line 2, and delete "and may fire HE/SMOKE". [An95w; Mw]

Scenario KGP5 ("Marechal's Mill") The jeep with the 4FP AAMG should have a ROF of 2. [An96; Mw]

Scenario KGP5 ("Marechal's Mill") Should the setup area read "on or south-of row P" instead of "south-of row P"? The jeep listed with a 4 FP AAMG shows a ROF of 1 on its scenario card counter depiction, my counters show a 2 ROF for this MG; which is correct?
A. No. The 4FP Jeep should have a ROF of 2. [Compil4]

Scenario KGP6 ("Probing the Villas") Replace one US dm MMG with a US dm HMG in the US OB. [An96; Mw]

Scenario KGP10 ("Peiper's Last Gasp") The German SAN should be 2. [An96; Mw]

Operation: Watchtower

Map The first edition map had poorly-distinguishable colors for the different elevations in hex KK7. [Letter166]

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. [Letter169]

Operation: Watchtower Scenarios

Scenario HS4 ("High Water Mark") In the American setup instructions for C Company, replace "Hill 2" with "Hill 120" so that it reads "set up <= 2 hexes from any Level 4 Hill 120 hex". [Letter188]

Scenario HS6 ("Just Fighting Through") In SSR2 replace "E1.1-1.6" with "E1.1-1.16". [Letter188]

Scenario HS10 ("Government Property") Overlay Wd4 cannot be set up on Y7/Z8 as indicated since those hexes aren't adjacent. In SSR1 Replace "Y7/Z8" with "Y7/Y8". [Letter188]

Scenario HS13 ("the Ravine") In the setup instructions, replace "board 35" with "board 36". The board configuration is correct as shown. [Letter188]

Pegasus Bridge Campaign Games

CG I Do the 8-1 and 2-3-8 HS that enter on turn 2 have Freedom of Movement?
A. Yes. [Compil7]

CG 1 SSR 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. [Letter177] {Edited for clarity. SR}

Pegasus Bridge Scenarios

Scenario PB5 ("Taylor Made Defense") For purposes of PB SSR 14, the forces in the British OB that belong to No. 1 Platoon, Company D, 2nd Oxfordshire and Buckinghamshire Light Infantry consist of a 6-4-8, the 4-5-8, the 2-4-8, and the 8-1. [J1; Mw]

Red Barricades Campaign Games

CG IV ("Bled White") a) What are the attack chit limits?
A. The same as normal CGs, so the Germans are unlimited and the Russians have 2.
b) SSR2 seems redundant; the standard rules already require that reserves set up >= 6 hexes from enemy setup locations.
A. This is to cover setup when the Germans can enter from the west edge.
c) Does SSR3 say Russian reinforcement RGs can't enter the map on the initial scenario? In that case could RGs still be bought and kept off map for the entire scenario?
A. Yes.[Letter29]

CG IV ("Bled White") In Table 1 (p.20), change the German CG Maximum Purchase for the G2 RG from "7" to "1". [Mw]

Red Barricades Scenarios

Scenario RB2 ("Blood & Guts") In Victory Condition "b)", change "initially ... Russian" to "within the Russian setup area". [An93b; An96; Mw]

Scenario RB6 ("Turned Away") German Dummy counters set up IN gully hexes despite the fact that the latter are not Concealment Terrain. [An91; An96; Mw]

Solitaire ASL Missions

Mission 6 ("The Fortress") The board 21 objective should be Z6 rather than P7, and the footnote applies to building Z6. [J1; Mw]

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?]

First Edition ASL Modules Scenarios

Scenario 86 (“Fighting Back”) The contact number shown on the scenario card for the Polish radio should be 7, as is shown on the actual radio counter. [J1; Mw]

Scenario 89 ("Rescue Attempt") In SSR 2, replace overlays RR3 & RR4 with RR11 & RR12 (the 6-hex ElRR overlays). (Consider overlapping a hex of the two GLRR overlays (RR1 & RR2) which will keep all of overlay RR1 on board.) [J1; Mw]

ABTF SCW Counters All of the SCW counters in ABTF are incorrect. On the TH table in the back, where they should say "TH#" they instead say "TK#". [Letter33]

British PIAT counter The British PIAT counters in ABTF have "TK" rather than "TH" on the back. [An89; An96; Mw] {Corrected with Journal#2 countersheet. SR}

British 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.

Common Allied Nations Ordnance Note 35 Okerlikon 20mm See entry under Chapter H.

Common Allied Nations Vehicle Note 31 L3/35(i) See entry under Chapter H.

Common Allied Nations Vehicle Note 32 FT-17C(f) See entry under Chapter H.

Doomed Battalions Counters Guns with "AP/HE LIMITED STOWAGE" (C8.8) do not get their Caliber Size overscored or underscored *unless* the ammo is date-dependent. This can be confusing but makes for a cleaner counter. [Letter14]

Dutch Vehicle Note 27 Pantserwagen M.36 The DB 2nd Ed. counter should have a 2FP Rear BMG. [Letter61]. {Corrected in J2 countersheet. SR}

Dutch Vehicle Note 27 Pantserwagen M.38 The DB 2nd Ed. counter should have a 2FP Rear BMG. [Mw]. {Corrected in J2 countersheet. SR}

French HMG The back of counter "B" is incorrect. Corrected with *The General* 28.6 countersheet. [An93a; Mw]

French Ordnance Note 2 60mm MTR The back of counter "A" is incorrect. Corrected with *The General* 28.6 countersheet. [An93a; Mw]

French Ordnance Note 4 ATR The back of counter "C" is incorrect. Corrected with *The General* 28.6 countersheet. [An93a; Mw]

French Vehicle Note 1 FT-17 75BS Tankette See entry under Chapter H. Corrected with *The General* 28.6 countersheet.

French Vehicle Note 36 Peugot 202 See entry under Chapter H. Corrected with *The General* 28.6 countersheet.

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 PSK The German PSK in KGP II should have a FP value of 12, not 8, and a range of 4 not 5. Corrected in DB. [An96; Mw]

German PSK The German PSK in KGP II should be "X10", not "X11". Corrected in DB. [Misc1]

German purple counters The mis-colored German ?, crew, SS squads and HS, and MG counters from KGP II were reprinted in DB.

German SS 2-3-8 HS The black SS 2-3-8 HS in ABTF should have their morale underlined. {Fixed with Journal#2 countersheet. SR} [Misc20]

German Vehicle Note 6 PzKpfw 35t The German *PzKpfw 35t* tanks should have "t" – not "(t)" – in its name on the counter and the Chapter H illustration, since it does not receive the zero ESB DRM for being Czech-built (D2.5). [An89; German Vehicle Note 6; An95w; An96; Mw] {An96 mistakenly references note 7. SR} [Letter127]

German Vehicle Note 69 PSW 221 See entry under Chapter H. Corrected with *The General* 28.6 countersheet. [Letter127]

German Vehicle Note 80 sIG 38(t)M The three counters (ID letters "A", "B", and "C") provided in *KGP I* should have a square box around their ID letters signifying Low Ground Pressure. The correct counters are in KGP II. [An96; Mw]

Illustration Each counter illustration on pp. H63-H64 [EXC: the *Sherman III DD(a)*] should show the AFV as OT. The counters themselves are correct, only the illustrations are not. [An89]

Italian Ordnance Note 11 Cannone da 75/32 These counters were mis-printed in v2. The front is like the German 7.5cm leFK 16na and the backs are correct. [Letter120]

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. [Letter121]

Japanese vehicle Note 16 Type 92 HKE 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. [Misc23]

Motion Counters The Motion counters included in PARATROOPER should not contain the words "No Ordnance". The Motion counters in the various other modules are correct. [An89; An96; Mw] {Add "TH: 2x<down arrow>dr" to these and to the one other counter that are missing the phrase. SR}

U.S. 5-4-6 The U.S. 5-4-6 second line squads in KGP II should have a broken side morale of 7 not 8. Corrected in DB. [An96]

U.S. DC in BRT The counters should show "Set: 36FP" on the back, instead of "30FP". [Mw]

U.S. Infantry Crews (2–2–7) in KGP II Their BPV should be 7, not 6. Corrected with DB. [An7; J1; Mw] {J1 says their BPV should be *6* but this has to be wrong. SR}

U.S. Vehicle Note 31 M4 MC Halftrack, Note 32 M4A1 MC, Note 33 M21 MC See entry under Chapter H.

U.S. Vehicle Note 41 T8 See entry under Chapter H.

Wagon/Sledge On the two Wagon/Sledge counters provided in HOLLOW LEGIONS, "M>=6 1S/5PP" and "M>=7 1S/5PP" should be "T6 15PP" and "T7 15PP" respectively, and each should contain two stars (not one). [An90; An96; Mw]

Belgian Ordnance Note 10 C75 TR See entry under Chapter H.

Belgian Ordnance Note 13 C120 See entry under Chapter H.

Belgian Vehicle Note 15 T-13 Type II(b) See entry under Chapter H.

Common Allied Nations Ordnance Note 30 75M 19S See entry under Chapter H.

Common Allied Nations Ordnance Note 31 C105 L 13S Counter F should have "M5" instead of "M6". [J1; Mw] {Corrected with ABTF countersheet. SR}

Common Allied Nations Ordnance Note 33 155mm Model 17S See entry under Chapter H.

Common Allied Nations Vehicle Note 36 VCL Utility (b) See entry under Chapter H.

Dutch Vehicle Note 27 Pantserwagen M.38 Counter B should show the MA as "37L", not "37". [J1; Mw] {Corrected with ABTF countersheet. SR} The corrected counter in ABTF should have "2^{R2}/2" for MGs. [Mw]

German Ordnance Notes 17 & 18 RCL Guns All German RCL Gun counters s should have a thin white circle on the front of the counter to indicate that they have a 360-degree mount (C2.3). Corrected with *The General* 28.6 countersheet. [An89; German Ordnance Notes 17 and 18; An96; Mw]

German Vehicle Note 6 PzKpfw 35t The German *PzKpfw 35t* tanks should have "t" – not "(t)" – in its name on the counter and the Chapter H illustration, since it does not receive the zero ESB DRM for being Czech-built (D2.5). [An89; German Vehicle Note 6; An95w; An96; Mw] {An96 mistakenly references note 7. SR} [Letter127]

German Vehicle Note 45 Marder I See entry under Chapter H. Corrected in PB.

German Vehicle Note 59 SPW 250/7 See entry under Chapter H. Corrected with *The General* 28.6 countersheet.

German Vehicle Note 59 SPW 251/2 See entry under Chapter H. Corrected with KGP I countersheet.

German Vehicle Note 65 SPW 251/10 See entry under Chapter H.

German Vehicle Note 69 PSW 221 See entry under Chapter H. Corrected with *The General* 28.6 countersheet. [Letter127]

German Vehicle Note 92 2cm FlaK LKW See entry under Chapter H.

German Vehicle Note 93 Goliath 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 IAG-10-AA Counter C should have one red star, like counters A and B and the Chapter H illustration. [Letter27]

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 "T4". [An96]
The US M4 18-Ton High Speed Tractor provided in KGPII should have a 4FP AAMG using the 12.7mm To Kill number with a "2" ROF per U.S. Multi-Applicable Vehicle Note O. Revised counters for this and other counters from KGPII are included in Doomed Battalions. [J1; Mw]
The six replacement counters provided in DB should show "*AAMG" for its MA, with "2" ROF box. [J1]
It is unarmored, so the KGP counter also erred in portraying it as OT. [Letter21] {Corrected with ABTF countersheet. SR}

Yugoslavian Vehicle note 20 M3A3(a) See entry under Chapter H.

DASL Overlays The overlays included with the *'An95w* were printed too small. As such, they do not fit the DASL mapboards properly. Therefore, the Avalon Hill Game Company gives you permission to color-copy these overlays for personal use only (they should be copied at 108%). In addition, Issue 30.3 of *The General* included a correct set of these overlays. [Gen30.2; An96; Mw]

Gullies A lot of adjacent Gully hexes do not have a LOS across the gully hexside. They should have a LOS. [Letter9] {EX: Nphum Ga F3 to F2. B19.2 implies this doesn't matter. SR}

Mapboard 47

Hex J6 is considered a water obstacle; L5 and AA6 are considered stream hexes. [Mw]

Nphum Ga Map

* There is no LOS from D8 to F9, etc, [J1]

* Hexes E9 and P10 can be entered at the path rate from, respectively, F9 and O10. Hex L12 can be entered at the path rate from L11 and L13. [J1; Mw]

* Hexes I5, O6 and R7 are Dense Jungle; Q12 is Bamboo. [Letter9] {And by inference, all other similar hexes. SR}

* All Interior Jungle hexes are Dense, but in most cases, however, the "oversized colored center dot" in a Jungle hex designates Light Jungle [EXC: hexes U9-U11]. [J1]

* Hexrow U is misnumbered. The first hex is U1, then a hex with no coordinate. Call that hex "U1.5". [J1; Mw]

Miscellaneous First Edition Map Errata

Mapboard 45

Maprboard 45 Hex N8 should have a regular center dot in it, not a large dot. [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]
* Delete all words between the "f" of page 56, column 3, line 6, word "fmorale" and the "irst" of page 57, column 1, line 3, word "sceirst". [Letter19]
* "Lesson Two" should be placed above the Jungle art on page 57 column 3. [Letter19]

ASLRBv2 Cosmetic Errors

A2.71 “West of Alamein” is not italicized
A13.32 the “EXC:...” is not italicized
The “EX:” paragraph just before A11.6, MMP has “eliminate the its target”, should it be “eliminate its target”?
A15.1 HOB Table “12" or “=> 12" ?
A19.12 next to last sentence “...(4.14). but ..”. Should be “...(4.14), but ..”?
B15.5 “section 25" shouldn't this be “Section 25"
Page B24, last line, right-hand column: MMP has “04-P3" shouldn't this be “O4-P3"?
B25.141 – needs a period at the end somewhere.
Page B30 EC Table all use the pattern "Mar, Apr", except for "Jan-Feb"
Pages B34 and B35 -- no big "B" at the top
Page B37 at B30.35 it reads"30.35 AP" ---note "30.35" is bold and "AP" unlike all other "intros" is not
B31.132 the CC counter should be in color?
B41 B33.11 has an open "paren" but no close "paren".
D1.82 MMP has "supercript" shouldn't this be "superscript"?
D2.21 Example Reads: "...It costs the tank nine MP ((2 [VBM] X 1 [Open Ground] = 2 MP) X 4 [Reverse Movement] = 8 +1 [starting] = 9 MP))....". Why is there a "))" after "9 MP"? shouldn't it be just ")"?
D9.54 has "scroungeable"; D10.1 has "scroungable"
Spacing seems off in two of the tables: see Bog Table page D18 and check the = < 4 line. See ESB Table page D7 and check the Brits vs the Russians lines.
D16.12 I've always seen it "woods-road", not "woods road" as on page D23 D16.12?
Page D24 footnotes 4. and 5 use a simple dash "-", where we've always had a "long" dash before "-" (see footnotes 5A and 6 for examples)
E3.71 “re-occurs” shouldn't this be “recurs”?
E11.21 EX “haftrack” shouldn't this be “halftrack”?
E12.6 There is no period at end
E12.7 the section starts: “a creeping...” shouldn't this be “A creeping...”?
H1.26 the 4-6-8 example last line states: “x3[#)” shouldn't this be “x3[#])”?
H1.72 all the paragraph intro number designations are “bold” except the “1" in “1.72"
Page H9 General Vehicle Notes First line states: “September 1 1939...” isn’t the convention “September 1, 1939...”?
Page H9 Footnote 2 says “...’honor system.’ ” shouldn't this be “...’honor system’. ” –note the period shift.
Page H19 #67 4th line from bottom of EX: “...halfrack..” should be “...halftrack..”?
Page H20 #83 “...III/1V..” should be “...III/IV...”?
Page H25 #8 “forseen” should be “foreseen”?
Page J2 uses throughout “Cordinators” shouldn't this be “Coordinators”?
Index Has: “GT:... ST=...(D1.322)” should be “GT:... ST=...(D1.32)”? [Letter108]

Page P21 In the blue box, change "TT29" to "TT28". [An95w; An96; Mw] {Corrected in KGP II, p.P21[96]. And it's a gray box. SR}

U.S. M3A1 Scout Car AFV Data Card The movement-type symbol should be for *truck*-type movement. [An95w; An96]

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]

ASL News

ASL News #28 Above the Prayers: Notes for the Stoumont CG IV
1) On page 26, in the second column, twenty-sixth line replace "cave " with "cellar".
2) On page 29, below the illustration replace "Trou de Ruy" with "St Edouard Sanatorium".
3) On page 30, in the first column, first line replace "16 " with "15".
Doctrine: U.S. Armoured Infantry Battalion, 1943-45 (p. 21)
1) In the fifth paragraph, second line replace "1 (Omega Character)" with "1–1/2".
Railroads (p. 8)
1) In the Terrain section of the Railroads MF/MP Chart replace "Along RR/Across RR" with "Railroad".
2) In the Railroads MF/MP Chart delete the entire "Ground Level" line.
Quiz Answer (p. 16)
1) In the second column, first line replace "PP" with "MF".
Mapboard ASL News #1
1) The following Woods depictions are on level 3 hill hexes: G3, H3, I3, J3, K3, L3, M3/4, N3, O3/4, P3, Q3, R3, S3.
2) The following Woods depictions are on level 2 hill hexes: C2, D2, E2/3, F2/3, G2/4, H2/4, I2/4, J2/4, K2/4, L2/4, M2/5, N2/4, O2/5, P2/4, Q2/4, R2/4, S2/4, T2/3, U2/3/4, V2/3, X2/3, Y2/3, Z2/3, AA2/3, BB2 and CC2
[all Letter6]

ASL Union of Gamers (ASLUG)

Scenario ASLUG 3 ("A Tough Nut to Crack") Roll a die to determine Wind direction. Odd = NE, Even = NW. [Letter6]

At The Point

Scenario ATP1 ("The Shortest Way") In SSR 4 add "Partisans have MOL capability". [Letter6]

Backblast

Scenario BB 5 ("Going To Church") In the Victory Conditions change "building 22F3" to "building 23F3". [Backblast 2; CH3.1]

Scenario BB 8 ("Castello Fatato") Exchange the Italian 8-0 leader for an 8-1 leader. In SSR 3, change "This blaze will only spread ..." to "Blazes only spread ...". [Backblast 2; CH3.1]

Baraque de Fraiture: The Battle for Parker's Crossroads

Scenario BdF 4 ("Brief Breakfast") The balance provisions are reversed. [Misc2]

Scenario BdF 7 ("Baraque de Fraiture") (1) The German SAN is missing and should be 3.
(2) The 14th Infantry Gun Company should be from the 4th SS PzG Regiment.
(3) Ignore the references to concealment counters and vehicles for the 589th Field Artillery Svc. Battery. (They were from an earlier version).
(4) Clarification: All American forces have ELR 5, not just the Glider troops.
(5) The artwork for the German Pz VG's mistakenly has boxed side and read armor instead of plain. [Misc2]

Scenario BdF 8 ("Cold Reception") (1) The artwork for the US M4A3's shows 13 MP instead of the correct amount of 15.
(2) The US 2nd Battalion should read "... west map edge north of hexrow U." [Misc2]

Scenario BdF 9 ("Across the Aisne and Into Freineux") (1) The artwork for the US M4A3's shows 13 MP instead of the correct amount of 15.
(2) The artwork for the German Pz VG's mistakenly has boxed side and read armor instead of plain.
(3) German reinforcements enter from east edge of board 24, not board 12. [Misc2]

Dispatches From The Bunker

Scenario DB001 ("Brasche Encounter") 1) In the French Guard Detachment setup change "Adjacent" to "adjacent".
2) Add to SSR3 "Contrary to A12.12 the 4 OB designated ? may set up in a foxholes."
3) In SSR 2 the "steel" span bridge should be a stone bridge. {Corrected in subsequent printings. SR} [DftB2]

Scenario DB002 ("Sochaczew") Now that the long-awaited Allied Minor Module *Doomed Battalions* has been released we finally have the 'proper' counters the scenario. Substitute the early-war SS for the elite 4-6-8 rifle troops, and substitute the Bofors 37L AT Gun for the Italian 37L AT Gun. [DftB5] {Worded as a suggestion for a variant, not errata. SR}

Scenario DB004 ("Devil's Play") Change the British light mortar in the British OB and the balance from 50 to 51mm. The German AC is a PSW233, not a 222. {These were fixed with small labels. SR} [DftB3]

Scenario DB005 ("The Marketplace at Wormhoudt") Now that the long-awaited Allied Minor Module *Doomed Battalions* has been released we finally have the 'proper' counters 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 DB006 ("In the Best Traditions of the Cavalry Service") In SSR1 the steeple is in o38AA5, not 12U5. [DftB4]

Scenario DB011 ("Dropping Like Flies") In SSR2, line 6, hex O22X7 should read o22X7, and in line 8, "(EX:" should read "(EXC:". [DftB7]

Scenario DB012 ("First Clash in Tunisia") The German Balance should refer to SSR5, not SSR4. [DftB7]

Scenario DB013 ("The Men From Zadig") The German Rz35R(f) tanks use red To Hit #s and have Radios. [Misc24]

Scenario DB021 ("Crisis on the Abucay Line") Add "SSR # 6 - The Japanese receive one module of 70+mm OBA (HE, SMOKE) with one Pre-Registered Hex and Plentiful Ammunition; Contact and Access on the Initial attempts are automatic (remove one Black Chit)." [DftB12]

Scenario DB020 ("3rd RTR in the Rain") The German units are from Aufklarung Abteilung 90 & Panzer Regiment 4, both from the 10th Panzer division. [DftB11]

Scenario DB022 ("No Soup For You!") Can the Russian shoot at the off-board 88? The SSR says there is LOS 'to/from' it so that sorta implies you can.
A. Yes, that Gun can take return fire. [Letter73]

Scenario DB023 ("Recon Blitz at Sarnowka") The VC could be better worded if the last sentence read "He loses immediately upon losing >= 50 CVPs." [DftB13]

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

Scenario DB-Maus ("The Mighty Maus")
1) How are the flak towers treated? What does it mean that the ground level is a quasi location?
A. Picture the Flak Tower as a concrete cylinder in which there is a stairway with no windows leading up to the platform at level 2. The quasi locations are only used to transit from ground level outside the tower to the gun platform, units that start at level two going downstairs use a MF per level, so would use 2 MF to get to ground, and Vice-Versa. Units at ground level are considered outside the tower, and get a +1 TEM for the limited cover the tower would provide units huddling against the sides.
2) What does this sentence mean: "There is a +1 TEM for infantry units at ground level outside the stairwell location."?
A. See above
3) Does this mean that units at ground level get a +1 TEM and that units must move through two quasi levels to get to level 2?
A. Yes to both questions.
4) Is the Level 2 location concealment terrain?
A. Yes it is.
5) Do you still have to make the extra chit draw for not seeing a known enemy unit in the blast area for the Rocket OBA on turn 1?
A. No, the Rockets come in any event, no extra-chit draw needed. [Misc29]

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. [Misc29]

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. [FanE]
Scenario FE8 ("Soebang Seranade") Add one 2-2-8 to the board 38 Japanese Setup Group.

Exchange the Light Trucks in the Dutch OOB for Medium Trucks. [FanE]

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

Scenario FE11 ("Italian Winter") Boresighting is NA. [FanE]

Hell On Wheels

Scenario HOW1 ("The Guns of Naro") To clarify SBR 3, the FBs can attack on turn 3 and turn 4. [Misc14] {Minor editing. SR}

Scenario HOW8 ("The Merzenhausen Zoo") The German setup area is as follows: Set up on board 10 on/east of hexrow P and on board 43 in hexes numbered >5 on/east of hexrow R. [Misc9]

Le Franc-Tireur

Scenario FT17 ("Patrol") The French get some VP for exiting 2 MMC but which board edge should the French exit for the VPs?
A. This is wrong. The French player gets no EXIT VPs, but is compelled to exit at least 2 MMCs (this is kinda win condition). Nevertheless, there is a mistake in the scenario card: it should read: "…provided he has exited at least 2 MMCs on/between U1/Y1". [Letter82]

Maple Leaf Route

Scenario MLR3 ("Mooshof Melee") Add one Ordnance Crew to the German OB. [Letter74]

Monster Pack 1.1

Scenario 1001 ("Second Time Around") 1) "El Alemein" should be spelled "El Alamein".
2) Place Overlays as per Scenario ASL39 "Turning The Tables".
* Card 5 VC: Determine by Maintaining more Armor on Board than the enemy measured by individual vehicle units.
* Card 6 VC: Have a Majority of DVP on 4 Boards means pick four boards and whoever has the most DVP on those four boards fulfills the VC requirements.
* Card 7 VC: Maintain a Majority of INF (see Rule Book definition) on Board 29 and 26 is calculated by comparing the total INF of both sides on each individual board separately. The side with the highest total on each board has the majority.
* SSR #3 AFVs which fail to roll a seven or less are retained and may attempt another entry DR next turn (RPh) on the assigned board(s).
* SSR #4 Randomly select (not Random Selection) 50% of each of the categories separately, i.e. half of the leaders, half of the MMCs, etc. [all CH *Tanks!*]

Scenario 1002.1-.4 ("The Big One")
* MSSR #2: No King Tigers or Stalins may be purchased (this is supposed to be a JOKE).
* Aftermath: "ernest " should be spelled "earnest".
* Scenario 1002.2 German VC "C": Building 19I8, 19K7 and 16T9 contain no unbroken Russian units.
* Scenario 1002.2 SSR #8: applies only if you elect to use the Sample OB.
* Scenario 1002.3 SSR #6: applies only if you elect to use the Sample OB. [all CH *Tanks!*]

Scenario 1003.1-.8 ("Gold Beach")
* SSR#2 "it's" should be spelled "its".
* Minefields are AP not AT.
* Two separate German Reinforcement decks are created and the divided into their sub-groups. [all CH *Tanks!*]

Scenario 1003.1-.8 ("Gold Beach")
1. The team victory conditions state that the Brit.ish players win if they fulfill 8 of their 10 objectives. There are only found 8 objectives. Did you mean 6 of 8 objectives or did I miss something?
A. VC should read: 6 out of 8.
2. There is no German reinforcement group listed for when a black 10 card is drawn. What should this group be?
A. Randomly select either a PzIB (dr 1-3) or a PzIIA (dr 4-6) [Both Misc12]

Scenario 1003.1-.8 ("Gold Beach")
* The Reinforcement ELR is 3
* Also add a Black 10 Reinforcement Group of 2 PzKpfw IV. [Misc22]

Scenario 1004 ("Gyokusai Banzai!")
* Introduction line 4: "new" should be spelled "knew". In line 6: "days" should be "day's"
* SSR #1: Chit 7 should read "15 SF, 3 LF, 1 SW".
* Aftermath: "it's" should be spelled "its". [all CH *Tanks!*]

Scenario 1005 ("The Meat Grinder (Turkey Knob)")
* 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 1006 ("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 #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 1008 ("Sanananda Front")
* Introduction: Begin a new sentence after the word "available". Food, water, etc.
* SSR #1: "equivelents" should be spelled "equivalence".
* SSR #4: "hinderance" should be spelled "hindrance". [all CH *Tanks!*]

Scenario 1009 ("The Manit River Bridge")
* Flip Board 7 so the map's number "7" faces south not north.
* 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".) [CH *Tanks!*]

On All Fronts

Issue #79 Scenario "I Once Had a Comrade" The German player sets up first. The Partisan player moves first. The Partisan player exits west of hexrow J. [CHw]

Issue #100 Scenario "A Bridge for Panthers" The Germans should have 4-6-7s instead of 4-4-7s. [CHw]

Issue #104 Scenario "Send More Pigeons" The Bren should be a Carrier C (not a Carrier A). [CHw]

Schwerpunkt

Scenario SP2 ("Holding The Hotton Bridge") 1) The VC should read "...functioning, assembled .50 cal...".
2) SSR3 should read "A two-lane stone bridge exists in 40Q2/Q3." [SP2] {Corrected in later printings. SR}

Scenario SP5 ("The Hornet of Cloville") The U.S. OB should have two, not one, MMG. The German OB should include one PSK. Add SSR 6 "The PzJg III/IV may set up in a building." [SP2] {Corrected in later printings. SR}

Scenario SP6 ("Udarnik Bridgehead") Delete "at game end" from the Russian setup instructions. [SP2] {Corrected in later printings. SR}

Scenario SP8 ("The Getaway") The Russian OB should include four foxholes. In SSR3, change "after that" to "thereafter". [SP homepage] {Corrected in later printings. SR}

Scenario SP10 ("Bring Up The Boys") The Victory Conditions should read "The Germans must control >= 7 buildings on board 10 in hexes numbered <= 5 (the half of the building in 10U6 is included)." In SSR 2, "Overlay D5" should read "Overlay O5". [SP2, SP homepage] {Corrected in later printings. SR}

Scenario SP11 ("Pomeranian Tigers") In SSR 5, add the word "secretly" before the word "designate". Clarification: Prisoners do not count double *for any purposes* when calculating CVP for victory determination. [SP homepage]

Scenario SP14 ("The Green House") The American balance should read "Exchange the Japanese HMG for a MMG. [SP homepage] {Corrected in later printings. SR}

Scenario SP16 ("Hilfe Kommt") The American sets up first. The American group setting up within 3 hexes of 22O8 should have two M4A3(76)w. [SP homepage] {Corrected in later printings. SR}

Scenario SP17 ("Cross of Lorraine") The American sets up first. The German balance should end "American OB." [SP homepage] {Corrected in later printings. SR}

Scenario SP19 ("Men From Mars") The Chinese/American sets up first. [SP homepage] {All corrected in later printings. SR}

Scenario SP20 ("The Slaughter at Krutik") The 8-1 leader in Compania 8 should be a 8-0. Add SSR4 "The T34-M41's may set up in motion. CLARIFICATION: The Axis unit entering on turn two is German. [SP homepage] {Corrected in later printings. SR}

Scenario SP21 ("Johnny One") The British group with three 6-4-8's set up instructions should read "Set up on board 15, west of hexrow Q.". [SP homepage] {Corrected in later printings. SR}

Scenario SP21 ("Johnny One") The German AC enter on turn 3 on 15Q10 or 15I10. [Misc38]

Scenario SP22 ("Tod's Last Stand") The British balance should read "Delete the 2-4-7 from the HIP units." The German SAN is 3. The MMG in the British OB should be a British MMG. SSR2 should read "Place overlay ST3 on 43K5-J4. Grain is in season." [SP homepage] {Corrected in later printings. SR}

Scenario SP23 ("Assault on the Hotel Continental") The MMG in the British OOB should be a British MMG. [Letter125] {Corrected in later printings. SR}

Scenario SP32 ("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 halfsquads count? How about the crews?
A. Only squads count. HS and crews do not count. [Misc39]

Scenario SP33 ("The Eternal City") 1) German setup: May the Germans setup in hexes numbered 5 on board 22?
A. The word "to" should not be their. It should read in a hex numbered <5 on board 22. {"No" assumed. SR}
2) SSR3: Must the rubble be placed in building hexes, or may the German player place them anywhere? If the latter, may the German player choose either type of rubble?
A. The rubble must be in a building location. Then you check for falling rubble. The germans were blowing up buildings to have better lines of sight and to act as a quick road block. They were moderately sucessfull at best.
3) SSR4: When a vehicle loses HIP under this SSR, may it retain concealment if otherwise allowed to do so?
A. This is in accordance to the concealment loss chart. In other words they are HIP until an american unit has an LOS to the hex they are in. At that point they are revealed. If they are in the open, they come on board unconcealed (check the chart) If they are in concealment terrain, they may keep concealment unless they do something that makes them loose it.
4) SSR5: Does the American player choose which HOB DRM to apply before or after making the HOB DR?
A. After you make the roll. [Misc40]

Scenario SP34 ("Frankforce") SSR3 should read "Place overly B3 on 43P2-Q3". [Misc17]

Scenario SP55 ("Batterie du Port") The "or" in the America setup means American forces may set up on both boards 10 and 17. [Misc26]

Scenario SP73 ("Seregelyes Slug-Out") Mud (E3.6) is in effect for this scenario. [Misc34] {Rephrased. SR}

Scenario SP79 ("The Mius Trap") The personel may ride in on the T-70s despite their being tankettes. [Misc35]

Scenario SP80 ("Die Gurkha Die!") The Gurkhas can set up in all three locations, not just one. [Misc32]

Soldiers of the Negus

Scenario SoN1 ("Our Place in the Sun") VC should read: "The Italian player wins if he controls 4 VP worth of hexes at game end." [Letter7] {N.B. This does not apply to Critical Hit's version. SR}

Scenario SoN2 ("Criniti's Escape") Add SSR 7: "The Italian 3-3-6's and the 9-1 leader must enter mounted." [Letter7] {N.B. This does not apply to Critical Hit's version. SR}

Scenario SoN7 ("The Wells of Borgut") Camel Thorn Brush: treat these hexes as normal brush except that entry costs for infantry/cavalry are 3MF. [Letter7] {N.B. This does not apply to Critical Hit's version. SR}

Tactiques

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 >= 6 infantry VP). [CFw]

Scenario TAC32 ("Counterstroke In Connage") 1) SSR 5 should read "[EXC: Plowed Field and Road]."
2) The scenario introduction should read "and three Panzerdivisions...)"
3) The number "1" underneath the PzIIIF 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 is at level 0. [CFw]

Scenario TAC37 ("Chestnuts! Hot Chestnuts!") 1) SSR 2 , third sentence should read: "The Germans have 84 A-P mine factors (that can be normally converted to A-T mine factors), 60 of which must be placed as known minefields (F.7)"
2) The German reinforcements should be designated as "3rd platoon of 3rd Battalion, 12th Pnazergrenadier Regiment". [CFw]

Scenario TAC38 ("Whoa 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]

Tactiques 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 I8 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]

Tactiques 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 Teploye Heights") Battlefield Integrity BPV values are German: 517 and Russian: 233. The BALANCE options are reversed. In SSR 4, change "DR" to "dr."
In SSR 5, substitute "The German receives a FFE's of 150mm Rocket OBA to be used in the initial German Prep Fire Phase. These are placed in two hexes following the Russian player setup. There must be at least one Russian unit located within each blast radius. The German player is assumed to have the necessary LOS to the hexes chosen. Roll normally for direction and extend of error." for "The blast zone effects … option may not be used." [Letter63]

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

Scenario WG2.1 ("Swing 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: x and Russian: y. [Letter63]

Scenario WG3 ("Attack on the Frontier") Battlefield Integrity BPV values are German: 172 and Russian: 98. In SSR 3, change "squad" to "squads." In SSR 4, change "stone buildings" to "stone building locations." [Letter63]

Scenario WG4 ("Breaking out of the Pocket") Battlefield Integrity BPV values are German: 138 and Russian: 126.
In SSR 3, change "DR" to "dr"; substitute for the last sentence: "There is no penalty for failing to create a foxhole. Units do not start the scenario TI'd nor may they place a -1 Labor marker."
In SSR 5, substitute for the entire SSR "There is the possibility that the German player will receive additional reinforcements. When two of the initial StuG IIIB 's have been eliminated or recalled the German playa may roll for the arrival of three additional StugIIIB's, provided that the German 8-1 armor leader is still on board, good ordered in a non-wrecked/recalled/stunned/UK German vehicle. A dr is made during the next friendly Rally Phase following the elimination of the German vehicle. The dr = the number of turns until the additional StuG's will arrive. They may enter anywhere along the east edge of board 2."
Russian OB: add the following indentification of the force consisting of 447 (x2), 8-0, LMG, GAZ-MM, BA-f (x2): "Elements of a RECON UNIT (ELR:2) enter Turn 1 along the west edge." [Letter63]

Scenario WG5 ("Setback on the road to Mtensk") Battlefield Integrity BPV values are German: 0 and Russian: 0. In the German OB: change "PzVIE: to PzIVE."
In SSR 4, delete "may be used to control" and substitute "may only contact."
Change "low ammunition" to "scarce ammunition."
Change "120mm OBA may preregister one location" to "Both OBA modules may preregister one location each."
Add: "SSR 7. Substitute SPW 250/1 counters for the additional SPW 25 1/1 counters needed. Treat these as SPW 251/1 in all respects." [Letter63]

Scenario WG6 ("Plugging the Gap") Battlefield Integrity BPV values are German: 196 and Russian: 96.
German OB: Additional Battalion Support change the "2-6 LMG (Russian)" counter to a "3-8LMG (German)" counter. Three "Opel Blitz" trucks should appear not one.
Russian OB: 5th Soviet Tank Army change the "50mm MTR (German)" counter to a "5Omm 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 introduciion 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]

All American

Kellam's Bridge booklet Change "B6/B7" in column 3, paragraph 1 to "B7/B8". [AAN1; CHw]

Kellam's Bridge booklet On the back page, first paragraph "Introduction", delete from "Similarly, the hedge hexsides …" to the end of the paragraph ("… and the hex grid"). [AAN1.2; CHw]

Kellam's Bridge booklet The Desiger's notes for "The Milling Crowd" erroneously claim that Continuous Slope negates Height Advantage. The wording of B.5 might lead you to make this conclusion, but the last sentence of B1.14 is quite explicit. [CHw]

Kellam's Bridge booklet The Desiger's notes for "To The Manor Drawn" says "units suffering Ammunition Shortage are not Good Order"; it should refer to SW, not units. [CHw]

Kellam's Bridge map The terrain feature 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 Z9. Is this a narrow street, or just artistic licence?
A. Well, both really. A narrow street (if anyone ever wishes to use it as such) which probably should have been left off except that it looks like the real terrain. One lesson learned here is getting the balance right between naturalistic appearance and practicality of play. Generally, the latter wins, even if the result is (e.g.) some 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]

All American Scenarios

Scenario AA1 ("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 about as tight as it could be without being over-long. Unless you invoke the simpler rule suggested, all American MMC can Battle Harden up as well as ELR down. [CHw]

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 the *only* portion that overlaps for ease of play. SR} [AAN1; CHw]

Scenario AA18 ("A Bridge So Far…") SSR 4 says "No American unit may change it s 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 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 GG36?
A. Sorry, the half hexes were not intended to be numbered. Change to GG36. And please note that un-numbered half hexes are *NOT* playable! [CHw]

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# 3". [AAN1.2; CHw]

Night Drop!

American RG Can you confirm the CP cost of para unit I5 relative to glider unit I2?
A. Yes, they are meant to be different. [CHw]

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]

Setup What is the order of set up?
A. As a Dual Attack, a dr is made to determine who sets up first and who moves first. [CHw]

Armored Stand

American Fortification Table Delete 'Pillbox' from the American Fortification table. [CHw]

American RG Table American CG Card note 'n' should refer to RG O3, not G3. [CHw]

Japanese RG Table Ignore the images for Japanese units I1, I2 and I3 - each unit has only 3 squads. [CHw]

Japanese RG Table Japanese RG I5 consists of 3 x 228, 2 x MMG, 1 x HMG. [CHw]

Objectives For CG I, the American cannot lose greater than 55 CVP; for CG II, no greater than 75 CVP. [CHw]

Arnhem: The Third Bridge

548 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. [Misc11]

BUILDINGS The key here is the first sentence of B.1 and the first sentence of the B.1 Example: "B.1 SYMBOLOGY: For aesthetic purposes, terrain symbology may extend marginally out of a hex into an adjacent hex of another type, but most hexes are dominated by one specific terrain type and are governed by the rules for that specific terrain type." AND "EX: The brush symbology of 14H2 extends into H1 and I2 but there should be no doubt that the latter are woods hexes." With that in mind, here are the detailed examples of unusual Building terrains on the Arnhem map:
1. A largely Open Ground hex has part of a building in it, EX: X1. Common sense makes this easy. Building hexes: the building is entirely within the hex like AA1, EE7, C3 or D6 OR the building extends from a multi-hex building to take the center dot a la K16, C7 or N1. Open Ground (or Road, etc.) hexes have an Open Ground center dot and DO NOT have a complete building inside the hex: X1, FF10, AA20, V19, M14. Bottom line – check the center dot; if it is not over a building depiction, only a special hex like AA1 could be a building hex (in that case, building-road, as in Pegasus Bridge, etc.).
2. A portion of the building extends out into one hex, EX: K15-L15. The K16-L14 shot is blocked by the building depiction, which clearly covers the K15-L15 hexside. K15 is an Open Ground hex, as it is clearly dominated by Open Ground, has no complete building inside the hex, looks like Open Ground and has an Open Ground center dot.
3. A portion of the building covers a hexside, EX: BB3-BB4. This is the tricky one. Essentially, a unit's LOS/LOF cannot be blocked by the depiction of the building the unit occupies. This is the trick of representing real buildings in such detail. We assume the paras are near the windows of whatever building and so can see out, even if the windows themselves are over the hexside. That means that a unit in BB4 can see BB3, AA3, CC3 but not DD4 because the buildings in CC4 cross the CC4/CC5 hexside. Look at GG10; a unit there cannot see EE10 because the depiction of the Trolley House in FF9 crosses the FF9/FF10 hexside to block LOS. More important is M9. M9 has LOS to K9 – if it helps, picture L9 as completely empty – that's the effect for units inside the building.
4. Hexside is dark, EX: J18-K18 ASL maps always seem to have little changes at the printer's. This map got darker and the woods got ugly. As usual, the safe bet is to look for the terrain on the far side of the hexside ink. I19-J18, J18-K18, AA6-BB5 all rate as clear. X10-Y11, O13-P13, N20-O20 are blocked. [Misc15

CHURCH Q: Is the M3-M4 a door like for the Cathedral or a black bar like a rowhouse?
A. Rowhouse – the Cathedral rules are specific to the A10 Cathedral. [Misc15

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. [Misc15

DOCKS Is there a crest line? A cost to move "up" the dock?
A. "The crest line between land locations and dock locations is considered High Wall (2.883) on/west of hex Z21 (EX: I20/I21)." Look at the black line starting at A22-A23 - it's thick until it hits the ramp @ AA22, then changes to normal crest line. From AA22 to the east the line separating the docks from town is a normal crest line between levels –1 and 0. [Misc15

ELR The 658 and 548 units are SS and get Elite ammos status (C8.2) and the higher ELR, usually 4 or 5. All other units (usually 447s) get the lower ELR, usually 3. [Misc11]

HIGH WALLS Can a unit in hex Z10 see a unit in AA11? Is there LOF/LOS between these units?
A. No. No. A unit in Z10 cannot see AA9, AA10, AA11 (because of the High Wall vertex) or AA12. He can see Z11 and Y12 over the normal wall. (More quoted discussion: "The wall between Z10 and AA11 is a one level obstacle. It seems to me the only way a unit could have a LOF/LOS across the wall is to be equal to or higher than the wall and that includes LOF/LOS to an Adjacent unit on the other side of the wall. Similar to rowhouse/factory walls as this wall is one level obstacle… I don't think units can see each other that are Adjacent.") Yes – this is correct. You can't see over it, you can't fire over it. You must be higher than it, create a Breach or go around. [Misc15

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. [Misc11]

PILLBOX and BRIDGE For pillbox "special Location" it states in 2.876 "It may be attacked in non-HTH CC by any unit in T18. Otherwise, all attacks vs. this location are treated as if at a range of one hex."
A: Duh! My mistake, and a funny one, a la "Okay, my 838 dudes in M7 are going to hit the T19 pillbox. Let's see, that's 16 hexes, with a 16 FP shot for PBF…" Should obviously be ">=1 hex." The key here is that you can't get TPBF – only non-HTH CC, due to the pillbox's position above and to the side of the road. [Misc15

PILLBOX and BRIDGE Do the 'overhanging' parts of the Arnhem bridge [EX: U20] influence LOS?).
A: No. [Misc15

PILLBOX and BRIDGE Can a unit in the pillbox create a Firelane?
A: Yes, but any such firelane must start in hex T18 and may involve no other hexes except T3-T17. [Misc15

Busting the Bocage

Map With regards to the map what level are hexes A24; B24; C24 and D24?
A. A24 is -3; B24 is -2; C24 is -1 and D24 is 0. [Letter101

Map Which hex is level 0 and does the terrain go up or down to the south map edge?
A. As per my answer above, terrain slopes down. [Letter101

Carnage at Cassino

Scenario CAC 6 ("Into the Valley of Death" Add to the Turn 2 Polish group: Elements of the 4th Polish Armored Regt.: 1 x Sherman IIA(a), 3 x Sherman V(a) (thus giving the Poles 8 Shermans total). You can download a new scenario card in PDF format at http://www.criticalhit.com/Valley.pdf. [CHw]

Critical Hit Magazine Scenarios

Scenario CH 3 ("The Green Hell") ABS HANDICAP should read:
US3-US2 + replace the Japanese 9-1 leader with a 10-2.
US2-Decrease CVPs in the VC to 18.
US1-Replace a 6-6-7 squad with a 6-6-6.
J1-Increase US SAN to 4.
J2-Increase the scenario length to 7.5 turns.
J3-J2 + replace the US 9-1 with a 9-2. [CH3; CH3.1; CHw]

Scenario CH 4 ("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: 5O5-5O6 on D7-D6
3. SSR 4 should read: Tanks may not enter a Level 1 hill hex from any Level 0 hex that is west of hexrow I. [CH3; CH3.1; CHw]

Scenario CH 7 ("Prelude to Breakthrough") There should be 16 German concealment counters. [CH3; CH3.1; CHw]

Scenario CH 8 ("The Predators") SSR 5 on page 16, Infantry Category B is a Russian HMG and a .50cal HMG. A total of two machine guns are available to the Russian player choosing this category. [CH3; CH3.1; CHw]

Scenario CH 9 ("Breakthrough to Kozani") SSR 1 should read "EC are Moderate with no wind at start. Kindling fires is NA." [CH3; CH3.1; CHw]

Scenario CH 25 ("Land of the Khan") The Japanese set up should reference SSR 5, not SSR 4. [CH3; CHw]

Scenario CH 37 ("Forgotten Years") The sand dunes are low. [Letter30]

Scenario CH 53 ("At The Crossroads") Replace the entry instructions for the 4th Division with the following:
"Elements of the 4th Division, Soviet Konarmiya Army enter on Turn 1 on/adjacent to hex 43Y1:". [CHw; CH *Tanks!*]

Scenario CH55 ("Lighter Than A Feather") The name comes from that most Japanese of sayings: "Duty is heavier than a mountain; death is lighter than a feather."
1) The Marines set up in hexes numbered <=4.
2) Yes, the Japanese Cave Complex is double normal size, i.e. "<= 4 hexes from 15AA6". [CHw]

Scenario CH 56 ("The Stalingrad of Kursk") Replace the history section with the following: Ponyri, Russia, July 9, 1943: Among the many fierce battles of Kursk some of the fiercest fighting occurred around and in the tiny agricultural village of Ponyri. The fighting was likened by both sides to a miniature Stalingrad. Along the railway running from Orel to Kursk its importance was a collection and distribution point for the collective farms in the vicinity. For 6 days this village became the focal point of immense efforts by both sides. Units of the 292nd Infantry Division had captured the railway embankment on the opening day but the struggle for control of the settlement was sucking in large numbers of German units. To support the 292nd General Model fed in the 9th & 18th Panzer and the 86th Infantry divisions. The Soviets responded in kind, feeding in more artillery, mortars and howitzers. In Ponyri itself, ferocious hand-to-hand fighting took place with heavy fire support from tanks, artillery, and SP guns, as both sides contested the village. From July 6-9 a see-saw struggle for control of the schoolhouse, tractor depot, railway station and water tower took place. German massed tank attacks impaled themselves on minefields and were shattered by the massed fire from T-34s, anti-tank guns, and tank hunting units with their anti-tank rifles and Molotov cocktails. Although the Soviets were suffering frightful losses their defenses were fulfilling the purpose for which they were designed. The task of Bleeding the Germans white was achieved. [CH *Tanks!*; CHw]

Scenario CH 57 ("Yad Mordechai")
1) SSR 4 should allow the Israelis to deploy and recombine without a leader. [CHw] {Corrected in later printings. SR}
2) All minefields are Known. [CHw]

Scenarios in Critical Hit Issue 4 and later All AFVs listed in CH scenarios using the new clip art use OPTIONAL MG ARMAMENT by SSR only. For those confused by the lack of MG designations on the scenario cards, any armament listed in Chapter H notes as "Opt." are only available by SSR. [CHw; CH3.1]

Scenario CH 63 ("March of the Mastadons") Inherent Crews in HT may not Voluntarily Abandon their vehicles and no HT may be Scrounged. [CHw]

Scenario CH 64 ("Race for the Bridges") Inherent Crews in HT may not Voluntarily Abandon their vehicles and no HT may be Scrounged. [CHw]

Scenario CH 73 ("The Stand Off") The Weapons Pit counter depiction shows the wrong TEM vs. non-OBA attacks. The TEM is +2 vs. OBA and OVR, +3 vs. Others. The Counter and the rules are correct. [CH4.1 counter sheet; CHw]

Scenario CH 74 ("Troteval Farm") The printer substituted the German LMG graphics for the British LMG graphics. Use the appropriate British LMG. [CHw]

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

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

Scenario CH 78 ("The Outskirts of Lemberg") The printer substituted the German MMG and LMG graphics for the Polish MMG and LMG graphics. Use the appropriate Allied Minor MMG and LMG. [CHw]

Scenario CH 78 ("The Outskirts of Lemberg")
1) SSR 5 says foxholes may use HIP as per G.2. Since there is no Kunai, Bamboo or Jungle in the scenario, I'm guessing substitute grain, brush, woods.
A. Yes.
2) SSR 4 says the Germans are considered elite, so the SD's are a 7 on the AC's. Elite doesn't effect SD's. Should they be 6's or 7's?
A. 7.
3) The 11th division Polish re-enforcements are four 4-5-8s, a 4-3-7, two LMGs and four horses. This can't be right because the instructions call for them to enter mounted. Should there be five squad-sized horse counters?
A. Replace the 4-3-7 squad with an 8-1 leader. [Letter126]

Scenario CH 81 ("Hard Cactus")
1) The entire board is in play, ignore the shading on the mapboard diagram.
2) Add a radio to the turn one American reinforcements.
3) The single US truck should enter on or after turn 1.
4) The two US T19 HMCs should enter on or after turn 3.
5) The German squads should all be 4-6-8. [CHw]

Scenario CH 83 ("Jungles of Stone") There should be 8 caves and 2 trenches, not the numbers printed on the scenario card. [CHw]

Scenario CH 95 ("Shambles") Delete the Serman Fireflies. Increase the number of Sherman V(a) from 15 to 19. Increase the number of Achilles from 1 to 4. [CHw]

Scenario CH 97 ("Final Crisis at Blackpool") Add the following Special Rule: The pond (waterhole) at 39S10 is flooded. In the Japanese balance provisions a HMG is added, but without the necessary 2-2-8 to man it. Add the 2-2-8. The designer suggests the following changes to better balance the scenario:
1. Change the 2 447's in the reinforcement group with the 9-2 to 2 338's.
2. Remove the SSR that states that 447's have Gurkha capabilities.
3. Add an SSR that states that the 9-2, the 648's and their resulting half squads, and 338's have Gurkha capabilities. (No other units do.) [CHw]

Scenario CH 97 ("Final Crisis at Blackpool") The "airfield hexes" should include the circular depictions as well as the runway proper. No airfield hex is paved.. [Letter72]

Scenario CH 106 ("The Breakthrough") Set up for the 7th Battalion and the mortars should be "<= 3 hexes from...". [CHw]

Scenario 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 VPs for controlling. Can ex-building rubble hexes count as well? (Presumably, rubble created by Special Rule 4 would not.)
A. Yes.

2) Also, in order to score control VP for building hexes, must the German player actually have units in those hexes? Simply controlling those buildings/hexes isn't sufficient?
A. Control will add them to the German VP total. [CHw]

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 caracteristics 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. [Misc36]

National Characteristics Chart The sixth bullet in the PAVN section should cross reference DBP 6. [Misc36] {Minor editing. SR}

Overlays The overlays should be cut right to the hexsides, no overlap into adjoining hexes is intended. [Misc36]

Dien Bien Phu Scenarios

DBP1 ("Bruno's Flak Attack") There should be ten PAVN 448s. [Misc36] {Minor editing. SR}

Dzerherzinsky Tractor Works

3.11-.12 As regards 3.11-.12 Leader determination. "For a company or larger unit the CG card will instruct you to make additional leader DR" While the German l notes points this out, the Russian l note does not. It is true Russian companies (I1, I2) get only one leader this way? I understand a 7-0 is supplied as a SW.
A. No. The additional leader is supplied in this case in lieu of the extra DR. The 7-0 is supplied as an "addl. SMC". Note z reads "...the following SW/addl. SMC" and continues, "Guards Rifle Coy - 1 x HMG; 1 x MMG; 2 x LMG; 1 x ATR; 1 x Lt Mtr.; 1 x 7-0. Thus, the note provides a second SMC, the 7-0 to I1. A second leader is then obtained as per 3.12. The Guards SMG Coy, I2, receives one leader as per 3.12. The Storm Pltn also receives one leader as per 3.12, and note I4 also receives a -1 DRM to their roll. [CHw]

CG TW2 CGSR I2 This rule states that purchase restrictions may be ignored for the initial scenario. But what exactly gets ignored? Does this mean the purchased units are available immediately? Or that more sections may be purchased, even in excess of the Scenario and CG maximum, but only if purchased for the initial scenario?
A. It's a comparison with CG-TW1, CG SCENARIO RULE I2 (in CG-TW1) to I2 (in CG-TW2), i.e., the German may purchase the previously restricted M2, G1-3 not allowed by I2 in CG I. Our attempt to clarify has apparently confused but that's all it means. [CHw]

CG TW2 Setup Areas For the Russians in CG II, set up is an area defined on one side along hex row G. The German setup area is "south" of the Russians although the German FBE is West. I am trying to confirm that you actually mean no Germans may setup west of row G but reinforcements may still enter along there?
A. The Russian set up is delineated as G1-G27-R32-KK23. Replace "south" with "southwest" or "outside of" to avoid confusion. [CHw]

Debris The debris example art in the rules uses a bad example. It shows hex H28 but the text refers to G28.
A. Both contain debris (a building with debris in the case of H28.). [CHw]

German Attack The German does not have to buy an Attack Option in the initial scenario. [CHw]

German OBA Strictly interpreted, the German may not purchase OBA since note a applies to several groups including the 'O' type. If CGI2 is used, then the EXC clause is completely unneeded since both CG use the I2 rule. What is correct?
A. The Germans may purchase OBA. Bring a radio in from off-board, do not add a phone for the Initial Scenario (i.e., on board as Germans enter from off board). No restriction on purchasing an Offboard Observer (O4) for Initial Scenario. Note a reads, "Available for on-map setup on CG day of purchase (EXC: German Intial Scenario)." The EXC simply reminds you this note does not apply for the listed RGs for the Initial Scenario. [CHw]

German RG note A This note states units as "available for on-map set up on CG day of purchase [EXC: German Initial scenario]." Additionally CGSR I2 for both CGs states neither side has purchase restrictions for the initial scenario. Do these two rules not contradict each other?
A. No. See above as regards the I2 question and OBA. This question missed the point that this reference simply negated CG SCENARIO RULE I2 from CG-TW1. [CHw] {Minor editing. SR}

Map Gravel Piles are treated as DTW rail embankments, not RB rail embankments. [CHw]

Map Does the game turn track art work exclude the area it covers from play?
A. Yes. FF35-40 are in play; GG36, HH36, II36, JJ 36 and KK36 are in play. [CHw]

RB SSR DTW uses both RB CG SSR 8 (two snipers per side) and 17 (two self-rally attempts per side).
[CHw]

RG Tables
a) Russian Guards Rifle Coy (I1) and German Rifle Coy (I1) RGs should also have 'c' in the notes column.
b) Footnote 'c' should include ATRs as being manned by 127 crews.
c) Add to footnote z: ELR Loss/Gain drm: Soviet I1 –6, I2 –4; German I1 –4, I2-I4 –2.
d) The 'r' footnote for a CG RG does not preclude setting up in Reserve.
[CHw]

Redeployment Use Redeployment Option B. [CHw]

Russian Entry 1) Can the Russian just enter onto shoreline hex, as if they have boat capability?
A. No.
2) If they are allowed to move onto shoreline, how many movement points do they have left when do move onto shoreline hex. Perhaps only the edge hexes that are not shoreline are available for off board entry.
A. See above. No boats. [CHw]

Russian RG Table The Russian HW Pltn (I5) comes with BOTH a .50 cal HMG (8-16) and another "regular" HMG (6-12).
[CHw]

Set DC Does DTW use Red Barricades-style Set DCs, that is, they are HIP until the location is searched?
A. Yes, as per O11.6073. [CHw]

Storage Tanks This references "RB9" but I assume this should be O9.
A. Correct. [CHw]

Euro Pack I

Scenario Euro Pack I 19 ("First Contact, First Defeat") The counter art shows two Polish AT guns. However SSR 5 states "Use AN Italian Gun to represent THE Polish …" So would the counter art be right and there are two 37L or is the SSR right and there is only one?
A. The note refers to both, i.e., two guns. [CHw]

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

Scenario Euro Pack I 48 ("For One More Hour") Add SSR 7 "The French may not Boresight."
In the Critical Hit version, the French Infantry/-ATG group, 5th Mixt Escadron, sets up on Board 41, east of row N (not inclusive). [CHw]

Scenario Euro Pack I 52 ("Time for Lunch")
1) In the scenario prelude replace "December 19, 1944" with "December 17, 1944".
2) Errata - In the German entry conditions replace "on 24Y1" with "on/adjacent to 24Y1". [CHw]

Scenario Euro Pack I 55 ("Roadblock at Stoumont") In the U.S. OB replace the two "M4A1 (75) W" Shermans with "M4A1 (76) W". [Letter6]

Euro Pack 2

Scenario #12 ("Bloody Christmas") The American Tank Destroyer is an M-18. [CHw]

Euro Pack 3

Scenario #61 ("Elusive Armor") The American Tank Destroyer is an M-18. [CHw]

Euro Pack 5

Scenario #81 ("Katukov Turns The Tables II")
1) SSR #1 next to last sentence should read: "Vehicles with low ground pressure pay normal MP"? {With the "?" I don't know if this is a question or an errata. SR}
2) SSR #4 suggests only 2 Russian T26s tanks but the OB calls for 4.
A. There should be 4.
3) SSR #5 lists hex 18Q6 twice for shellholes.
A. Ignore the second listing. [CHw]

Scenario #99 ("Lords of the Steppes") Ignore the German OBA icon, they receive no OBA. [CHw]

Gembloux The Feint Campaign Games

Gembloux the Feint: "Lost Sentinels" 1) On the German CG card, the German I1 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. [CHw]

Gembloux The Feint Scenarios

Scenario GTF1 ("Caught Napping") Make a side note of the tank affected by SSR3, and do not place the Abandoned counter on board. [CHw]

Scenario GTF3 ("Reluctant Withdrawal") Reverse the two Balances (i.e., the German balance should be French). [CHw]

Genesis 48

Arab '56 Vehicle Listing 5, AMX-13 MBT The counter appears to be missing its white dot for small target status.
A. It is on the counter, just very small. [CHw]

Arab Vehicle & Ordnance Listings These do not give the # of counters of each type.
A. Correct. We'll supplement this table at our website shortly. [CHw]

Israeli 6-3-8 Squads What is the smoke exponent for the Israeli 6-3-8 squads?
A. One smoke grenade icon = exponent of '1'. It is to the left of the 6-3-8. [CHw]

Israeli Counters If the Israelis are supposed to be German-colored, the color match is poor. If they aren't supposed to be German-colored, then they are missing 1/2" and 5/8" Concealment markers, and the German SW used in some scenarios are going to show rather obviously.
A. The 4-color printing process is under control by no one 100% - witness purple Germans and going back further those amazing counters in COI. The counters are considered to be acceptable from a color gamut standpoint and the card-stock core is matched to the 'older' dark cardboard core so they are not a dead give-away (i.e., many wargame companies use that fancy, thinner 'white core' for their counters now). [CHw]

Israeli Ordnance Listings 1 &2, 2" & 3" MTR There are no dm counters for the homemade version – can they be dm?
A. No. [CHw]

Ordnance Listings 3 & 4, 120, 120 (H), 160 MTR These listings omit the 'no dm' notation
A. Noted. [CHw]

Ordnance Listing 5, 57L AT 6 pdr The listing shows ROF 2, counter shows ROF 3; listing says HE5, counter says HE7
A. ROF = 3; HE = 7. [CHw]

Ordnance Listing 8, 76* Napoleon This appears to be the same gun as French Ord. Note 9 (65 M mle 06), but is missing the 'h-d' notation from the back of the counters.
A. Answer coming. [CHw]

Ordnance Listing 9, 75 ART Should this be "Krupp", not "Krup"?
A Krup is correct. [CHw]

Ordnance Listing 12, 20L AA Hispano-Suiza in the ASL listings (British Ord. Note 20) these guns have a limbered side. [CHw]

Ordnance Listing for the 75 ART mle 1897 This is given as 12, but is actually missing – Hispano-Suiza is 12, etc., and there is no 16.
A. Answer coming. [CHw]

Ordnance Note 5 This refers to the Davidka as exploding, doesn't mention the Parosh, but both have the notation on the counters and in the listing. Does the Parosh also explode on a malf 11-12, colored dr=6?
A. Yes. [CHw]

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 buy built by Americans. [CHw]

Vehicle Listing 3, M4A3 there's only one in the game, but it has ID#4.
A. Correct. [CHw] {Minor editing. SR}

Vehicle Listing 5, M4A2 The listing shows ROF 0, but the counter shows ROF 1. Which is correct?
A. ROF = 1. [CHw] {Minor editing}

Vehicle Listing 6, M4A1-K The listing shows ROF 0, counter shows ROF 1; listing shows # 1, actually 2.
A. ROF = 1. [CHw] {No answer to quantity question}

Vehicle Listing 7, Sherman 1B The listing shows it as M4-105, that's the Sinai '56 version, the G'48 version counter calls itself Sherman 1B (confusing because the only differences are the B# and the Sherman 1B's lack of a gun before 2/49).
A. Gun may not be used before 2/49 and note B#. Otherwise same tank and counter used. [CHw]

Vehicle Listing 10, M# ht This claims 2, actually 10 in the game
A. Correct, a typo. [CHw]

Vehicle Listing 11, Humber IV AC There are none included in Genesis '48, none in ASL in Soviet/Egyptian colors.
A. This will have to be added as a new counter as per my above notes. [CHw]

Vehicle Listing 11, M3 B .50 cal HMG ht This listing shows S6 Ammo, this CANNOT be correct.
A. No, typo. [CHw]

Vehicle Listing 12, Daimler AC The counters are missing the white dot for small target status; vehicle 2 counter shows a class C gun, listing and vehicle 1 have class B guns.
A. Noted. We'll be providing a new counter with our next release that includes 5/8" counters. [CHw]

Vehicle Listing 12, M21 MC 81* MTR ht This claims 2, no such counters in the game. Also, per ASL US Veh. Note 33 & '89 Annual errata, M21 should have a red CS#, range 3-75, and an Inf Crew.
A. One 81mm mortar HT fits all; 'M21' nomenclature did not make it to the counter. Use the M3 'C' counter provided. [CHw]

Vehicle Listing 12, Staghound AC The listing has the vehicle as truck-type MPs, ASL British Veh. Note 54 has it AC type MPs.
A. Correct. [CHw]

Vehicle Listing 13, M9 & M9A1 ht There are none included in Genesis '48, none in ASL in Soviet/Egyptian colors
A. Provided in Brit colors. We'll add them also if they are needed or use British counters. [CHw]

Vehicle Listing 14, Loyd Carrier There are none included in Genesis '48, none in ASL in Soviet/Egyptian colors
A. Once again, use British counter if you need one of these. [CHw]

Vehicle Listing 15, M3 ht The listing shows 9, there are actually 10 counters.
A. We added an extra, you are correct. [CHw]

Vehicle Listing 15, White SC as this is the same vehicle found in ASL American Vehicle note 39, I assume that the MA is 12.7 MG (the LMG having gone missing), and that since the PP capacity is raised from 9 to 13, the vehicle no longer comes with an inherent HS.
A. Yes to all. [CHw]

Vehicle Listing 16, BTR-152 The towing letter is lower-case in listing.
A. OK. [CHw]

Vehicle Listing 17, 3/4 ton American truck The listing shows the vehicle as being Very Small Target, counter shows it Small Target, US Vehicle note 55 shows it as a Small Target.
A. Small is correct. [CHw]

Vehicle Listing 17, Jeep American The listing shows it having a B12, counter shows B11.
A. Counter is correct. [CHw]

Vehicle Listing 17, M3 FT This shows as having a low Ammo X9 – I assume this is an error, it is simply an X9.
A. Correct. [CHw]

Vehicle Listing 21, M3 AAG The counter shows it as M9 AAG; listing has it non-turreted, counter shows it Slow Traverse.
A. Counter is correct. [CHw]

Vehicle Listing 23, Carrier A & Carrier B The listing shows them as Open-Topped, ASL (British Veh. Note) shows them as Close-topped but always CE.
A. Add to note in GENESIS 48: "White movement arrow for these AFVs signify Closed Topped but always CE status." [CHw]

Vehicle Listing 24, Jeep & variants This shows the ATR Jeep as open-topped, but it is actually unarmored.
A. Add to the note in GENESIS 48: "This vehicle is Unarmored but not considered Open Topped." [CHw]

Vehicle Listing 24, Staghound I AC The listing indicates it has sM6: the French-colored counter does, the Soviet-colored counter does not have such a notation; also, listing says truck-type MPs, ASL British Veh. Note 54 has it AC type MPs.
A. No sm is correct. Yes on the AC movement type. [CHw]

Vehicle Listing 26, 1.5 ton Armored truck The listing says close-topped, but the counter says open-topped.
A. It is a Closed Topped truck. We'll be providing a new counter with our next release that includes 5/8" counters. [CHw]

Vehicle Listing 35, Lorraine 38/65 This indicates HE only, counter doesn't show it.
A. HE only is correct. [CHw]

Vehicle listing 36, sIG II SPA This has the B# in Italics – probably supposed to be BOLD for Low Ammo status.
A. Yes. [CHw]

Genesis 48 Scenarios

Scenario GEN1 ("Sons of Galilee") Is grain in season? Scenario 1 is 20 May, normally grain wouldn't be (Plowed Fields in May), but Scenario 3 "Etziongrad", 13 May, has the grain in season.
A. Grain is not in season unless stated otherwise. So, no. [CHw]

Scenario GEN3 ("Buying Time") 43L9 should be 42L9. In SR 5, "contagious" should be "contiguous". Third sentence from the end, "The DO NOT ..." should be "They DO NOT ...". [CHw] {Minor editing. SR}

Scenario GEN3 ("Buying Time") In SR6, 43Y10 is NOT offboard, presumably the observer should be in in 43Y0.
A. Trace the LOS from 43Y10 as it states. [CHw]

Scenario 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 is! SR}

Scenario GEN13 ("The Monastery") Building J27 is mentioned in the Israeli setup conditions. There is no building in hex J27. What building does "J27" refer to?
A. J26. [CHw]

Scenario GEN14 ("Edge of the Sword") "Each SW exited counts as 12 CVP ..." Is this correct?!
A. SW count as 1 CVP each. [CHw]

Grain Elevator, The

CG-GE1 ("The Grain Elevator") Russian reinforcement A2 list a medium tank platoon of 3xKV-1 M40; however the tanks depicted are 3xT34 M41. What should Russian reinforcement A2 consist of?
A. 3 x KV-1 M40. As per PL errata, the textual listing always supercedes the graphical depiction if they vary. [CHw]

CG-GE1 ("The Grain Elevator") In the German order of battle 4 Flak Pz IV/20 (Wirbelwinds) are shown. In the scenario aftermath 4 Flk Pz IV/37 (Ostwinds) are mentioned specifically. Should the Germans have Flak Pz IV/20's or Flak Pz IV/37's?
A. FlaK Pz IV/37. [CHw]

CG-GE1 ("The Grain Elevator") Under the initial Russian OB: A2 NKVD Militia Pltn should be I3 NKVD Militia Pltn; G2 ART Battery should be G1 ART Battery; and O4 Offb'd Observer should be the O2 Offb'd Observer (there is no O4). [CHw]

CG GE1 ("The Grain Elevator") In the CG E1 Objectives, can draws occur? Should it read, "The Germans win…all stone buildings…" instead of Locations?
A. Yes. No. [CHw]

German OB it lists, "O4:Offb'd Observer". There is no O4. Does it mean O2?
A. Yes. [CHw]

Map I notice in some hexes on the GE map building depictions cross over hexsides? Does this make these new hexes Building hexes?
A. No. Building depictions that cross over a hexside block LOS and Bypass movement across those hexsides and have no other effect on play. Note that A9 is a building hex despite the fact that the building depiction 'misses' the hex center-dot. [CHw]

Map Can you clarify the status of the Grain Elevator (Building I6) hexes I7-I8?
A. Yes. These have a Ground Level and Rooftop Location at Level 2 only. These rooftops may be reached from Level 2 of hex I6. Treat these Rooftops as per O.4B and O.5 for entry and all other purposes otherwise. [CHw]

Redeployment Use Redeployment Option B. [CHw]

Russian OB it lists, "A2: NKVD Militia Pltn. X 4". "A2" is the Medium Tank Pltn; an NKVD Pltn. Is I3. Does the OB mean 4 x NKVD Militia?
A. Yes. Same goes for "G2: Arty Bty.", there is no G2, use G1 instead. [CHw]

Russian RG Notes I assume Russian Note c also includes INF guns as regards being accompanied by a 2-2-8 crew.
A. Yes. [CHw]

Guerra Civil

Charts In the Nationalist- CTV-vehicle rarity factor chart add "the same rows of "camión blindado nº1" and "camion blindado nº2" as for Republican Vehicle rarity factor chart. And use for Nationalist the same factors as in the Republican vehicle-listing chart.
In the Republican vehicle rarity factor chart "the Schneider M.16 CA1" is only available in July - August 1936. [Letter162]

Rulebook 1.11 REPUBLICAN units use Allied Minor SW/Vehicle/Ordnance counters (not Axis). NATIONALIST units use Axis Minor SW/-Vehicle/Ordnance counters (not Allied). [Misc31]

Rulebook Add "1.23 - It is impossible in DYO scenarios to buy ATR, MINES and RADIOS." [Letter162]

Rulebook 2.14 Add "The Republican FC are only availables for Vasque troops from the PNV (Nationalist Vasque Party)". [Letter162]

Rulebook 2.19 Change "Treat Republican units as Allied Minors" for "in Nationality capabilities chart". [Letter162]

Rulebook Add "2.33 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." [Letter162] {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". [Letter162]

Rulebook 3.3 Add "A -1 DRM is applied (cumulative with any others DRM) for OBA attacks against Falangist units". [Letter162] {PK believes this may be only the opinion of the person that posted t he errata on the web, not official CH errata. SR}

Rulebook 3.611 When it is specified that the units are of the Condor Legión, they will use the black to hit numbers. [Letter162]

Rulebook 3.64 In scenarios in those that combines CT V and National Army, the rule A10.7 will be applied (Allied troops). [Letter162]

Guerra Civil Scenarios

Scenario Cards What are players supposed to do about counters not matching the clip art on firefight cards?
A: Use counters from your existing Allied and Axis Minor counter set for those not provided with Guerra Civil and ignore subtle differences between the counters provided and their depictions on the scenario cards as the cards do not reflect a couple of final changes made to the counters. [Misc31]

Scenario GC2 ("Last Stand on Hill 197") Republicans should set up first (as defenders), and Nationalists should move first (as attackers). [Misc31]

Scenario GC3 ("Son Servera") Ignore the playtester note on the card referencing SCW 2. It is already correctly placed on the Board Layout graphic. [Misc31]

Scenario GC5 ("Dombrowski's Stand") Remove the field phone from 5th Bandera de la Legion, and put it in 1st Tabor of Tetuan. [Letter162]

Scenario GC6 ("Brihuega Disaster") Change Scenario Rule 2 to read, "...on Board SCW 2 are wood." [Misc31]
Change the two BT-5 tanks in Republican set up for two BA-6. [Letter162]

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. [Misc31] {Minor editing. SR}

Scenario GC11 ("Noi Saimo Italiani di Garibaldi") In the Republican setup instructions for units setting up on board 42, change the hex coordinate of "S12" to "S1". [Misc31]

Scenario GC12 ("Ring of Iron") In Objectives, The Nationalists need to Control three of the Six Hills at Game End without losing > 45 CVP. (Changed 'five' to 'six' above as there are six 'hills'.) Note that the counter clip art on the Firefight Card does not match the counters available for the following vehicles (subtle differences): T-26B, FT-17C, and Pz IB. Use the counters provided. [Misc31]

Scenario GC12 ("Ring of Iron") Does the definition of a "hill" in the Objectives, apply to the hill reference in the setup for the Republicans?
A: No. Republican units may set up on any level hill hex on board SCW2. [Misc31]

Hell's Bridgehead

Map Corrections 1) The arrows in the northwest corner of the map that designate where the Russians may enter for each CG are reversed – for CG1 is between hex A1 and LL0. For CG2 it is between A8 and K1. The CG Rules are correct.
2) All brush hexes between A26 and D26 (seven hexes total) should be treated as marsh hexes.
3) Optional: Place Overlay X7, treated as wooden, in hex JJ9. Place a Rubble Counter in this hex for CG II. This is the "Kursk Blues Cafe", infamous in playtesting.
4) Historical note: The village name of Krasny Oktabyr printed in hex M26 is actually Kliuchi. The village of Krasny Oktabyr is partially represented by the cluster of buildings south of the Psel River. [CHw]

Jatkosota

Finnish Lahti-Saloranta LMG (provided in Jatkosota) The range 7 should be underlined ("2-7") to indicate the availability of Spraying Fire. The depictions on the scenario cards and in the newsletter are correct. [Jatkosota errata; CHw]

Jatkosota Scenarios

Scenario JAK2 ("At The Gates Of Viipuri")
1) Change the reference to board 17 to board 14 in the Russian setup and Board Configuration hexrow limitations. [CH3.1; CHw] {Fixed in CH *Tanks!* version. SR}
2) The reference to Board "17" in the Board Configuration hexrow limitations should be Board "14". [CH3.1; CHw] {Fixed in CH *Tanks!* version. SR}
3) SSR 2 should read "21P7-P8-O8". [CH3.1; CHw]
4) The setup restrictions for the Finnish HIP Elements should be changed to read "... in hexrows with coordinates >= 5". [CH3.1; CHw] {CH3.1 mistakenly has '<='. Fixed in CH *Tanks!* version. SR}
5) The CH *Tanks!* version has an IS-2 instead of an IS-2m. The CH *Tanks!* version has Russian ELR 2 and SAN 4. [CHw]

Scenario JAK2 ("At The Gates Of Viipuri") The setup restrictions for the Finnish Elements of the 20th Brigade and Er.Ps.K. should be changed to read "... in hexrows with coordinates >= 5". [Jatkosota errata; CHw]

Scenario JAK5 ("Forests of the North") The Germans receive only one HMG. [CHw]

Leatherneck

Scenario 1 ("Ichiki's Mistake") 1) SSR 2 Overlay Corrections as follows: Ef3 should be on Be648-641; Ef1 should be on 35P2-Q2; Ef2 should be on 35X5-Y6. All other overlays are correct.
2) Note on the Mapboard diagram that the Ef1 and Ef2 overlays should be reversed. [CHw]

Scenario 2 ("Hell's Corner") 1) SSR 3: Paths are Trail Breaks (B13.421). Add the sentence, "Tanks are Not Allowed to enter the stream." They can only cross the river via the sandbar.
2) SSR 7: Use Preregistered rules for this Module (C1.732). [CHw]

Scenario 2 ("Hell's Corner") Overlays SD8 and SD1 overlap, is this intended?
A. Yes. [CHw]

Scenario 3 ("Seizing Viru Harbor") 1) SSR 3: May the Japanese AA guns change their CA so as not have a south/SE hex form part of the CA after setup? Do they have the option to setup in AA mode?
A. Yes, in a fire phase of the first turn of the game. There is no reason to do that since the FB will be gone at the start of the first turn. [CHw]
2) SSR 6: What if by turn 3 or thereafter there are no surviving Japanese leaders? What phase is the SSR 6 NTC made by the Japanese best leader?
A. They cannot attempt escape. It can be done in the RPh, PFPh or MPh. [CHw]

Scenario 5 ("Meeting Otto") 1) May the 3" Deck Gun place more than one Smoke counter in a Fire Phase, as if it were a mortar?
A. No
2) Is the 2 ROF of the Deck Gun before or after the spotted fire reduction of rate?
A. After, it has a 2 ROF for Spotted Fire. [CHw]

Scenario 8 ("White Beach") Overlay Oc104-1053 should be placed on 40O2-N1 rather than 40O1-N1. [CHw]

Scenario 10 ("Wrong Way at RJ-177") What do two 3-4-8 HS recombine into, a 7-6-8 or 6-6-8 squad?
A. 6-6-8. [CHw]

Scenario 12 "(Nightmare in Naha") PTO does NOT apply to this scenario. [CHw]

Scenario 13 ("Saito's Farewell Order") Clarification on SSR3. The NVR does Not change on initial entry, when the Japanese player enters Board 43 the NVR increases by 2, upon entry of Board 33 the NVR will increase 2 more, etc., but the NVR may not increase beyond 6 as per (E1.12). [CHw]

Leatherneck II

Scenario 2 ("Hellzapoppin Ridge") The US force with the crews should have 2 x 81mm. mortars. [CHw]

Scenario 5 ("Storming the Point") The LVT4s should have PP value of 39, not 19. [CHw]

Scenario 6 ("Second Day in Hell") Japanese OB has 6 crews and 8 weapons requiring crews. Is this intentional or is it supposed to be 8 crews?
A. Yes. {Assuming CH means it is intentional. SR} [CHw]

Scenario 6 ("Second Day in Hell") SR 2 Calls for a wooden rubble counter in hex 32E2 and there is a stone rubble counter placed in that hex in the prior sentence. Is the wooden rubble counter actually supposed to be in 32E3?
A. Yes. [CHw]

On All Fronts Pak

Scenario OAF1 ("'Smasher Karl' Weidling") Do the German reinforcements enter on turn 1, as per the TO&E tree, or turn 4, as per the entry arrow?
A. Turn 4. [CHw]

Scenario OAF2 ("The Tiger's Roar") When does the Russian player make the choice between reinforcement groups: before German setup, after German setup, or when they enter on turn 3?
A. Anytime during play. [CHw]

Scenario OAF2 ("The Tiger's Roar") Do the German Tigers have to enter all on the same edge?
A. No, "and/or" signifies this. [CHw]

Scenario OAF5 ("Gap at Grunewald") Can the Russians enter anywhere on the south edge east of the canal? The entry arrow is slightly shifted towards board 23.
A. Anywhere. [CHw]

Operation Compass/Wavell's 30,000

General Notes 1) All references to "light" breeze = "Mild" Breeze.
2) In all scenarios that state a Convoy must enter on a particular hex, it may enter on/within two hexes of the listed hex and no mines may be set up within six hexes of a hex a Convoy is eligible to enter on. For Convoys, LOS is considered to continue offboard. Any scenario using Convoy Rules may have any Convoy of > 10 vehicles split into small Convoys of <= 10 vehicles each (EX: Graziani's Advance).
3) In any scenario with a Special Rule stating Aircraft are Recalled after dropping their bombs, replace with "after using any armament."
4) Cloaked truck Passengers lose their Cloaked status for any Concealment Loss Activity, not just the actions listed on the scenario cards. [CHw]

Scenario CH109 ("Frontier Raid") SSR #4 add "or if they fire" after "(D6.9)". [Letter65]

Scenario CH109 ("Frontier Raid") What ammunition types are available for the Italian OBA?
A. You will find that information on page H86 for the Italians; check with that nationality's Ordnance notes to see if that gun can fire smoke or any other special ammunition. [CHw]

Scenario CH110 ("Starlight, Starbright") Add SSR 5. Additional MP for movement in Convoy is NA. [Letter65]

Scenario CH111 ("The Battle of Ghirba") Suggested amendment: change required DVP to 20. [Letter65]

Scenario CH112 ("Frontier Raid II") SSR #4 add "or if they fire" after "(D6.9)". [Letter65]

Scenario CH112 ("Frontier Raid II") What ammunition types are available for the Italian OBA? The British OBA?
A. You will find that information on page H86 for the Italians; check with that nationality's Ordnance notes to see if that gun can fire smoke or any other special ammunition. [CHw]

Scenario 113 ("Graziani's Advance") In the Italian OB, "1st Motorised Blackshirt/Libyan regiment" should be instead be "1 CCNN '23 Marzo' Zona Camicie Nere". [Letter67]

Scenario CH114 ("Surprise at Nibeiwa") 1) SSR4 refers to the concealment of 8 Italian units. There is no OB given "?" for dummies. And some Allied units set up on board. So what exactly does this SSR refer too?
A. Any "?" gain after set up (based on range; LOS) must be ignored for eight squads.
2) What level is the British OBA Observer located at?
A. Ground unless specified otherwise. [CHw]

Scenario CH116 ("Pride Before The Fall") Suggested amendment: delete the British dm 76mm MTR and one HS. [Letter65]

Scenario CH118 ("Sidi Omar") Change SSR 3 to "is Recalled after it makes any attack (ie. it is not recalled if it misses its Sighting TC unless it makes a Mistaken Attack.". [Letter65]

Scenario CH119 ("Fortress at Bardia I") In the Commonwealth OB, "1/2 Battalion" should be "2/1st Battalion, 16th Australian Infantry Brigade". [Letter67]

Scenario CH119 ("Fortress at Bardia I") 1) What is the level of cloud cover for NVR determination?
A. Use 1.11 to determine.
2) If squads in this scenario are Lax by SSR, and crews and leaders are not, are those crews and leaders Stealthy or normal instead?
A. Normal.
3) Is the morale level improved of the Italian crews in this scenario?
A. No.
4) Wire has to be placed in hexes 30A5 to 30GG5. This is a 33-hex span, but only 32 wire counters are allocated in the OB. Should a hex be missed or should their be 33 wire counters?
A. 33.
5) There is no crew counter for the mortar in the Australian OB. Should this crew replace the 248 Half Squad in the OB, or be additional to the HS?
A. Replace 2-4-8 with a crew.
6) Why are their 4 radio's in the Australian OB?
A. Ignore the '4'; it is 1. [CHw]

Scenario CH119 ("Fortress at Bardia I") In the Commonwealth OB, "3rd Battalion" should be "2/3rd Battalion".

Scenario CH119 ("Fortress at Bardia I") 1) Is the morale level improved of the Italian crews in this scenario?
A. No.
2) What are the ammunition types available for the Italian OBA?
A. You will find that information on page H86 for the Italians; check with that nationality's Ordnance notes to see if that gun can fire smoke or any other special ammunition. [CHw]

Scenario CH121 ("A Test of Nerves") In Commonwealth OB, "2nd Battalion" should be "2/2nd Battalion". [Letter67]

Scenario CH121 ("A Test of Nerves") What does "breaking" in the Objectives mean?
A. If they Malfunction, are Captured or Eliminated for Italian victory purposes. [CHw]

Scenario CH122b ("Fortress at Bardia II") In Commonwealth OB, "5th Battalion" should be "2/5th Battalion". [Letter67]

Scenario CH123 ("The Bardia Warterworks") 1) What is the radio for in the Australian OB. The Artillery module is provided with an Off Board observer, which I would have said would make the radio a redundant feature.
A. May use either. You may need it, you'll see! [CHw]

Scenario CH124 ("The Fall of Tobruk") 1) In the Italian OB, "3rd Company, II Medium Tank Battalion" should be "3 Compagnia. I Battaglione Carri Medio. I Ragruppamento Carristi". [Letter67]

Scenario CH124 ("The Fall of Tobruk") What levels are the Italian and British OBA Observers located at?
A. Ground unless specified otherwise. [CHw] {Minor editing. SR}

Scenario CH125 ("Down the Throat") In the Italian OB, "A Battery, XXIII Corps Artillery Battalion" should be "A Batteria di Artiglieria. Italiano del XXII Corpo". [Letter67]

Scenario CH125 ("Down the Throat") 1) What type and size of bridge exists in hex 27D7?
A. See B6.1. Stone.
2) What about the use of Dummy counters provided in the OB?
A. Remove the 4 x "?" from the Italian OB. [CHw]

Scenario CH126 ("Metal at Mechili") Is the morale level improved of the Italian crews in this scenario?
A. No. [CHw]

Scenario CH127 ("Stand at Derna") In the Italian OB, "A Squadron, 41st Medium Tank Battalion" should probably be "A Squadrone. 1 Bataglione Carri Medio. 4 Reggimento Carro Armato". In the Commonwealth OB, "4th Battalion" should be "2/4th Battalion". [Letter67]

Scenario 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.
If not should there be some other unit represented instead?
A. No.
And if this is the case, how many Autocarri L Trucks should there be?
A. Not the case; 10 x Autocarri L Trucks (substitute other counters to 'be' them if you don't own enough). {This directly contradicts the answer above. SR}
4) 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.
5) Is the 2-pounder Portee in the OB a 37mm Bofors Portee instead, as represented in the other earlier scenarios
A. No. [CHw]

Scenario Beda Fomm 03 ("Death of an Army") In the Italian OB, "5th Medium Tank Regiment" should be "5 Bataglione Carri Medio. 4 Reggimento Carro Armato". But as for the 6th Medium Tank Regiment (or Battalion for that matter), I can find no evidence what so ever of this unit being on the 10th Army. [Letter67]

Ordeal Before Shuri

Scenario OBS3 ("Second N' Ten") Add a radio and a field phone to the Japanese OB. The radio may only be used for the 80mm OBA; the phone for the 100mm OBA.. [CHw]

Scenario OBS7 ("Suicidal Tendencies") The American reinforcements entry text should read, "Elements of Company A, 193rd Tank Battalion: Enter using Convoy Movement on TT1 on Turns 1/2/3/4 as per SR 2:". [CHw]

Paddington Bears

Since the release of Pegasus Bridge, there has been some minor debate about how to address the problem of having two sets of PB 1-5 Scenarios. The final decision has been to redesignate the Paddington Bear Scenarios as PBP (Paddington Bear Pack), rather than the previous PB. This is a Scenario Designation Lettering change only, it has no bearing on the scenario design, and is designed only to clarify which scenario is being cited. The 1997 Paddington Bear Pack will have printed designations of PBP#, but for the existing Paddington Bear scenarios 1-10, please consider this an "official" errata to the scenario designation. [CHw]

Scenario PBP1 ("Red Sorghum, Yellow Earth") This is PB1, not PB6. [CHw]

Scenario PBP2 ("The RHA at Bay") The Germans should have three Pz 38(t)A tanks, not two. [CHw] {Corrected in later printings. SR}

Scenario PBP5 ("US Forces") The Victory Conditions should be read as 5 of the 7 indicated objectives, with entire building K8 being a single objective. [Misc3]

Scenario PBP6 ("Raw Deal") There should be ten American 6-6-7 squads, and ten "?" counters. [CHw; CH3.1] {Some printings already have the ten "?" counters. SR}
The US forces should have 1xHMG, 2xMMG, 3xBaz44, 2xDC. [CHw] {Also the counter art for the Baz44 should have an "8-4", not an "8-5". SR}

Scenario PBP7 ("Piece of Cake") The Russian OB should have 1x 9-1 SMC and 3x LMG (not vice-versa). [CHw]

Scenario PBP10 ("First to see Will ...") The U.S. Reinforcements enter on the *west* edge, not the east edge. [CHw; CH3.1]

Scenario PBP11 ("A Civil War, Not a Gentleman's War") The overlays are at level -1. [CHw]

Scenario PBP11 ("A Civil War, Not a Gentleman's War") The CH setup graphic on the map could be misunderstood. The text above the unit OBs (saying where to setup) is correct. [CHw]

Scenario PBP12 ("Soft Noodle") 1) Chinese groups A and B are composed of Conscript 3-3-6 squads, group C is composed of First Line 3-3-7 squads.
2) All Chinese 336/136 MMC are treated as Conscripts (as printed on the ASL™ Axis Minor counters). [CHw]

Scenario PBP13 ("Marked For Death") The French AFV are two AMD-35 Panhard Armored Car. [CHw]

Scenario PBP15 ("The Road To Mandalay") Burmese 3–3–6's are Conscripts, not Green Troops. Their depiction should have a "C", not a "G", in the upper right corner. [CHw]

Scenario PBP17 ("Easy Meat") The US Turn 1 reinforcements enter via *west* edge. Add a 9-1, two 4-6-8's, and a dmMMG to the German turn 2 Reinforcements. [CHw]

Scenario PBP18 ("Pandemonium") Delete the red 2 under the Japanese 9-0. The Japanese OB should include only three SMC: 10-1, 9-1, & 9-0 (plus 3x448, 3x447, 3x228, 2xMMG, 2xLMG, 1xMTR, 10x?, 2xTrench, 5xFoxhole, as printed). [CHw]

Scenario PBP22 ("Moire In Belleza") There should be 2x 8-0 SMC, not three, in the Yugoslavian OB. In the Balance (ABS) Y1 should be "Delete 5x ? counters'"(not eight). [CHw]

Platoon Leader 1.0 Campaign Games A-H

Converting PL1.0 CGs to PL2.0+ ALL 1.0 CGs USE REDEPLOYMENT OPTION B.
All reference to Battle Hardening (1.6114) should now refer to Battlefield Promotion (3.44); SSR are now FSR; CPP are now CP; FPP are now FP; PL CG SSR = CG SR; "Scenario" is now referred to as "Firefight"; "determine leaders as per 1.6205" now should read "determine leaders as per 2.36"; "must enter as reinforcements on the CG date of purchase [EXC:1.6194]" should now read "must enter as reinforcements on the CG date of purchase [EXC:2.34]". Intensity Levels determine the maximum number of 'I' type RGs that may be purchased by each for each CG Firefight: 3 for Low, 5 for Mid, 7 for High. For CG A-H below, '*' indicates a suggested update. [CHw]

PLA Hills of the Arakan RG Note p - Delete Barrage alignment of North-South and replace with Barrage Alignment Northeast-Southwest. [CHw; CH3.1]

PLA Hills of the Arakan The "Sherman VC" should be a "Sherman V(a)". [CHw]

PLA Hills of the Arakan * Woods-lines are not Strategic terrain in this CG. [CHw]

PLB Counterlanding at Koromokina Lagoon Is there one specific east edge hex used for Entry/CG Victory Conditions, or is it any Hex?
A. Any Hex. [CHw; CH3.1]

PLB Counterlanding at Koromokina Lagoon * Woods-lines are not Strategic terrain in this CG. For the Initial Firefight only, any Japanese-occupied Beach hex not adjacent to a hex with a Marine in it is considered a Strategic Location. [CHw] {Minor editing. SR}

PLC Decision at Safi French RG purchased as Reserve must set up >= 6 hexes from the beach in the first CG date. {Reserve activation superseded by previously listed PL1.6194(b) Q&A from CHw. SR} [CHw]

PLC Decision at Safi Pier Locations are Strategic Terrain. [CHw]

PLC Decision at Safi & PL1.6195 See entry under "Platoon Leader 1.0".

PLD Easter at Tobruk RG Note p - Delete Barrage alignment of North-South and replace with Barrage Alignment Northwest-Southeast. [CHw; CH3.1]

PLD Easter at Tobruk SSR C2 Does the wadi lose HIP as soon as a German unit gains LOS to it?
A. Yes, providing the German unit is a "known" SMC/MMC on foot. Night vision in a BU AFV was a very chancy affair and extremely difficult to the driver. [CHw; CH3.1]

PLD Easter at Tobruk SSR C2 May a German MMC "probe" the wadi to find the deep end?
A. Yes, use the Minefield Clearance rules [A24.74]. [CHw; CH3.1]

PLD Easter at Tobruk SSR * Add Note A & P to Foxholes in the Fortifications Available for purchase chart (for Historical reasons. Blasting was usually involved to make such holes in the rock).. [CHw]

PLE Frozen Hell (Original version) 1) RG Note p - Delete Barrage alignment of North-South and replace with Barrage Alignment Northwest-Southeast.
2) Russian Engineer units come equipped with 2 DC. [CHw; CH3.1]

PLE Frozen Hell (Original version)
Considering the Scenario Max, why do the Russians have a selection of 26 Pltns when only a maximum of 15 is possible to be purchased? For player options?
A. The OB in this case was used to represent the wide variety of Russian troops used in the Winter War and is reflected in this manner so that the Russian player has a wide choice in forces. Therefore the answer to part two is ... YES. [CHw; CH3.1]

PLF Arakian Rose * Woods-lines are not Strategic terrain in this CG. [CHw]

PLG Cemetery Hill This CG will soon be re-released with a new map and several other changes.
(1) Change "In Commonwealth area (SSR C4)" to "In Commonwealth area (SSR C3)" in the Initial Allied OOB.
(2) The German Reinforcement Group Table RG 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 Paradrop is only allowed during the Initial Scenario. [CHw]

PLG Cemetery Hill Campaign Data Card
(1) Clarification: Allied Purchased RG must set up in their respective areas (i.e. Commonwealth or Greek areas) and pay +2 CPP to set up On-map as per 1.6194. Also, Commonwealth and Greek units independently control CTHC, and establish independent MLR. Greek and Commonwealth troops treat their Allied MLR as uncontrolled. Allied Purchased RG must set up in their respective areas (i.e. Commonwealth or Greek areas) and pay +2 CP to set up On-map during the 2.34 segment of the Reinforcement purchase step. [CHw]
(2) Initial Allied OB: The allies receive 1 x N.Z. MMG and 1 x N.Z. 2-4-8, delete the "RG" from in front of these two entries. [CHw; CH3.1]
(3) RG Costs Chart: The following RG cost the amount of CPP indicated: German I2: 5; German I3: 8; German I4: 4. [CHw; CH3.1]
(4) The German Glider HQ Platoon (I5) receives a 10-2 and a 9-2 leader, not a "10-3". [CHw; CH3.1]
(5) Add to Note "v" the following: German gliders may carry a 5/8" counter. Each glider may carry the following: its normal PP capacity OR one SdKfz2 + one 5/8" gun counter + one 2-2-8 crew (the E8.1 restriction DOES NOT apply). The German may add enough Glider counters to his OB for scenario #1 and for ALL RG which enter in Gliders [EXC: NO Glider may enter empty]. [CHw; CH3.1]

PLH Frozen Hell (CH vol 5/1) *Note b: Clarification about Finnish LMG, use Allied Minor or Jatkoska counters.
*Note l: -change "Determine Leaders (SMC) as per 3.12-.121." to "Determine Leaders (SMC) as per 2.36-2.361."
*Note r: - change "[EXC:3.9 - 3.91]" to "[EXC: 2.34 - 2.341]" [CHw]

Pointe du Hoc

BAR Gunner Only a Good Order, un-wounded BAR Gunner may Recombine into a squad. A BAR Gunner may not Recombine in any other combination other than 2 x 3-4-7 + 1 x BAR Gunner = 7-6-7 Ranger Squad. [CHw]

Paragraph 2.3 Line 1 "H15" should be "HH15". [CHw]

Paragraph 2.5 Line 3 "(EX: Hex CC17..." should read "(EX: Hex GG17...". [CHw]

Paragraph 2.51 Line 5 "GG18" should be "GG17" and "arrow" there are no arrows. Line 6 "GG17" should be "GG18". [CHw]

Redeployment Use Redeployment Option A. [CHw]

Pointe du Hoc Firefights

PdH3 ("Nowhere to Run, Nowhere to Hide") The US set up should read, "...set up <= 10 hexes from hex KK13 [EXC: OO13, GG5 and HH4]" to add GG5 and HH4 to the hexes the US cannot set up in. Board Layout should read "(Only hex rows N-RR are in play)". [CHw]

PdH2 ("Road Warriors") Objectives should read "paved road (S6-O21)" not "paved road (T6-Q21)". [CHw]

PdH5 ("Rangers Relief") Reference to P28 in Ranger entry area and Objectives should be N28. The reference to "within ten hexes of OO13" is clarified as meaning EE12 and thus the Objectives should be interpreted as N28-EE12. [CHw]

Rout Pack III

Scenario 8 ("Another Damn Bridge" The American OB shows a M36B1on the art work and nomenclature but shows the MF and armament for an M18 Hellcat.
A. M18 is correct. [CHw]

Scroungin' ASL News

Scroungin' ASL News #24 ("Rolling Thunder") Board configuration should read: "Only hexrows S-GG on boards 11/16/17 are playable". [CHw]

Sunrise Bridge

Redeployment Use Redeployment option A. [CHw]

Sunrise Bridge, The 1) Add to the end of Initial SSR I4 "British units may also enter by Glider if G types."
2) German unit I4 receives 1 x HMG, 2 x MMG.
3) Ignore Note "x" on British unit A1.
4) British unit I3 receives 1 x HMG, 1 x MMG. [CHw]

Rout Pack I

Scenario Rout Pack I #2 ("The Glory Road") The scenario is dated in 1942. However, the original Rout Report version was dated in 1941. Which is correct?
A. 12 December, 1941 is correct. [CHw]

Scenario Rout Pack I #8 ("Victoria Cross") The scenario length is 7.5 turns. [CHw]

Rout Pack II

Scenario Rout Pack II #3 ("Distinguished Service") Although not an error, the German HMG should be exchanged for a second MMG for better balance. [CHw]

Scenario Rout Pack II #5 ("Brandenburger Bridge") The German setup restriction of ">= 2 hexes" should be "<= 2 hexes". The Germans also start with Control of the two victory hexes. [CHw]

Scenario Rout Pack II #8 ("Riding Shotgun") The 8th Armored Recon elements should enter "… on the North, South and/or WEST …".[CHw]

Scenario Rout Pack II #9 ("He Who Hesitates") Change MkIIIL's to MkIIIJ's; change MkIIIG's to MkIIIH's and change the SdKfz 7 with Pz. Regt. 5 to a SdKfz 11. [CHw]

Ruweisat Ridge

British CG Card The 40L/57L ATGs for the British mention portees in the notes column. Do they come with their own transport a la the Germans/Italians?
Q. This is correct. They get the vehicles as per the vehicle notes. [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]

CG8 This reads: "CG8. All vehicles are recalled at the end of each firefight with three exceptions." Are the exception vehicles automatically retained and allowed to re-enter the next CGS? Or are they subject to the PL 3.461 dr as recalled vehicles?
A: If they survive the firefight, the designated exception vehicles are retained without a dr, although you'll note that the side that loses the firefight does not retain the designated AFV. Immobile vehicles are retained and then subject to destruction/repair per the PL rules. Ignore PL 3.461 for the purposes of retaining vehicles. [Misc27] {Re-worded. SR}

Counters Counter card is meant mostly for captured vehicles in the correct color and are replaced with any wreck when knocked out, as RG purchases are limited by the CG Card, not the counter mix. [CHw]

German Force Are the Germans in RR considered Elite for Special Ammo Depletion purposes?
A. No. They barely had ANY Ammo never mind extra stuff at this point. [CHw]

Map 0621 is at Level 0, Hex 0620 is at Level 1, with two level 1 hills at 1224-1225-1324-1325 and around 0222; Level 1 (most of map); Level 2 (first hill level); Level 3 (Pt. 63). [CHw]

Ruweisat Ridge Scenarios

British RG British groups A9 and A10 say 3 x dr on table A7 and 5 x dr on table A8 respectively however those tables are a single dr.
A: Use the tables as written - one dr each for A7 and A8. [CHw]

British RG O1 O1 and O2 should be listed as "76mm MTR OBA" and "88mm OBA." [CHw]

CG Note 'b' This should be "I1 +1", not "I2". [CHw]

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]

Firefight Alamein #1 ("Rommel Is At The Gates") Per FSR2, small target-sized Guns may be moved between any trench hexes the Allies set up on Pt.63. [CHw]

Firefight Alamein #5 ("Rommels Sunset") 1) The entry requirements for the NZ reinforcement on Turn 3 should read "4408 or 4417".
2) FSR #1 examples: Deir: 4017; Sand: 1902; Note FSR #1 EXC to F7.31 Bog Checks by vehicles (Sand Dunes: 2802/2803); Brush: 0504, Hammada: 0710.
3) FSR #7 This should read "[EXC: 4410-4413 are NA]".
4) FSR #15 Note that this only applies if the SMC is granted HIP by FSR or CG purchase.
5) FSR #15 Should read Crags may be used for HIP placement and are considered Concealment Terrain for Dummy placement. However Crags are not Concealment Terrain for ? Growth. [CHw]

Movement Do all hexes use Chapter F costs?
A. Yes. [CHw]

OBA All three nations may buy P re-Reg for their OBA with the values listed as Italian O4. [CHw]

Redeployment Use Redeployment Option A. [CHw]

Table A5 Should read "Make 4 dr's per Truck platoon purchased". [CHw]

Table A9 Delete the word "Truck". [CHw]

Scotland the Brave I

British CG Card Line G1, Battalion AT Gun section, the words "[2-2-8 + 6 pdr AT]" should be bracketed. [CHw]

German OBA If the German buys OBA in CG dates 2 and 3 does the observer set up on board (as implied by note o) or does he enter from off board?.
A. Like other RGs, the leader and radio may set up onboard or offboard. I am sorry if the wording of note "o" ("one on-board leader") is confusing; I intended only to mean that this was NOT an Offboard Observer! [CHw]

Scenario StB 9 ("Orders For The Major") The "Remnants of A, B, and C Companies" force should not have two of each leader; the 2s should instead appear under the PIAT, LMG, and MTR illustrations. (The scenario has now been playtested as printed and found not to suffer, indeed some players prefer the printed version, to the Designer's great annoyance!) [CHw]

Scotland the Brave News Early copies of the Scotland the Brave News sheet insert incorrectly stated that a LOS exists between T17 and T23. This is of course incorrect; follow B13.6 and the StBI Terrain Notes. [CHw]

Scotland the Brave II

CG3 British card The last line should end "Churchill MkVI" (not "MkV") [CHw]

CG3 "Initial British OB", last line should read-Plus 30 CP (not 25, the CP Allocation Table below is correct). [CHw]

Map Hex I31 should be open ground; the building should be in I32. [CHw] (Hex I31 should be Open Ground. This is a detail that can be ignored with no detriment to game play and is presented for 100% terrain accuracy.) [CHw]

Map For anyone who has difficulty seeing the wall hexsides, these exist between:
F21 - G21 to G22 - G23 (5 hexsides)
F32 - G32 to G30 - G31 (5 hexsides)
J32 - K32 to I34 - I35 (7 hexsides).
For those who have difficulty seeing the crest line between I1 - J1 and U14 - U15, simply run a black ball-point pen along this line (as many ASL players have already done with crest lines on the KGP maps). [CHw]

Miscellaneous Fontenay le Pesnel was misspelled. [CHw]

Overlays The overlays on the StBII map need a 105% enlargement to fit the StBI map. [CHw]

Stonne 1940

There are two new CG cards and a play aid in CH Magazine vol. 6#2. [CHw]

CGSR 19 My MLR is basically all along the plateau hill line with a portion of the plateau around C9. For deployment in the next fire fight can I put vehicles in this area of plateau even though they have no legal route there [woods, mined sunken road and entry D]?
A. Set up is in ACCESSIBLE locations - the locations are not accessible to vehicles since the path of hexes leading to the Friendly Entry Areas is through terrain impassable to vehicles (Woods, CGSR19). [CHw; CH6.2]

CGSR 26 The SW is received if the final dr is <= 4. [CHw; CH6.2]

CGSR 26 Do the initial fire fight CP suffer from the reduction DR?
A. Yes. [CHw]

CGSR 30 Is the Tank Type dr per unit or per Platoon?
A: Per Platoon (with CGSR 30.1 on countermix limitation). [CHw; CH6.2]

CGSR 31 Do the Initial Firefight CP suffer from this reduction?
A. Yes. [CHw; CH6.2]

CGSR 35 The initial OB granted by the scenario is restricted to areas A, B, C and/or the road running from D0 to P7. Although additionally purchased RGs may utilize area D for a price, any RG listed in the initial OB as well as any RG purchased with the 34 CPs is restricted to the same Entry Areas A, B, C or road D0-P7 for the Initial FF. [CHw; CH6.2]

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

CGSR 43 Change "15AMa" to "15AMb". [CHw; CH6.2]

CGSR 44 Is this table used for officer replacement? With it there is a good chance that the French get 8 officer upgrades in the RePH!
A. Yes. True! [CHw; CH6.2]

Counter Art Any counter depicting 4-4-7 squads are '4-3-7' squads. [CHw] {This appears to only affect scenario #3, "One More Try". SR}

Map K7 is different level on play aid from map. What level are the woods in C6, M7, E4, E5, F4, and E5?
A. The crest line is too close to the hex center – K7 IS level 6. Here is a listing of the Levels along the Bois-De-La-Grande-Cote:
Level 6: A4-B4-C5-D5-E5-F5-G6-H6-I7-J6-K7-L7-M8-N8-O9-P8
Level 5: A3-B3-C4-D4-E5-F5-G5-H5-I6-J6-K7-L6-M7-N7-O8.
Level 4: A2-B2-C3-D3-E4-F4-G5-H4-I5-J5-K6-L6-M7-O7.
We urge players to take a sharp black pencil and to draw the Crest lines along these hexes. You'll see that there are a few double-crests. For better viewing of the above, print the free Stonne Player's aid available at www.CriticalHit.com. [CHw; CH6.2] {The playing aid also appears in CH6.2. SR}

Map 1) What is the height of the Water Tower and Church?
A. The Water Tower is 1-1/2 level obstacle and is treated as the equivalent of a Factory. It has rooftop Location with a one squad equivalent stacking limit. The steeple is one level higher than the building which I believe in this case is ground level. The steeple has a one 1/2 squad-equiv. stacking limit.
2) What levels of both can be occupied?
A. Ground level and steeple for church and just the rooftop of the Water Tower.
3) How does one get to the roof of the water tower? With no road or inherent staircase, I assume only by scaling, but no units are designated as Command (though some are designated as climb capable – should this be scale capable?)?
A. Infantry may move to/from a Tower Location via the Tower's stairwell or by Scaling. Stairwell costs 1MF per Level changed. [Misc 31

Redeployment Use Redeployment Option A. [CHw]

Stonne 1940 CGs & Scenarios

CG I ("Stone 1940") Attack Option According to the CG card, the Germans are limited to 4 attack options; French 3. The purchase of an attack chit is not listed on the RG card. Is the attack option simply selected or must it be purchased?
A. Simply selected. [CHw; CH6.2]

CG I ("Stone 1940") Consolidated note 'l' Delete "Fully-Tracked". [CHw; CH6.2]

CG I ("Stone 1940") Consolidated note 'l' Are French leaders received at 1:4 squads or 1:3?
A. 1:3. [CHw; CH6.2]

CG I ("Stone 1940") Consolidated note 'o' A French observer at level 6 cannot see a great deal, German obs at level 5 even less?
A. Quite normal due to the fact that Stonne is the highest elevation within a 12 kilometers radius (hence its importance as artillery OP.). [CHw; CH6.2]

CG I ("Stone 1940") Consolidated note 'v' Add this note, and it should read "See CGSR 15." [CHw; CH6.2] {This mistakenly refers to note t, but [Letter 119] showed it should be v. SR}

CG I ("Stone 1940") French CG Card The entry for M2 should have: 1 CP - 2 max/FF - 2 max/CG.
Contrary to standard PL rules, French mines cost 8FP/AP Factor and 20FP/AT Factor. [CHw; CH6.2]

CG I ("Stone 1940") French CG Card What is the French CPP for FPPs? The card lists 4 max per FF but 2 max per CG and this is obviously incorrect).
A. 1 CPP – 2 max/FF – 2 max/CG. The 4 max is for a future CG III. [CHw]

CG I ("Stone 1940") French CG Card The entry for M3 has a reference for Note 't'. I do not think this is correct.
A. The 't' note is a reference to the Patrol Rules found in PL 2.5, rules section 2.7. [Letter 119] {I think this is wrong; Note t reads "Roll for the type of PzII and/or PzIV received." SR}

CG I ("Stone 1940") German CG Card Are I9 (Assault Eng Coy) and I10 (Arm Aslt Eng Coy) really composed of 338's?
A. Yes. [CHw; CH6.2]

CG I ("Stone 1940") German CG Card Are the Germans allowed to buy FPP?
A. No fortifications for the German. [CHw; CH6.2]

CG I ("Stone 1940") IFSR 1 The LV last five turns, not three. CGSR 34 is correct. [CHw; CH6.2]

CG I ("Stone 1940") IFSR 3 Does the French receive free HIP?
A. Yes. [CHw; CH6.2]

CG I ("Stone 1940") Initial French OB Is the French AMR ZT3 in the Initial Firefight OB part of the triangle parent unit (and thus withdrawn at the end of 15 PMb)?
A. Yes. [CHw; CH6.2]

CG I ("Stone 1940") Withdrawing When both sides have to remove units in about the 3rd firefight do we use side records to indicate how to deal with vehicles?
A: Yes. [CHw; CH6.2]

Scenario Stonne 3 ("One More Try") The French 4-4-7 squads should be 4-3-7 squads. [CH6.2]

The Third Bridge

2 MAP DEPICTIONS says that stray building parts do not block LOF/LOS to/from a building if they are part of the same building. Does this include an LOF/LOS traced directly along the hexspine? For example:
* Is there LOS between CC19 and DD17?
* Between I10 and K10?
* Between M4 and O4?

A. Each of these is blocked. Remember that the rule of thumb on all of these LOS questions is common sense - of course you can fire from N3 to N5 but L4 to N4 is clearly intentionally blocked. [CHw]

2 This says that stray building parts deny Bypass along their hexsides. This is clearly logical for the building that the stray part belongs to. But may a unit Bypass the obstacle that does NOT cross the hexside? For example:
* Can a unit move from L5 to M7 by Bypassing the L6 building along the L6/M6 hexside?
* From I10 to K10 along the J9/J10 hexside?
A. In both cases infantry could, but a vehicle could not. [CHw]

2 Can a unit perform "Rowhouse bypass" by way of a vertex which is covered by the building-depiction/black-bar, such as:
* Vertex N7/O7/O8?
A. due to the depiction, they would have to enter O7 for 1 MP.
* Vertex X6/Y6/Y7?
A. The unit would have to enter X6 or use 'rowhouse bypass' on the east side - Y6-Y7, where the black bar doesn't extend past the vertex. [CHw]

2 If LOS traced along the hexspine of a stray part is not blocked (per the above question), does the presence of a black bar cause it to become blocked? For example:
* Is there LOS from P19 to R19?
A. No. [CHw]

2.814 EX Regarding the Narrow Road EX (following the 2.814 section), can you check it for errors and also explain it in more detail?
A. The example is correct. It helps to think of these roads as not having buildings. [CHw]

2.814 EX using the Narrow Street example, if a HIP AT Gun in G6 (CA at F4) wants to wait until the vehicle has spent >3 MP in LOS before it starts shooting, where will the vehicle be and what facing will it have on the 4th MP in LOS? On MP 5?
A - Vehicle expenditures in the example: 0MP - C6; 1MP - D6; 2 - Turn left; 3 - E6; 4 - F5 (now in Gun LOS); 5 - Turn left (2MP in LOS); 6 - Turn left (3); 7 - Turn right (4); 8 - F4 (5); 9 - G4 (Out of LOS). The vehicle must merely use a legal VCA (one that corresponds as closely as possible with the road) to move into each hex, hence the VCA changes (turns). [CHw]

4.55 In the 2nd CGFF, the Grabner counter FSR rules do not specify that Unit C - KG Grabner is to be used for setup. FSR 4.551 specifies the Entry turn but not where the KG is to enter.
A. ATB 4.55 second sentence should read "The Graebner force (Unit C) sets up and is used according to FSRs 2 and 3...". [CHw]

4.6 Delete the "Go to.." line before 4.6. Change the first sentence in 4.6 to read "The following SR apply to all firefights on/after 18 AM...". [CHw]

Counter Errata The sixth row of British units (historical leaders mostly) has some mismatches on the backs of the counters:
Using a black pen, neatly make the '9' on the back of 8-1 Lt. Barnett into an 8 (almost invisible with this typeface). Also, change the 'E' on the backs of the four 6-5-8 engineer counters to '5'. Gently peel the paper backs (the broken side) of 8-1 Maj. Wallis (Frost's 2ic) and 9-1 Capt.. Briggs and swap them, reattaching them with a light smear of white glue. Do the same for the radio and MTR in this row. [CHw]

Campaign Game How do the German ELRs work?
A: The basic rule is Special Rule TB3: the 658 and 548 units are SS and get Elite ammo status and the higher ELR, usually 4 or 5. Everyone else (usually 447's) gets the lower ELR - usually 3. [CHw]

Campaign Game The 1st CG Firefight (CGFF) is a Night action. Is the British Majority Squad Type (MST) Stealthy because of TB2? What is the MST of the Germans?
A. Yes - the British are Stealthy. The German MST is Normal throughout, except for SMC and units that 'descend' to conscript (as usual). [CHw]

Campaign Game The CG says there is a pillbox in T19 [NRH] but the A:TTB rule section covering the pillbox describes a vertex location, not T19.
A. There is certainly only one pillbox. It should more correctly be referred to as the 'T18 pillbox. [CHw]

Campaign Game German OB The CG German OB rules and the German OB on the OB card are in conflict. The former indicates the Germs can receive up to four 8-0 in the initial firefight, while the card indicates three.
A. Follow the rule book with its detailed description. 4 x 8-0 in all.
* German Reinforcement Group B; the CG rules say it's available on turn 6 or after on a dr 2< the turn number, the OB card says it's available turns 5+ [that says turn 5 or after] on a dr 2< the current turn.
A. Again, follow the rule book, which is more specific. [CHw]

Campaign Game PLSR The CG PL Special Rules specify the changes to the PL rules in CG PLSR 4.41. Does this mean that the players do not use the PL rules? If so, then at the end of a FF, how does each side determine their respective CTHCs and MLRs (since it is not listed in CG PLSR 4.72)?
A. No - it means that of the standard 15 PL Special Rules, only those 8 listed in 4.41 are used in TB. The last part of 4.41 states "In addition, the following Firefight and CG Special Rules show all of the PL rules that are in effect, in order. No other PL sections are used." So to play the ATB CG, players need only follow the sequence of ATB 4.4, and generally familiarize themselves with the 8 standard PL SR and the 16 TB SR (rules section 3.0). [CHw]

German 5-4-8 MMC The German OB for many of the scenarios, as well as the CG, provides 5-4-8 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]

Map Is hex R16 a building hex?
A..No. The center dot is not in the building so treat it as Open Ground. [CHw]

Map Is hex A8 a building hex or merely a stray part? Is hex R16 a building hex or merely a stray part?
A. A8 is NOT a building hex. R16 is actually an error on my part during a late stage of the game. It should have been a building hex, but as depicted is not. [CHw]

Map Is the E11 marketplace treated as a paved road or a boulevard?
A. Since it is not declared Boulevard it is Paved Road. [CHw]

Map What are the circled numbers on certain buildings for?
A. They indicate the key locations (and TVP) for the CG. They also show casual observers the layout of the historical British perimeter, building by building. [CHw]

The Third Bridge Scenarios

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]

Those Ragged Bloody Heroes

Australian CG Card Footnote w Delete "1xHMG,". In the example replace five dr with four dr. [CHw]

(Note the use of the "*" symbol denotes the gray bullet in the left-most column of the TRBH CGSR) [CHw]

CGSR1 Hex M9 is an example of Marsh. [CHw]

CGSR14 Delete the "*·", this SR is in effect for all TRBH scenarios and CG. [CHw]

CGSR19 Add the "·*", this SR is only in effect for the TRBH CG. [CHw]

CGSR23 Add the "·*", this SR is only in effect for the TRBH CG. [CHw]

Food & Ammo Can food and ammo purchased for an idle fire fight be carried over, like forces to the next fire fight?
A. Note there are separate answers for Food and Ammo:
FOOD: The Food purchase for an Idle Firefight spares the Japanese from doubling of the Sickness/Starvation losses in the subsequent RePh, so it is used and does not carry over.
AMMO: The Ammo purchase for an Idle Firefight has not been expended so can be carried over to the next Firefight. [CHw]

Japanese CG Card Footnote w Replace "Rifle Platoons (I2)" with "Rifle Platoons (I2 & I3) and the Construction Platoons (I4)". [CHw]

Map DD4 is correctly printed as (interior) Dense Jungle. Treat CC6 and DD5 as Light Jungle as printed (for readability all the jungle center dots on the map are valid as printed).
Note the last part of FSR28, each Pillbox can have both the adjacent hexes in its CA as free Cleared Fire Zones, if they are Kunai or Light Jungle. A Pillbox adjacent to DD3 and with it in its CA, would have the CFZ adv antage over units IN the Stream and at Crest level. CFZs _could_ exist in DD3 or EE3 or FF), being hexes containing Light Jungle (and a Stream). [CHw]

Redeployment Use Redeployment Option A. [CHw]

Victory Conditions Can the Japanese win a sudden death victory in the first fire fight just by KIAing 4 CVP of Australian units and losing just 2 of their own?
A. The sudden-death victory applies if the Japanese have a 2:1 CVP/TVP score advantage after any Firefight, but the EXC: clause at the end requires that they 'earn' a minimum of 15 CVP/-TVP in that Firefight. The 9 TVP with which the Japanese start the CG* are not 'earned' during the first Firefight, they already possess them, so they must look elsewhere (like the Entry Points) or score some cheap kills.
* As per CG card and FSR29, 5 TVP for the Mission and 2 each for the Gona Creek and Small Creek crossings. [CHw]

Those Ragged Bloody Heroes Scenarios

Gona3 ("Cold Comfort") Playable area should read "(only hexes numbered >=7 west of hexrow S are playable.)". [CHw]

Gona4 ("Early Surprise") Replace Japanese Handicap with " Replace the Japanese MMG with a HMG." [CHw]

Total East Front Pack 1

Scenario TEF7 ("Last Line Before Oboyan") The overlays are placed on board 3. [CHw]

Uncommon Valor

CG I ("Flesh Against Concrete") 1) The Intensity Level for the USMC should be Medium, not Low.
2) USMC RG O1 (80+ Bn. Mtr. OBA) may only fire HE and WP
3). USMC RG V1 may NOT roll for optional FT armament as per Ch. H
4). The USMC should add RG O7 150+ OBA (HE+S) to their RG Chart:
CP cost: 5
FF Max: 1
CG Max: 3
no additional notes
(This RG represents the VAC Corp Arty)
[CHw]

Uncommon Valor Scenarios

UV1 ("Move Out!") US 80+ OBA can only fire HE+WP. [CHw]

UV2 ("Agony, Ateball and Angel") US 80+ OBA can only fire HE+WP. [CHw]

UV3 ("Devil's Den") Only hexrows N-V and numbered 7-15 (inclusive) are in play. [CHw]

UV8 ("Close Quarter Carnage") Add this Special Rule: "Place overlays as follows: H6 on 27L6 L7; H2 on 26 M5 M6; W2 on 27 K3 J3; W1 on 26 F6 F5." [CHw]

PL1.2 OBJECTIVE HEX: May a player declare an already friendly controlled location as an objective hex?
A. No, an Objective Hex is a location that is to be reached by an Infantry unit. [CH4; CH3.1; CHw]

PL1.2 Shift: The word "Shift" is defined, but I could not find any further reference to this word or concept in the rules. Is a Shift part of the game? If yes, then what are the rules pertaining to a Shift?
A. NO. You are correct, this term is defined in 1.2 but there is no call for it in the present rules. Originally there was going to be a process of allowing units to "Shift" from one setup location to another in the same manner as KGP. This concept was dropped at this time due to the very low density and small map area of PL campaigns. It is still being considered as an optional rule at a later date, but for now ignore it. [CH3.1; CHw]

PL1.5 CAMPAIGN DATA SHEETS: For Historical DRM listed on CDS, does that DRM apply for the side listed as attacker historically or to both sides?
A. BOTH. Originally the Historical DRM was going to be a separate function, but it was then decided to use the separate Leadership, Battle Hardening, etc. DRM instead. Now the Historical DRM is an averaged composite of the forces, manpower and resources available to both sides during the period in question. [CH3.1; CHw]

PL1.6057 What do you do with units that end the scenario in an LC? Are they retained off-board, or do they go into the nearest friendly set-up area?
A. They go into the nearest (in hexes) friendly set-up area. [CH3.1; CHw]

PL1.606 It should read "each MMC may portage <= 5PP, each SMC <= 2 PP". [CH4; CH3.1; CHw]

PL1.606 If overstacked, must all units in the overstacked hex attempt escape, or only enough units to eliminate the overstacking?
A. No, only enough units to eliminate the overstacking. [CH4; CH3.1; CHw]

PL1.607 & PL1.6194 There is no Platoon Leader Chapter Divider {in the original PL}. A Chapter Divider was published with Cemetery Hill for PL. [CH4; CH3.1; CHw]

PL1.6111 & PL1.6202 Do the HS that accompany MMG/HMG/MTR/ATR need to be recombined too?
A. Yes, (1.6202) SW are only required to be manned by HS on the CG Period of entry. [CHw; CH3.1; CHw]

PL1.6113 What is the reasoning behind only allowing one leader max per five squads?
A. This only applies if you have selected the Promotion Out-of-the-Ranks option and was used to prevent too rapid a buildup of low-level leaders. The number 5 is an average number from all the LG# potentials and the Avalon Hill CGs. If through normal combat attrition, you accumulate a better ration of leaders, you may certainly retain them. [CH3.1; CHw]

PL1.6114 In the second sentence, shouldn't it read, "...ing the DR on the 1.6112 MMC Battle Hardening Table ..."?
A. No. The player must make a choice prior to rolling for leader BH, rather to take the two "free" leaders in 1.6113 or make the DR in 1.6114. [CH4; CH3.1; CHw]

PL1.6114 The first 1.6114 should actually be numbered 1.6113. [CH4; CH3.1; CHw]

PL1.6132 The lowest entry under the drm listings should read "+1 if only non-qualified use possible (A21.13)". [CH4; CH3.1; CHw]

PL1.6133 Should this rule be updated to the equivalent rule in KGP II? "P8.6143 A ... MG may be automatically repaired ... by eliminating a MG of the type that would be given were the disabled MG to be Removed."
A. No. [CHw]

PL1.6134 If I place a DC in a target hex and the Original effect DR is <= 10, do I retain the DC for the next scenario?
A. Yes. [CH4; CH3.1; CHw]

PL1.6194 CPP Cost: If an RG has a note stating that it is available for On-Map Set-Up on the CG Date of purchase, can it, and no other RG, use this option of On-Map Set-Up for a cost of 2 more CPP than listed?
A. NO. If a unit is noted that it is available for On-Map Set-Up on the date of purchase, that unit, and only that unit, may begin the scenario set-up on-map at no additional CPP cost over that listed in the CDS. Any unit that is not noted as Available for On-Map Set-Up must either be purchased as Reserves, Enter the scenario from off-map, or pay the 2 CPP extra for the privilege of setting up on the map prior to beginning the scenario when it was purchased. [CH3.1; CHw]

PL1.6194 & PL1.607 See prior entry.

PL1.6194(b) RESERVE SET UP: After Reserve Units are placed on-board and the scenario begins, do these units have the ability to take action? If so, how is this special Cloaking Counter lost?
A. Only after they are activated. Reserve units are activated only by the following:
1. If an enemy (unfriendly) unit enters the reserve unit's LOS and is within three hexes of that reserve unit, that reserve unit and only that reserve unit is activated.
2. Being fired on by any on-board unit from any range [EXC: Snipers, OBA]. (OBA will not activate a Reserve Unit.)
3. Reserve Units are not an eligible Sniper Target. [CHw; CH3.1]

PL1.6194(b) Would units set up on the map this way (in reserve) also suffer the +2 CPP penalty of 1.6194(a)?
A. NO. They suffer other penalties by being set up in reserve, instead the owner may purchase these reserve units at a lower cost, but there are no assurances that your opponent will attack in such a manner that they will activate and become useful. [CH4; CH3.1; CHw]

PL1.6195 & Campaign Game PLC ("Decision at Safi") Scenario Max: Scenario Max and the Scenario Box (on the PLC CDS) for a US Rifle Platoon differ in allowing the US to purchase 4 per scenario, not counting the Hist DRM. Which is correct?
A. The 1.6195 rule is a default rule that can always be over-ridden by the CDS OB Chart. [CH3.1; CHw]

PL1.6195 Scenario Max: Are the following Pltns considered Infantry Platoons?
A. Reference the following list of CG, RG ID and answer:
PLA ("Hills of the Arakan") I1 Japanese Assault Engineers: YES; I1 British Commando Troop: YES.
PLD ("Easter at Tobruk") I2 Australian Weapons Platoon: YES; I3 Australian MG Platoon: YES; I4 German Engineer Platoon: YES
PLE ("Frozen Hell") I3 Russian Engineer Platoon: YES; I5 Russian MG Platoon: YES; I1 Finnish Sissi Platoon: YES
In other words are Elite/Specialized Pltns considered "Inf" Pltns in 1.6195?
A. As can be seen above, all "I" coded units are considered Infantry. This is true across all PL CG now and in the future. [CH3.1; CHw]

PL1.6196 This states that RG given in the initial OB do not count towards this total, while 1.6197 states that RG given in the initial scenario do. Which is correct?
A. It does seem like this is true, but the purpose on recording all RG (given and purchased) on the Purchase Record is to keep track of Objective Hexes, SW and Leaders rolled for. OB given units do not count towards the CG MAX. [CH4; CH3.1; CHw]

PL1.6202 & PL1.6111 see prior entry.

PL1.621 PURCHASING FORTIFICATIONS: According to the 1.621 table, HIP & Trenches cannot be purchased for Isolated Setup Areas. Since this contradicts RB/KGP tables I would like this confirmed and until such time will assume its an error.
A. This is not an Error. The original premise is that these low intensity CG take place in such a short time frame, that the defending troops would not have time to dig proper Trenches. My original reasoning for HIP was the same since an Isolated unit would be under constant observation by the enemy. It may be that there is a basis for purchasing HIP in any PL CG where the time period between scenarios is greater than 4 "historical" hours. Maybe a player survey is in order? [CHw; CH3.1; CHw]

PL1.621 Purchasing Fortifications: When purchasing HIP for a CG scenario, the notes say that no more than 10% of a side's non-reserve infantry squads [EXC: Japanese]. Does this mean the Japanese can purchase HIP for as many squads as they can afford above and beyond the 10% free or can they purchase HIP for 10% more than the 10% they receive free for a total of 20%?
A. A total of 20% of Japanese squads may be setup HIP (10% free + 10% purchased). [CH3.1; CHw]

PL1.621 Purchasing Fortifications: Does the Japanese get a Free Cave Complex for every 4 Caves he starts with and/or every 4 Caves he purchases? May he purchase a Cave Complex for every 2 Caves purchased?
A. NO. NO. Cave Complexes must be purchased in all cases. [CH3.1; CHw]

PL1.623 INITIATIVE DETERMINATION: The CG Cards on the reverse side have a Scenario Time/Date, Attacker, etc., box. Does the Nationality shown in the box *have* to purchase an Attack Chit for Days/Times other than the first scenario?
A. NO, the purchase of an Attack Chit is always optional. The historical information is there for those players that want to play a CG in the historical time frame of that particular battle. [CHw; CH3.1]

PL1.6241 If a Radio/Field Phone is in a now isolated location at the end of a scenario, is it now eliminated?
A. If the OBA Module that was assigned to this Radio/Phone was eliminated, then the Radio/Phone is eliminated unless another OBA Module is purchased for that particular Radio/Phone in the very next RG purchase phase. If the immediate OBA Module purchase is made, then the Isolated Radio/Phone may be selected for that OBA. (A second Radio/Phone is not received). [CH4; CH3.1; CHw]

PL1.731 Are these drm Cumulative? Are only Russian ski units/Siberians (not regular Russians) eligible for the -1 drm? Would a Russian Siberian Ski unit receive a -2 drm?
A. YES. YES. YES. [CH4; CH3.1]

2.14-2.141 In which sequence are the DR/dr made?
A. 1) Attacker in enemy MLR, then Defender in enemy MLR.
2) Attacker Isolated, then Defender Isolated.
3) Attacker in Uncontrolled, the Defender in Uncontrolled.
4) Attacker in No Man's Land, the Defender in No Man's Land
5) Attacker in friendly MLR may redeploy. 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]

2.14-2.141 Which Redeployment DR/dr are secret?
A. None. [PL2US; CHw]

2.14-2.141 Is a redeployed Gun no longer Emplaced?
A. No – it may still be Emplaced if Terrain allows. [PL2US; CHw]

2.171 Which Fortifications may remain HIP without being placed on board during the RePh?
A. Mine/minefield, Wire, Tetrahedron, Panji, Pillbox, Fortified Building, Tunnel, Cave, Cave Complex, HIP Guns, Trip Flares, Set DC. [PL2US; CHw]

2.2 Do loses during the RePh count for Scenario, CG and DRM purposes?
A. All RePh losses count for the previous scenario for all purposes. Recalled units are lost but are not counted for CVP. [PL2US; CHw]

2.21 This rule can force units to recombine when redeploying freely could allow them to acquire abandoned SW.
A. Units may ignore this rule when doing so requires not attempting to redeploy to an abandoned SW, Gun or AFV. The owning player may choose the sequence for resolving such recombinations. [PL2US; CHw]

2.22 Each side may have a maximum of two heroes at the end of this step. [PL2US; CHw]

2.23 Battle Hardening rolls should be secret. [PL2US; CHw]

2.24 Should there be a leader allowed for each?
A. Change "2.24 LEADER GENERATION: For each MMC Battle Hardened" to "2.24 LEADER BATTLE HARDENING: Make a second dr on the Battlefield Promotion Table with a +2 drm plus any other non-CVP drm. If this result is > 0, the player may battle harden that number of his leaders. No leader hardened in step 2.221 may harden again, nor can any leader harden more than once during this step." [PL2US; CHw]

2.3(a) "All vehicles currently within their VCA" should read "Any vehicle currently within its VCA". [PL2US; CHw]

2.3(e) Don't remove Concealment counter. [PL2US; CHw]

2.3 "Note that a side may never purchase more than 3 infantry platoons (RG with an ID beginning with 'I' and identified as a 'Platoon' or 'Pltn') unless specifically allowed by that CG." Is this limit per RePh or per CG?
A. Section 2 outlines the steps taken during one RePh. [CHw]

2.33 This rule says Reserve units must setup > 7 hexes from the nearest enemy-controlled Location or Entry Area, but the 1.4 "In Reserve" definition says >= 7 hexes.
A. This is a typo! Yow - it's pretty much always been >=7. [CHw]

2.34 The setup cost table does not say what the "In Reserve" cost reduction (if any) is for "HW" units (allowed to setup In Reserve in 2.33), but does list "V" units which are **not** allowed to setup In Reserve (again, according to 2.33).
A. No penalty or cost reduction. [CHw]

2.362 The rule refers to the "2.361 table" but in the rules there is no 2.361.
A. The 2.361, "LEADER/ARMOR LEADER TABLE" is directly above 2.362. [CHw]

2.37 "Each Leader must set up/enter stacked with a MMC … ." So it's not possible to have a lone leader off doing HIP Radio duty, for instance? Or even more likely, hiding in the back line, ready to rally broken troops who come his way?
A. Good point. I added a line we had discussed previously: [EXC: ... OR a leader in possession of a Radio/Field Phone.] A leader, of course, could 'drop back' and 'hide' anywhere he wants after entering but he is not going to gain HIP status unless set up on-board. [CHw]

2.381 Footnote 2, at first glance, appears to directly conflict with the Note at the end of the table, but I assume what you mean is that you may purchase dummy cloaking counters, but you may not purchase dummies and *then* cloak them, correct?
A. Correct. [CHw]

2.42 The last sentence – should that read "... may NOT be used as Dummy *non-Reserve* Cloaking Counters"? If it's a blanket restriction, then an appropriate note should be added to Footnote 2 of 2.381.
A. Yes. [CHw]

2.74 The DRM chart seems to have been duplicated.
A. My mistake – two different formats for the on-line edition. Fixed. [CHw]

3.121 Change the DR column of the table to read "2; 3; 4; 5-6; 7-8; 9-10; 11" [PL2US; CHw]

3.121 What is the rules section for leader generation mentioned on the CG card for "Lost Sentinels"?
A. 3.121. [PL2US; CHw]

3.13 Which fortifications can be purchased for the Initial Scenario only?
A. Trenches, A-T Ditches, A-B Mines, Tetrahedrons, Panji, Pillboxes, Tunnels, Caves, Cave Complexes and Minefields may only be purchased before the initial scenario unless stated otherwise (i.e., by CGSR, CG Card). [PL2US; CHw]

3.141-3.142 What are Night scenario Attacker/-Defender benefits?
A. They are spelled out in 3.142: No Move, etc. [PL2US; CHw]

3.144 This rule says that Initial Scenario VC and CG VC are stated on the CG cards (and they are), but doesn't mention what the VC are for non-Initial Scenarios.
A. VC are determined by CVP if not otherwise indicated by individual PL CGs. [PL2US; CHw]

3.15d) Pin & TI counters will already have been removed by this time (since the player turn ended before the Firefight End dr was made). In the "Do Not Remove" paragraph, "stun" is listed twice.
A. The first two are just a reminder for the forgetful. The second - Fixed. [CHw]

3.15d) When are concealment/dummy counters removed?
A. When dictated by normal concealment loss and during some Redeployment steps. Some are retained. [CHw]

3.21 "Dismounted Armor Leaders may redeploy as infantry to another vehicle and re-mount." If this is meant to be an exception to the general rule that Armor Leaders may never take counter form, it should be very clearly stated as such! Are ALs redeployed in this manner subject to Casualty Reduction and/or Replacement, and if so, how is that handled?
A. This is simply an item that many players wanted included. The specific case is to allow him to change out of an immobilized vehicle. In all cases, the Armor Leader shares the fate of his crew, and thus doesn't need to take counter form. [CHw] {And see change in next answer. SR}

3.21 "(i.e., a truck could move, pick up infantry and move again as during the MPh)" Uh, that would NOT be allowed in the normal MPh rules – a transporting vehicle may not move prior to embarking passengers/riders (D6.4).
A. All MPh rules apply to said movement; I've changed the last two items to read: "Dismounted Armor Leaders may redeploy with their crew as infantry to another vehicle and re-mount. Infantry may only combine their Redeployment with that of a conveyance by following normal MPh MF/-MP restrictions (i.e., a truck could pick up infantry then move as during a MPh)." [CHw]

3.219 REDEPLOYMENT DRM: I assume the DRM for leadership does not apply for a leader moving alone.
A. Unless a Hero. [CHw]

3.3 Are used/X'd DC/FT/PSK/BAZ eliminated? What about replenishment of Special Ammo numbers?
A. Yes. There is none, except by CG Special Rules. [PL2US; CHw]

3.4 What is the "Front Line" referred to in the Fortification Clearance Table?
A. Any hex in the friendly MLR <= 2 hexes from an enemy MLR hex. [PL2US; CHw]

3.44 BATTLEFIELD PROMOTION TABLE The drms are listed twice. [CHw]

3.46 "Ammunition Shortage DRM apply." What is an Ammunition Shortage DRM? "Leadership, Inexperience, Captured Use DRM apply ." I assume only for those units stacked with/-possessing the weapon in question?
A. If Ammo shortage is in effect, apply "Ammunition Shortage (A19.131) DRM, "...all B# and Ammunition Depletion numbers are decreased by one during an Ammunition Shortage", i.e., apply a -1 DRM. Yes. [CHw]

3.46 Leadership can apply to repairing an Immobilised vehicle. Armor Leaders in that vehicle only, or what?
A. Yes. [CHw] {I assume it means “only an AL in that vehicle. SR}

3.46 "Captured malfunctioned weapons are removed from play." Is this *after* you have attempted to repair them?
A. Yes. [CHw]

3.461 Again, the mysterious Ammo Shortage DRM is invoked. Also, what are the Captured Use and Inexperienced DRMs when applied to Recalled vehicles?
A. Apply "Ammunition Shortage (A19.131) DRM, "...all B# and Ammunition Depletion numbers are decreased by one during an Ammunition Shortage", i.e., apply a -1 DRM. Inexperience is +1 (D3.45) Let's say you are hellaciously lucky - you capture a King Tiger with a conscript half squad. Then Mr. Sniper lays a shot on your CE conscript Soviet King Tiger crew. You are now Recalled, and subject to A21 Captured Equipment, and will have a hard time rolling <=2 for purposes of 3.461 with all of those + mods (+4). [CHw]

3.47 The ELR Change DRM lists "friendly side won last CG Firefight (if possible)". What does "if possible" mean?!
A. If there is no related EXC in the CG SR. Some do not allow a Firefight victory. [CHw]

3.91-3.92 Are Reserves eligible Sniper targets?
A. Yes.
Are they released by OBA?
A. No.
By Snipers?
A. No. [PL2US; CHw]

CG3 Can CG scenarios also end by mutual agreement?
A. Yes. [PL2US; CHw]

CG12 Must Malfunctioned weapons attempt repair in every Rally Phase? If you have a Leader with a Malfunctioned SW, does he have to attempt repair even if there are broken units in his Location?
A. Leaders with broken units in their hex may attempt to rally those units instead of attempting SW repair. [PL2US; CHw]

Leaders Are there any limits to leader?
A. Neither side may begin a CG with more than one each of the two top leader types listed for their nationality in the 3.121 Table. For instance, the Japanese may only start with one infantry 10-1, one infantry 10-0, one armor 10-2 and one armor 9-2. Any extras rolled for automatically become the next available leader on the list, e.g., a Japanese 9-1 instead of a second 10-0. In addition, the total squad-to-leader ratio for a side's non-Reserve units may not exceed their Chapter H limits (i.e., British 5, German 4, etc.) [PL2US; CHw]

OBA Do IR count as FFEs?
A. No. [PL2US]

Page 1 CTHC: Uses “>=”, should be “=<.” [PL2US; CHw]

Page 4: REDEPLOYMENT DRM lists +1 per HS equivalent > one HS. This should be +1 per HS > one Squad. Also “-1 for PP > IPC of Redeploying unit” should be “+1”. [PL2US; CHw]

Redeployment Can AFV platoons redeploy with one DR?
A. Yes. Roll Random Selection for any adverse effects. [PL2US; CHw]

Redeployment Can you dm a dm-able SW/Gun for purpose of this shift and then still set it up normally?
A. Yes. [PL2US; CHw]

Redeployment Redeployment range is not relative to control. Can units really fly six hexes over enemy-controlled terrain?
A. Yes. [PL2US; CHw]

Redeployment What are the options for TCA, BU, and hull down status during redeployment?
A. One Hull Down roll per AFV is possible, as are all other options of TCA/VCA, BU/CE as per normal setup. [PL2US; CHw]

Redeployment What happens if a vehicle redeploys into a building, bog or mine hex?
A. All effects of the move take place immediately. E.g., mine attacks or bog checks are resolved as soon as the vehicle is placed in the hex. [PL2US; CHw]

Setup Areas Try creating a setup area on any Desert Board without Foxholes/Trenches using the new definition of Strategic Locations. Now do it with 1 unit of FPP from “Easter at Tobruk”.
A. Easiest fix – create a simple SSR for desert CGs with easier definition of Strat. Loc. Scrub, using AFV, whatever. [PL2US; CHw]

Notes Be sure to note the important changes in the form of Leader limits and units which may re-deploy 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]

Berlin: Red Vengeance

3.0 Change the reference to "RB6" to "RB16". [HoB1.5; HoBw]

8.3 & 8.6 Reference for Elite status for Ammunition purpose is given as C8.0. Should this be C8.2?
A. No, C8.2 refers only to those ammo types listed on that table, whereas, Elite ammo refers to all types of ammo including Smoke which is listed as C8.5. [Misc4]

8.6 & 8.3 See prior entry.

9 May Dug-In tanks go CE? May armored cupolas?
A. Yes. No. [HoBw]

9.21 This states that only fully tracked vehicles may attempt to cross a Barricade. Are infantry allowed to cross a Barricade, or was the reference to fully tracked vehicles for vehicle types only?
A. Yes, infantry may cross a Barricade as if it were a roadblock. The reference to fully tracked vehicles is for vehicle types which may attempt to cross it. [HoB1.5; HoBw]

9.214 A vehicle crossing a breached Barricade can be targeted for an Underbelly Hit. Can the vehicle that *creates* the breached Barricade be so targeted? If so, what about if the Barricade is eliminated instead of only breached?
A. No and no. Only WHEN crossing a Breached Barricade do they take an underbelly hit, not when making a breach, etc. [HoBw]

10.2 Sewer Movement and the Excavation Pit (10.2): Do sewer lines run underneath the excavation pit?
A. Yes. [Letter11]

11 Did HOB use the 0 TEM for bridges as per B6.3 or did it use the -1 TEM listed on the Chapter B Divider?
A. HOB used the 0 TEM printed in B6.3. [HoB1.5]

11 May OBA/ordnance SMOKE be placed on a bridge hex?
A: Yes. It is HOB's position that if smoke grenades can be placed on a bridge so may other forms of SMOKE. [HoB1.5; HoBw]

11.3151 The last sentence of this rule seems to state that Spree Bridges which are completely destroyed are replaced with stone Rubble, which B6.331 disallows since the Spree River is Deep and flooded (10.1). So are they really replaced with Stone Rubble ?
A. Yes, but only if it falls onto the road hex below the Moltke Bridge at hex J10. [Misc4]

11.3151 The reference to "(i.e., KIA or K/ result)" is to that which created the partially destroyed bridge in the first place. An additional set DC (as per 11.31-11.314) also will destroy a partially destroyed bridge on a KIA or K/; however, 11.3151 refers to wooden bridge HE destruction as per B6.42, normally. In other words, only a final KIA result (from OBA/HE, etc.) would cause the destruction of a wooden bridge (including the +1 DRM for the bridge itself). {Source was Eric Pettersen's B:RV errata page (http://www.cgl.ucsf.edu/home/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/rooftop locations [EXC: roofless buildings]). [HoB1.5; HoBw]

12.2 Is AA fire allowed from a Roofless Building hex?
A. No. [HoB1.5; HoBw]

12.3 May the +1 TEM provided by the "built up" Reichstag be increased to +5 TEM (total) if a ground level Reichstag location is subsequently fortified as per B23.9?
A. No. +4 is the maximum TEM [EXC: Indirect fire]. [HoB1.5; HoBw]

12.7 Factory Building B10: In 12.7 are you saying that there are upper level building/factory locations as opposed to only ground level factory locations? Or are you saying that the rooftop locations are in half of the factory at level 2 1/2 and the other half at level 1 1/2?
A. Rooftop extends to these levels. [Letter11]

13.2 Hex Q18 is a runway hex, not G18. [HoB1.5; HoBw]

13.4 The Narrow Road leading out of the Customs Warehouse follows the D10/F10 hexside. Hex D10 is a Roofless Building whose ground level is covered with Debris. Does this Debris negate the Narrow Road (O.1)? Do units using the Narrow Road have to roll for Bog due to the Debris?
A. Yes and Yes. [HoBw]

15.1 Russian 76mm OBA should be "Light Artillery" without the "M" Footnote. [HoB1.5; HoBw]

16.3 How can units use Sewer Movement under Hohenzollern Canal when there aren't 2 Manhole Location separated by <= 3 hexes on each side of the Canal?
A. B8.1 states that manhole locations are those with the black circle or when a paved road intersects with any other road, etc. [Misc4]

16.3 This says that sewer movement is as in B8.4 except that German leaders must first pass a 2TC to do it. Does this mean that for the Germans to use the sewers they MUST be accompanied by a leader and he has to pass a 2TC? While the Russians need a leader who passes a 4TC?
A. The Leader must pass a 2TC/4TC (German/-Russian respectively) and then any GO MMC may join the sewer movement freely. [Letter12]

19 BRV RePh 8.602 Add the following: "Remove all Low Ammo counters." [HoBw]

19 BRV RePh 8.6031 Add the following: All broken units are now rallied. Delete "(see 8.6057)". [HoB1.5; HoBw]

19 BRV RePh 8.605 Is it correct that a single Setup Area for infantry can actually be one or more Setup Areas for vehicles due to roadblocks (in fact, possibly Isolated Setup Areas)? If so, what about the presence of terrain that doesn't "absolutely" block vehicle movement, such as barricades?
A. Yes. Roadblocks/Barricades are considered impassable to vehicles unless removed during the RePh. [HoBw]

19 BRV RePh 8.6052 Under the notes section, delete the word "/Canal" from the first sentence. Since an S-Bahn bridge existed just north of the Admiral Scheer Bridge units are not separated into different Set Up Areas solely by the Canal. [HoBw] {Variant appeared in HoB1.5 but discussion with Eddie Zeman resolved it. SR}

19 BRV RePh8.607 What happens to a set DC which ends a CGS but has not been fired/-exploded?
A: If the DC is in a controlled set up area it is retained as a Set DC by the side which controls that set up area; otherwise, it is treated as non-set DC and remains in its current location as any other unpossessed SW in an uncontrolled set up area. [HoB1.5; HoBw]

19 BRV 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. [Misc4]

19 BRV RePh 8.6112 Change "(see BRV 16.2)" to read "(see BRV 16.10)". [HoB1.5; HoBw]

19 BRV RePh 8.61411 The end of the first sentence should read "by making a DR <= 2 with the following DRM:". [HoB1.5; HoBw]

19 BRV RePh 8.61411 What about MA that was disabled neither from a repair dr of 6 nor by a previous RePh 8.6142 failure (e.g., a circled B10 Gun that rolls a 10 while under Low Ammo)?
A. Yes, that would still be a MA breakdown, but all Low Ammo counters should be removed during RePh 8.602. [HoBw]

19 BRV RePh 8.6146 Replace with the following: "All non-captured/non-isolated units have their Depleted/Low-Ammo status returned to normal." [HoB1.5; HoBw]

19 BRV RePh 8.6162 Are the Russians assumed to have chosen an attack chit in the Initial Scenario for the purpose of applying the +2 DRM on the CPP Modifier Table in the following RePh?
A. Yes. [Misc4]

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. [Misc4]

19 BRV RePh 8.6204 Russian RG listed as "BRVS Rifle Ptn" and "BRVS SMG Ptn" should instead be "GDS Rifle Ptn" and "GDS SMG Ptn". [HoB1.5; HoBw]

19 BRV RePh 8.621 Anti-Tank Ditch footnote 'D' is NA. [HoB1.5; HoBw]

19 BRV RePh 8.621 May DC be purchased as *set* by spending FPPs to do so.
A. No. A DC must be in a side's OB in order to be set in this manner. The BRV table and its footnotes are designed to replace the KGP I/II table/footnotes altogether. [HoB1.5; HoBw]

19 BRV RePh 8.621 Can Armored Cupolas lay down Fire Lanes?
A. No. As per the last sentence of D9.5 (i.e., "Armored Cupolas are treated as an Immobile tank except as modified below"). Since vehicles may not lay down Fire lanes, neither may Armored Cupolas. (Note: please see 1996 ASL Annual for D9.51 errata.) [HoB1.5]

19 BRV RePh 8.6223b Night Dual Attack CGS both sides are considered the Scenario Attacker. [HoB1.5; HoBw]

19 BRV RePh 8.6242 If a bridge is partially destroyed can a vehicle which ended the previous CGS on one side of the bridge set up on the other side using only the partially destroyed bridge as its crossing point (assuming that the vehicle is setting up in friendly territory)?
A: Yes, but immediately prior to setting up that vehicle the owning player must take a bridge Collapse DR as per 11.313. (Make sure to inform the German player of this attempt so as to determine the current weight limit of the bridge). [HoB1.5; HoBw]

CG7 states that in a Night Dual Assault, the side moving first (in any case) is the CGS Attacker and that the side selecting the Idle Chit is the CGS Defender. What about the side choosing an attack chit and moving second?
A. Both sides should be Attackers treated as Scenario Attackers. {See 8.6233 below. SR} [Misc4]

CG14 As I understand CG14, ANY location with a Good Order MMC is a strategic Location?
A. Correct. [HoBw] {Earlier versions of the question had "[EXC: bridges]", HoBw says this was deleted because the question was asked before the CG14 errata correcting bridges and No Man's Land. SR}

CG14 The second sentence should read "All non-bridge River hexes are always considered No-Man's Land (see RePh 8.6051)." [HoB1.5; HoBw]

CG16 Must the Russian control hex J4 to purchase the I6 Moabit Prisoners RG? (Probably only applicable to the initial CGS.)
A. I am sorry, the footnote you are referring to (footnote 16) is referencing the hex which contains the Station. Just north of the Station is where the Prison actually was. So the answer is no. [HoBw]

CG 16 Are Moabit Prisoners treated as Green units or Conscript units for MF determination?
A: MoPs are treated as being Conscript for MF determination. [HoB1.5; HoBw]

CG16 Do Moabit Prisoner leaders use Partisan leader rules?
A. No. (I.e. they use Partisan leader counters only to differentiate them from regular Russian leaders.) [HoBw]

CG17 Are the effects in CG17 Red Banner cumulative. If two Red Banners are placed is the ELR increased/decreased by two?
A. No, only one Red Banner counter is required to qualify for the ELR bonus. Additional emplaced Red Banners have no added effect except that all must be removed in order for the ELR to revert back to the normal level for the Germans. [HoBw]

CG19. Add to this rule the following: "Guns may not be removed from a pillbox/fortified location." [HoB1.5; HoBw]

CG20 Are Russian AFV's under recall eliminated or retained?
A. Eliminated, unless it is due to MA disablement. [HoBw]

CG27 Delete the last sentence. [HoB1.5; HoBw]

German and Russian RG Charts Footnote J is NA for both players. [HoB1.5; HoBw]

German RG Chart Note D says "Each Gestapo comes with a 3-4-8 HS." Is that a HS per Gestapo Section, or per Gestapo leader?
A. Per Gestapo counter received. [HoBw]

German RG Chart The CG Max for RG ID M2 should be 40. [HoB1.5; HoBw]

Map Moltke Bridge Hex J10: The bridge location extends over the land/road location underneath. When the bridge is Completely or Partially destroyed using a Set DC, does any debris accumulate underneath? Can there be any movement between the bridge location and the ground level undemeath, either before or after the bridge location is blown?
A. Rubble is created as per B6. [Letter11] {Second question is not answered, but I'd guess B6.4 applies. SR}

Map What are the dark hexside depictions along the dark green hexsides near the Spree River (hedges or cliffs)?
A: They are cliff depictions. [HoB1.5; HoBw]

Russian Reinforcement Table Russian RG V7 is more costly (11 CPP) than RG V10, although it's basically the same vehicle and V10's 152mm gun is much more efficient in Infantry Support than V7's. (I know that V7 is given in TD section, but then the IS-2m is much more efficient is this role, and still cheaper.) So is this intentional ?
A. The IS-IIm 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. [Misc4]

Russian RG Chart RG ID O1 should be listed as "Light Artillery", and RG ID O2 should be listed as "Battalion Mortar" under the "Group Type". The CG Max for RG ID M2 should be 24. [HoB1.5; HoBw]

Russian Vehicles. Russian vehicle note "J" says that some Russian tanks "may" receive sM. Do such tanks receive them automatically or must a player roll for it or is it by SSR only?
A: Yes. HOB's understanding is that the vehicle carries them inherently and, therefore, the vehicle may/can use them as per the specific note (i.e. no SSR or optional armament dr is needed). [HoB1.5; HoBw]

Berlin: Red Vengeance Scenarios

Scenario BRV 1 ("Tactical Doctrine") Reverse the nationality symbols in the Turn Record Chart (the Russians still set up first, and the Germans still move first). [HoB1.5; HoBw]

Scenario BRV 2 ("Run For Your Lives") Add to SSR 4: "The German player receives one Roadblock and one Barricade counter". [HoB1.5; HoBw]

Scenario BRV 2 ("Run For Your Lives") The exit VPs the German gets for crossing the river, does he get them immediately or does he have to wait until the end of the scenario? In other words, is it worthwhile for me as the Russian player to shoot at his guys on the far side of the river? If I KIA them do they no longer count as exited? If I break them on the bridge and they rout across do they count as exit VPs? If not, can he rally them later so they do count?
A. As long as they are on the board they may become victims, only at the end of the game would they count for EVPs. [Misc5; HoBw]

Scenario BRV 5 ("Himmler's House") The end of the Russian OB should read "(See SSR 4)." [HoB1.5; HoBw]

Scenario BRV 7 ("Grizzly Bear") The Play Area should read "All hexes south of the Spree are playable". [HoBw]

Scenario BRV 8 ("Polish Prize") The Germans set up should read "Set up on/south of hexrow D and *west* of the Canal." SSR 3 should read "No German unit may enter a bridge location." [HoB1.5; HoBw]

Scenario BRV 8 ("Polish Prize") In the above errata, do you mean delete the entire SSR, dealing with ELR and underlined morale also, or just change "Russian" to "German" in the SSR?
A. Yes, just change the "Russian" to "German", but leave the rest of the SSR intact. [Letter31]

Scenario BRV 9 ("Jail House Rock") The Russian smoke placement occurs only during the first Russian PFPh. [HoB1.5; HoBw]

Blood Reef Tarawa

This rules errata is to the "*playtest*" version of the Tarawa rules.

Terms 'CAPP' should be labled 'GPP (Gun Purchase Points). [HoBw]

3.0 What does the "[EXC: Bog subsequent dr-1]" refer to in 3.0?
A. It applies when determining where the AFV will bog. [HoBw]

6.0 OPT are hindrances to LOS. [HoBw]

11.1 The AF for 8" Guns is 4 for front/side and * for the rear aspect. Their target size is normal. [HoBw]

19.0 In bullet 4, add: "Any SW/GUN...". [HoBw]

BRSR 5.1 Inherent crews of LVTs roll for survival normally. However, they never take counter form; a successful survival DR only results in the denial of the CVPs for elimination of the crew. [HoBw]

BRSR 20 Note G14.233, G14.31 and BRSR 5.1. No LVT may be scrounged. However, these MGs may be used by an Infantry unit loading into a LVT wreck following a 1-2 dr. A dr of 3-6 disables the MG instead. [HoBw]

BRSR 21 & Map all bridges [EXC: Q17, R18] are one lane wooden bridges. Q17 and R18 are foot bridges (B6.44). Ha-Go, M5 & all halftrack may cross wooden bridges, M4 tanks may not. [HoBw]

Alternate Hexgrain How do you handle alternate hexgrain in “The Hawkins Room” (and other non-campaign game scenarios)?
A. When alternate hexgrain(s) are in use for this scenario and others, remember that the Japanese may never set up on the beach. So in this example, the hinterland hexes are setup are areas for the Japanese, but the beach hexes are not. [HoBw]

Assault Wave In CGIII, must at least one formation enter per assault wave?
A. Yes. [HoBw]

Breaches You can't rout through a breach. Otherwise, you can move through it or advance through it and retain concealment while you do so. A breach works like a tunnel. [HoBw]

CG14 Change "Formation 11" to "Formation 6". The Scout Snipers and the 37LL AT Guns may enter along the pier. The Guns get Jeeps to tow them. All weapons capable of being dismantled must enter dismantled. If more than one battalion is available, CG7 and CG14 are repeated. [HoBw]

CG19 Any dismantled DW/GUN that is possessed by a unit that is eliminated is eliminated along with that unit, unless an unbroken SMC remains in the same Location. [HoBw]

CG2 CG Victory Conditions The American player wins instantly when he controls all fortified Locations, pillboxes, bombproofs and command bunkers. The Japanese win immediately by inflicting 210 CVP on the U.S. [HoBw]

CG3 Clarification
1) 1st and 2nd Companies of 7th Special Naval Landing Force that set up in pillboxes are also under a "No-Move" counter that is removed at the end of turn 3 of the first CG.
2) Black Two has 12 GPP.
3) For GPP/FPP/CAPP under the 3rd Special Base Force follow directions for CG II (Red Beach Two).
4) USMC entry area delineated as 0128-1132 is ignored; follow directions from the Wave Entry Charts.
5) Add ISSR6: Each side may utilize two sniper counters as per all normal rules for such usage.
6) On Formation Card A and C Lt. Hawkins/-3x7-6-8 are listed. For CG III these units are received only once.
7) For CG III utilize the chart on page 19 for all GPP/FPP/CAPP. For infantry unit set up the Set up cards for CG III are guides only. Look to the body of the rules for number of units. There are units that are not reflected on the Set up cards.
8) The Japanese should have six crews in the Reserve Pool. [HoBw]

Coral Runways Do the coral runways incur the same -1 DRM as normal runways?
A. Yes. [HoBw]

Formations Can units from different formations share the same LVT ?
A. No, unless loaded from on-map. [HoBw]

Fortification Purchase Table Foxhole FPP costs are for 1S/2S/3S capacity. [HoBw]

Gun Turrets Do the Japanese get the 8” Gun turrets automatically, or must they be purchased?
A. They get them automatically. [HoBw]

Guns AA guns may set up in trenches. [HoBw]

Guns Can Guns that can be dm leave a Fortified Location/Pillbox?
A. Yes. [HoBw]

Guns Guns cannot be removed from Bunkers/-Pillboxes between CGS, but can be removed from trenches. [HoBw]

Initial Naval Bombardment Smoke from the initial naval bombardment should be removed at the start of US Turn 2 PFPh. [HoBw]

Japanese Tanks Japanese tanks may set up in AT ditches. [HoBw]

Map Typos in hex coordinates: Hex A1 is 0101, and so on. [HoBw]

NOBA Do USMC receive 128mm NOBA during Night Scenarios? Can it fire IR?
A. Yes, yes. [HoBw]

NOBA SFCP and NOBA batteries are mated at the beginning of each CGS. [HoBw]

Observation Tower There are no restrictions on the fortifications or guns that can be placed in an Observation Tower hex. [HoBw]

Pier It is possible for infantry to move beneath a pier (cost is 3MF, unit is at level 0) but not for vehicles. [HoBw]

Recombine Can you recombine HS between CG dates?
A. Yes, except US 2-3-8s. [HoBw]

SAN Can SAN increases be bought with between CGS FPP? (The SAN line lacks footnote ‘a’).
A. Yes. [HoBw]

SAN SAN increase may not be purchased for the initial CGS. [HoBw]

Snipers Two sniper counters per side are used in the CG with the same rules as in Red Barricades. [HoBw]

Special Ammo At the end of any CGS, all special ammo is replenished. [HoBw]

Terrain Chart What does the "Sand Location" column on the terrain chart mean?
A. They specify whether sand effects (HE FP halved, extra MF/MP and Bog) apply. (Note: AT ditches don't cause halving of HE FP.) [HoBw]

Trenches Do trenches connect to bombproofs? AT ditches? Buildings?
A. Yes. [HoBw]

Wading US Vehicles get the +2 DRM Wading TH DRM in addition to the SSR TK DRM for Hull Hits. [HoBw]

Blood Reef Tarawa Scenarios

Scenario 3 Japanese setup instructions should read "Elements of 7th Sasebo and the 6th Special Base Force, [ELR:4] set up within the perimeter of K10-K6-P4-P14-L14 inclusive, except in beach hexes: {SAN:3}". [HoBw]

Scenario 4 ("The Hawkins Room") Japanese SAN is 3. Japanese may not set up in beach hexes. [HoBw]

Scenario 5 ("Ryan's Orphans") In the VC, change E26 to E25. The 3-4-8 HS are able to place smoke using a smoke exponent of 2. [HoBw]

Scenario 5 (“Ryan’s Orphans”) Which, if any, CG18 NOBA rules apply to scenario 5? Just section CG18.3 to CG18.34 regarding destroyer direct fire? Any other CG18 NOBA rules apply? Is air support available to the American in this scenario?
A. No Air support. but Direct fire may be used. [HoBw]

Fortress Cassino

AAR Report Card Under the "Fortification Report" table, the first line should be titled "Tunnel Complex/Maze" and not "Cave Complex/Maze". [Misc6]

Armored Cupolas The German armored MG cupolas(11 AF?), they are worth 2CVP for their crews, right?
A: Correct. [Letter137

FC 3 Craters: Example of Crater hexes are hexes F21 and G19. [HoBw]

OBs Are those german 838s assault engineers? How about the british 648 engineers?
A: Usually the 838s are AEs. but sometimes the British are Gurkhas so watch the unit designation on the charts. [Letter137

Fortress Cassino Scenarios

Scenario FC3 ("Troglodytes") Craters: Example of Crater hexes are hexes F21 and G19. [Misc6]

Scenario FC10 ("Operation Dickens") In addition, SSR3 should say that each OB given fortified building location may be exchanged for a Dug-out, and each OB given foxhole may be exchanged for a Passage counter.
The map Orientation is not properly displayed but the written play area is accurate (basically, the area north of hexrow HH should be cropped off in the display picture). [Misc6; HoBw]

God Save The King

British RG Chart The British OBA (RG O2) must roll for depletion, which in this case is ammunition supply. [HoBw] {Corrected in subsequent printing. SR}

RePh Chart On table 11.616, CCP Replenishment, the DRM for "12 CVP suffered ..." should be -1 per 12 CVP lost. [HoBw]

German RG Chart RG G2 (105mm ART) costs 3 CPP, not 2. [HoBw] {Corrected in subsequent printing. SR}

German RG Chart & GSTK SSR CG12 KG Graebner must enter on the south bridge, regardless of date. [HoBw] {Corrected in subsequent printing. SR}

German RG Chart German AFV that are eligible roll for Schuerzen as per chapter H rules. [HoBw]

Initial SSR I.8 This was confusing in the first version. The British player forfeits a roll for the 10-3, *not* the 10-3 for a roll. [HoBw]

Map Also, much of the errata for GSTK mentions a different hex numbering scheme than the version 4.0 map. I assume these errors were all corrected in that version.
A. Yes that is correct, all errata previous to 4.0 has been included in that version and that errata is NA to the version 4.0 map. [Letter31]

Mortars Is there some historical reason that the British Paratroopers use the 11 range 2" Mortar in GSTK 6 and not the 8 range Airborne 2" Mortar? Should the Para Pltns be using the Airborne 2" Mortar?
A. Wrong counter art. All MTRs are the Airborne type. [HoBw]

SSR CG4 Cloaking PIATs uses the last two sentences of E1.2. The intent is for the British to record which unit the PIAT is with until it fires, or the unit moves in LOS of a Good Order unit, or is attacked with the result being a PTC or better. [HoBw]

SSR CG7 1) If both sides choose an ATTACK chit, the British make a dr. On a 1-4 British are Attackers. Does this mean it is a British Attack Scenario, rather than a Dual Attack Scenario?
A. Yes.
2) So on a 5-6 is this a Dual Attack Scenario, or a German Attack Scenario?
A. German Attack. There are no Dual Attack scenarios. One will always be the Attacker and one the Defender.
3) How about at Night? Are both sides considered the Scenario Attacker, using Cloaking, etc.
A. It is the same as above. [HoBw]

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

SSR CG11 The DRM for "Attempt is made between the AP/PM CGS" should read "+1 if attempt is made between the AM/PM CGS". [HoB1.2]

SSR CG12 & German RG Chart See prior entry.

SSR CG12 Last sentence should read "(Clarification: RG I1, G2, I3 set up restrictions are for British RG only and only if newly purchased)". [HoB1.2]

Versions 1.0-3.0 Hob1.3 has an extensive list of changes to convert prior versions to version 4.0. [HoB1.3]

Z1.22 "Units do not a railing ..." should be "Units do not cross a railing ...". [HoBw] {Corrected in later printings. SR}

Z1.3 The example in the first version of the rules is wrong – the LOS hindrance was counted when it should not have been. [HoBw]

Z2.1 A dirt road exists alongside the paved road ramp (EX: 1408, 1708). [HoBw]

Z4.6 This rule is redundant to Z4.53, and is offered as a clarification. [HoBw]

Z11.612 Change "building 1008" to "building 0108". [HoB1.2; HoBw]

Z11.616 Change "-x per 12 CVP" to "-1 per 12 CVP". [HoB1.2; HoBw]

Z11.6205 There is no modifier for the charts; all leadership remains as if a full unit. The reason is that there is not enough leaders so killing more off due to the cast of a die is no fun. [HoBw] {Edited and added reference to Z11.6215. SR}

God Save The King Scenarios

Scenario GSTK 1 ("Going To School") The Victory Conditions should read "The German player must completely control the schoolhouse (1908) at game end. The German player immediately loses if any PzKpfw VIB is destroyed or immobilized [EXC: Mechanical Reliability D2.51]" [HoB1.2; HoBw]

Scenario GSTK 2 ("House G") The 6-4-8's are NOT Engineers NOR Commandos. [HoBw]

Scenario GSTK 4 ("The Pillbox") The British 2-4-8 with the FT should be a 3-3-8 as per SSR 3. The German AC is a PSW 222(L), the B# and FP on the art are wrong. [HoBw] {Both corrected in subsequent printing, but name – "PSW222L" and MP are still wrong. SR}

Scenario GSTK 5 ("Please Hurry") The British setup area is Blocks 1, 11 and 13, *not* 1 and 2 as listed in version 1. [HoBw] {This was corrected in later printings. SR}

Scenario GSTK 5 ("Please Hurry") Place a shellhole counter in 0316, not 1316. [HoB1.2; HoBw].

Scenario GSTK 6 ("Block By Bloody Block") All hexes on/west of 16XX are playable. [HoB1.2; HoBw]

Scenario GSTK 6 ("Block by Bloody Block") All 6-4-8's in the British OB are Commandos. The mortars are the airborne version (2-8), not the version with the 11-hex range. [HoBw]

Scenario GSTK 6 ("Block by Bloody Block") German setup area should read on/EAST of hexrow … . [HoBw]

Scenario GSTK 7 ("Raus!") The Germans should have two 105mm ART and one 150mm ART, not one 105 and two 150s. The British HMG art shows the wrong FP values. [HoBw] {Both corrected in subsequent printing. SR}

Scenario GSTK 7 ("Raus!") Six 6-4-8's in the British OB are Engineers. SSR 4 is "CG3, 6, 8, 17 (Level 1), 18, and 20 are in effect." [HoBw]

Scenario GSTK 7 ("Raus!") German set up area: set up on/west of hexrows 0113-0107-0507-0501 and 1001-1403-1503-1501; and/or on/east of 21XX, may also enter along North map edge. [HoBw]

Scenario GSTK 7 ("Raus!") The errata above for SSR 4 states "CG3, 6, 8, 17 (Level 1), 18, and 20 are in effect." Does this replace SSR4, which states: "All British 4-5-8 recieve a –1 DRM in H-t-H CC"?
A. No it doesn't replace but rather is added to it. [Letter31]

High Ground

Scenario HG!7 ("Skill In Khilki") The IS-2m tanks should instead be IS-2 tanks. [Misc28]

Scenario HG!4 ("Cohort and the Phalanx") Despite the ground snow in effect, the river is not frozen. [Misc28] {Re-worded. SR}

King of The Hill

Cover Page (page 1) The map description should read "28 hexes by 49 hexes". [HoB1.4; HoB1.5; HoBw]

2.2 May a 5/8" Gun setup in a Rv?
A. Yes even though in a foxhole only the crew may setup in a foxhole in a Rv the Gun may also. [HoB1.4; HoB1.5; HoBw]

3.21 Last sentence should read "The following Rocket To Hit DRMs modify C5.0 and use the Black To Hit #s:". [HoB1.4; HoB1.5; HoBw]

3.22 Are Rocket Hits against vehicles treated like bomb hits (i.e., Direct hits and Near Misses)?
A. No; all hits are treated as Direct Hits. [HoB1.4; HoBw]

6 The SLoc definition should read "Any hex containing woods, +2 TEM, Good Order MMC, Ditch, Hill 112 or 111 symbol (i.e., hex)." [HoB1.4; HoB1.5; HoBw]

8.621 The "FPP Cost" footnotes are: Foxhole: a F; Trench: c d E F; AP Mine: c d E F G I; AT Mine: c d E F G I; Wire: c d E F G I; HIP: a; "?": (none); AFV Revetment: d E F I. [HoB1.4; HoB1.5; HoBw]

8.621 Foxholes should be FPP Cost: 1/2/3[b], and Note b should be "1/2/3 squad foxhole". {This implies the 'Foxhole notes a F' listed under 8.621 is wrong. SR} [HoB1.5; HoBw]

9 Do the German At-Start forces in set up area "B" have to pay the extra CPP cost to set up on map as per RePh 8.6194?
A. No. They are free to purchase for on-map set up. Additionally, there is no Depletion DRM for this purchase type as per RePh 8.6201. [HoB1.5; HoBw]

9 ISSR 2 should read "(either RG O7 x1 & RG O8 x1; or RG O8 x2. See RG Chart footnote "G")." [HoB1.4; HoB1.5; HoBw]

OBA In the KH CG if an OBA module uses only its IR capability may it be retained?
A. Yes. [HoB1.4; HoB1.5; HoBw]

German RG Chart The CGS Max for O8 should be 2, not 1. [HoB1.5]

Typhoon The Typhoons provided in *King of the Hill* should have a star with a "3" inside as if a '44 FB. [HoB1.4; HoB1.5; HoBw]

King of the Hill Scenarios

Scenario KH7 ("Windsor Knot") Are the Typhoons available as per E7.2 or are they available on turn 1? If the Arrival dr is required, do the KH3.1 drms apply?
A. They are available as per the E7.2 Arrival dr. Yes, the KH 3.1 drms would apply (see KH 1. Terrain); however, since none of those drms actually apply to this scenario there are no drms which are applicable (note: the +1 drm for CGS taking place in the AM only applies in a "CG" not scenario). [HoB1.4; HoBw]

Scenario KH9 ("Kritz and Fritz") Do the British setup instructions mean those fortification may not set up HIP, or does it simply mean everything must be on map, the British player may not opt to not setup some of the fortifications (since they are part of the VC)?
A. The latter. [Letter183]

Recon … By Fire!

Scenario RbF I-2 ("Aggravation at Agrigento") The Italian 75mm ART is Cannone da 75/27 (Italian Ordnance Note 9). [Misc18; HoBw]

Scenario RbF I-5 ("Paper Line") Tactical Objectives should read "…to either 16A6 or 35GG6." The French player receives TWO Motorcycles/sidecars and one motorcycle. [HoBw]

Scenario RbF I-7 ("Into the Cauldron") German OB should include one 2-2-8 Crew. German Reinforcements enter from the north not the south. [HoBw]

Scenario RbF I-8 ("Germeter by Meter") Germans should receive 12 AP Mine Factors not 2. [HoBw]

Tropic Thunder Scenarios

Clarification TT3, TT7, TT9 and TT11 The Armor leader HSR. This is intended to simulate the Armor/Infantry doctrine (and standard practice) of tank officers dismounting and directing the fire of the tanks under their command as a unit. They coordinated with the infantry, providing an effective combined-arms attack.. As a historical note, this was a very effective system, but costly in that armor officers tended to win a lot of medals for bravery, and died young!
1) Must fire from all AFVs be directed at the same target?
A. He may direct the fire at different targets. Since there are no Fire groups with AFVs, he may direct the fire of one then in same location or adjacent AFVs may fire at a different hex.
2) If he [the Armor Leader] is eliminated, is the AFV he started the scenario in subject to the provisions of D5.34 (stun) or D5.341 (Recall)?
A. No, he is the unit leader and not important to the crew function of the AFV.
3) There are two types of infantry SMCs - leader and hero. Which is he [the Armor Leader], and does he have all of that types capabilities?
A. He [the Armor Leader] is a Leader, He may become a hero due to HOB. [HoBw]

Scenario TT5 ("Commandos, Not Supermen") The Japanese 2-3-7 MMC are first class HS. [HoBw]

Scenario TT8 ("In the Heat of the Night") Japanese 3-4-7 MMC are second line, not first as shown on scenario card. [HoBw]

Scenario TT9 ("Frongs in the Pocket") Japanese 3-4-7 MMC are second line, not first as shown on scenario card.
The palm and palm/road hexes are considered shellholes only, with no LOS hinderence, but with an increased movement cost to simulate moving through the debris. [HoBw]

Scenario TT12 ("Signal Hill") HSR 2: Add "All buildings are of wooden construction and are single story only."
HSR 3: Add "Shellholes that scatter off-board are removed from play."
Japanese 347 MMC are second line, not first as shown on scenario card.
There should be 4 Japanese crews instead of 3. [HoBw]

Waffen-SS I: No Quarter, No Glory!

PzIIF Counters These were printed with incorrect MPs (16, instead of 14). Corrected versions are in Waffen-SS II: Führer's Firemen. [WSS2]

Special Ammo Have the Special Ammo Depletion numbers printed on the SS counters been increased due to the last sentence of A25.11?
A. No. To avoid confusion we require players to make note of this change normally as per C8. [WSS2]

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

Scenario WSS1 ("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]

Scenario WSS3 ("Bear Hunt") Is the Partisan OB choice "secret" or is it "known" to the SS player?
A.The selection is "secret". [WSS2; HoBw] {Rephrased on HoBw. SR}

Scenario WSS4 ("The Noble Craft of Warfare") In HSR2 is the dr made for Dummy Minefields secret?
A. Yes. [WSS2]

Scenario WSS6 ("One Eye To The West") The North pointing arrow should face to the left of the page (counter-clock-wise by 90 degrees). Basically, board 45 is the west edge and this is confirmed in the setup/victory determination script. [Misc6; HoBw]

Waffen-SS II: Führer's Firemen

Counters The 447 and 436 SS counters should have an underlined Range indicating Spraying Fire. [Misc10; HoBw]

Waffen-SS II: Führer's Firemen Scenarios

Scenario FF7 ("Monastir Gap") The victory conditions can be read one of two ways. If you take the wording literally, the player with the most **CVP** wins, with the listed road hexes counting as CVP and German Infantry casualties effectively counting double (added to the Allied CVP total, and also negating German-controlled road hexes). A second interpretation would be that the player with the most **VP** wins, with VPs awarded for controlled road hexes and German Infantry casualties eating into that number. Either way is reasonable. Which is it?
A. The second is the way it was intended, but both work. Basically, the German Victory quest is hurt by suffering CVPs. [Misc10; 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"). [Misc10; HoBw]

Scenario FF10 ("Blackjack Is Back") The Play Area should read: "Only hexrows A-P (inclusive) are playable." [Misc10; HoBw]

Scenario FF11 ("Tough Luck") Which German group gets which ELR? It looks like the SS get the '3', just making sure. If this is correct, should it be underlined as well?
A. This is explained in the "Setup" line of each OB. The Garrison has a "1" ELR, and the SS have a "3" ELR. The SS ML should be underlined. See page 2 of the WSSII Chapter H page for ELR Replacement and Battle Hardening and Underlined ML. The counters are appropriately underlined. [Misc10; HoBw]

Scenario FF13 ("Death Ride") The note under the armored cupola counter in the Russian OB should read "(HSR2)" rather than "(HSR3)". [Misc10]

Scenario FF14 ("Operation Rosselsprung") HSR5 lists German Air Support as departing after the German PFPh – typically FBs and Stukas attack in the enemy Movement Phase or friendly Defensive Fire Phase. Are the Stukas allowed to attack in the German Prep or should they be departing after the DFPh of the Partisan turn?
A. The Stukas may attack in the initial PFPh for this scenario only. [Misc10; HoBw]

Scenario FF14 ("Operation Rosselsprung") The Partisan reinforcements should enter from the east edge of board 2 and not the west edge. [Misc10; HoBw]

Waffen-SS III: Neither Fear Nor Hope

HSR1 Please note the last sentence. [Misc37]

HSR1.1 Are the BAZ crew served?
A. Yes, the US BAZ, being a LATW like the ATR, is considered a crew served weapon for this battlepack and are operated by a 1-2-x crew. [HoBw]

HSR1.3 Why wasn't a CPV of '1' given to a deployed 1-2-7? Allowing it to keep its ASLRB CPV now gives any Carrier as mentioned a CPV of '7', just like a Tiger I.
A. To prevent having to keep track of crew IDs on a side record and to make these crew/vehicles valuable in the tactical sense. The technical training of crews would have prevented them from being used as "throw away troops" as many ASL players use crews that are without vehicles/-weapons. [HoBw]

HSR1.3 Does the 2-2-8 Carrier Crew need a Leader SMC to Deploy/Recombine?
A. No. [HoBw]

HSR1.3 Can a deployed 1-2-7 operate a Carrier without any penalties by itself?
A. Yes, except it cannot move and fire in the same phase. [HoBw]

HSR1.3 And what is the CCV of a deployed 1-2-7?
A. 4, same as any other crew.[HoBw]

HSR2 Remember that crews without a SW must exit the playing area as per this HSR. [Misc37]

HSR4 Why wouldn't a 4-6-8 be replaced (A19.13) by a 4-6-7 instead of a 4-4-7?
A. The sequence was established by the designers of the first two SS packs. It is continued in "SS-III NFNH!" to maintain the continuity of the SS series. [HoBw]

HSR4 Can both 4-6-8s and 6-5-8s be ultimately replaced by 4-3-6?
A. Yes. [HoBw]

Waffen-SS III: Neither Fear Nor Hope Scenarios

Scenario NFNH1 ("Mlava Stronghold") HSR3. Do guns, which fire from A-T obstacles, have their CAs restricted as in woods and buildings?
A. Yes, C5.11 applies [EX: mortars]. [HoBw]

Scenario NFNH3 ("The Hatert Bridge") Dutch Set-up: After its first fire phase, does the INF or AT R suffer Low Ammo?
Typo! Should read INF Gun instead of AT Gun. [HoBw]

Scenario NFNH5 ("Foret de Nieppe") The British are allowed to setup on board 32 (the setup instructions should end "of board 42"). [Misc37]

Scenario NFNH5 ("Foret de Nieppe") Are the British tanks to be placed IN the OB-given trenches?
A. No, dug-in tanks are treated as armored cupolas D9.5. [HoBw]

Scenario NFNH5 ("Foret de Nieppe") HSR2: If a Carrier crew sets up as infantry, can it do so with any of its vehicles' weapons?
A. Yes [HoBw]

Scenario NFNH7 ("Siberian Woods") Russian OB: Should be six (6) '?' in the OB. Change the number of 8-0 SMC from 2 to 1 for the Board 5 OB. [HoBw]

Scenario NFNH7 ("Siberian Woods") HSR1. I'm a little confused as to the LOS that exists between units adjacent to a raised road hex, but not adjacent to each other. Wouldn't LOS between units be blocked by the raised road in the hex between them?
A. No, see hillock [F6.] With TEM/hindrance applied as per B9.22. [HoBw]

Scenario NFNH7 ("Siberian Woods") HSR2. Do the HIP Russian AFV's lose HIP status as for guns or for vehicles?
A. As if Guns, since they setup as Guns. [HoBw]

Scenario NFNH9 ("Jackboot Woods") German OB: Chit #3 has 3 Pz IIIH NOT 7 Pz IIIDs. [HoBw]

Scenario NFNH9 ("Jackboot Woods") HSR3. It states that the German Reinforcement Groups enter the board as that group's chit is pulled; where do they enter?
A. Add another sentence at end, "German reinforcement groups enter along the west edge of board 17." [HoBw]

Scenario NFNH10 ("Aces High") Play Balance correction: change the 3-3-8 HS to a Russian 3-2-8 HS. [HoBw]

Scenario NFNH10 ("Aces High") HSR2. Is hex 23Y7, in which some SS units are to setup, exempt from HSR2's Rubble placement?
A. No, SS units are setup after the rubble placement and therefore can be setup in 23Y7's rubble. [HoBw]

Scenario NFNH10 ("Aces High") HSR6. What are the effects of Fuel Shortage?
A. immobilization, as per KGP special rule KGP13. [HoBw]

Scenario NFNH10 ("Aces High") HSR6. Is the DR made for changing VCA applicable only to stopped AFV's?
A. Yes [HoBw]

Scenario NFNH10 ("Aces High") What about attempt-to gain Motion Status (D2.4)?
A. Yes [HoBw]

Scenario NFNH11 ("Surprise, Surprise!") HSR2. Are the hexes of the Pz 34 M43(r)s recorded during set-up or does the German player place them wherever he chooses?
A. Wherever he chooses, within the terrain limitations of HSR2. [HoBw]

Scenario NFNH11 ("Surprise, Surprise!") HSR2. Are all four placed onboard at the same time?
A. Yes. [HoBw]

Scenario NFNH13 ("Snake Ready to Strike") German OB: Delete 1 of the 2 German MMGs. [HoBw]

Scenario NFNH13 ("Snake Ready to Strike") HSR3. Are TB set up HIP?
A. Yes [HoBw]

Scenario NFNH13 ("Snake Ready to Strike") HSR3. If setup HIP, under what condition is a TB revealed to American units?
A. Reveal as if Fortifications (LOS established) A12.33. [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 NFNH14 ("The Bitter End") German Setup: Add "and Moves First". The On-board OB must setup on boards 40 and/or 43 and east of the Canal. [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") Russian Setup: Change Russian Entry to "Moves Second". [HoBw]

Scenario NFNH14 ("The Bitter End") I am completely confused as to where the Germans and Russians enter the playing area.
A. Germans enter along the board 19 edge 19A1-A10-GG10-GG1 (north-east-south). Russians enter along the board 19 edge 19A5-A10-GG10-GG5 (north-east-south). [HoBw]

Scenario NFNH14 ("The Bitter End") Q: Do the Shellholes on the Board 19 road network serve normally as Shellholes in the scenario?
A. No, there can be only one Shellhole on the road and that is the one that the Panther falls into. [HoBw]

Scenario NFNH14 ("The Bitter End") HSR3. If the Panther is placed IN a Shellhole, is it Hull-Down to fire across all hexsides?
A. Yes [HoBw]

Scenario NFNH14 ("The Bitter End") 1) HSR3. Is the Panther considered a Dug-In tank?
A. No [HoBw]
2) Does it receive the +1 TEM for a Shellhole?
A. No. [Letter189]

Scenario NFNH14 ("The Bitter End") The scenario VCs state thet 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 poins? Are Germam AFVs with disabled MAs recalled at all?
A. Yes, German AFVs are recalled and count for victory points. [Letter189]

Scenario NFNH14 ("The Bitter End") A BAZ and PSK, MTR must be run by a 1-2-x crew or there is a +1 penalty for inexperience use of the weapon.
Both sides path the +1 penalty for DC use by non assault engineers; however, leaders may place DC without penalty.
For exiting vehicle crews (NFNH SR 1.2) and routing (NFNH SR 2.) the German Friendly Board Edge is the west edge of board 40, and the Russian Friendly Board Edge is the east edge of board 19. [Letter189]

Scenario NFNH14 ("The Bitter End") The German Guns are the 88LL AT Guns, German Ordnance Note 12. [Letter191]

Kinetic Energy Scenarios

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

Scenario KE 9 ("Aces Over Eights") In Victory Condition #2, insert the word "German" after "VP are awarded to the Germans for all Good Order" *and* after "non-Recalled non-shocked". [MM97; MM99]

Time On Target Errata

German Ordnance Note 31 (TOT) Is the <over- and under-scored>88 a "*"-type Gun?
A. No. Notice that C2.21 requires that the "*" be a *suffix* to the Gun Caliber Size (i.e., that it *follow* the Gun Caliber Size); in this case, the "*" before the Gun Caliber Size is merely an indication to see the appropriate Ordnance Note about the Gun (as per C2.9). [TOT3; MM99]

German Ordnance Note 31 (TOT) Must the <over- and under-scored>88 abide by all the HEAT/SCW rules when firing at Infantry/Cavalry (i.e., must the Infantry/Cavalry be receiving a wall/building/rubble/pillbox TEM (C8.31))?
A. Yes. [TOT3; MM99]

German Vehicle Note #G1 (German Rare Vehicle Neubaufahrzeug) The MP of this vehicle should be a red '12', instead of a red '9' (Change "MP:9" to "MP:12".) This vehicle should have 'Low' Ground Pressure instead of 'High' (Change "GP:H" to "GP:L"). Unmounted replacement artwork for these three counters can be found in MM99. [MM99]

German Vehicle Note #G14 (German Rare Vehicle Fkl B IV) Add "A Fkl B IV in Inherent Driver Mode whose Controller's AFV has been eliminated/Recalled may be voluntarily Recalled at the beginning of any friendly MPh as per D5.341." at the end of paragraph #G14.71. [MM97]

Time On Target Counter Errata

German Neubaufahrzeug Change the red '9' MP allowance to a red '12'. Change the 'circle' in the upper lefthand corner to a 'square' to denote low ground pressure. [MM99]

German Pz Sfl Diana The back of the counter should bear the note "Rus. 76LL AP/APCR" to reflect the use of the Russian To Kill Numbers; the Russian 76LL APCR Basic To Kill number is 18. [TOT3]

Time On Target Overlay Errata

TOT #2 Overlay The six-hex overlay labeled "*RE4" should instead be labeled "*RE5". [CH *Tanks!*; TOT3] {This was corrected with a small sticker midway through the first week of sales. SR}

Time On Target Scenarios

Scenario TOT 1 ("Take Ten!") In the Victory Conditions, add "at-start" after ">= seven buildings/". [TOT2; MM99]

Scenario TOT 1 ("Take Ten!") Must the Wire counters that are received be placed in the same hex as the Foxhole that allowed its creation (SSR1)?
A. Yes. [MM99]

Scenario TOT 2 ("First Attack") In the second sentence of the Victory Conditions, add "German" after "One VP is awarded to the Germans for each". [TOT2; MM99]

Scenario TOT 4 ("Stoumont: The Break-In") Do the American 60+mm OBA batteries fire with 8 FP or 4 FP (as per American Ordnance Note 1)?
A. 4 FP, since SSR KGP 16 is specifically in effect (and thus so is American Ordnance Note 1). [TOT2; MM99]

Scenario TOT 4 ("Stoumont: The Break-In") Do the German 8-3-8/3-3-8 MMC have their broken side morale increased by one for being SS units (as per A25.1/Footnote A31)?
A. Yes. [TOT2; MM99]

Scenario TOT 6 ("Bastard Tanks & Shootin' Fools") Can this scenario end in a tie game (i.e., if neither side Exits enough VP to win, and there *are* Good Order American units within two hexes of the paved road from LL20 to FF17)?
A. No, either the Germans win or the Americans win; there are no tie games. Notice A26.4 applies to the last sentence in the Victory Conditions. [TOT2; MM99]

Scenario TOT 7 ("Tiger 222") In the second sentence of the Victory Conditions, 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 41Q4 (out of play) to 41R4 have to pay he MF/MP cost for entering higher terrain? What about movement from 41Q2 (out of play) to 41R2?
A. Yes; no. Notice that in the former case, the unit is crossing a Crest Line when entering 41R4, whereas in the latter case, it is not. To ease play, all board 41 terrain that is *not* in play *remains in effect* for purposes of "offboard" movement/entry purposes during this scenario [EXC: Bog Checks during offboard movement are *not* required]. [TOT2; CH3.1]

Scenario TOT 8 ("Nightmare") In the Victory Conditions, add "at-start" after ">= five buildings/". [TOT2; CH3.1]

Scenario TOT 10 ("Winter Wonderland") The American Phone should have a Contact value of 11 instead of 12. [TOT2; CH3.1]

Scenario TOT 10 ("Winter Wonderland") Do the Germans receive Exit VP for Exiting captured American units off the north board edge?
A. No. [TOT2; CH3.1]

Scenario TOT 17 ("Last Stand at Weston") If a Hungarian unit fires the 88AT (Raketenwerfer 43) Gun, are the black TH numbers used, or the red TH numbers used?
A. A Hungarian crew would use the black TH numbers, whereas a Hungarian non-crew unit would suffer the non-qualified use penalties (A21.13) and therefore use the red TH numbers. [TOT3; MM99]

Scenario TOT 18 ("The Aller Waltz"), TOT 19 ("Liebe Elfriede"), & TOT 26 ("Free-For-All") Notice that in all of these Night scenarios, the SSR defining the Night conditions as Overcast does not invoke Overcast Weather (E3.5); see the clarification to E1.11 on page E26[90]. [TOT3; MM99]

Scenario TOT 19 ("Liebe Elfreide") In the German balance, change ">= 18" to ">= 14". [TOT3; MM99]

Scenario TOT 23 ("This Close to the Sharp End") In the first line of SSR 5, add "placement of concealment counters and the start of" after "prior to". At the end of SSR 5, add "Both players may freely inspect any/all enemy stack(s) in order to implement this SSR." [TOT3; MM99]

Scenario TOT 29 ("Tiger Hunt") In the fourth line of SSR 2, add "non-Recalled" after "non-shocked, ". In the fourth line of SSR 4, add "wounds/" after "SMC Creation/". At the end of SSR 4, add "All prisoners are removed from play at the end of each Part (and the Casualty VP for such are awarded accordingly at that time)." [TOT3; MM99]

Scenario TOT 29 ("Tiger Hunt") Can "Dummy" counters still in play at the end of Part I be held over into the play of Part II (and into play of Part III from Part II)?
A. Yes. Note that SSR 1 says "all German non-eliminated/non-Recalled units" are available for set-up in the next Part [emphasis added]. These surviving "Dummy" counters may be used to make up Dummy stacks or to conceal units in Concealment Terrain during set-up (as per A12.12) – as if they were OB-designated "?". [TOT3; MM99]

Scenario TOT 33 ("Another Tricky Day") Note that the flooded and frozen *stream* – by virtue of it *not* being a Water Obstacle (B21.1) – is, in essence, an Open Ground hex (check out B20.7). Of course, this rules out *any* possibility of a vehicle falling through the ice while moving across the stream (as would be possible in the case of the frozen *river* and frozen *pond*, both of which *are* Water Obstacle). Some of you may find this considerably eases your dilemma of how to get the vehicles north of the stream without using the bridge (which is most probably Bore Sighted by the AT Guns). [MM97] {This is NA with the change from MM99 below. SR}

Scenario TOT 33 ("Another Tricky Day") Replace "The stream and all" with "The 40F9-40E9-40E8-40D7-40D6-40C6 stream and bridge (in 40C6) do not exist; treat these hexes as Level 0 Open Ground. All". [MM99] {MM99 mistakenly uses '41' instead of '40'. SR}

Scenario TOT 44 ("… A Dish Best Served Cold …") In SSR 5 insert "in each hex" at the end of the second sentence. [Letter13]
The German OB should read "see SSR 5 for minefield placement", not SSR 6. [MM99]
At the end of SSR 5, add "Minefields placed in paved roads must be set-up as Known minefields, and have *no* A-P mine factors." [MM99]

TOT SSR 1.11 An SMC, having pre-designated one MMC to join him in a Bayonet Charge, passes his Bayonet Charge TC but said TC triggers a Sniper attack which pins (or breaks) the MMC; must the SMC continue the Bayonet Charge alone?
A. Yes. *All* pre-designated units must participate in the Bayonet Charge until such time as they are pinned/broken (even if such pinning/breaking occurs before any MF are expended). [TOT2; CH3.1]

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4) Postings, Eddie Zeman (HOB) to the ASL Mailing Line, October through December 1997
5) Posting, Eddie Zeman (HOB) to the ASLML, 1 May 1998
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7) Postings, Kurt Martin (CH) to the ASLML, 29 October 1998
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9) Postings, Chas Smith to ASLML, 9 February 1998
10) Posting, Eddie Zeman (HOB) to ASLML, 21 February 1999
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12) Posting, W.R Stevens (War Oboe) to ASLML, April 1999
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17) Evan Sherry (SP) to Scott Romanowski, 22 October 1999
18) Posting, Eddie Zeman (HOB) to ASLML, 12 November 1999
19) 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)
20) Counter inspection prompted by posting from Curt Schilling to ASLML, 11 November 1999
21) Counter inspection prompted by posting from Rusty Witek to ASLML, 19 November 1999
22) Posting, W.R Stevens (War Oboe) to ASLML, 27 December 1999
23) Counter inspection prompted by posting from Steve Linton to ASLML, 4 February 2000
24) Posting, Carl Nogueira (scenario designer) to BAASL Mailing List, 8 March 2000
25) Rules and counter inspection prompted by email from Jon Cole, 19 July 2000
26) Derek Dunn to Michael Faulkner and responses, 19 July 2000
27) Kurt Martin (CH) to the ASLML, 22 August 2000
28) Eddie Zeman (HoB) to the ASLML, 21 September 2000
29) Vic Provost to the BAASL Mailing List, 15 and 17 October 2000
30) Scenario card inspection prompted by letter from Bruce Probst, 29 January 2001
31) David Lamb (CH) to grognard.com 17 October 2001
32) Mike Faulker (SP) to the ASLML, 22 October 2001
33) Kurt Martin (CH) to the grognard.com, 22 October 2001
34) Evan Sherry (SP) to the ASLML, 20 November 2001
35) Brian Williams to the Richie Crowe, posted to YASL Mailing List, 6 February 2002
36) Carl Nogueira (designer) to YASL Mailing List, 2, 10 and 15 July 2002
37) Steven Swann (HoB) to ASL Mailing List, 30 July 2002

38) Scott Romanowski to Mike Faulkner (designer) and reply, posted to ASLML 9 August 2002
39) Evan Sherry (SP) to ASLML 10 August 2002
40) Kiri Naiman to Mike Faulkner (designer) and reply, forwarded to Scott Romanowski 28 August 2002

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 #2
Schwerpunkt homepage (http://members.aol.com/evansherry/myhomepage/errata.htm), as of 5 October 2002

Tactiques
Tactiques scenario errata on Costal Fortress' web site (http://www.coastalfortress.com/Pages/TacErrta.html), as of 2 September 2001 ("CFw" abbreviation)

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 promted 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 Ruud 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 Bunten to ASLML, 18 December 1999
37) Martin Moser to Russ Bunten 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 Bunten to ASLML, 6 January 2000
40) Wynn Polnicky Perry Cocke, posted to ASLML, 6 January 2000
41) Perry Cocke to ASLML, 10 January 2000
42) Jakob Nørgaard to Perry Cocke and response, 10 January 2000
43) Russ Bunten 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, 5 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 Richie Crowe, forwarded to the BAASL 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 Nørgaard, 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) Private conversation between Wayne Hadady and Perry Cocke, posted to ASLML 1 May 2001
90) Paul Bibler to Perry Cocke and reply, posted to ASLML 4 May 2001
91) Tom Repetti to Perry Cocke and reply, copied to SR 11 & 14 May 2001
92) Perry Cocke to the ASLML 8 & 11 May 2001
93) Wayne Hadady to Perry Cocke and reply, posted to ASLML 22 May 2001
94) Perry Cocke to ASLML 23 & 25 June 2001. Clarified in private email from Scott Romanowski to Perry Cocke and reply, 10 August 2001
95) Janusz Maxe to Perry Cocke and reply, posted to ASLML 3 July 2001
96) Bruce Probst to Perry Cocke and reply, posted to the ASLML 4 July 2001
97) Wayne Hadady to Perry Cocke and reply, posted to the ASLML, 5 July 2001
98) Wayne Hadady to Perry Cocke and reply, posted to ASLML 10 July 2001
99) Perry Cocke to ASLML 25 July 2001
100) Wayne Hadady to Perry Cocke and reply, posted to ASLML 29 July & 3 August 2001
101) Daniel Zucker to Ray Tapio and reply, posted to ASLML 5 August 2001
102) Seth Fancher to Perry Cocke and reply, posted to ASLML 10 August 2001
103) Jeff Seawall to Perry Cocke and reply, posted by Chas Argent to ASLML 10 August 2001
104) Jon Halfin to Perry Cocke and reply, posted to ASLML 10 August 2001
105) Seth Fancher to Perry Cocke and reply, posted to YASL ML 5 September 2001
106) Gary Torrenga and Scott Romanowski to Perry Cocke and reply, 7 September 2001
107) Chas Argent to Perry Cocke and reply, posted to ASLML 15 September 2001
108) Rom Mosher to ASLML 15 September 2001
109) Bill Kohler to Perry Cocke and reply, forwarded to Scott Romanowski 12 October 2001
110) Wayne Hadady to Perry Cocke and reply, posted to ASLML 18 October 2001
111) Tom Repetti to Perry Cocke and reply, posted to ASLML 19 October 2001
112) Perry Cocke to ASLML 21 October 2001
113) Neil Andrews to Perry Cocke and reply, posted to ASLML 24 October 2001
114) Wayne Hadady to Perry Cocke and reply, posted to ASLML 28 October 2001
115) Rom Mosher to ASLML 28 October 2001
116) Bill Kohler to Perry Cocke and reply, posted to ASLML 8 November 2001
117) Bill Kohler to Perry Cocke and reply, posted to ASLML 10 November 2001
118) Wayne Hadady to Perry Cocke and reply, posted to ASLML mid-November 2001

119) Scott Romanowski to Critical Hit and reply 13 November 2001
120) James Maffei and Robert Holmstrom to ASLML 17 November 2001
121) Steve Linton to ASLML 18 November 2001
122) Perry Cocke to ASLML 20 November 2001
123) Alain Chabot and Wayne Hadady to Perry Cocke and replies, posted to ASLML 28 November 2001
124) Bill Kohler to Perry Cocke and reply, posted to ASLML 29 November 2001
125) Scott Romanowski to Evan Sherry and reply, posted to ASLML 9 December 2001
126) Carl Nogueira and Scott Romanowski to Critical Hit and reply, posted to ASLML & YASL ML 9 December 2001
127) BV 2nd Edition counter inspection by Steve McBee and Chuck Tewksbury, results sent in private email to Scott Romanowski, 11-12 December 2001
128) Wayne Hadady to Perry Cocke and reply, posted to ASLML 16 December 2001
129) Steve McBee to Perry Cocke and reply, posted to ASLML 29 December 2001
130) Perry Cocke to ASLML 30 December 2001
131) Wayne Hadady to Perry Cocke and reply, posted to ASLML 31 December 2001
132) Jonathan Cole to Perry Cocke and reply, posted to ASLML 1 January 2002
133) Scott Romanowski to Perry Cocke and reply, posted to ASLML 4 January 2002
134) Wayne Hadady to Perry Cocke and reply, posted to ASLML 5 January 2002
135) Scott Romanowski to Perry Cocke and reply 6 January 2002
136) Bill Kohler to ASLML, and inspection it prompted, 8 January 2002
137) Klaus Fischer to ASLML 8 January 2002
138) Mike Rodgers to Perry Cocke and reply, posted to ASLML 22 January 2002
139) Jeff Barber to Perry Cocke and reply, posted to ASLML 23 January 2002
140) Wayne Hadady to Perry Cocke and reply, posted to ASLML 23 January 2002
141) Steve McBee to Perry Cocke and reply, posted to ASLML 24 January 2002
142) Fred Ingram to Perry Cocke and reply, posted to ASLML 27 January 2002
143) M. Kernan to Perry Cocke and reply, posted to ASLML 30 January 2002
144) Jeff Barber to Perry Cocke and reply, posted to ASLML 1 February 2002
145) Scott Jackson to ASLML, and inspection it prompted, 2 February 2002. Paul Hart posted confirmation from Perry Cocke to ASLML on 30 August 2002.
146) John Brock to Perry Cocke and reply, posted to ASLML 3 February 2002
147) Johnathan Cole to Perry Cocke and reply, forwarded to Scott Romanowski 4 February 2002
148) Wayne Hadady to Perry Cocke and reply, posted to ASLML 5 February 2002
149) Steve McBee to Perry Cocke and reply, posted to ASLML 5 February 2002
150) Jonathan Cole to Perry Cocke and reply, posted to ASLML 6 February 2002
151) Øydis Pedersen to Perry Cocke and reply, posted to ASLML 7 February 2002
152) Jonathan Cole to Perry Cocke and reply, forwarded to Scott Romanowski 7 February 2002
153) Jeff Sewall to Perry Cocke and reply, posted to ASLML 7 February 2002
154) Dave Perham to Perry Cocke and reply, posted to ASLML 8 February 2002
155) Bill Kohler to Perry Cocke and reply, posted to ASLML 10 February 2002
156) Andrew Millar to Perry Cocke and reply, posted to ASLML 10 February 2002
157) Marc Lammers to ASLML and inspection it prompted 10 February 2002
158) James Seafin & Alain Chabot to Perry Cocke and reply, posted to ASLML 16 February 2002
159) Scott Romanowski to Perry Cocke and reply, 19 February 2002
160) Richie Crowe to Perry Cocke and reply, posted to ASLML 12 March 2002
161) Kent Hanson, posted to ASLML by Curt Schilling 15 March 2002
162) Paul Kenny to ASLML 28 March 2002
163) Tom Repetti to Perry Cocke and reply, posted to ASLML 1 April 2002
164) Perry Cocke to ASLML 20 April 2002
165) Scott Stewart to Perry Cocke and reply, posted to ASLML 21 April 2002
166) Richard Weiley to Brian Youse and reply, posted to ASLML 23 April 2002
167) Oliver Giancola to Perry Cocke and replies, posted to ASLML 29 April 2002
168) Ron Mosher to ASLML 30 April 2002
169) Eric Henyey to MMP and reply, posted to ASLML 2 May 2002
170) Scott Romanowski to Perry Cocke and reply, posted to ASLML 8 May 2002
171) Perry Cocke to ASLML 9 May 2002
172) Jeff Barber to Perry Cocke and reply, posted to ASLML 15 May 2002
173) Wayne Hadady to Perry Cocke and reply, posted to ASLML 15 May 2002
174) Perry Cocke to ASLML 16 May 2002
175) Perry Cocke to ASLML 29 May 2002
176) Eric Bruenner to Perry Cocke and reply, posted to ASLML 30 May 2002
177) MMP to ASLML 3 June 2002
178) Wayne Hadady to Perry Cocke and reply, posted to ASLML 5 June 2002
179) Øydis Wik Maxe to Perry Cocke and reply, posted to ASLML 7 June 2002
180) Alan Bills to Perry Cocke and reply, posted to ASLML 9 June 2002
181) Tom Weniger to Perry Cocke and reply, posted to ASLML 1 July 2002
182) mountainview@westelcom.com to Perry Cocke and reply, posted to ASLML 12 July 2002
183) Matt Romey to ASLML 13 July 2002
184) Mike Seningen to Perry Cocke and reply, forwarded to Scott Romanowski 15 July 2002
185) Wayne Hadady to Perry Cocke and reply, forwarded to Scott Romanowski 15 July 2002
186) Scott Romanowski to Perry Cocke and reply, 30 July 2002
187) Sean Deller to Perry Cocke and reply, posted to ASLML 10 August 2002
188) Perry Cocke to ASLML 13 August 2002

189) Jakob Nørgaard to Burnell Hegdahland reply, forwarded to Scott Romanowski 20 August 2002
190) Peter Rogneholt to Perry Cocke and reply, posted to ASLML 23 August 2002
191) Jakob Nørgaard to Burnell Hegdahland reply, forwarded to Scott Romanowski 25 August 2002
192) Mark Calhoun to Perry Cocke and reply, posted to ASLML 28 August 2002
193) Mark Calhoun to Perry Cocke and reply, posted to ASLML 30 August 2002
194) Richie Crowe to Perry Cocke and reply, forwarded to Scott Romanowski 1 September 2002
195) Joakim Ruud to Perry Cocke and reply, forwarded to Scott Romanowski 1 September 2002
196) Doug Kirk to Perry Cocke and reply, posted to ASLML 16 September 2002
197) Sam Tyson to Perry Cocke and reply, posted to ASLML 19 September 2002
198) Richie Crowe to Perry Cocke and reply, forwarded to Scott Romanowski 20 September 2002
199) Jeff Sewall to Perry Cocke and reply, posted to ASLML 20 September 2002
200) Oliver Giancola to Perry Cocke and reply, posted to ASLML 20 September 2002
201) Jeff Barber to Perry Cocke and reply, posted to ASLML 24 September 2002

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.